Usenet Newsgroup Archive: comp.sys.atari.8bit

1986 - 1991

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Date span: 1986-12-05 through 1991-12-31

Source text: comp.sys.atari.8bit.txt

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Messages included in this PDF: 4,844

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Testing...

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-05 04:56:44 UTC
From: appelbau@topaz.RUTGERS.EDU
Message-ID: <7511@topaz.RUTGERS.EDU>
Source record: 118005

```
In article <475@atari.UUcp>, neil@atari.UUcp (Neil Harris) writes:
> Just testing to see if anyone is alive in this topic. I have not seen any
> postings since it was begun.
> --
> --->Neil @ Atari

Oh Neil, where out here! What's going on with the new 1200 buad
modem? Also I heard a rumor that you could upgrade the 1030 modem to
1200 baud. Any comments.

Marc--
|=========================================================================|
|Marc L. Appelbaum "Insanity is just a state of mind"|
|Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum|
|=========================================================================|
```

2. Hardware Projects for Atari400/800/130XE?

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-05 07:13:35 UTC
From: <>
Message-ID: <278@.UUCP>
Source record: 118006

###########...Purina Line Eater Chow...###########

Has anyone tried to use the 65802 in an Atari 400? I have been thinking of giving it a shot, because of the added instruction capability. I understand that it is compatible with the existing 6502. Has anyone verified this? On the smaller side, I have also heard that the 65C02 will work in the 400/800, but not the newer 800XL and XE models. Verification?

Also, I have need of a serial interface board for my Atari. Since my Atari is mainly used for fun, I was thinking of constructing one of my own from scratch, that will sit on the serial line and provide support for at least two RS232 ports. Has anyone got a good design for one? I am trying to work out a way so that the RS232 controller will be smart enough not to interfere with the disk I/O requests. I would prefer to allow RS232 I/O and disk I/O over the same channel without specially toggling the RS232 line off the serial bus. Still, if anyone has any brilliant ideas of how to build any sort of serial interface for the Atari that interfaces through the serial bus, drop me some mail.

##
Life's a beach, then you erode...
##

Mark VandeWettering
University of Oregon {Computer Science,Chemstores}
..!tektronix!uoregon!markv
..!tektronix!uoregon!chemstor!mark
--
Mark VandeWettering
University of Oregon {Computer Science,Chemstores}
mark@{uoregon,chemstor}.UUCP

3. Re: questions

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-05 23:47:15 UTC
From: hans@umd5
Message-ID: <1385@umd5>
Source record: 118007

In article <434@rayssd.RAY.COM> cc@rayssd.RAY.COM (Charles R Coday) writes:
>
> I have used Dos 2.0 (unmodified) with double density drives thru
>an ATR8000 in the double density mode. Most of the double density drives
>and their mods will automatically switch to the correct density upon
>boot-up. Atari Dos 2.0 gets notified of the appropriate density and then
>has no problem. Mydos, though, will additionally handle the situation
>where you want to switch disks of different density where Atari Dos 2.0
>fails. Bill Wilkinson of OSS (and an author of Atari Dos 2.0) published a
>book called Inside Atari Dos containing the Dos SOURCE code and
>explanations of how it can handle double density drives. So, just put a
>double density disk in and boot-up!

I don't think you are quite right about this. There is no code in Dos 2.0
to treat the first three sectors of the disk specially (i.e. 128 instead of
256 bytes), so any function which writes these (format, write Dos files, etc.)
will fail. Perhaps the ATR 8000 compensates for this, and allows you to write
these sectors either way, but I am sure a regular disk drive will not do this.

It does seem like a crying shame, since someone certainly went to a lot of
trouble to put 95% or more of the code for double density support into Dos 2.0.

4. Re: questions

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-06 00:33:36 UTC
From: ppgcu@cunyvm.bitnet.UUCP
Message-ID: <189PPGCU@CUNYVM>
Source record: 118008

> tob@inuxm.UUCP (T Burger) writes:
>My solution to this is to use the Duplicating Technoliges Inc. board.
>This gives you full track buffering, double density or single density
>operation. And if you have the warp mod on your OS roms you get
>almost the full warp speed from standard format disks. during read
>operations and normal speed during write operations.
>
>The only problem I have found with this setup is that some protected
>software won't load with the DTI board due to the full track buffering.
>I keep my trusty 810 around for that.

Hmmm... in that case why not get a Happy upgrade. It will make a 1050
double density and can be completely disabled if need be.
It supports full track buffering, warp speed, single/double/1050 density
You do not need special OS ROM's
I've had one for a while and I'm very 'HAPPY' with it.

5. Info-Atari8 Digest V86 #11

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-06 06:45:37 UTC
From: Info-Atari8@SCORE.STANFORD.EDU
Message-ID: <8612062044.AA00317@ucbvax.Berkeley.EDU>
Source record: 118009

Info-Atari8 Digest Friday, December 5, 1986 Volume 86 : Issue 11

This weeks Editor: Bill Westfield

Today's Topics:

Testing...
Re: Testing...

Date: 3 Dec 86 19:36:39 GMT
From: imagen!atari!neil@ucbvax.Berkeley.EDU (Neil Harris)
Subject: Testing...
To: info-atari8@score.stanford.edu

Just testing to see if anyone is alive in this topic. I have not seen any
postings since it was begun.

--
--->Neil @ Atari

...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil

BIX: neilharris CIS: 70007,1135 Delphi: NEILHARRIS
GENIE: nharris WELL: neil Atari Corp. BBS 408-745-5308

US Mail: Atari Corp.
1196 Borregas Ave.
Sunnyvale, CA 94086

"Loose chips sink ships."

Date: 5 Dec 86 04:56:44 GMT
From: appelbau@topaz.rutgers.edu (Marc L. Appelbaum)
Subject: Re: Testing...
To: info-atari8@score.stanford.edu

In article <475@atari.UUcp>, neil@atari.UUcp (Neil Harris) writes:
> Just testing to see if anyone is alive in this topic. I have not seen any
> postings since it was begun.
> --
> --->Neil @ Atari

Oh Neil, where out here! What's going on with the new 1200 buad
modem? Also I heard a rumor that you could upgrade the 1030 modem to
1200 baud. Any comments.

Marc--
|===|
|Marc L. Appelbaum "Insanity is just a state of mind"|
|Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum|

End of Info-Atari8 Digest
****
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6. Re: questions

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-06 18:47:35 UTC
From: cc@rayssd.RAY.COM
Message-ID: <442@rayssd.RAY.COM>
Source record: 118010

In article <1385@umd5>, hans@umd5 (Hans Breitenlohner) writes:
> In article <434@rayssd.RAY.COM> cc@rayssd.RAY.COM (Charles R Coday) writes:
> >
> > I have used Dos 2.0 (unmodified) with double density drives thru
> >an ATR8000 in the double density mode. Most of the double density drives
> >and their mods will automatically switch to the correct density upon
> >boot-up. Atari Dos 2.0 gets notified of the appropriate density and then
>
> I don't think you are quite right about this. There is no code in Dos 2.0
> to treat the first three sectors of the disk specially (i.e. 128 instead of
> 256 bytes), so any function which writes these (format, write Dos files, etc.)
> will fail. Perhaps the ATR 8000 compensates for this, and allows you to write
> these sectors either way, but I am sure a regular disk drive will not do this.

What I failed to include was the information that the first three sectors must be 128 bytes ONLY regardless of their density AND the drive MUST switch densities by itself (yes--the ATR8000 does the 'switching'). This concept was first implemented by PERCOM who used to make drives for many of the home micros, including ATARI. When Rana came on the scene they implemented the same idea (I also had one of those at one time). The real proof, of course, is to insert a double density disk and see what happens. The various DOSes like MYDOS, SMARTDOS, etc have the capability to create a double-density disk with a DOS on it. DOS 2.0, tho, won't do that.

So how can you get a double-density disk with DOS 2.0?

I did it in the past with a PD program circulated by PERCOM, but they went out of the ATARI drive business. BUT, if someone really wants a double-density DOS 2.0, I will try to find the program and post it (if I can figure out how to do that!).

7. Need Programming Help

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-06 19:25:21 UTC
From: rmrin@inuxa.UUCP
Message-ID: <219@inuxa.UUCP>
Source record: 118011

Hello World (oops, wrong book),
I'm finally finding some time to play
with a few of the goodies that come
past here but I need a little help.
I down loaded a very long game file
but since it was to big for my machine's
buffer and direct to disc always gives
errors, I split it into two files and
downloaded each seperately (I'm talking
hexadecimal file stuff). I never did
figure out how to put the files together
using DOS 2.5 but with DOS 3.0 it
worked, sort of. Unfortunately now
I have a very long hex file with a
line right in the middle which says

$

(that's a system prompt and then
probably a line feed).
When I convert the file, it starts up
fine but the screen goes back to the
startup before one can play (It's the
game like concentration). I suspect
my problem is that spurious line feed
(In fact I'm amazed that it didn't
cause the whole thing to bomb).
I'm using an 800XL and standard atari
disc drives. The modem is a smart
modem, if that makes any difference.
My first question is how do I edit the
big file to get rid of that "$"?
My second question is how could I have
joined the two files using DOS 2.5?
Helpful hints much appreciated.

8. RE: Info-Atari8 Digest V86 #11

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-06 20:21:00 UTC
From: ADELEON@HMCVAX.BITNET
Message-ID: <8612062046.AA00376@ucbvax.Berkeley.EDU>
Source record: 118012

Yeah, there are users out here. Neil, what's happening with the XEP-80?
Same with 1200 baud modem.

Also anyone out there using 256K 800XLs? Like with extram mem is great.
We are currently attempting to modify a unsocketed machine. So far it's
been a big pain. Anyone who has experience with it, comment please.

Arnold
ADELEON@HMCVAX

9. Re: Need Programming Help

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-08 03:25:20 UTC
From: appelbau@topaz.RUTGERS.EDU
Message-ID: <7582@topaz.RUTGERS.EDU>
Source record: 118013

```
To edit the file you can use any text editor (Atariwriter, Paperclip,
etc.) To append the two files use the 'C' command from the DOS menu.

example:
C
file2,file1/a

Hope this helps.
Marc
--
|=========================================================================|
|Marc L. Appelbaum "Insanity is just a state of mind"|
|Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum|
|=========================================================================|
```

10. Re: questions

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-08 16:34:06 UTC
From: wilmott@topaz.RUTGERS.EDU
Message-ID: <7591@topaz.RUTGERS.EDU>
Source record: 118014

In article <442@rayssd.RAY.COM>, Charles Coday writes :

>... BUT, if someone really wants a double-density DOS 2.0, I will
> try to find the program and post it (if I can figure out how to
> do that!)

Yes, please, please, please do so.

Ray Wilmott
wilmott@topaz.rutgers.edu

11. 80 col. word processor

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-08 16:38:15 UTC
From: wilmott@topaz.RUTGERS.EDU
Message-ID: <7592@topaz.RUTGERS.EDU>
Source record: 118015

Does anyone know of any 80 column word processors for the Atari
8-bits? I don't mean just a "preview" mode, but actual 80 column
on-screen editing (achieved through a graphics 8 character set?).
If there are any that exist, how good are they?

Ray Wilmott
wilmott@topaz.rutgers.edu

12. termcap and BASIC program

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-08 17:23:37 UTC
From: flynn@cory.Berkeley.EDU
Message-ID: <1253@zen.BERKELEY.EDU>
Source record: 118016

I posted an article recently saying
that I had a termcap and BASIC program
for the PR connection. I got a lot of
response to that then realized that I
had been a little misleading. First,
it should not be restricted to PR
owners, as I know of no reason why it
shouldn't work woth the 850 also,
since the PR-connection is supposed to
behave like the 850.

To be specific, here is a fuller des-
cription of the stuff I wrote. It
is a termcap that has parameters for
all the stuff needed for vi, and talk,
and stuff like that so the atari acts
like a real terminal (with 40 cols.).
The BASIC program is not fancy, but
good enough for a starter. It dials (
but my modem is not HAYES-compatible,
so the program could easily be simp-
lified for HAYES) and it captures and
sends files, but mostly it just acts
like a terminal.

Chances are you are only interested in
using the termcap and the few routines
in the BASIC program associated with
that so vi can behave properly on your
old friend 800.

Any interest in any of this, respond
to:
flynn@cory.Berkeley.EDU
OR if that fails
erich@cory.Berkeley.EDU
OR
varian!madvax!karenmad@lll-crg.arpa

In mailing, use "atari" in the Subject

13. Re: Testing...

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-08 21:16:42 UTC
From: neil@atari.UUcp
Message-ID: <483@atari.UUcp>
Source record: 118017

In article <7511@topaz.RUTGERS.EDU>, appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum) writes:

>
> Oh Neil, where out here! What's going on with the new 1200 buad
> modem? Also I heard a rumor that you could upgrade the 1030 modem to
> 1200 baud. Any comments.

No, you cannot upgrade the 1030 to 1200 baud. ANALOG printed this misinformation a couple of years back.

The 1200-baud modem should be out early in the year.
--
--->Neil @ Atari

...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil

BIX: neilharris CIS: 70007,1135 Delphi: NEILHARRIS
GENIE: nharris WELL: neil Atari Corp. BBS 408-745-5308

US Mail: Atari Corp.
1196 Borregas Ave.
Sunnyvale, CA 94086

"Loose chips sink ships."

14. autorun.sys request

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-09 13:05:22 UTC
From: gilgut@cg-d.UUCP
Message-ID: <157@cg-d.UUCP>
Source record: 118018

Greetings,
For reasons not worth getting into, I stopped using my Atari 400 and sold it,
about two years ago.

Now I have an 800 XL W/1050 Disk Drive. In an old Antic, I came upon some
SW to build an autorun.sys file on my disk. Using DOS 2.5 I typed it in,
and followed the directions. It does work, but not as advertised.

The problem is, when I cycle the power, the load begins and then stops. After
I type a return, the load resumes and loads/executes the program. Is there a
newer version of this utility that does not stop? Could someone please
either mail or post this? Thanks in advance,

Steve Gilgut
decvax!cg-d!gilgut
Compugraphic Corp.
Wilmington, Mass. 01887

--
The Opinions stated herein, etc, ad nauseum.....
decvax!cg-d!gilgut

15. Re: questions (about double density DOS 2.0)

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-09 14:53:30 UTC
From: kmeis@drupa.UUCP
Message-ID: <949@drupa.UUCP>
Source record: 118019

Whenever I want to create a double density version of dos on my Percom,
I set one drive to double density, boot up on the other single density drive,
go to DOS and use the write DOS option. As soon as you write DOS to the
double density drive you can boot with it. It is my understanding that
DOS 2.0 was created with Atari's never released double density drive in mind
and it is therefore compatable with double density. (I am, however, not in
front of my Atari, so I can't boot to check the exact DOS version number).

Kevin J. Meis
ihnp4!drutx!drupa!kmeis

16. Turbo Basic for XL's Part 0/2

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-09 16:20:16 UTC
From: oaa@houxl.UUCP
Message-ID: <1054@houxl.UUCP>
Source record: 118020

I would like to start posting some programs to the net that appeal
to the general audience out there.

I assume that people have access to local BBS where they can obtain
programs, so there is no need to post some of the more popular public
domain programs. I also assume that not everyone accesses the net
through a UNIX computer or other large computer so I should not use
"uuencode" or "arc" to encode binaries. If I am incorrect on these
points let me know.

I would like to start by posting a program called "Turbo Basic-XL".

Apparently it's a public domain program from somewhere in Europe
that provides a Basic interpreter that's 100% compatible with
Atari Basic and provides many new and valuable features including:
many new commands and functions, faster execution of programs (3
times faster, so you can tolerate using some of those Basic games),
and a little more available memory. It's basically similiar to
Basic-XL or Basic-XE from OSS.

The only bad part is that it only works in XL and XE machines.
(An 800XL is really an excellent buy for Atari owners at ~$70,
and with 256K ram added a real joy to use.)

I'll post the docs and binary separately. I'll use BINHEX to
encode the binary since that will work for just about everyone.

Owen Alexander

17. SOFTWARE WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-10 17:24:09 UTC
From: sar@warwick.UUCP
Message-ID: <462@ubu.warwick.UUCP>
Source record: 118021

I am interested in getting hold of the following games for the
Atari 800:

"Flame Lords" by Synapse

"Future Ball" by Lucasfilm

"William Wobbler"

Can anybody out there help?

Please reply to this user by email, or by post to:

Paul Amer

19, Monks Road,
Stoke,
Coventry,
CV1 2BZ
ENGLAND

18. Turbo Basic for XL's 1/2

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-10 20:25:57 UTC
From: oaa@houxl.UUCP
Message-ID: <1057@houxl.UUCP>
Source record: 118022

Here is the docs for Turbo Basic, binary will follow in BINHEX format.

Owen Alexander
========= Cut Here ============

TURBO BASIC COMMAND LIST

Compiled and Translated by
Dave and Laura Yearke

This documentation is provided by the Western New York Atari Users
Group and may be reprinted freely provided this credit is included.

In case you've just landed from Mars, or just plain haven't heard
yet, TURBO BASIC is the exciting new Public Domain Basic Interpreter that
we received from the Atari Users Group in Holland. It works on the XL or
XE series of Atari computers. It's almost too good to be true and should
be a definite must for all XE or XL Atari owners.

Turbo BASIC, in addition to offering 42 more commands and 22 more
functions than Atari BASIC, gives the user 1603 more bytes of program
space by "hiding" part of itself under the XL/XE's operating system. It
also runs 3 times faster than Atari BASIC, includes most DOS commands,
has advanced graphics and programming functions, and is insensitive to
lower case or inverse characters for most commands.

TURBO BASIC COMMANDS:
====================

Name Syntax Description

Disk I/O

BLOAD BLOAD "D:name"

Binary loads file name (DOS option L with /N).

BRUN BRUN "D:name"

Binary load and run file name (DOS option L).

DELETE DELETE "D:name"

Deletes the file name (DOS option D).

DIR DIR

Disk directory (DOS option A).

DIR "Dn:*.*"

Directory of drive #n, note that wildcard extenders may be used.

LOCK LOCK "D:name"

Locks the file name (DOS option F).

RENAME RENAME "D:old,new"

Renames the file name (DOS option E).

UNLOCK UNLOCK "D:name"

Unlocks the file name (DOS option G).

Graphics

CIRCLE CIRCLE x,y,r

Plots a circle with center at x,y and radius r.

CIRCLE x,y,r,r2

R2 is an optional "vertical radius" for true circles or ellipses.

CLS CLS

Clears the screen.

CLS #6

Clear screen opened in channel 6.

FCOLOR FCOLOR n

Determines fill color.

FILLTO FILLTO x,y

A fill command analagous to the BASIC commands "POSITION x,y: XIO 18,#6,0,0,"S:"

PAINT PAINT x,y

Another type of fill command, this one is a recursive routine that will fill any closed object as long as x,y are inside it.

TEXT TEXT x,y,a$

Bit-blocks text in a$ at x,y.

Memory

DPOKE DPOKE m,v

Pokes location m,m+1 with 2-byte integer v: (0 <= v <= 65535).

MOVE MOVE m,m1,m2

Block transfer; moves m2 (number of bytes) from starting position m to new starting position m1.

-MOVE -MOVE m,m1,m2

Same as MOVE but copies starting with the last byte of the block.

BPUT BPUT #n,adr,len

Block Put; same as: FOR I=0 TO len-1:PUT #n,PEEK (adr+I):NEXT I

BGET BGET #n,adr,len

Block Get; same as: FOR I=0 TO len-1:GET #N,A:POKE (adr+I):NEXT I

%PUT %PUT #n,a

Until now, there was no convenient way to put numeric values onto disk or cassette files other than by using PRINT, which converted them to strings first, a slow and cumbersome process. %PUT puts the number to the device "as is," in 6-byte FP format.

%GET %GET #n,A

Get a number stored with %PUT from the device and store it in variable. Again, this is much faster than using "INPUT #n, A".

Structured Programming

REPEAT REPEAT

Start a REPEAT-UNTIL loop.

UNTIL UNTIL <c>

Terminate when condition <c> met.

WHILE WHILE <c>

Start a WHILE-WEND loop to end when condition <c> met.

WEND WEND

Terminate a WHILE-END loop.

ELSE ELSE

Optional extension for IF. The IF condition must not be followed by a "THEN", but terminated by end-of-line or colon.

ENDIF ENDIF

Ends an IF-ELSE-ENDIF or IF-ELSE condition. Note that this allows an IF condition to span more than one BASIC line, provided the "IF" statement is structured as shown in Note 5.

DO DO

Starts an "infinite" DO loop.

LOOP LOOP

Cycle back to the start of a DO loop.

EXIT EXIT

Exit a DO-LOOP loop.

PROC PROC name

Start definition of procedure.

ENDPROC ENDPROC

End definition of procedure.

EXEC EXEC name

Execute procedure name.

General Programming

PAUSE PAUSE n

Pause processing for n/50 seconds.

RENUM RENUM n,i,j

Renumber the program starting at line #n, first number is #i, increment is #j. This function will handle GOTOs, TRAPs, and all other line references except those which involve variables or computed values.

DEL DEL n,i

Delete lines n-i.

DUMP DUMP

Display all variables and values. For numeric arrays, the numbers are the DIMed values plus one. For strings, the first number is the current LENgth of it and the second number is the DIMed size of it. DUMP also lists procedure names and labels with their line values.

DUMP name

DUMP to device, such as "P:" or "D:DUMP.DAT".

TRACE TRACE

Trace program during execution.

TRACE -

Turns trace mode off (Default).

DSOUND DSOUND n,f,d,v

Form of SOUND which activates channel-pairing for increased frequency range.

DSOUND

Turns off all sounds.

GO TO GO TO n

Alternate form of GOTO.

*L *L

Turn line-indent on (Default).

*L -

Turns line-indent off.

*F *F (or *F +)

Special mode for FOR..NEXT loops which corrects a bug in Atari BASIC. Seems that in Atari BASIC, an "illegal" reverse loop like "FOR X=2 TO 1:PRINT X:NEXT X" will execute once even though the condition is met initially (X is already greater than 1). Turbo BASIC fixes this bug, but leaves it available for Atari BASIC programs which may take advantage of it.

*F -

Turns off the special FOR..NEXT mode to make Turbo BASIC act like Atari BASIC.

*B *B (or *B +)

Command which allows the break key to be trapped via the "TRAP" command within a program.

*B -

Turns off the special BREAK key mode.

-- --

Special form of REM which puts 30 dashes in a program listing.

Line Labels
---

name

Assigns the current line number to the label name. This is a convenient way to get around the problem of renumbering when using variables as line numbers. Labels can be thought of as a special form of variable, as they occupy the variable name table along with the "regular" variables. We also believe that the number of variables allowed has been increased from 128 to 256 to allow for the addition of these labels.

GO# GO# name

Analagous to the GOTO command.

Modifications

CLOSE CLOSE

Close channels 1-7.

DIM DIM a(n)

Will automatically assign a value of zero to all elements of the numeric array being dimensioned, and null characters to all elements of a string (The LEN is still variable, however, and initially zero).

GET GET name

Wait for a key press, assign the value to name. Same as "OPEN #7,4,0,"K:":GET #7,name:CLOSE #7".

INPUT INPUT "text";a,b...

Prints text as a prompt before asking for variable(s), same as Microsoft-BASIC.

LIST LIST n,

List program from line #n to end.

ON ON a EXEC n1,n2,...

Variation of ON...GOSUB for procedures. N1, n2 and so on are names of procedures to be run. ON a GO# n1,n2,... Similar to ON...GOTO except that line labels are used instead of line numbers.

POP POP

This command now pops the runtime stack for all four types of loops.

PUT PUT n

Same as "PRINT CHR$(n)";

RESTORE RESTORE #name

Restores the data line indicated by the label name.

RND RND

Parentheses are no longer needed at the end of this command, but it will still work if they are there.

SOUND SOUND

Turn off all sounds.

TRAP TRAP #name

TRAPs to the line referenced by the label name.

TURBO BASIC FUNCTIONS:
======================

Arithmetic/Logic

HEX$ HEX$(n)

Convert n to hex string.

DEC DEC(a$)

Convert hex string A$ to decimal.

DIV n DIV i

Integer quotient of n/i.

MOD n MOD i

Integer remainder of n/i.

FRAC FRAC(a)

Fractional part of a.

TRUNC TRUNC(a)

Truncates fractional part of a.

RAND RAND(n)

Generates random number 0-n.

$ $nnnn

Allows input of hexidecimal numbers, but they are converted to decimal.
Ex: "FOR I=$0600 to $067F" => "FOR I=1536 to 1663".

& n & i

8-bit boolean AND.

! n ! i

8-bit boolean OR.

EXOR n EXOR i

8-bit Exclusive-OR.

Memory

DPEEK DPEEK(m)

Double-PEEK of m,m+1.

TIME TIME

Time of day (numeric).

TIME$ TIME$

Time of day string, HHMMSS. Unfortunately, the time commands don't work
properly because they were written for European Ataris which operate at
50 Hz, instead of 60 Hz like American ones, the net result being that
they gain 12 minutes each hour.

INKEY$ INKEY$

Returns last character typed.

INSTR INSTR(x$,a$)

Returns relative location of start of string A$ within X$ (returns 0 if not found). The
match must be exact; strings with the same letters but differences in case or type (normal
or inverse) will not be found.

INSTR(x$,a$,i)

i specifies the starting point of the search.

UINSTR UINSTR(x$,a$)

Same as INSTR, does not distinguish between case or inverse characters.
Ex: UINSTR("HeLlO","hello") returns 1.

UINSTR(x$,a$,i)

Specifies optional starting point.

ERR ERR

Value of last error number.

ERL ERL

Line last error occurred at.

Constants

%0
%1
%2
%3

These four constants simply stand for the numbers 0-3, respectively.
The difference with using these in a program is that "X=1" requires 10
bytes, whereas "X=%1" only needs 4. (Numbers require 7 bytes, 6 for the
number plus an identifier preceding it. It is always a good practice to
make variables for numbers that are used more than three times in a
program).

NOTES:
=====

1. Variable, Procedure and Label names may contain the underscore (_) character.

2. To print a double-quote (") in a text string, use two of them together, instead of the Atari BASIC method of using CHR$(34). Ex: "TEST";CHR$(34);"TEXT" becomes "TEST""TEXT" in Turbo-BASIC, both of which produce the output => TEST"TEXT.

3. Upon initial boot-up, TURBO-BASIC looks for a BASIC file named AUTORUN.BAS. If it finds an AUTORUN.BAS file, it will automatically load and run this file.

4. Turbo-BASIC also prints out English descriptions of all errors, including several new ones for errors involving the new commands:

Error - 22 ?NEST = Loops not properly nested.
Error - 23 ?WHILE = WEND with no corresponding WHILE.
Error - 24 ?REPEAT = UNTIL with no corresponding REPEAT.
Error - 25 ?DO = LOOP with no corresponding DO.
Error - 26 ?EXIT = EXIT is outside a loop.
Error - 27 ?XPROC = Error executing PROC.
Error - 28 ?EXEC = ENDPROC with no corresponding EXEC.
Error - 29 ?PROC = Procedure does not exist.
Error - 30 ?# = Label does not exist.

Also, Error 15 has been expanded to include an UNTIL which relates to a REPEAT which has been deleted.

5. A multiline IF is constructed like this:

```
10 IF X > 10
20 PRINT X-10
30 GO# TOO_BIG
40 ELSE
50 PRINT X
60 GO# X_IS_OK
70 ENDIF
```

Note also the use of line labels in the GOTO statements.

---Dave & Laura Yearke

19. Re: 80 col. word processor

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-10 23:25:38 UTC
From: btb@ncoast.UUCP
Message-ID: <1809@ncoast.UUCP>
Source record: 118023

I have seen an 80 col word processor for the 8-bits advertised in Antic before... I think the program is called "Richman's Word Processor"... I regularly use a simulated "80-col" vt100 emulator... in fact I'm using it right now with vi to write this, and it is definitely liveable... I also have the Chameleon terminal emulator which scrolls... Chameleon is good, but for scanning text, it is a real pain to have to scroll horizontally... this simulated 80-columns is ok to read... obviously not sharp and crisp.. and often ambiguous, but you can figure things out from context... amazing the way the mind works... (=> not good for exacting work like creating data files, though, eh?)

--
Brad Banko
...!decvax!cwruecmp!ncoast!btb
Cleveland, Ohio

20. Request for Info-Atari16 Digest #37

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-11 13:34:20 UTC
From: cbz@mhuxu.UUCP
Message-ID: <6203@mhuxu.UUCP>
Source record: 118024
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Info-Atari16 Digest V86 #37 (LARN, Part 1 of 6) never made it to this site. Would someone please e-mail it to me?

Thanks in Advance,
C. Ziemer
mhuxu!cbz

21. Turbo Basic for XL's 2/2

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-11 15:29:11 UTC
From: oaa@houxl.UUCP
Message-ID: <1058@houxl.UUCP>
Source record: 118025

Here is the binary in BINHEX format. Use binhex.bas program
posted several months ago to decode into a binary file.

Don't forget to convert ASCII eol to ATASCII eol.
On Unix use: tr "\233" "\012" <asc_file >ata_file
then x-modem download ata_file to your Atari
On Atari: Capture the file (automatically converts eol)

Owen Alexander
========== Cut Here ==========

```
.START.
FFFFE702E8022936005E875E001818FF3C3C
664200000006667E76660000183C667E6666
003E73333E303078007C37333E3030780000
6063363C39630001010F0303F6E4008080F0
C0C0602000010306060603010 0E133060606
33E100C76333363666CE000E9C9CF6666667
007E33333E3030780067666666666 3C00FF
31313131317B00FB8181F18181FB00F88C8C
F8B098CC00219321A200BD00E09D005CBD00
E19D005DBD00E39D005FE8D0EBA9108DC602
A95C8DC5028DF0028DF402A9458D4403A921
8D4503A94F8D48038E4903A90B8D42032056
E48EF002607D9B7F7F200001020304050607
9B7F7F08090A0B0C0D0E0F109B9B7F202020
20545552424F2D424153494320584C20312E
359B7F2028632920313938352046726 16E6B
204F7374726F77736B699B9BE202E3020021
8020A120A980A020850C840DA9FF8D01D320
0000A9FE8D01D3A580A4818DE7028CE8024C
5DE60022C922A324A3240BCB28C21DF1B4C2
00E470F5BFF38BF49DFF9DFF9AFFFCF51125
E0F5A0C84AC55BF557DCA0C86AF565E6CCC3
E1C243C30CC418C42FC4C8C304F64425F2DC
5ADC75CA62CA18F832F5B0F5D3F7F2DC67C4
54C453C274C21BC2FE2438C2AEC195C4D9C1
97DD8AC392C300E4DAF8322500D80AD8FFF6
1EF49BF784F7B9F78DF59AF5DAC5DDC535C2
1EF4BBF852F8A0C5C6C5C9C5C3C5CCC5A2DC
74FBB3F882F864F82EC292F3A324E43300C0
40C058FF37FC74357735AFF8A3249BF5D0FD
3FFFD9C180DE18C61BC600231523EA202423
4C2BE5443A2A2E2A9B533A9B433A9B503A9B
24232E23AD01D329FC09028D01D3603A2328
```

```
3645D84ED865D855D85CD86CD88FDB26D814
D81DD82FD895D884D873D8A32489C64CC61C
C845D84ED865D855D85CD86CD8A32438D8A2
C794C690C689C690C687C634DA63DA5925B8
D9A6D972D9D8D955DB4CDB89D943DB84DA93
D970DB5EDB67DB79DBCDD8B6DAFFDADED9E2
D9E6D9EAD91A2569DC77DCB8DD4ADA85DC2A
DAC2D9E4DAC1DAFCFAC4FAD8DCA32486DAAD
DAE7DA9ED8ACD8A6D8A3D8A324B5DDE4DCE9
DC00000000000000000000000020202020
20202C282222281E1A1C3204323230303030
30302E2E3232323232043232323232323232
32323232323232323232323232323232322A
2A32322A3232283232322800323232323232
32003232320000000000000000000000000000
2020202020202C282222281D1A1C02300101
3030303030302D2D0202020202030202020202
02020202020202020202020202020202020202
0202022A2A02322A0202280232322800320 2
02323232320002323 2EE01D32056E4CE01D3
C0006068AACE01D368402C0FD410036C0002
488A48A92448A9A448BABD050148D8488A48
9848EE01D38D0FD46C220248A92448A9A648
08EE01D36C1602EE01D320E824CE01D360BD
470348BD46034898A05C60EE01D3200000CE
01D3602034C5EE01D3AD8E20AC8F20850C84
0D6C0A002034C5EE01D34C71E42016E5EE01
D3A001B1D4AA88B1D4CE01D385D486D54C7D
D9200CE5EE01D3A000919BA5D5C8D00B4C28
E5200CE5D0F8EE01D3919BAD01D329FC0902
8D01D36020622520DC2B4C3AE5A9234848A5
B085C62016E5C6C63009A5D448A5D5484C6A
25EE01D3A5B0486CD4004C7BF6A90084A485
A518A59065A4A8A59165A5CDE6029009D0E6
CCE5029002D0DF38A590F50085A2A591F501
85A318B5008597859965A4859BB501859885
9A65A5859CB50065A49500B50165A59501E8
E8E09290EE850FA590850EEE01D3A6A3188A
659A859A188A659C859CE8A4A2F02588B199
919B98D0F8F01BC69AC69C88B199919B88B1
99919B88B199919B88B199919B98D0E9CAD0
E2CE01D360A90084A485A538A590F50085A2
A591F50185A338B5008599E5A4859BB50185
9AE5A5859C38B500E5A49500B501E5A59501
E8E8E09290ED850FA590850EEE01D3A000A6
A3F01DB199919BC8B199919BC8B199919BC8
B199919BC8D0EAE69AE69CCAD0E3A6A2F008
B199919BC8CAD0F8CE01D360184C9C2B1860
3860209C2EA5D4F0F5A5E0F0ED45D4298085
EEA5E0297F85E0A5D4297F38E9403865E030
```

```
DB05EEA8209E2A85DA85DB85DC85DD85DE85
DF84D4A00746E5903018A5DE79F22285DEA5
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85DBA5DA79D22285DAA5D979CA2285D98810
CE3005F0038810C7A00746E4903018A5DD79
F22285DDA5DC79EA2285DCA5DB79E22285DB
A5DA79DA2285DAA5D979D22285D9A5D879CA
2285D88810CE3005F0038810C7A00746E390
3018A5DC79F22285DCA5DB79EA2285DBA5DA
79E22285DAA5D979DA2285D9A5D879D22285
D8A5D779CA2285D78810CE3005F0038810C7
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2285DAA5D979E22285D9A5D879DA2285D8A5
D779D22285D7A5D679CA2285D68810CE3005
F0038810C7A00746E1903018A5DA79F22285
DAA5D979EA2285D9A5D879E22285D8A5D779
DA2285D7A5D679D22285D6A5D579CA2285D5
8810CE3005F0038810C74CB42D18603860A5
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E0A5D4297F38E5E018694030DE05EEA8209E
2A85E685E785E885E985EA85E085DA84D4A0
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DA22D01AA5E3D9E222D013A5E4D9EA22D00C
A5E5D9F222D005A2004C952A902AA5E5F9F2
2285E5A5E4F9EA2285E4A5E3F9E22285E3A5
E2F9DA2285E2A5E1F9D22285E1A5E0F9CA22
85E026D5C8C008D09EA000A5E1D9CA22D028
A5E2D9D222D021A5E3D9DA22D01AA5E4D9E2
22D013A5E5D9EA22D00CA5E6D9F222D005A2
014C952A902AA5E6F9F22285E6A5E5F9EA22
85E5A5E4F9E22285E4A5E3F9DA2285E3A5E2
F9D22285E2A5E1F9CA2285E126D6C8C008D0
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E4D9DA22D01AA5E5D9E222D013A5E6D9EA22
D00CA5E7D9F222D005A2024C952A902AA5E7
F9F22285E7A5E6F9EA2285E6A5E5F9E22285
E5A5E4F9DA2285E4A5E3F9D22285E3A5E2F9
CA2285E226D7C8C008D09EA000A5E3D9CA22
D028A5E4D9D222D021A5E5D9DA22D01AA5E6
D9E222D013A5E7D9EA22D00CA5E8D9F222D0
05A2034C952A902AA5E8F9F22285E8A5E7F9
EA2285E7A5E6F9E22285E6A5E5F9DA2285E5
A5E4F9D22285E4A5E3F9CA2285E326D8C8C0
08D09EA000A5E4D9CA22D028A5E5D9D222D0
21A5E6D9DA22D01AA5E7D9E222D013A5E8D9
EA22D00CA5E9D9F222D005A2044C952A902A
A5E9F9F22285E9A5E8F9EA2285E8A5E7F9E2
2285E7A5E6F9DA2285E6A5E5F9D22285E5A5
E4F9CA2285E426D9C8C008D09EA5D5D064A0
00A5E5D9CA22D028A5E6D9D222D021A5E7D9
```

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DA22D01AA5E8D9E222D013A5E9D9EA22D00C
A5EAD9F222D005A2054C952A902AA5EAF9F2
2285EAA5E9F9EA2285E9A5E8F9E22285E8A5
E7F9DA2285E7A5E6F9D22285E6A5E5F9CA22
85E526DAC8C008D09E4CB42D36D5C8C008D0
F9F0F4F818A5E58DF92265E58DF822A5E48D
F12265E48DF022A5E38DE92265E38DE822A5
E28DE12265E28DE022A5E18DD92265E18DD8
22A9008DD12269008DD022A202BDF6227DF6
229DF522BDEE227DEE229DED22BDE6227DE6
229DE522BDDE227DDE229DDD22BDD6227DD6
229DD522BDCE227DCE229DCD22CAD0C7ADF8
226DF6228DF522ADF0226DEE228DED22ADE8
226DE6228DE522ADE0226DDE228DDD22ADD8
226DD6228DD522ADD0226DCE228DCD22A202
BDF3227DF3229DF222BDEB227DEB229DEA22
BDE3227DE3229DE222BDDB227DDB229DDA22
BDD3227DD3229DD222BDCB227DCB229DCA22
CA10C7A5D585E1A5D685E2A5D785E3A5D885
E4A5D985E5A90085D485D585D685D785D885
D960A90585F4A98085F360EE01D320A1DBCE
01D360EE01D320E6D8CE01D360EE01D32000
D8CE01D360A4F2B1F338E930C90A60A4D4A5
D585F7209C2BF898F02E4A4A4A4A85F89829
07A0009002690746F89002691546F8900269
3146F8900569639001C846F890066927C890
01C8A6F7F06F46F790076955C8C89001C846
F790086911AA986905A88A46F790086923AA
986910A88A46F790086947AA986920A88A46
F790086995AA986940A88A46F7900C6991AA
986981A88A9002E6D546F7900E6983AA9869
63A8A5D5690185D58A46F7900E6967AA9869
27A8A5D5690385D58A84D685D7A94285D44C
B82D1860A5E0498085E0A5E0297FF0F285F7
A5D4297F38E5F7B033A5D4A4E085E084D4A5
D5A4E185E184D5A5D6A4E285E284D6A5D7A4
E385E384D7A5D8A4E485E484D8A5D9A4E585
E584D94C9D2CA8F04B88F03688F02288F010
88D0A5A5E185E584E484E384E24C2D2DA5E2
85E5A5E185E484E384E24C2D2DA5E385E5A5
E285E4A5E185E384E24C2D2DA5E485E5A5E3
85E4A5E285E3A5E185E284E1F8A5D445E030
3A18A5D965E585D9A5D865E485D8A5D765E3
85D7A5D665E285D6A5D565E185D59016A5D8
85D9A5D785D8A5D685D7A5D585D6A90185D5
E6D44CB82D38A5D9E5E585D9A5D8E5E485D8
A5D7E5E385D7A5D6E5E285D6A5D5E5E185D5
B027A5D4498085D43898E5D985D998E5D885
D898E5D785D798E5D685D698E5D585D54CB8
2DA6DAD002A200D8A4D4F06DA5D5D05C88A5
```

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D6D04788A5D7D03088A5D8D01B88A5D9D008
888AF05185D5D04085D586D6A90085D985D8
85D7F03285D5A5D985D686D7A90085D985D8
F02285D5A5D885D6A5D985D786D8A90085D9
F01085D5A5D785D6A5D885D7A5D985D886D9
84D498297FC971B008C90FB003209C2B1860
86FC84FD85EF20B52E207C2EC6EF209E26B0
37A5FC690685FC9002E6FD207C2E209D2CB0
25C6EFF021ADE00585E0ADE10585E1ADE205
85E2ADE30585E3ADE40585E4ADE50585E54C
3F2E60A005B1FC85E588B1FC85E488B1FC85
E388B1FC85E288B1FC85E188B1FC85E060A5
D485E0A5D585E1A5D685E2A5D785E3A5D885
E4A5D985E560A5D48DE005A5D58DE105A5D6
8DE205A5D78DE305A5D88DE405A5D98DE505
60A5D48DE605A5D58DE705A5D68DE805A5D7
8DE905A5D88DEA05A5D98DEB0560A2004CFF
2EA2064CFF2EA20CBDE00585D4BDE10585D5
BDE20585D6BDE30585D7BDE40585D8BDE505
85D960A20C4C252FA206BDE00585E0BDE105
85E1BDE20585E2BDE30585E3BDE40585E4BD
E50585E560A205EE01D3BD89DE95E0CA10F8
CE01D3209E26B0EAA90085F1A5D485F0297F
85D4C940901ED0D8A5D529F04A85F14A4A65
F185F1A5D5290F65F185F1A90085D520B82D
A90AA24DA0DEEE01D320312ECE01D3209B26
A5F1F00F4A1865D4301685D446F19003209B
3206F0900A209C2E20BB2F4C00283860A940
85D4A00184D58884D684D784D884D96086FC
84FD20B52E207C2E209D2C20D42E20F32E20
7C2E20972C20232F4C00283860A905D002A9
0085F0A5D430F2F0F00A498085F1A94085D4
A5D529F0F005E6F120A332A266A0DFEE01D3
20CD2F20D42E209B26A90AA272A0DF20312E
CE01D320232F209E26A93F85E0A95085E1A9
0085E285E385E485E5209D2C209C2EA5F110
051849FF690185D4A90085D520DC2BA5F129
8005D485D4209D2CA6F0F011EE01D3BD89DE
95E0CA10F8CE01D34C002818603860A90424
D41006A902D002A90185F0A5D4297F85D4A6
FBBD363185E0BD373185E1BD383185E2BD39
3185E3BD3A3185E4BD3B3185E5200028B0C5
A5D4297F38E9403024C90410B8AAB5D585F1
2910F002A9021865F1290365F085F086F1A9
0095D5CA10FB20B82D46F09009209C2E20BB
2F20972C20D42E209B26B083A906A218A031
20312E20232F209E2646F0900918A5D4F004
498085D460BD03551499393E0160442752BE
46817543553F0796926239BF645964086740
01570796324090000000003F0174532925A9
```

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0085F085F1A5D4297FC940301BA5D4298085
F0E6F1A97F25D485D4A2EAA0DFEE01D320CD
2FCE01D320D42E209B26B047A90BA2AEA0DF
EE01D320312ECE01D3B03620232F209E26B0
2EA5F1F019A205EE01D3BDF0DF95E0CA10F8
CE01D3209D2CA5F005D485D4A5FBF00DA205
BD423195E0CA10F82000286038601860A900
85F1A5D430F4F0F4C93FF00518690185F1A9
0685EFA93F85D420D42E209C2E20BB2FE6D5
20972C20232F209E26A5D48DEC05A5D58DED
05A5D68DEE05A5D78DEF05A5D88DF005A5D9
8DF105209C2E20F82E200028201E2F20972C
204F32A5D4F00C201E2F209D2CC6EF10C230
0320FD2EA5F1F00F4A1865D4E91F85D446F1
9003209B3218604C9C2BA5D4297FC90F90F5
209C2EF8A200A00418A5D965E585D9A5D865
E485D8A5D765E385D7A5D665E285D6A5D565
E185D58A6900AA88D0DBD88AF01AA5D885D9
A5D785D8A5D685D7A5D585D686D5A5D5C910
9031E6D4A5D5C91090274A66D666D766D866
D94A66D666D766D866D94A66D666D766D866
D94A66D666D766D866D985D560C6D4A90006
D926D826D726D626D52A06D926D826D726D6
26D52A06D926D826D726D626D52A06D926D8
26D726D626D52A60C9FF9002C0508A690085
D4609829F04A85D44A4A65D485D498290FA6
D6E05065D485D460A200A4D5A5D486D538E9
4090CFF0D9C902F045B042A5D629F04A85D4
4A4A65D485D4A5D6290FA6D7E05065D485D4
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2030FBA9602030FBA9602030FBA006A9804C
6FDA4820B82D209C2E20BB2F6885D5209E26
A900A4D4C040D005A4D585D598AA4A4A4A4A
2058FB8A290F0930C93A90026906A4F29980
05E6F260410256000000043043200000020000
E42073C5A00084F284E184E220C4FBC918B0
3585E02013FC20C4FBC93CB02920DEFB2013
FC20C4FBC93CB01C20DEFB20F2FB20ECFBA5
E0A4E1A6E2851484138612C514D0F64C93C5
2093C54CD7F820D22BE6F2B0F30A85E30A0A
65E385E320D22BE6F2B0E365E3601865E085
E09006E6E1D002E6E26006E026E126E2A4E2
A5E0A6E106E026E126E206E026E126E265E0
85E08A65E185E19865E285E26020ECFBA4E2
A5E0A6E106E026E126E265E085E08A65E185
E19865E206E026E12A85E26060200CE58599
D0F82000E4A6AABD002130032034DA20DCE4
A5D605D7F0E2A00084DB84DCB1D41002C6DB
20D0FC0A0A85A2A9002A06A22A6DF40285A3
201AFDB0BFA00884DDA4DCB1A245DB85DAA6
EDA4E306DAB1DE3DC00590031DC80591DEC6
DDF007200BFFC4E190E720E0FEE6DCA5DCC9
08B0066599C5E090C6A59B6907859B9002E6
9CE6D4D002E6D5A5D6D002C6D7C6D64C4EFC
40206000A80A0A2A2A2903AA985DCCFC6018
180C1830306060C0C0C0C0180CC0C0281414
0A0A1414282828282828214280000000203
020302030101010000030200010307 00F0FC
FE0402013860A557290FAAA90085DFA5990A
26DF0A26DF65999002E6DF0A85DE26DFBDDD
FC85E0C599F0D990D7BCFDFC84E2B911FD8D
C005BDEDFC85E14A4A4A4AAAF00706DE26DF
CAD0F918A5DE655885DEA5DF655985DFA59C
85E4A59B85E3A4E284EDF00C390DFD85ED46
E466E388D0F9A5E4D08EA5E3C5E1B088A6E2
D00AA5C820D0FC8DC8051860BC0DFD84E4BD
14FD85EEA5C80DC0054DC00599C805A6EE0A
CAD0FC8810F4A4E4ADC00599C005A6EE382A
CAD0FB8810F31860200CE58599D0F8201AFD
B0F3A59085A2A59185A3ADE502E90685E7AD
E602E90085E818A5A2690385A29002E6A3C5
E7A5A3E5E890034C7BF6A6EDA4E32026FFF0
034CBAFE201BFF2014FF98300B2026FFD006
201BFF4C17FE200BFF98A00091A28A0A0A0A
C891A2A4E3A6ED200BFFC4E1B00B2026FFD0
06201BFF4C3BFE2014FF98A00291A28A8811
```

```
A291A2A499C8C4E0B02320DEFE20FAFEA001
B1A22907C5EDC8B1A2E5E3900BA000B1A209
8091A24CF2FD20ECFEA49988C4E0B02020EC
FE20FAFEA001B1A22907C5EDC8B1A2E5E390
08A000B1A2297F10D420DEFEA001B1A22907
AAC8B1A2A8200BFF200BFF86ED84E338A5A2
E90385A2B002C6A3C590D006A5A3C591F015
A000B1A210B6308AE69918A5DE65E185DE90
02E6DF60C69938A5DEE5E185DEB002C6DF60
A000B1A2297F85E3C8B1A24A4A4A85ED60E4
E4E89003A200C860CA1003A6E48860B1DE3D
C0051DC80591DE60B1DE1DC0055DC005F004
ADC80560ADC805F003A90060A901602045DF
ADFE02488EFE02209CC4A07D209CC2688DFE
024CA9C2B18AC926F008A94CA276A0FFD006
A9A0A202A0B18DAFFF8EB0FF8CB1FF60A95B
2096C2A000B18AAAC8B18A2052F9A95D2096
C2A002B18A4CB3FF2082F4A90C4CDCF8201E
F420FBE485A084A12062C9B0E96868A511F0
1EA002B18A859FC8C49FB01DB18A85A7C8B1
8AC884A820D0FFA4A7A511D0E94CA4F50A8D
D5FF6C0022A001B18A301218A59F658A858A
9002E68BB18A10C34C6AF54C78E6
.STOP.2397155
```

22. BINHEX

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-11 16:20:21 UTC
From: appelbau@topaz.UUCP
Message-ID: <7705@topaz.RUTGERS.EDU>
Source record: 118026

Could someone please post the current version of BINHEX.

Thanks
--
|===|
|Marc L. Appelbaum "Insanity is just a state of mind"|
|Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum|
|===|

23. RE: Info-Atari8 Digest V86 #11

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-11 22:36:41 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8612112236.AA08260@mitre-bedford.ARPA>
Source record: 118027

The following question was included in a recent Atari8 Digest:
>"Also anyone out there using 256K 800XLs? Like with extram mem is great.
>We are currently attempting to modify a unsocketed machine. So far it's
>been a big pain. Anyone who has experience with it, comment please."
> "Arnold
> ADELEON@HMCVAX"
I thought that the following reply might be of general interest to the Net,
especially the fairly detailed instructions on removing IC chips.
-John S.
============

I have been using a Newell 256KXL board with CDY's OMNIVIEW256 for many months
now and it is hard to imagine how people get along without big buffers and
RAMdisks. It is especially nice to have the convenience of a RAMdisk that is
resident in the machine itself (in OMNIVIEW256) because it works with
absolutely any DOS just as though you really had another disk drive.
(But of course a zillion times faster than a real disk drive.)
The built-in 80-column capabilities you get with OMNIVIEW and CDY's nice
application software like OmniCom and OmniWriter (80-column Terminal Emulator
and Word Processor, respectively) don't hurt a bit, either. Also it's a
pleasure to never need the "Translator Disk" again!

As for unsocketed machines, yes, it is a pain to have to remove the memory
chips, but it can be done safely and easily IF YOU TAKE THE TIME TO LEARN HOW
AND GET THE RIGHT EQUIPMENT FIRST. I recommend that you get the following
things before attempting the job:

1. A good low-wattage soldering iron like an Ungar with about
a 30 to 40-watt, small sized tip.
2. A "Solder Sucker" or "Soldapullt" vacuum-generating device
to remove excess solder.
3. A roll of "Solder-Wick" to soak up the last little bit of
solder.
4. A roll of Ersin Multicore 60/40 solder or other high-quality
solder (but if it's not Ersin or maybe Kester, you are
on your own, Buster).

The thing to remember is that the BIGGEST DANGER is that you will overheat the
etched wiring and cause its adhesive to fail so that it comes loose from the
board. If that happens you will either have a badly botched-up board or else
you will have a brand-new board, at YOUR EXPENSE. So above all, KEEP IT
COOL!!! Use the least amount of heat you can get away with. This means using
every other trick in the book to make the job go smoothly with little applied
heat.

If you don't need the chips (e.g. 64K RAM chips) then they are a throwaway item and the SAFEST thing you can do is to snip off all their pins at the top with a pair of "dikes" (diagonal side-cutting pliers). Then take a pair of needle-nosed pliers and gently pull out the snipped-off pins from the top while heating the individual pads from the foil side (the etched wiring side) of the board. With this method you need very little heat at all, because as soon as the solder on the individual pad you are working on melts, the pin pulls out easily and you can (and should) immediately remove the heat. You will still need the solder sucker or AT LEAST the Solder Wick to remove the residual solder so you can put in the new chips or sockets for them, so read REMOVING SOLDER below.

When you have gotten better at unsoldering ICs (and if you are a cheapskate like me who can't bear to throw away 64K RAM chips), then it is perfectly possible to remove the whole chip at a time. But first, you need to remove as much of the solder holding it in place as you can.

REMOVING SOLDER. First, go around the chip with your solder-sucker and soldering iron. For each pad: heat the pad carefully and (I recommend this) ADD some small amount of solder to make sure the solder is well supplied with flux and able to flow freely. AS SOON AS you have done this, ZAP the hole in the pad with your solder-sucker. (To the novices, the SoldaPullt type of gadget is a spring-loaded piston device that pops out when released and draws in a stream of air -- and solder -- at high velocity. It is VERY effective at removing solder if you have the solder heated and supplied with flux from the new solder and you release the spring at this critical moment with its intake tip right on top of the pad you are heating. It's a little tricky but not too hard to learn how to do.)

IMMEDIATELY remove the heat and inspect the hole. If you did everything right, the IC pin will be nearly free of solder and at most sticking to the hole at one point. Now you can usually free it by wiggling it or at worst do one more heating step with the Solder Wick to absorb the last vestiges of solder, then wiggle the pin loose.

Go around each chip like this until all pins on the chip are as free of solder as you can easily get them and all or most of them are also unstuck. If there are one or two holdouts, you can either repeat the process with the Solder Wick or else heat the troublesome pins once more as you pry the IC out of the board with a small screwdriver placed under one end of it and then the other. You should have the IC out of the board and both board and IC undamaged, in a minute or so per IC when you get good at this procedure. All it takes is having the right equipment and being careful to do ALMOST ANYTHING other than using excessive heat.

Once you have removed the chips, I would recommend installing sockets before putting in the new chips. Then you'll never again have to run the risk of damaging the board by unsoldering a chip in the future. Again, be careful of heat when installing either chips or sockets. Use ENOUGH but NOT TOO MUCH solder. NOTE: A good way to remove excess solder when installing chips is to heat the pads from underneath and let the excess roll down the tip of the soldering iron. Surface tension takes care of retaining just about the right amount.

If you are unusually thumb-fingered or have maniacal self-destructive tendencies, you had best let someone else remove your IC chips, but otherwise, if you follow the above instructions you will probably do just fine.

Just "KEEP IT COOL!"

-John Sangster
jhs@MITRE_bedford.arpa

24. Atari 800XL (help)

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-11 23:50:29 UTC
From: EatMyDust@nsc.NSC.COM
Message-ID: <3976@nsc.NSC.COM>
Source record: 118028

Hello,
I have recently purchased an 800XL, it came with almost no documentation.
I am learning DOS, (Very painful), I have a 1050 disk drive that was given
to me (no documentation). What I want to do is let my 9 year old learn and
enjoy computers, other than river raid, is their any PD software out on the
net that I can start him with and also the DOS I have with the system seems
to be 2.1 (?) and I can't seem to get it to do anything, is their a book I
can buy to get started or should I go out and get a later version of DOS.
Any help you can provide will be greatly appreaciated.

Thank you, in advance,
Ken Trant
415-490-1046

25. atari

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-14 00:12:51 UTC
From: FATR6@usu.BITNET
Message-ID: <8612140013.AA15239@ucbvax.Berkeley.EDU>
Source record: 118029

```
Date: Sat, 13 Dec 86 10:59 MDT
From: <FATR6@USU.BITNET>
Subject: atari
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu, FATR6

When will the 1200 baud modem for the Atari 8 bits be out?
```

26. 800 expansion

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-14 04:23:51 UTC
From: npk@S.CC.PURDUE.EDU
Message-ID: <8612140423.AA02445@s.cc.purdue.edu>
Source record: 118030

I am expanding the RAM on my Atari 800, I've got more-or-less
complete access to the system bus, and I can deactivate everything but the
GTIA and Antic chips. I am confident that I can add memory just about
anywhere I want to, but I don't know what the conventions are for calling
banks up on the various expansion schemes. The 800XL does one thing, the
800XE does another, and the Axlon Ramdisk boards do something completely
different. The best option seems to use many banks, and a hardware (or
software) switch to determine which machine to emulate, and where the
banks and triggers should be. But I can't find the specs. Where can I find
out EXACTLY what addresses are used and such forth for the 800XL, 800XE, 130XE,
65XE, 800 with RAMDISK, etc? I'm about to etch some memory cards, and I want
to do this right the first time.

Also, the Axlon specification is, I think, that banks are selected
by storing a value from 0 to 7 (for a 128K rambank) or 0-15 (for a 256K bank)
in the top portion of $CFxx. As far as I can tell, those lines are not
available outside of the OS card, except by soldering wires, (which I did).
How is everybody doing this? I'm not out to make a profit, I am a hobbyist,
and I am hoping to donate several bare boards to my high school.
Thank you for your help

Scott Mark

npk@s.cc.purdue.edu.UUCP
.ARPA
.BITNET

P.S. I am hoping to lay these out over Christmas break, so if you could
reply by Dec. 18th, I'd appreciate it.

27. 2600 hacking

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-14 04:35:29 UTC
From: cabbie@chinet.UUCP
Message-ID: <869@chinet.UUCP>
Source record: 118031

Just for your info.....

Atari 2600 Programming Notes

The Atari 2600 (old version) is a useful and flexible SBC for general purpose applications. There are 2 old versions of the 2600 game and they differ only in board layout and physical dimensions. The early version (the one I worked with) measures approx. 4" X 6" and has a 6507, 6532, and a TIA chip onboard. The TIA programming notes are not available at this time. The board also has a place on it for a 24 pin chip. I installed a socket in this area for my eprom. I also installed a 7404 inverter for the chip select to the eprom. The memory map is as follows:

6532 --> $0080 - $0F80
Eprom --> $1000 - $1FFF (top of memory)
TIA --> $0000 - $007F

The 6532 is a multi-purpose chip and has 128 bytes of RAM, 2 parallel ports, and an interval timer. The RAM is mapped to the area of $0080 - $00FF. The parallel IO is mapped to $0280 - $0283. Using the same names as Atari did for the 8 bit computers the ports are mapped as follows:

PORTA --> $0280
PACTL --> $0281
PORTB --> $0282
PBCTL --> $0283

Each pin is addressable and can be configured as either input or output. To set up a pin for output write a "1" into the DDIR (Pxctl) and to set up for input write a "0" into the register. The ports differ slightly in output drive capabilities. PORTA is a TTL drive only and PORTB is a push-pull type of output and can drive darlington transistors directly. The current available is 3.0 ma at the pin.

The 6532 also has an interval timer on board. The timer can count from 1 to 255 divider cycles. Yup there is a programmable divider on board the unit. The divider can be preset to divide by 1, 8, 64, or 1024. The input to the divider is the system clock. The reader is recommended to read any data sheet on the 6532 for more details.

You should install a reset switch onboard the unit so that a reset is available should the CPU not 'come up' properly.

The 6507 can address up to 8 k only, therefore program size is
a limitation. Program code cannot be greater that 4 k in size. This
is usually sufficiant for most general purpose applications. The CPU
clock is derived from the TIA. The TIA divides the crystal clock
(3.58 Mhz) by three to obtain 1.19 Mhz for use by the CPU. Not exactly
real high speed, but sufficient for most uses. I have used the 3.58 Mhz
clock and divided it by two with a J-K flip flop and have had no problems.
The advantage of this is that you don't need the TIA chip and the CPU then
runs a little faster (1.79 Mhz instead of 1.19 Mhz).

Programming Caveats
----

1) There is no stack therefore JSR's are not allowed. (the system will crash)

2) You have to provide for your own reset vector. This would be located
at the very top of your EPROM code.

3) You can use a 2716 or a 2732 for your EPROM. I usually use 2716's.

4) Don't forget to CLC, CLV, or CLD before you start your actual program.
These may be unnecessary for some applications but I leave nothing to
chance. Remember: The generation of random numbers is too important
to be left to chance!

5) There is no IRQ available on the CPU therefore IRQ handling is non-
existent.

The ideal development sytem for this is an Atari 8 bit computer
running MAC-65. The normal system equates could be used and when it is
time to actually put the program into EPROM, you would .include the 2600
equates instead of your computer equates. Don't forget to .set your
offset so that the code can be used by your PROM programmer.

Bit Wise Memory Map

```
------------------------------CPU addresses---------------------------------

6507 --> | 12 | 11 | 10 | 09 | 08 | 07 | 06 | 05 | 04 | 03 | 02 | 01 | 00 |
-------------------------------------------------------------------------------
6532 | cs0 | | | rs | |CS1 | | | | | | | |
-------------------------------------------------------------------------------
EPROM | CS | | | | | | | | | | | | |
-------------------------------------------------------------------------------
TIA | cs0 | | | | |cs3 | | | | | | |
-------------------------------------------------------------------------------
```

* lower case indicates active low.
** rs is ram select line

More Hacks

You could remove the TIA chip and replace it with another chip of
your choice. You will then have to provide a divide by 3 or a divide by
two circuit for the CPU clock. I have done this and replaced the TIA with
a J-K flip flop in a divide by two configuration and have had no problems.
This eliminates the need for the TIA and speeds up the processor due to
the increased clock speed (1.79 Mhz vs. 1.19 Mhz). Most of the chips
shipped with the 2600 should handle this increased speed. I got my board
from Best Electronics in California. A set of prints for the 2600 come in
very handy when configuring (hacking) the system.

Rich Andrews

--
****
Any opinions expressed above are my own. Rich Andrews
They can be yours too. Please send $19.95 to.....ihnp4!chinet!cabbie
****

28. Re: questions

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-15 13:26:08 UTC
From: tob@inuxm.UUCP
Message-ID: <473@inuxm.UUCP>
Source record: 118032

> > tob@inuxm.UUCP (T Burger) writes:
> >My solution to this is to use the Duplicating Technoliges Inc. board.
> >This gives you full track buffering, double density or single density
> >operation. And if you have the warp mod on your OS roms you get
> >almost the full warp speed from standard format disks. during read
> >operations and normal speed during write operations.
> >
> >The only problem I have found with this setup is that some protected
> >software won't load with the DTI board due to the full track buffering.
> >I keep my trusty 810 around for that.
>
> Hmmm... in that case why not get a Happy upgrade. It will make a 1050
> double density and can be completely disabled if need be.
> It supports full track buffering, warp speed, single/double/1050 density
> You do not need special OS ROM's
> I've had one for a while and I'm very 'HAPPY' with it.

The DTI board can also be disabled. But you have to load a short program to do it. (I think the HAPPY is the same way) I have decided to keep my setup completely 'turnkey' so my kids can use it to. Therefore no special software to configure anything.

Correct me if I'm wrong, But you still need the warp speed handlers in the machine for Happy. My suggestion for the OS mod allows any DOS to be used, not just Sparta Dos, to get warp speed.

So even for the Happy system you either have the warp speed handlers in the DOS or in the OS roms. Since I like MYDOS, I chose the OS rom mod route.

Ted

29. New Machines!!!???

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-15 14:36:49 UTC
From: CL016509@ulkyvx.BITNET
Message-ID: <8612151438.AA05496@ucbvax.Berkeley.EDU>
Source record: 118033

Date: Mon, 15 Dec 86 09:33 EDT
From: <CL016509@ULKYVX.BITNET>
Organization: University of Louisville
Subject: New Machines!!!???
To: Info-Atari8@SCORE.stanford.edu
X-Original-To: Info-Atari8@SCORE.stanford.edu

All 8-bitters

I think its time for atari to listen to us. Ok the
ST is a great machine and i intend on getting one in the
near future, but the 8-bit still has a lot of untapped pontential.
I glad to see ATARI acknowledge this by working on a 3.5" disk
drive and the xep80 80 col. device. Hopefully this will be
enough to keep the 8-bits alive.

More could be done to rejuevenate interest in the 8-bits.
The Atari OS and the FLOATING POINT routines should be
redone wether or not they enhance the hardware.
A direction i would like to see atari go in would be to
enhance the custom chip set. I see no reason why ATARI
can't add blitting ability to the ANTIC. The antic and
the gtia could be redesigned to add the graphics mode
the xep80 is going to add. Maybe add a 320x400 or 320x200
4,8 or 16 color mode. Also they could speed up the Antic's
data transfer rate. What else could the 8-bit use to make
stand up to its new competion(CoCo III and the Apple][Gs)
And probably tighten the noose around the 128 and c-64?
Well back in 1984? atari showed off a sound chip the Amy or
Amii (which is similiar to the Amiga's?Neil) that would help.
If atari is not willing to do something 8-bits may cease
to be productive machines.

Most of the enhancement could be done without raising the price
more than $100 above the current price of the xe.

Now this new machine seems like it would be in direct competition
with the ST, not really. The ST is still 4 times faster than
the 8-bits. And the ST seems to be heading toward the High business
end of the market(esp if the TT is released)and into the Music
area ,thanks to the insight to include a midi port. Actually this
new machine could help to consolidate the atari line of machines,if
a window type of environment is added to the OS or its DOS.

If any one else has ideas on improving the 8-bit post them
E-mail or mail them to Atari or develope them yourself.

Neil Harris could relay any of the useful information on
to where it has to go.

Below is posting from a local Atari BBS(The Atari SCENE in
Lousiville Ky)

Msg #48 new machine?
Author GARY BROCKIE
To All
Posted Sat 13-Dec-86 10:07:08 am

Hello,
Alright, the 8 bit ATARI world
is getting a little stale isn't it?
What are we going to do about it?
There aren't enough new software
releases to keep everyone excited.
Most ATARI users are probably using
there machines mostly as terminals.
What does the 8 bit ATARI world need?
Two things. First, more ATARI users
must become programmers instead of
videogame couch potatoes. Second, we
must let our voices be heard all the
way back to ATARI. We want a updated
8 bit design! Lets redesign the 8 bit
machine the way APPLE did the][GS
except lets do it for less money. We
would want the 65816 processsor from
Western Digital. New, yet compatible
versions of ANTIC, GTIA, POKEY, and
FREDDIE the custom chips in the
ATARI. If ATARI is too busy with 16
and 32 bit designs to do it
themselves then hire Jay Miner again
as a sub-contractor to do the
design. A renewed interest in writing
software, combined with a more
powerful machine would bring back the
excitment.
[4/50] 8-Bit Forum:

I have no Affiliation with ATARI besides being a consumer!!

Mike Buford
CL016509@ULKYVX.BITNET

30. omnicom

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-15 15:25:36 UTC
From: npk@S.CC.PURDUE.EDU
Message-ID: <8612151525.AA24076@s.cc.purdue.edu>
Source record: 118034

Is anyone else out there running OmniCom with a P:R connection and an Avatex 1200 modem? I'm having trouble uploading files with Kermit. After I give the file name to send, OmniCom gives the standard
press START/SELECT/OPTION to abort
message, and then, instead of the normal 'blip' of an SIO transfer, I get a rush of static. Perhaps OmniCom has the modem open for concurrent I/O while reading the disk drive?

Download is no problem, and OmniCom is a terrific program, so I wonder if maybe the problem is hardware.

JW

npk@s.cc.purdue.edu.{ARPA,UUCP,BITNET}

31. Re: questions

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-15 17:53:27 UTC
From: cc@rayssd.RAY.COM
Message-ID: <457@rayssd.RAY.COM>
Source record: 118035

Here is the program to create a double-density ATARI DOS 2.0. Presently, it requires two drives only because it was easier to program. The basic idea is to set the appropriate entry in DRVTBL which starts at 4881 and continues for up to 8 drvies. A value of 1 indicates a single density (810) drive and a value of 2 indicates a double density (815, remember them?) drive. Then it does a JSR to DINT to re-initalize DOS and cause it to re-build all tables for disk i/o. Next, an XIO command is used to format the drive (in the command block rcvd by the drive is a flag indicating density) and a trick is used to cause DOS.SYS to be written. Trick= WHENEVER DOS receives a write command and the file name specified is "DOS.SYS", a full copy of DOS is written to the disk with the appropriate updating of sectors 1-4 (which are still written with only 128 bytes of valid data, although in a 256 byte sector). Finally, the slow method of getting and putting is used to transfer a copy of DUP.SYS. If you have only one drive this could be modified BUT a LOT of disk swapping will be needed with the appropriate JSRs to DINT and changes to 488X.

Good luck, if this doesn't make it, let me know.

```
10 REM PGM TO CREATE A DOUBLE DENSITY
40 REM ATARI DOS 2.0
60 REM
80 REM FIRST, SET UP VARIABLES
120 DRIVE=2:REM DRIVE NUMBER
140 DOUBLE=2:REM DOUBLE DENS. CODE
160 WRT=8:RD=4
500 REM
520 REM SETUP M.L. ROUTINE
540 REM IN A STRING
560 REM
580 DIM DINT$(5):REM DOS INIT
600 DINT$(1)=CHR$(104):REM PLA
620 DINT$(2)=CHR$(32):REM JSR
640 DINT$(3)=CHR$(224):REM $E0
660 DINT$(4)=CHR$(7):REM $07
680 DINT$(5)=CHR$(96):REM RTS
700 REM
820 REM DRIVE 2 TO DOUBLE AND INIT
822 REM DOS. NOTE-USE 4881 FOR DRIVE 1
840 POKE 4882,DOUBLE:X=USR(ADR(DINT$))
860 REM FORMAT DISK
880 XIO 254,0,0,"D2:*.*"
960 REM USE OPEN TRICK TO WRITE DOS.SYS
980 OPEN #2,WRT,0,"D2:DOS.SYS"
990 CLOSE #2
```

```
1000 REM
1020 REM NOW WE HAVE TO READ DUP.SYS
1040 REM AND PUT IT ON NEW DISK
1060 REM
1080 OPEN #1,RD,0,"D:DUP.SYS"
1100 OPEN #2,WRT,0,"D:DUP.SYS"
1120 TRAP 5000:REM FOR EOF
1160 GET #1,DATA:PUT #2,DATA:GOTO 1160
5000 REM
5020 REM ERROR HANDLER
5030 CLOSE #1:CLOSE #2
5040 ERR=PEEK(195):ERRLINE=PEEK(187)*256+PEEK(186)
5060 IF ERR=136 THEN PRINT "ALL DONE!":END
5080 PRINT "ERROR #";ERR;" -LINE ";ERRLINE
5100 END
```

32. 850 Pin-Out

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-15 21:00:41 UTC
From: rgenter@J.BBN.COM
Message-ID: <8612152107.AA11371@ucbvax.Berkeley.EDU>
Source record: 118036

Could someone please post the pin-outs of the serial ports on the Atari 850
Interface Module? I need to make a cable that goes from the 850 port to a
DB-25 so I can use my copy of OmniCom!
- Rick

Rick Genter BBN Laboratories Inc.
(617) 497-3848 10 Moulton St. 6/512
rgenter@bbn.COM (Internet new) Cambridge, MA 02238
rgenter@bbnj.ARPA (Internet old) seismo!bbn.com!rgenter (UUCP)

33. memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-16 05:55:18 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8612160555.AA11395@mitre-bedford.ARPA>
Source record: 118037

Scott:

One person who knows how the memory upgrades work for both the XL and the 800 is David Young, owner of CDY Consulting, Inc.

The Newell board and the 130XE both use $D301 to control bank switching. This is the PIA which controls Joystick ports 3 and 4 on the 800, so I don't think you will want to use this convention on an 800 and lose (?) the free use of the extra joystick ports.

Probably the 800 has to follow the same convention as the XL/XE machines: the extra memory appears in the address space 16K to 32K to avoid upsetting O/S functions and screen handling. However, David Young can tell you for sure, and in fact can probably help you with RAMdisk handlers if you buy his OMNIVIEW 80-column upgrade product. I think on the 800 you end up getting his OMNIMON resident monitor/debugger as a freebie if you buy OMNIVIEW. If so, this is one of those times when it is just plain foolish to resist temptation!!!

CDY can be reached at (214) 235-2146 or by mail at 421 Hanbee, Richardson TX 75080.

-John Sangster
jhs@mitre-bedford.arpa

34. Time for new Machine

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-16 13:19:00 UTC
From: CL016509@ULKYVX.BITNET
Message-ID: <8612161423.AA25869@ucbvax.Berkeley.EDU>
Source record: 118038

All 8-bitters

I think its time for atari to listen to us. Ok the
ST is a great machine and i intend on getting one in the
near future, but the 8-bit still has a lot of untapped pontential.
I glad to see ATARI acknowledge this by working on a 3.5" disk
drive and the xep80 80 col. device. Hopefully this will be
enough to keep the 8-bits alive.

More could be done to rejuevenate interest in the 8-bits.
The Atari OS and the FLOATING POINT routines should be
redone wether or not they enhance the hardware.
A direction i would like to see atari go in would be to
enhance the custom chip set. I see no reason why ATARI
can't add blitting ability to the ANTIC. The antic and
the gtia could be redesigned to add the graphics mode
the xep80 is going to add. Maybe add a 320x400 or 320x200
4,8 or 16 color mode. Also they could speed up the Antic's
data transfer rate. What else could the 8-bit use to make
stand up to its new competion(CoCo III and the Apple][Gs)
And probably tighten the noose around the 128 and c-64?
Well back in 1984? atari showed off a sound chip the Amy or
Amii (which is similiar to the Amiga's?Neil) that would help.
If atari is not willing to do something 8-bits may cease
to be productive machines.

Most of the enhancement could be done without raising the price
more than $100 above the current price of the xe.

Now this new machine seems like it would be in direct competition
with the ST, not really. The ST is still 4 times faster than
the 8-bits. And the ST seems to be heading toward the High business
end of the market(esp if the TT is released)and into the Music
area ,thanks to the insight to include a midi port. Actually this
new machine could help to consolidate the atari line of machines,if
a window type of environment is added to the OS or its DOS.

If any one else has ideas on improving the 8-bit post them
E-mail or mail them to Atari or develope them yourself.
Neil Harris could relay any of the useful information on
to where it has to go.

Below is posting from a local Atari BBS(The Atari SCENE in
Lousiville Ky)

Msg #48 new machine?
Author GARY BROCKIE
To All
Posted Sat 13-Dec-86 10:07:08 am

Hello,
Alright, the 8 bit ATARI world
is getting a little stale isn't it?
What are we going to do about it?
There aren't enough new software
releases to keep everyone excited.
Most ATARI users are probably using
there machines mostly as terminals.
What does the 8 bit ATARI world need?
Two things. First, more ATARI users
must become programmers instead of
videogame couch potatoes. Second, we
must let our voices be heard all the
way back to ATARI. We want a updated
8 bit design! Lets redesign the 8 bit
machine the way APPLE did the][GS
except lets do it for less money. We
would want the 65816 processsor from
Western Digital. New, yet compatible
versions of ANTIC, GTIA, POKEY, and
FREDDIE the custom chips in the
ATARI. If ATARI is too busy with 16
and 32 bit designs to do it
themselves then hire Jay Miner again
as a sub-contractor to do the
design. A renewed interest in writing
software, combined with a more
powerful machine would bring back the
excitment.
[4/50] 8-Bit Forum:

I have no Affiliation with ATARI besides being a consumer!!

Mike Buford
CL016509@ULKYVX.BITNET

35. Atari Football

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-16 13:33:32 UTC
From: Ishler.WBST@XEROX.COM
Message-ID: <861216-053336-3801@Xerox>
Source record: 118039

I recently purchased ATARI FOOTBALL from Computer Mail Order. The price was good but it doesn't include documentation. Can anyone supply me with the documentation or a rundown on what the various plays and formations are ?

Thanks

Mike

36. re: OmniCom Kermit Upload Problem

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-16 14:20:11 UTC
From: npk@S.CC.PURDUE.EDU
Message-ID: <8612161420.AA17420@s.cc.purdue.edu>
Source record: 118040

When using OmniCom with a P:R Connection and an Avatex modem, you

37. re: Omnicom Kermit Upload Problem Fixed

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-16 14:25:14 UTC
From: npk@S.CC.PURDUE.EDU
Message-ID: <8612161425.AA17457@s.cc.purdue.edu>
Source record: 118041

When using OmniCom with a P:R Connection and an Avatex modem, you must use the PRC.SYS program to load the R: handler, instead of the RS232.SYS handler. This file will emulate certain SIO operations that the P:R Connection does not support directly.
I have switched to using the PRC.SYS file and have had no problem uploading files through Kermit.

Thanks to everyone for their help, especially to David Young.

JW

38. disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-16 14:47:00 UTC
From: HABKE@UOFMCC.BITNET
Message-ID: <8612161554.AA26683@ucbvax.Berkeley.EDU>
Source record: 118042

```
Would anyone have the source for a good pd disk disassembler
that they could send me. What would be usefull is a program
which would allow one to modify and rewrite the sectors.
Thanks in advance
BILL
```

39. Hippo Software woes (WARNING: FLAMING LETTER)

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-16 19:30:33 UTC
From: med@druhi.UUCP
Message-ID: <1524@druhi.UUCP>
Source record: 118043
Cross-posted to: comp.sys.atari.8bit

< and the line eater bursts into flame... >

****************** SEVERE FLAME WARNING ********************
The contents of the message should contain a
warning from the Surgeon General.
****

For those of you who like to see the punch line before you start:

DO NOT, UNDER ANY CIRCUMSTANCES, PURCHASE ANY PIECE OF SOFTWARE
OR HARDWARE FROM HIPPOPOTAMUS SOFTWARE OF LOS GATOS, CA.

Now for the reasons why:

On August 1, this year, I was foolish enough to purchase an EPROM
programmer from Hippopotamus Software from a very reputable mail order
company. After receiving it a week later, I discovered that the only
operation that this programmer could do was to verify that EPROMS were
erased (really functional, huh :-( ). So, I called up Hippopotamus and
asked what the policy was. They indicated that they had discovered some
hardware and software problems with the programmer recently, and asked if
I would send both back to them for repair. So I did.

After about 5 weeks of waiting for some response, I called Hippo
again. They indicated that my unit would be shipped "next week" (computer
weeks, of course). After 3 more weeks, I finally received a new programmer.
Again, I tried to program some EPROMS, with the very same results!!!

Well, now I was furious! Another call, and their secretary answered,
claimed ignorance as to what I was talking about, and referred me to the
product's developer, Rick Oliver. She indicated that he would not be in
until later in the week, and I could call him then. I did get in touch with
Rick later in the week, and he indicated that they had found "yet another
hardware/software" problem, and that I should send the unit back to him again.

Well, call me a fool, I sent it back to them again. And I am waiting
again. So after a few more weeks, I called to see what the #$%^ is going on.
The phone rings about 20 times, and I finally get ahold of an answering service.
They politely talk my message, and indicate that I should receive a call the
next day. Well, I didn't. Another call Monday, a lot more persistent with a
threat of legal action, again no call. Today I called, and the answering
service has been transformed into a mechanical answering machine that
indicates that your message will be delivered in one day (sure, and I was
born yesterday).

I think that you could probably read between the lines and suspect
that Hippopotamus Software is out of business (or showing really bad signs
of being there soon). My advice is to not purchase ANY of their products,
PERIOD. If they owe you money or product, it may already be too late.

I don't really know what my options are now, and would appreciate any
help that those of you in Netland might provide. I feel a lot better just
getting this off my chest, and if it helps even one person out there, I will
consider this a success.

Myron Drapal
AT&T Information Systems
Denver, Co.
(..!drutx!druhi!med)

P.S. Normal disclaimers should be inferred. AT&T has no connection to any
of the opinions expressed above, and are probably glad that they don't!

40. disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-17 14:38:03 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8612171438.AA22656@mitre-bedford.ARPA>
Source record: 118044

Bill:

You should consider buying CDY's OMNIMON debugger. It lives in ROM so is always available, even when a program just crashed so badly that other debuggers are out of luck. Having to re-boot often loses vital information like where your program was when it crashed. With OMNIMON you can press a few keys and see what was in the program counter at the time of the crash, or whatever else you care to know. It's not public domain, but it will do all of what you are asking for and then some. In particular, it will read sectors, disassemble them, let you patch them and write them back.
Even neater, it gives you the choice of reading successive sectors sequentially or hopping from sector to sector according to the link bytes. And it knows how to read and display the file directory of a disk even if there is no DOS on the disk or loaded into the machine! If you are at the point where you want to edit disk sectors, you CERTAINLY ought to install OMNIMON in your machine.

The only other thing I know of that even comes close is OSS's BUG65 which comes with MAC65. But it has to be loaded, so can't be used unless you knew you were going to need it. It DOES do sector reads and writes so could do what you were asking about.

I think I have a PD debugger of some sort at home, so will look for it tonight.

-John Sangster
jhs@mitre-bedford.arpa

41. Action! source code for Kermit & Keyboard Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-17 15:07:42 UTC
From: daroloson@watmath.UUCP
Message-ID: <3983@watmath.UUCP>
Source record: 118045

Does anyone have a copy of the Action! source code for
Kermit that they would be willing to mail me?
Any Action! programs/programming hints would also be appreciated.

Also the 2600 has two different keyboard controllers, each
with 3 columns and 4 rows of buttons.
One with rounded keys that is used for Basic Programming,
Concentration and Brain Games and another one with a plastic
overlay used with Star Raiders.
How does one read these on the 8-bits, I have tried the
joystick registers but several keys give the same result.

Thanks,
Dani Roloson
M.F.C.F. Operations

--
UUCP: ...!{ utzoo,decvax,ihnp4,allegra}!watmath!daroloson
ARPA: daroloson%watmath%waterloo.csnet@csnet-relay.arpa
CSNET: daroloson%watmath@waterloo.CSNET

"I don't need a disclaimer. Nobody will admit to knowing me."

42. OmniCom Kermit Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-17 18:30:41 UTC
From: hyc@UMIX.CC.UMICH.EDU
Message-ID: <8612171830.AA20961@umix.cc.umich.edu>
Source record: 118046

Summary of problem - with OmniView, OmniCom, and P:R Connection running with the "standard" RS232 device handler, Kermit uploads hang OmniCom.

Mediocre solution - use PRC.SYS instead of the 850 RS232 handler.

Gripes - the 850 RS232 handler signals when its buffer overflows, allowing OmniCom to send an XOFF until it catches up. The PRC.SYS does not. This is usually not a problem, but I also run OmniCom over a 9600 baud line, and it becomes pretty important then. The display seems to max out at about 2700 baud, so buffer overflows mean garbled text. With the 850 handler, the XOFF takes care of things just fine. With PRC.SYS, I get a mess. And, of course, with the 850 handler, I can only receive files, whereas the PRC.SYS will allow both sending and receiving with no problem. This seems to only be a problem with OmniCom and the 850 handler, I don't recall it happening with the PD Kermit.

I'm curious, Dave, what is it about OmniCom that makes it so incompatible with the P:R Connection? The initial version wouldn't work at all without PRC.SYS, while the version I got recently works "most of the time..." (I'm also curious as to what you used to write it; the load vectors for that thing are horribly inefficient!)
-- Howard Chu
hyc@umix.cc.umich.edu

43. Re: OmniCom Kermit Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-18 12:42:07 UTC
From: DYOUNG@A.ISI.EDU
Message-ID: <8612181248.AA03534@ucbvax.Berkeley.EDU>
Source record: 118047

I have no idea what the problem is with the P:R connection and the
850 handler. If I knew and thought I could compensate for it in OmniCom
I would. The thing is evidently not completely 850 compatible as their ads
claim. I would contact the manufacturers and complain.

I use the Atari Macro Assembler which generates those inefficient load
vectors. With a little effort you should be able to convert the file
to one continuous load. Since I always run it out of a ramdisk I
never notice.

David
----

44. Re: Action! source code for Kermit & Keyboard Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-18 15:28:26 UTC
From: appelbau@topaz.RUTGERS.EDU
Message-ID: <7971@topaz.RUTGERS.EDU>
Source record: 118048

In article <3983@watmath.UUCP>, daroloson@watmath.UUCP (Dani A. Roloson) writes:
> Does anyone have a copy of the Action! source code for
> Kermit that they would be willing to mail me?

My next posting will be the complete KERMIT sources in ACTIO!. This
includes modules for the 850 interface, as well as the 1030 modem.

Marc

--
|===|
|Marc L. Appelbaum "Insanity is just a state of mind"|
|Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum|
|===|

45. Kermit Sources

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-18 15:30:41 UTC
From: appelbau@topaz.RUTGERS.EDU
Message-ID: <7972@topaz.RUTGERS.EDU>
Source record: 118049

```
;<<<KERMIT.PNS>>> -- a sample phones file
SU-Score(300)#4153221570
SU-Score(1200)#4154970061
;<<<D:KCOM1030.ACT>>>
;All the communications stuff:
;
;Opening, closing and dialing for
;the ATARI 1030 modem
;
; KERMIT protocol
; for Atari Home Computers
; version 1.1
; (C) 1983 John Howard Palevich
; to be distributed free of charge
;
;Started NOVEMBER 5, 1983

;Print a string which will identify,
;to the user, what hardware this
;COM file supports

PROC MODEMINIT()
PRINTE("for the Atari 1030 modem")
RETURN

;Return number of character in the
;input buffer

CARD FUNC NCIB()
BYTE INCNT = $400
RETURN(INCNT)

;Put a character out the modem

PROC PUTR(BYTE DATA)
PUTD(2, DATA)
RETURN

;Put out a byte as a modem command

PROC PUTCMD(BYTE CMD)
BYTE CMCMD = $0007
CMCMD = $FF
PUTD(2, 27)
PUTD(2, CMD)
CMCMD = 0
RETURN
```

```
;Temporarily Suspend Communications
;so that file I/O can take place

PROC StopR()
PUTCMD('Z)
RETURN

;Close down the modem channel

PROC CloseR()
PUTCMD('Y)
CLOSE(2)
RETURN

;Initialize communications

BYTE FUNC OpenR()
STRING fname = "##:"
BYTE T
Close(2)
fname(1) = 'T
fname(2) = '1
t = 12
Open(2, fname, t, 0)
T = MSTATUS(2)
IF T >= 128
THEN
PRINTF("Can't open %S, error %B%E",
fname, T)
CLOSE(2)
RETURN(T)
FI

RETURN(0)

PROC StartR()
PUTCMD('Y) ;Resume operation
PUTCMD('A)
PUTR($20)
PUTR('?) ;No Translation
PUTCMD('C)
PUTR(PARITY)
RETURN

;SubEQ(S, I, SS)
;
; Check if SS is = S(I..I+Len(SS)-1)

BYTE FUNC SUBEQ(STRING S BYTE I STRING SS)
INT J
IF S(0)-I+1 < SS(0) THEN RETURN(0) FI

FOR J = 1 TO SS(0) DO
IF S(I+J-1) <> SS(J) THEN
```

```
RETURN(0)
FI
OD

RETURN(1)

;Dial the number in string P
;return 0 if failure, 1 if OK

BYTE FUNC AutoDial(STRING P)
BYTE I, NN, C, DVSTAT1 = $2EB

NN = P(0) ;LENGTH OF STRING

;This modem ignores baud rate

FOR C = 1 TO NN
DO
IF P(C) = '# THEN
DO
C ==+ 1
UNTIL
C > NN OR P(C) > 32
OD
EXIT
FI
OD
IF C > NN THEN
PRINTE("No phone number in this entry!")
RETURN(0)
FI

PRINTE("Dialing...press any key to abort")
ERRORNUM = 0
STARTR()

IF dial = 0 THEN
PUTCMD('N)
ELSE
PUTCMD('O)
FI

PUTCMD('K)
FOR I = C TO NN
DO
PutR(P(I))
OD
PutR($9B)

;Wait for carrier
WHILE CH = $FF DO
MDEVSTAT(2)
IF (DVSTAT1 & $80) <> 0 THEN
```

```
RETURN(1)
FI
OD
PRINTE("User abort")
PUTCMD('M) ;Go on-hook
STOPR()
RETURN(0)

;Hang up the phone line

PROC HANGUP()
STARTR()
PUTCMD('M) ;Go on-hook
STOPR()
RETURN

; --- END OF D:KCOM1030.ACT ---

;<<<D:KCOM850.ACT>>>
;All the communications stuff:
;
; Opening, closing and
; DIALING
; (for the DC-Hayes Smartmodem)
; KERMIT protocol
; for Atari Home Computers
; version 1.1
; (C) 1983 John Howard Palevich
; to be distributed free of charge
;
;Started NOVEMBER 5, 1983

PROC MODEMINIT()
PRINTE("for the Atari 850 and the")
PRINTE("DC-Hayes Smartmodem")
RETURN

CARD FUNC NCIB()
CARD NC = 747,
INCNT = $400
BYTE I
MDEVSTAT(2)
I = MSTATUS(2)
IF I >= 128 THEN
PRINTF("R: device error: %D%E",
I)
RETURN(0)
FI
RETURN(NC)

PROC PUTR(BYTE DATA)
PUTD(2, DATA)
```

```
RETURN

;Temporarily Suspend Communications I/O

PROC StopR()
Close(2)
RETURN

PROC CloseR()
CLOSE(2)
RETURN

BYTE FUNC OpenR()
STRING fname = "##:"
BYTE T
Close(2)
fname(1) = 'R
fname(2) = dnum + '0
t = 13
Open(2, fname, t, 0)
T = MSTATUS(2)
IF T >= 128
THEN
PRINTF("Can't open %S, error %B%E",
fname, T)
CLOSE(2)
RETURN(T)
FI

CIOV(2, 34, 0, 0, 192+48, 0)
CIOV(2, 38, 0, 0, 32+PARITY*5, 0)
CIOV(2, 36, 0, 0, 8+baud, 0)
CIOV(2, 40, 0, 0, 0, 0)
RETURN(0)

PROC StartR()
OpenR()
RETURN

;SubEQ(S, I, SS)
;
; Check if SS is = S(I..I+Len(SS)-1)

BYTE FUNC SUBEQ(STRING S BYTE I STRING SS)
INT J
IF S(0)-I+1 < SS(0) THEN RETURN(0) FI

FOR J = 1 TO SS(0) DO
IF S(I+J-1) <> SS(J) THEN
RETURN(0)
FI
OD
```

```
RETURN(1)

;GetMack() - wait for reply from SM
PROC GetMack()
BYTE A, S
IF ERRORNUM >= 128 THEN RETURN
FI
S = 0
DO
IF CH <> $FF THEN
ERRORNUM = $FF
RETURN
FI
IF NCIB() > 0 THEN
A = GETD(2)
IF DEBUG = 1 THEN
PUT(27)
PUT(A)
FI
IF S = 0 THEN
IF A >= 32 THEN
S = 1
FI
ELSE
IF A = 10 THEN ;End of reply
RETURN
FI
FI
FI
OD

;PutMatch(c) - put a character out
; to R:, wait for a matching character
; or user's abort

PROC PutMatch(BYTE c)
BYTE A
PUTD(2, C)
IF ERRORNUM >= 128 THEN RETURN
FI
DO
IF CH <> $FF THEN
ERRORNUM = $FF
RETURN
FI
IF NCIB() > 0 THEN
A = GETD(2)
IF DEBUG = 1 THEN
PUT(27)
PUT(A)
FI
IF A = C THEN
```

```
RETURN
FI
FI
OD

;Dial the number in string P....

BYTE FUNC AUTODIAL(STRING P)
BYTE I, C, NN

NN = P(0) ;LENGTH OF STRING

;See if Baud Rate Specified
FOR C = 1 TO NN
DO
IF P(C) = '( THEN
IF SUBEQ(P,C,"(300)") = 1 THEN
BAUD = 0
ELSEIF SUBEQ(P,C,"(1200)") = 1
THEN
BAUD = 2
FI
EXIT
FI
OD

FOR C = 1 TO NN
DO
IF P(C) = '# THEN
DO
C ==+ 1
UNTIL
C > NN OR P(C) > 32
OD
EXIT
FI
OD
IF C > NN THEN
PRINTE("No phone number in this entry!")
RETURN(0)
FI

PRINTE("Dialing...press any key to abort")
ERRORNUM = 0
STARTR()
PutMatch(13) ;Establish baud Rate
PutMatch('A)
PutMatch('T)
PutMatch(13)
GetMack() ;Swallow Reply
PutMatch('A)
PutMatch('T)
```

```
PutMatch(' )
PutMatch('D)
IF dial = 0 THEN
PutMatch('P)
ELSE
PutMatch('T)
FI
FOR I = C TO P(0)
DO
PutMatch(P(I))
OD
PutMatch(13)
DO
IF ERRORNUM >= 128
OR CH <> $FF THEN
PRINTE("User Aborted")
PUTD(2, 13) ;to get out of wait-for-carrier mode
I = RTCLOCK+10
WHILE RTCLOCK <> I DO OD ;Drain
STOPR()
RETURN(0)
FI
IF NCIB() > 0 THEN
C = GetD(2)
IF DEBUG = 1 THEN
PUT(27)
PUT(C)
FI
IF C = 'C OR C = '1 THEN ;Connected
STOPR()
RETURN(1)
ELSEIF C >= 32 THEN
PrintF("Unexpected result '%C'%E", C)
STOPR()
RETURN(0)
FI
FI
OD

;CAUSE THE SMARTMODEM TO HANG UP

PROC HANGUP()
BYTE B
STARTR()
;As per page 9-2 of the Smart-
;modem manual. Basicly, the
;escape sequence has to be pre-
;ceded by at least one character,
;and we can't count on the user
;having typed one, so we type one
;ourselves.
```

```
PUTR('+)
WAIT(100)
PUTR('+)
PUTR('+)
PUTR('+)
WAIT(200)
;Flush buffer
WHILE NCIB() > 0 DO
B = GETD(2)
IF DEBUG = 1 THEN
PUT(27)
PUT(B)
FI
OD
ERRORNUM = 0
PutMatch(13) ;Establish baud Rate
PutMatch('A)
PutMatch('T)
PutMatch(13)
GetMack() ;Swallow Reply
PUTMATCH('A)
PUTMATCH('T)
PUTMATCH(32)
PUTMATCH('H)
PUTMATCH('0)
PUTMATCH(13)
GETMACK()
STOPR()
RETURN

; --- END OF D:KCOM850.ACT ---

;<<<D:KERMIT.ACT>>>
;<COMPILE THIS FILE>
; KERMIT protocol
; for Atari Home Computers
; version 1.2
; (C) 1984 John Howard Palevich
; to be distributed free of charge
;
;Started September 24, 1983

;Start code above T: and/or R:
;by compiling while those devices
;are in RAM. There ought to be a
;better way!

MODULE

DEFINE MAXPACK = "94"

BYTE ARRAY
RECPKT(MAXPACK),
```

```
PACKET(MAXPACK),
FILNAM,
SBUF(2050)

DEFINE
EOF = "-1",
SOH = "1",
CR = "13",

MAXTRY = "5",
MYQUOTE = "'#",
TRUE = "1",
FALSE = "0"

BYTE
LMARGN = $52,;OS LEFT MARGIN
CH = 764, ;OS CH VARIABLE
RTCLOCK = 20,;OS CLOCK IN JIFFYS
CRSINH = $2F0, ;OS CURSOR INHIBIT FLAG
BACKS, ;CHAR TO SEND FOR BACK S
baud, ;baud rate variable
dial, ;nz for tone dialing
DISKN, ;DEFAULT DISK
DNUM, ;port num
localecho, ;local echo flag
PARITY, ;communication parity
ERRORNUM, ;ERROR NUMBER
debug, ;debugging flag

STATE,
PADCHAR,
EOL,
QUOTE

INT
SIZE,
N,
RPSIZ,
SPSIZ,
PAD,
TIMINT,
NUMTRY,
OLDTRY,
FD,
REMFD,
IMAGE,
HOST

INCLUDE "D:KIO.ACT"

; This is where KCOM#.ACT is
;included. Include the KCOM file
```

```
;which matches the comunications
;device and/or modem you wish to use.
;
; For an 850 and a Hayes SmartModem,
;include KCOM850.ACT
;
; For the ATARI 1050,
;include KCOM1050.ACT
;
; For any other set of devices, write
;your own KCOM functions, and include
;that file here.

INCLUDE "D:KCOM850.ACT"

INCLUDE "D:KFUNC.ACT"
INCLUDE "D:KPRO.ACT"
INCLUDE "D:KTTY.ACT"
INCLUDE "D:KMENU.ACT"

; --- END OF D:KERMIT.ACT ---

;<<<D:KFUNC.ACT>>>
; Utility functions for Kermit
; (C) 1983 John Howard Palevich
; to be distributed free of charge
;
;Started September 24, 1983

MODULE

CARD ARRAY bauds = [300 600 1200
1800 2400 4800
9600]

PROC SHOWBUF(STRING BUF, INT LEN)
INT I
FOR I = 0 TO LEN-1 DO
PUT(27)
PUT(BUF(I))
OD
RETURN

PROC MERROR(BYTE A,X,Y)
IF debug = 1 THEN
PRINTF("ERROR %B%E", y)
IF Y = 128 THEN
CLOSE(2)
CLOSE(3)
CLOSE(1)
BREAK()
FI
FI
```

```
ERRORNUM = Y
RETURN

CARD FUNC DecodeBaud(BYTE b)
STRING buf(6)
STRC(bauds(b), buf)
RETURN(buf)

CARD FUNC DecodeFlag(BYTE f)
IF f = 0 THEN
RETURN("off")
ELSE
RETURN("on")
FI

BYTE FUNC IsAlpha(BYTE c)
IF (c >= 'a AND c <= 'z) OR
(c >= 'A AND c <= 'Z)
THEN
RETURN(1)
ELSE
RETURN(0)
FI

BYTE FUNC ToUpper(BYTE c)
IF c >= 'a AND c <= 'z THEN
RETURN(c - 32)
ELSE
RETURN(c)
FI

;SPack()
;
; Send a Packet

PROC SPack(BYTE TY
INT NUM, LEN
STRING DATA)
INT I, BUFP
BYTE CHKSUM
STRING BUFFER(100)

IF DEBUG = 1 THEN
PRINTF("SPack('%C,%D,%D,",
TY, NUM, LEN)
PUT('")
SHOWBUF(DATA, LEN)
PRINTF("%C)%E", '")
ELSE
PUT('.)
FI
```

```
FOR I = 1 TO PAD
DO
PUTD(2, PADCHAR)
OD

BUFFER(0) = SOH
BUFFER(1) = 32 + LEN+3
BUFFER(2) = 32 + NUM
BUFFER(3) = TY

CHKSUM = BUFFER(1)+BUFFER(2)
+BUFFER(3)

FOR I = 0 TO LEN-1
DO
BUFFER(I+4) = DATA(I)
CHKSUM ==+ DATA(I)
OD

CHKSUM = (CHKSUM + ((CHKSUM & 192)
RSH 6)) & 63
BUFFER(LEN+4) = 32 + CHKSUM
BUFFER(LEN+5) = EOL
CIOV(2, 11, BUFFER, LEN+6, -1, -1)
RETURN

;GetRT
; Get a byte from R: with timeout
; and user-abort

BYTE FUNC GetRT(BYTE POINTER B)
CHAR FSC = 19, TIMER

TIMER = FSC+3
WHILE NCIB() = 0 DO
IF FSC = TIMER THEN
IF DEBUG = 1 THEN ;say timeout
PRINTE("(Timeout)")
FI
RETURN(0)
ELSEIF CH <> $FF THEN ;User abort
RETURN(0)
FI
OD
B^ = GETD(2)
RETURN(1)

; RPack()
;
; Read a Packet

INT FUNC RPack(INT POINTER LEN, NUM
STRING DATA)
INT I, DONE
```

```
CHAR CHKSUM, T, UT, TY

IF DEBUG = 1 THEN
PRINT("RPack")
FI

DO
IF GETRT(@T) = 0 THEN
RETURN(0)
FI
IF DEBUG = 1 AND T <> SOH THEN
PUT(27)
PUT(T)
FI
UNTIL
T = SOH
OD
DONE = FALSE
WHILE DONE = FALSE
DO
IF GETRT(@T) = 0 THEN
RETURN(0)
FI
IF IMAGE = FALSE
THEN
T ==& 127
FI
IF T <> SOH THEN ;GOT LEN
CHKSUM = T
LEN^ = T-3-32

IF GETRT(@T) = 0 THEN
RETURN(0)
FI
IF IMAGE = FALSE
THEN
T ==& 127
FI
IF T <> SOH THEN ;GOT NUM
CHKSUM ==+ T
NUM^ = T - 32

IF GETRT(@T) = 0 THEN
RETURN(0)
FI
IF IMAGE = FALSE THEN T ==& 127 FI
IF T <> SOH THEN
CHKSUM ==+ T
TY = T

FOR I = 0 TO LEN^-1 DO
IF GETRT(@T) = 0 THEN
```

```
RETURN(0)
FI
IF IMAGE = FALSE THEN T ==& 127 FI
IF T = SOH THEN EXIT FI
CHKSUM ==+ T
DATA(I) = T
OD

IF T <> SOH THEN
IF GETRT(@T) = 0 THEN
RETURN(0)
FI
IF IMAGE <> TRUE THEN T ==& 127 FI
IF T <> SOH THEN
DONE = TRUE
FI
FI
FI
FI
FI
OD
CHKSUM = (CHKSUM +
((CHKSUM & 192) RSH 6)) & 63
UT = T - 32
IF CHKSUM <> UT THEN
IF DEBUG = 1 THEN
PRINTF("(Bad checksum: %D <> %D)%E",
CHKSUM, UT)
FI
RETURN(FALSE)
FI
IF DEBUG = 1 THEN ;give type
PRINTF("('%C%C,%D,%D,%C",
27, TY, NUM^, LEN^, '")
SHOWBUF(DATA, LEN^)
PRINTF("%C)%E", '")
FI
IF TY = 'E THEN
PRINT("Error: ")
SHOWBUF(DATA, LEN^)
PUTE()
FI
RETURN(TY)

;BuFill
;
;Get a bufferful of data from the
;file that's being sent. Only
;control-quoting is done; 8-bit &
;repeat count prefixes arn't handled
```

```
INT FUNC BuFill(STRING BUFFER)
INT I
BYTE T,T7
STOPR()
I = 0
DO
T = GETD(3)
IF MStatus(3) >= 128 THEN
IF DEBUG = 1 THEN
PRINTE("End-of-file")
FI
EXIT
FI
IF IMAGE = TRUE THEN
T7 = T & 127
IF T7 < 32 OR T7 = 127 OR
T7 = QUOTE
THEN
BUFFER(I) = QUOTE
I ==+ 1
IF T7 <> QUOTE THEN
T ==! 64
FI
FI
ELSE
IF T <> 155 THEN T ==& 127 FI
IF T < 32 OR T = 127
OR T = QUOTE OR T = 155
THEN
IF T = 155 THEN
BUFFER(I) = QUOTE
BUFFER(I+1) = 13 ! 64
I ==+ 2
T = 10
FI
BUFFER(I) = QUOTE
I ==+ 1
IF T <> QUOTE THEN T==! 64 FI
FI
FI
BUFFER(I) = T
I ==+ 1
IF I >= SPSIZ-8 THEN
STARTR()
RETURN(I)
FI
OD
STARTR()
IF I = 0
THEN
RETURN(EOF)
```

```
ELSE
RETURN(I)
FI

;BufEmp
;
;Get data from an incomming packet
;into a file.

PROC BufEmp(STRING BUFFER
INT LEN)

INT I
BYTE T

STOPR()
FOR I = 0 TO LEN-1
DO
T = BUFFER(I)
IF T = MYQUOTE
THEN
I ==+ 1
T = BUFFER(I)
IF (T & 127) <> MYQUOTE
THEN
T ==! 64
FI
FI
IF IMAGE = TRUE THEN
PUTD(3, T)
ELSEIF T = CR THEN
PUTD(3, 155)
ELSEIF T <> 10 THEN
PUTD(3, T)
FI
OD
STARTR()
RETURN

;SPar()
;
;Fill the data array with my
;send-init parameters

PROC SPar(STRING DATA)
DATA(0) = 32 + MAXPACK
DATA(1) = 32 + 5
DATA(2) = 32 + 0
DATA(3) = 64 ! 0
DATA(4) = 32 + 13
DATA(5) = MYQUOTE
RETURN
```

```
;RPar()
;
;Get the other host's send-init
;parameters

PROC RPAR(STRING DATA)
SPSIZ = DATA(0) - 32
TIMINT = DATA(1) - 32
PAD = DATA(2) - 32
PADCHAR = DATA(3) ! 64
EOL = DATA(4) - 32
QUOTE = DATA(5)
RETURN

; --- END OF D:KFUNC.ACT ---

;<<<D:KIO.ACT>>>
; I/O routines for kermit
; (C) 1983 John Howard Palevich

DEFINE STRING = "BYTE ARRAY"

STRING iocb
CARD filenumber

STRING dname(20), fname(20)

;WAIT T 60THS OF A SECOND

PROC WAIT(INT T)
BYTE I
WHILE T > 255
DO
I = RTCLOCK-1
WHILE I <> RTCLOCK DO OD
T ==- 255
OD
I = RTCLOCK + T
WHILE I <> RTCLOCK DO OD
RETURN

PROC STRCPY(STRING A, B)
CARD I
FOR I = 1 TO B(0) DO
A(I) = B(I)
OD
A(0) = B(0)
RETURN

BYTE FUNC MStatus(BYTE ch)
iocb = $340 + ch LSH 4
RETURN (iocb(3))

PROC CIO=$E456(BYTE a, x)
```

```
PROC CIOV(BYTE ch, cmd
CARD adr, len
INT ax1, ax2)

iocb = $340 + ch LSH 4
iocb(2) = cmd
iocb(4) = adr
iocb(5) = adr RSH 8
iocb(8) = len
iocb(9) = len RSH 8
IF ax1 >= 0 THEN
iocb(10) = ax1
FI
IF ax2 >= 0 THEN
iocb(11) = ax2
FI

CIO(0, CH * 16)
RETURN

;Do a Get Status Command
BYTE FUNC MDevStat(BYTE ch
STRING adr)
CIOV( ch, $0D,
adr + 1, adr(0), -1, -1)
RETURN(iocb(3))

; -- file locking, unlocking, etc.
; -- directory hacking functions

;Returns 0 if EOF, else the file name
CARD FUNC GetNext(CHAR ch)
INT I, J
STRING DSPEC(20)
Close(ch)
Open(ch, dname, 6, 0)
IF mstatus(ch) >= 128
THEN
RETURN(0)
FI

FOR i = 0 TO filenumber
DO
INPUTMD(ch, DSPEC, 20)
IF mstatus(ch) >= 128 THEN
Close(ch)
RETURN(0)
FI
OD
IF DSPEC(0) <> 17 THEN RETURN(0) FI
filenumber ==+ 1
Close(ch)
;Convert dspec into file name
```

```
I = 1
DO
FNAME(I) = DNAME(I)
I ==+ 1
UNTIL
DNAME(I-1) = ':
OD

J = 3
DO
FNAME(I) = DSPEC(J)
I ==+ 1
J ==+ 1
UNTIL
J > 10 OR DSPEC(J) = 32
OD
FNAME(I) = '.
I ==+ 1
J = 11
WHILE
J <= 13 AND DSPEC(J) <> 32
DO
FNAME(I) = DSPEC(J)
I ==+ 1
J ==+ 1
OD

FNAME(0) = I-1
RETURN(fname)

;Get the first name

CARD FUNC GetFirst(BYTE ch
STRING name)

STRCPY(dname, NAME)
filenumber = 0
RETURN(GetNext(ch))

;FIND CHAR C IN STRING A

BYTE FUNC FindC(STRING a
BYTE c)
CARD i,l
l = a(0)
FOR i = 1 TO l DO
IF a(i) = c THEN
EXIT
FI
OD
RETURN(i)
```

```
;Normalize a file name string to Dn:<0..8>.<0..3>
;where n is the value of diskn
;name should be at least 3+8+1+3+2=17 bytes long
;returns 0 if not a valid name

BYTE FUNC Normalize(STRING name)
CARD i, len
BYTE C

len = name(0)
IF len = 0 THEN
RETURN(0)
FI

;first, check if <letter>(<number>):

i = FindC(name,':)
IF i > len THEN
FOR i = 1 TO len DO
name(len-i+4) = name(len-i+1)
OD
name(1) = 'D
name(2) = '0 + DISKN
name(3) = ':
len ==+ 3
FI

;fixup length
name(0) = len

;and convert to upper case

FOR i = 1 TO len DO
c = name(i)
IF c >= 'a AND c <= 'z THEN
name(i) = c - 32
FI
OD

RETURN(1)

BYTE FUNC INSET(BYTE C STRING S)
CARD I
FOR I = 1 TO S(0)
DO
IF C = S(I) THEN
RETURN(I)
FI
OD
RETURN(0)

; --- END OF D:KIO.ACT

;<<<D:KMENU.ACT>>>
; Menu functions of Kermit program
```

```
MODULE
DEFINE NUMWID = "38"

STRING PNFILE = "D:KERMIT.PNS"
STRING PARAMFILE = "D:KERMIT.OPT"

;Restore Phone Number Buffer

PROC RESTNUMS()
BYTE I, J

Close(3)
ERRORNUM = 0
OPEN(3, PNFILE, 4, 0)
IF ERRORNUM < 128 THEN
FOR I = 0 TO 19 DO
ERRORNUM = 0
InputMD(3,SBUF+I*NUMWID, 37)
IF ERRORNUM >= 128 THEN
EXIT
FI
OD
ELSE
I = 0 ;Couldn't find file
FI
CLOSE(3)

FOR J = I TO 19
DO
SBUF(NUMWID*J) = 0
OD
RETURN

;Display the editor screen

PROC DispES()
BYTE I

;Display Screen
CRSINH = 1
PUT(125)

PRINTE("Computer Name (baud rate) # 555-1212")
FOR I = 0 TO 19
DO
Put(32)
PRINTE(SBUF+NUMWID*I)
OD

PrintE("Use arrows, then RETURN to dial,")
PrintE("or ESC to quit. ^S Saves")
PRINT("SPACE modifies, ^R Restores")
Position(LMARGN, 0)
Put($1F)
```

```
CRSINH = 0
Put($1E)
RETURN

;Auto-Dial a number, return 1 if
;successful, 0 if failure
;
; Also has provisions for editing
; phone numbers.

BYTE FUNC EditDial()
BYTE I, NN, C, CY
BYTE POINTER P

RESTNUMS()
DISPES()
CY = 0

;Edit/Select Loop

DO
CRSINH = 1
POSITION(LMARGN, CY+1)
PUT(27)
PUT($1F)
C = GetD(1)
IF C = 32 THEN
;User wants to change this line
POSITION(LMARGN,CY+1)
CRSINH = 0
PUT('?)
InputMD(0,SBUF+CY*NUMWID, 37)
DISPES()

ELSEIF C = 27 THEN
Position(LMARGN, 23)
CRSINH = 0
PUT($9C)
PrintE("Not Dialing")
RETURN(0)

ELSEIF (C = $1C OR C = '-)
AND CY > 0 THEN
PUT($7E) ;Erase the arrow
CY ==- 1

ELSEIF (C = $1D OR C = '=)
AND CY < 19 THEN
PUT($7E) ;Erase the arrow
CY ==+ 1

ELSEIF C = 'S-'@ THEN ;^S
OPEN(3, PNFILE, 8, 0)
```

```
FOR I = 0 TO 19 DO
P = SBUF+I*NUMWID
IF P(0) > 0 THEN
PRINTDE(3, P)
FI
OD
CLOSE(3)
RESTNUMS()
DISPES() ;Just to inform user
CY = 0

ELSEIF C = 'R-'@ THEN ;^R
RESTNUMS()
DISPES()
CY = 0

ELSEIF C = $9B THEN ;RETURN
EXIT
FI
OD

;Dial the chosen number

CRSINH = 0
PUT(125)
P = SBUF+CY*NUMWID
PrintE(P)
C = AutoDial(P)
RETURN(C)

;Execute a DOS-type command

PROC DODOS(BYTE CMD
STRING FSPEC)
STRING FMSCOM = [0 $21 $23 $24 $FE]
STRING FILNAM(21)
BYTE I, CNF

IF FSPEC(0) = 0 AND CMD <> 'A THEN
RETURN
FI

IF CMD = 'A THEN ;DIRECTORY
IF FSPEC(0) = 0 THEN
STRCPY(FSPEC, "D#:*.*")
FSPEC(2) = '0 + DISKN
FI

NORMALIZE(FSPEC)
CLOSE(6)
ERRORNUM = 0
OPEN(6, FSPEC, 6, 0)
DO
```

```
INPUTMD(6, FILNAM, 20)
IF ERRORNUM >= 128 THEN EXIT FI
PRINTE(FILNAM)
IF FILNAM(1) >= '0 AND
FILNAM(1) <= '9
THEN EXIT FI
OD
CLOSE(6)

ELSE ;ALL OTHER COMMANDS
NORMALIZE(FSPEC)
I = INSET(CMD, "DFGI")
IF I = 0 THEN RETURN FI
IF CMD = 'I
THEN
PRINTF("Type 'Y' to format %S%E",
FSPEC)
CNF = GetD(1)
IF TOUPPER(CNF) <> 'Y
THEN
PRINTF("Aborted%E")
RETURN
ELSE
PRINT("Formatting. . .")
FI
FI
ERRORNUM = 0
XIO(6, 0, FMSCOM(I), 0, 0, FSPEC)
IF ERRORNUM >= 128
THEN
PRINTF("Disk I/O error %B%E",
ERRORNUM)
FI
FI
RETURN

PROC MICRODOS()
BYTE cmd
STRING fspec(21)
PUT(125)
DO
PRINTE("Micro-DOS:")
PRINTE(" A - Disk Directory")
PRINTE(" D - Delete File")
PRINTE(" F - Lock File")
PRINTE(" G - Unlock File")
PRINTE(" I - Format Diskette")
PRINTE(" Q - Quit (back to main menu)")
PRINTF("%ECommand -> ")
DO
cmd = GetD(1)
```

```
cmd = ToUpper(cmd)
UNTIL
INSET(CMD, "ADFGIQ") > 0
OD

PUT(CMD)
IF cmd = 'Q
THEN
PUTE()
RETURN
FI
PRINTF("%EFile spec -> ")
InputMD(0, fspec, 20)
DoDos(cmd, fspec)
OD

; SAVE PARAMETERS

PROC SaveParams()
ERRORNUM = 0
OPEN(3, PARAMFILE, 8, 0)
IF ERRORNUM < 128
THEN ;Can write
PUTD(3, BACKS)
PUTD(3, BAUD)
PUTD(3, DISKN)
PUTD(3, DEBUG)
PUTD(3, IMAGE)
PUTD(3, LOCALECHO)
PUTD(3, LMARGN)
PUTD(3, PARITY)
PUTD(3, DNUM)
PUTD(3, dial)
FI
CLOSE(3)
RETURN

;RESTORE PARAMETERS

PROC RestoreParams()
CARD TEMP
CLOSE(3)
ERRORNUM = 0
OPEN(3, PARAMFILE, 4, 0)
IF ERRORNUM >= 128
THEN ;Defaults
PRINTF("Couldn't open %S; error %D%E",
PARAMFILE, ERRORNUM)
BACKS = 127 ;RUB OUT
baud = 0 ;300 baud
DISKN = 1 ;D1:
debug = 0 ;debug off
```

```
IMAGE = 0 ;TEXT
localecho = 0 ;full
LMARGN = 2 ;2 CHARS
PARITY = 0 ;NO PARITY
DNUM = 1 ;PORT 1
dial = 0 ;Pulse
ELSE
BACKS = GETD(3)
BAUD = GETD(3)
DISKN = GETD(3)
DEBUG = GETD(3)
IMAGE = GETD(3)
LOCALECHO = GETD(3)
LMARGN = GETD(3)
PARITY = GETD(3)
DNUM = GETD(3)
DIAL = GETD(3)
FI
CLOSE(3)
RETURN

;SET PARAMETERS

PROC Params()
BYTE cmd
STRING ts

DO
Put(125)
PRINTE("Parameters are:")

IF BACKS = 8 THEN
TS = "control-H"
ELSE TS = "rub out"
FI
PRINTF(" A - Back S sends (%S)%E",
ts)

ts = DecodeBaud(baud)
PRINTF(" B - Baud rate (%S)%E",
TS)

IF IMAGE = 0 THEN
ts = "text"
ElSE
ts = "binary"
FI

PRINTF(" D - Default disk drive (D%D:)%E",
diskn)

PRINTF(" F - File type (%S)%E",
ts)
```

```
PRINTF(" I - I/O Port (%D)%E",
DNUM)

IF dial = 0 THEN
ts = "pulse"
ELSE
ts = "tone"
FI
PRINTF(" T - Dialing method (%S)%E",
ts)

ts = DecodeFlag(localecho)
PRINTF(" L - Local-Echo (%S)%E",
ts)

PRINTF(" M - Margin (%D)%E", LMARGN)

IF PARITY = 0 THEN
TS = "none"
ELSEIF PARITY = 1 THEN
TS = "odd"
ELSEIF PARITY = 2 THEN
TS = "even"
ELSEIF PARITY = 3 THEN
TS = "on"
FI
PRINTF(" P - Parity (%S)%E", ts)

PRINTE("^S - Save parameters")
PRINTE("^R - Restore paramters")

ts = DecodeFlag(debug)
PRINTF(" * - Debug Mode (%S)%E",
ts)

PRINTF(" Q - Quit (back to Commands)%E")

PRINTF("Parameter to change -> ")
cmd = GetD(1)
cmd = ToUpper(cmd)
IF IsAlpha(cmd) <> 0 THEN
Put(cmd)
FI

IF CMD = 'A THEN ;BACK S
IF BACKS = 8 THEN
BACKS = 127
ELSE
BACKS = 8
FI

ELSEIF cmd = 'B THEN ;Baud-rate
baud ==+ 1
IF baud > 6 THEN baud = 0 FI
```

```
ELSEIF cmd = 'D THEN ;Disk number
diskn ==+ 1
IF diskn > 4 THEN diskn = 1 FI

ELSEIF cmd = '* THEN ;Debug
debug = 1-debug

ELSEIF cmd = 'Q THEN ;Quit
PRINTF("uit%E")
RETURN

ELSEIF cmd = 'F THEN ;File type
IMAGE = 1-IMAGE

ELSEIF cmd = 'L THEN ;local-echo
localecho ==+ 1
IF localecho > 1 THEN
LOCALECHO = 0
FI

ELSEIF cmd = 'T THEN ;dialing
DIAL ==+ 1
IF DIAL > 1 THEN
DIAL = 0
FI

ELSEIF CMD = 'M THEN ;Margin
LMARGN ==+ 1
IF LMARGN > 2 THEN
LMARGN = 0
FI

ELSEIF CMD = 'P THEN ;PARITY
PARITY ==+ 1
IF PARITY > 3 THEN
PARITY = 0
FI

ELSEIF cmd = 'I THEN ;Port #
dnum ==+ 1
IF dnum > 4 THEN dnum = 1 FI

ELSEIF cmd = 'S-'@ THEN ;Save Parameters
PRINTE("Saving")
SAVEPARAMS()

ELSEIF cmd = 'R-'@ THEN ;Restore parameters
PRINTE("Restoring")
RESTOREPARAMS()

ELSE
PUT(253)
FI
OD
```

```
PROC Main()
BYTE cmd, FLAG, I, BANK = $D500

BANK = 0

;SETUP MY ERROR ROUTINE
ERROR = MERROR

EOL = CR
QUOTE = MYQUOTE
PAD = 0
PADCHAR = 0
HOST = FALSE

FOR I = 1 TO 7 DO
CLOSE(I)
OD

PRINTE("Kermit for the Atari Home Computer")
PRINTE("v1.2 (c) 1984 John Howard Palevich")
MODEMINIT()
PRINTE("- Feel free to copy this program -")

RestoreParams()
Open(1, "K:", 4, 0)
IF OPENR() <> 0 THEN
PRINTE("PRESS ANY KEY TO EXIT")
CH = $FF
WHILE CH = $FF DO OD
CH = $FF
ELSE
STOPR()

DO
PRINTF("%E%ECommands are:%E")
PRINTE(" A - Auto-dial (then connect)")
PRINTE(" C - Connect (to remote computer)")
PRINTE(" D - Micro-DOS")
PRINTE(" F - Finish (remote server mode)")
PRINTE(" H - Hang up (the phone)")
PRINTE(" P - Parameters (inspect and change)")
PRINTE(" R - Receive (a file)")
PRINTE(" S - Send (a file)")
PRINTF(" Q - Quit (back to DOS)%E%E")
PRINTF("Command -> ")
DO
cmd = GetD(1)
cmd = ToUpper(cmd)
UNTIL INSET(CMD, "ACDFHPRSQ") <> 0
OD
Put(cmd)

IF CMD = 'A THEN
;Auto-dial
```

```
PRINTE("uto-dial")
IF EditDial() = 1 THEN
TTYMODE()
FI

ELSEIF cmd = 'C THEN ;connect
PRINTE("onnect")
TTYMODE()

ELSEIF cmd = 'F THEN ;Finish
PRINTE("inish")
Finish()

ELSEIF cmd = 'H THEN
;Hang up the phone
PRINTE("ang up")
HangUp()

ELSEIF cmd = 'D THEN ;MICRO-DOS
PRINTE("os")
MICRODOS()

ELSEIF cmd = 'Q THEN ;Quit
PRINTE("uit")
EXIT

ELSEIF cmd = 'P THEN ;Parameters
PRINTE("arameters")
Params()

ELSEIF cmd = 'S THEN ;Send
PRINTE("end")
SENDSW()

ELSEIF cmd = 'R THEN ;Recieve
PRINTE("ecieve")
RECSW()
FI
OD

CLOSER()
FI
CLOSE(1)
RETURN

;--- END OF D:KMENU.ACT ---

;<<<D:KPRO.ACT>>>
; KERMIT protocol section

; RInit()
;
; Receive Initialization
```

```
BYTE FUNC RINIT(STRING FSPEC)
INT LEN, NUM, T
IF DEBUG = 1 THEN
PRINTE("RInit")
FI

NUMTRY ==+ 1
IF NUMTRY > MAXTRY THEN
RETURN('A)
FI

IF FSPEC(0) > 0 THEN
FOR T = 1 TO FSPEC(0)
DO
PACKET(T-1) = FSPEC(T)
OD
SPACK('R, 0, T-1, PACKET)
FI

T = RPACK(@LEN, @NUM, PACKET)
IF T = 'S THEN
RPAR(PACKET)
SPAR(PACKET)
SPACK('Y, N, 6, PACKET)
OLDTRY = NUMTRY
NUMTRY = 0
N = (N + 1) MOD 64
RETURN('F)

ELSEIF T = FALSE THEN RETURN(STATE)
ELSE RETURN('A)
FI

; RFile()
;
; Receive File Header

BYTE FUNC RFile()
INT LEN, NUM, T
BYTE W
IF DEBUG = 1 THEN
PRINTF("RFile%E")
FI

NUMTRY ==+ 1
IF NUMTRY > MAXTRY THEN
RETURN('A)
FI

T = RPACK(@LEN, @NUM, PACKET+1)
PACKET(0) = LEN
IF T = 'S THEN
OLDTRY ==+ 1
IF OLDTRY > MAXTRY THEN RETURN('A) FI
```

```
IF (N = 0 AND NUM = 63)
OR (N <> 0 AND NUM = N-1)
THEN
SPACK('Y, NUM, 0, 0)
NUMTRY = 0
RETURN(STATE)
ELSE
RETURN('A)
FI

ELSEIF T = 'F THEN
IF NUM <> N THEN RETURN('A) FI
STOPR()
NORMALIZE(PACKET)
ERRORNUM = 0
OPEN(3, PACKET, 8, 0)
STARTR()
IF ERRORNUM >= 128
THEN
PRINTF("Couldn't create %S; error %D%E",
PACKET, ERRORNUM)
RETURN('A)
FI
PRINTF("Receiving %S%E",
PACKET)
SPACK('Y, N, 0, 0)
OLDTRY = NUMTRY
NUMTRY = 0
N = (N+1) MOD 64
RETURN('D)

ELSEIF T = 'B THEN
IF NUM <> N THEN RETURN('A) FI
SPACK('Y, N, 0, 0)
;WAIT 1 SECOND FOR ACK TO DRAIN
W = RTCLOCK+60
WHILE W <> RTCLOCK DO OD
RETURN('C)

ELSEIF T = FALSE THEN RETURN(STATE)
ELSE RETURN('A)
FI

; RData()
;
; Receive Data

BYTE FUNC RData()
INT NUM, LEN, T
IF DEBUG = 1 THEN
PRINTF("RData%E")
FI
```

```
NUMTRY ==+ 1
IF NUMTRY > MAXTRY THEN
RETURN('A)
FI

T = RPACK(@LEN, @NUM, PACKET)
IF T = 'D THEN
IF NUM <> N
THEN
OLDTRY ==+ 1
IF OLDTRY > MAXTRY THEN RETURN('A) FI
IF (N = 0 AND NUM = 63)
OR (N <> 0 AND NUM = N-1)
THEN
SPACK('Y, NUM, 0, 0)
NUMTRY = 0
RETURN(STATE)
ELSE
RETURN('A)
FI
FI

BUFEMP(PACKET, LEN)
SPACK('Y, N, 0, 0)
OLDTRY = NUMTRY
NUMTRY = 0
N = (N+1) MOD 64
RETURN('D)

ELSEIF T = 'F THEN
OLDTRY ==+ 1
IF OLDTRY > MAXTRY THEN
RETURN('A)
FI
IF (N = 0 AND NUM = 63)
OR (N <> 0 AND NUM = N-1)
THEN
SPACK('Y, NUM, 0, 0)
NUMTRY = 0
RETURN(STATE)
ELSE
RETURN('A)
FI

ELSEIF T = 'Z THEN
IF NUM <> N THEN RETURN('A) FI
IF DEBUG = 1 THEN
PRINTE("End-of-File")
FI
STOPR()
CLOSE(3)
STARTR()
```

```
SPACK('Y, N, 0, 0)
N = (N+1) MOD 64
RETURN('F)

ELSEIF T = FALSE THEN RETURN(STATE)
ELSE RETURN('A)
FI

; RecSw()
;
; This is the state table switcher
; for receiving files

PROC RECSW()
STRING FSPEC(20)
INT NUM, LEN, T

STARTR()
PUT(125)
PRINTE("Type the file to receive, or just")
PRINTE("RETURN if the other computer is not")
PRINTE("in Server mode.")
PUTE()
PRINT("File Spec -> ")
INPUTMD(0, FSPEC, 19)

PRINTE("Receiving File(s)")
PRINTE("type any key to abort")

STATE = 'R
N = 0
NUMTRY = 0
DO
IF CH <> 255 THEN
PRINTE("User Aborting")
CH = 255
EXIT
FI
IF STATE = 'D THEN STATE = RDATA()
ELSEIF STATE = 'F THEN STATE = RFILE()
ELSEIF STATE = 'R THEN STATE = RINIT(FSPEC)
ELSEIF STATE = 'A THEN
PRINTE("Aborting")
EXIT
ELSE
EXIT
FI
OD
STOPR()
Close(3)
RETURN
```

```
; SInit
;
; Send Initiate:
; Send my parameters, get other
; side's back

BYTE FUNC SINIT()
INT NUM, LEN
BYTE T

IF DEBUG <> 0 THEN
PRINTF("SInit%E")
FI

NUMTRY ==+ 1
IF NUMTRY > MAXTRY THEN
RETURN('A)
FI
SPAR(PACKET)
IF DEBUG <> 0 THEN
PRINTF("n = %D%E", N)
FI
;Clear out any junk in the input
;buffer
WHILE NCIB() > 0 DO GETD(2) OD

SPACK('S, N, 6, PACKET)
T = RPACK(@LEN, @NUM, RECPKT)
IF T = 'N THEN RETURN(STATE)
ELSEIF T = 'Y THEN
IF N <> NUM THEN
RETURN(STATE)
FI
RPAR(RECPKT)
IF EOL = 0 THEN
EOL = 13
FI
IF QUOTE = 0 THEN
QUOTE = '#
FI
NUMTRY = 0
N = (N + 1) MOD 64
IF FILNAM = 0 THEN
RETURN('A)
FI
;Open a file
STOPR()
ERRORNUM = 0
Close(3)
OPEN(3, FILNAM, 4, 0)
STARTR()
IF ERRORNUM >= 128 THEN
```

```
PRINTF("Error %D; couldn't read %S",
ERRORNUM, FILNAM)
RETURN('A)
FI
PRINTF("Sending %S%E", FILNAM)
RETURN('F)

ELSEIF T = FALSE THEN RETURN(STATE)
ELSE RETURN('A)
FI

; SFile
;
; Send File Header

BYTE FUNC SFILE()
INT NUM, LEN, T, I
STRING STFNAME(20)
IF DEBUG = 1 THEN
PRINTE("SFile")
FI

NUMTRY ==+ 1
IF NUMTRY > MAXTRY THEN RETURN('A) FI

I = 1 ;STANDARD FILE NAMES DON'T HAVE D1:
WHILE FILNAM(I) <> ': DO I ==+ 1 OD
LEN = FILNAM(0)-I
FOR T = 0 TO LEN-1 DO
STFNAME(T) = FILNAM(I+T+1)
OD

SPACK('F, N, LEN, STFNAME)
T = RPACK(@LEN, @NUM, RECPKT)
IF T = 'N OR T = 'Y THEN
IF T = 'N
THEN
NUM ==- 1
IF NUM < 0 THEN NUM = 63 FI
FI

IF N <> NUM
THEN
RETURN(STATE)
FI
NUMTRY = 0
N = (N + 1) MOD 64
SIZE = BUFILL(PACKET)
IF SIZE = EOF THEN
RETURN('Z)
ELSE
RETURN('D)
```

```
FI
ELSEIF T = FALSE THEN RETURN(STATE)
ELSE RETURN('A)
FI

; SData
;
; Send File Data

BYTE FUNC SData()
INT NUM, LEN, T

NUMTRY ==+ 1
IF NUMTRY > MAXTRY THEN
RETURN('A)
FI
SPACK('D, N, SIZE, PACKET)
T = RPACK(@LEN, @NUM, RECPKT)
IF T = 'N OR T = 'Y THEN
IF T = 'N
THEN
NUM ==- 1
IF NUM < 0 THEN NUM = 63 FI
FI

IF N <> NUM
THEN
RETURN(STATE)
FI
NUMTRY = 0
N = (N + 1) MOD 64
SIZE = BUFILL(PACKET)
IF SIZE = EOF THEN
RETURN('Z)
FI
RETURN('D)
ELSEIF T = FALSE THEN
RETURN(STATE)
ELSE RETURN('A)
FI

; SEOF()
;
; Send End-Of-File

BYTE FUNC SEOF()
INT NUM, LEN, T

IF DEBUG = 1 THEN
PRINTF("SEOF%E")
FI
```

```
NUMTRY ==+ 1
IF NUMTRY > MAXTRY THEN
RETURN('A)
FI
SPACK('Z, N, 0, PACKET)

IF DEBUG = 1 THEN
PRINT("SEOF1 ")
FI

T = RPACK(@LEN, @NUM, RECPKT)
IF T = 'N OR T = 'Y THEN
IF T = 'N
THEN
NUM ==- 1
IF NUM < 0 THEN NUM = 63 FI
IF N <> NUM THEN RETURN(STATE) FI
FI

IF DEBUG = 1 THEN
PRINTF("SEOF2 ")
FI
IF N <> NUM
THEN
RETURN(STATE)
FI
NUMTRY = 0
N = (N + 1) MOD 64
IF DEBUG = 1 THEN
PRINTF("Closing %S%E", FILNAM)
FI
STOPR()
IF DEBUG = 1 THEN
PRINTF("getting next file%E")
FI
DO
FILNAM = GETNEXT(6)
IF FILNAM = 0 THEN EXIT FI
CLOSE(3)
ERRORNUM = 0
OPEN(3,FILNAM, 4, 0)
IF ERRORNUM < 128 THEN
EXIT
ELSE
PRINTF("Can't read %S; Error %D%E",
FILNAM, ERRORNUM)
FI
OD

STARTR()
IF FILNAM = 0 THEN
RETURN('B)
```

```
FI
PRINTE(FILNAM)
RETURN('F)
ELSEIF T = FALSE THEN RETURN(STATE)
ELSE RETURN('A)
FI

; SBreak()
;
; Send Break (End-of-Text)

BYTE FUNC SBreak()
INT NUM, LEN, T

IF DEBUG = 1 THEN
PRINTF("SBreak%E")
FI

NUMTRY ==+ 1
IF NUMTRY > MAXTRY THEN
RETURN('A)
FI
SPACK('B, N, 0, PACKET)

T = RPACK(@LEN, @NUM, RECPKT)
IF T = 'N OR T = 'Y THEN
IF T = 'N
THEN
NUM ==- 1
IF NUM < 0 THEN NUM = 63 FI
IF N <> NUM THEN
RETURN(STATE)
FI
FI

IF N <> NUM
THEN
RETURN(STATE)
FI

NUMTRY = 0
N = (N + 1) MOD 64
RETURN('C)

ELSEIF T = FALSE THEN RETURN(STATE)
ELSE RETURN('A)
FI

;MAIN SEND FILE ROUTINE

PROC SENDSW()
STRING FSpec(20)
DO
```

```
Print("File spec -> ")
INPUTMD(0, FSPEC, 19)
IF FSPEC(0) = 0 THEN RETURN FI
Normalize(FSPEC)
FILNAM = GETFIRST(6, FSPEC)
IF FILNAM = 0 THEN
PRINTE("Invalid file name")
FI
UNTIL
FILNAM <> 0
OD
Put(125)
PRINTF("Sending %S%E", FSpec)
PRINTE("Type any key to abort.")
STARTR()

STATE = 'S
N = 0
NUMTRY = 0
DO
IF CH <> 255 THEN
PRINTE("User Abort")
CH = 255
EXIT
FI
IF STATE = 'D THEN STATE = SDATA()
ELSEIF STATE = 'F THEN STATE = SFILE()
ELSEIF STATE = 'Z THEN STATE = SEOF()
ELSEIF STATE = 'S THEN STATE = SINIT()
ELSEIF STATE = 'B THEN STATE = SBREAK()
ELSEIF STATE = 'A THEN
PRINTE("Aborting")
EXIT
ELSE EXIT
FI
OD
STOPR()
CLOSE(3)
RETURN

;Tell Server to quit

PROC Finish()
INT NUM, LEN, T

IF DEBUG = 1 THEN
PRINTE("Finish")
FI
STARTR()
FOR NUMTRY = 0 TO 3
DO
```

```
PACKET(0) = 'F
SPACK('G, 0, 1, PACKET)

T = RPACK(@LEN, @NUM, RECPKT)
IF T = 'N OR T = 'Y THEN
IF T = 'N
THEN
NUM ==- 1
IF NUM < 0 THEN NUM = 63 FI
IF 0 <> NUM THEN
EXIT
FI
FI

IF 0 = NUM
THEN
STOPR()
RETURN
FI
FI
OD

STOPR()
PRINTE("Server didn't respond")
RETURN

;--------------------------
;Kermit Protocol code ends here
;--------------------------

; --- END OF D:KPRO.ACT ---

;<<<D:KTTY.ACT>>>
; Terminal emulation for the masses
; Emulates a VT-52, Option quits,
; Start scrolls.

MODULE
CARD ARRAY LBASE(24)
BYTE ARRAY LCUR(24)

BYTE CX, CY, LMAR, DLTOGGLE,TSTATE,
consol = $D01F
CARD SDLST = $230,
SAVEDL, HELPLINE

;Create a display list and display it
;
; Uses: LBASE, LCUR, LMAR, SAVEDL,
; Modifies: DLTOGGLE, SCREEN MEMORY

PROC HACKDISPLAY()
BYTE ARRAY DBASE
```

```
BYTE I
CARD J, TBASE
DBASE = DLTOGGLE*85+SAVEDL+72
DLTOGGLE = 1 - DLTOGGLE
TBASE = DBASE
FOR I = 0 TO 2 DO
DBASE(I) = $70
OD
FOR I = 0 TO 23 DO
DBASE ==+ 3
DBASE(0) = $42
J = LCUR(I)
J = LBASE(J) + LMAR - LMARGN
DBASE(1) = J
DBASE(2) = J RSH 8
OD
DBASE(3) = $00
DBASE(4) = $42
DBASE(5) = HELPLINE
DBASE(6) = HELPLINE RSH 8
DBASE(7) = $41
DBASE(8) = TBASE
DBASE(9) = TBASE RSH 8
SDLST = TBASE
RETURN

PROC CFLIP()
BYTE POINTER M
BYTE I
I = LCUR(CY)
M = LBASE(I) + CX
M^ ==! $80
RETURN

PROC LCLEAR(BYTE LINE)
BYTE I
BYTE ARRAY T
I = LCUR(LINE)
T = LBASE(I)-2
FOR I = 0 TO 81 DO
T(I) = 0
OD
RETURN

PROC TINIT()
CARD I, J
;First, find 24 valid lines in
;Sbuf. Valid lines don't cross 4K
J = SBUF
FOR I = 0 TO 23
DO
```

```
IF (J RSH 12) <>
((J + 81) RSH 12)
THEN
J = (J & $F000) + $1000
FI
LBASE(I) = J+2
J ==+ 82
LCUR(I) = I ;set up current line order
LCLEAR(I)
OD
;Now set up a display list
SAVEDL = SDLST
HELPLINE = SDLST+32
PUT(125)
PRINTE("OPTION quits, (SHIFT)+START scrolls")
DLTOGGLE = 0
TSTATE = 'N
CX = 0
CY = 0
LMAR = 0
CFLIP()
HACKDISPLAY()
RETURN

BYTE FUNC TPUTN(BYTE C)
BYTE I, TEMP
BYTE POINTER M
BYTE ARRAY TOSCR = [$40 $00 $20 $60]
CFLIP()
IF C < 32 THEN
IF C = 27 THEN
RETURN('E)
ELSEIF C = 10 THEN
IF CY < 23 THEN
CY ==+ 1
ELSE
LCLEAR(0)
TEMP = LCUR(0)
FOR I = 0 TO 22
DO
LCUR(I) = LCUR(I+1)
OD
LCUR(23) = TEMP
HACKDISPLAY()
FI

ELSEIF C = 13 THEN
CX = 0

ELSEIF C = 7 THEN ;BELL
SETCOLOR(4, 0, 14)
```

```
I = RTCLOCK + 2
WHILE I <> RTCLOCK DO OD
SETCOLOR(4, 0, 0)

ELSEIF C = 8 THEN ;BACKSPACE
IF CX > 0 THEN
CX ==- 1
FI

ELSEIF C = 9 THEN ;TAB
IF CX < 72 THEN
CX = (CX + 8) & $F8
FI

ELSEIF C = 12 THEN
FOR I = 0 TO 23 DO
LCLEAR(I)
OD
CX = 0
CY = 0

FI
ELSE ;printing char
I = LCUR(CY)
M = LBASE(I) + CX
M^ = TOSCR((C & $60) RSH 5)
% (C & $9F)
IF CX < 79 THEN CX ==+ 1
FI
FI
CFLIP()
RETURN('N)

BYTE FUNC TPUTE(BYTE C)
BYTE TEMP, I
BYTE ARRAY M
IF C = 'A THEN
IF CY > 0 THEN
CY ==- 1
FI

ELSEIF C = 'B THEN
IF CY < 23 THEN
CY ==+ 1
FI

ELSEIF C = 'C THEN
IF CX < 79 THEN
CX ==+ 1
FI

ELSEIF C = 'D THEN
IF CX > 0 THEN
```

```
CX ==- 1
FI

ELSEIF C = 'H THEN
CX = 0
CY = 0

ELSEIF C = 'I THEN
IF CY > 0 THEN
CY ==- 1
ELSE
LCLEAR(23)
TEMP = LCUR(23)
FOR I = 0 TO 22 DO
LCUR(23-I) = LCUR(22-I)
OD
LCUR(0) = TEMP
HACKDISPLAY()
FI

ELSEIF C = 'J OR C = 'K THEN
I = LCUR(CY)
M = LBASE(I)
FOR I = CX TO 79 DO
M(I) = 0
OD
IF C = 'J THEN
FOR I = CY+1 TO 23 DO
LCLEAR(I)
OD
FI
ELSEIF C = 'Y THEN
RETURN('R)
ELSEIF C = 'Z THEN
PUTD(2, 27)
PUTD(2, '/)
PUTD(2, 'Z)
FI
CFLIP()
RETURN('N)

PROC TPUTSW(BYTE C)
IF TSTATE = 'N THEN
TSTATE = TPUTN(C)
ELSEIF TSTATE = 'E THEN
TSTATE = TPUTE(C)
ELSEIF TSTATE = 'R THEN
IF C < 32 THEN C = 32 FI
CY = C - 32
IF CY > 23 THEN CY = 23 FI
TSTATE = 'C
```

```
ELSEIF TSTATE = 'C THEN
IF C < 32 THEN C = 32 FI
CX = C - 32
IF CX > 79 THEN CX = 79 FI
CFLIP()
TSTATE = 'N
ELSE
TSTATE = 'N
FI
RETURN

PROC TQUIT()
SDLST = SAVEDL
PUT(125)
RETURN

PROC TTYMode()
BYTE c, SKSTAT = $D20F, OLDSCROLL

StartR()

TINIT()
OLDSCROLL = RTCLOCK - 1
DO
IF ch <> $FF THEN
c = GetD(1)
IF c = 155 THEN c = 13
ELSEIF c = 127 THEN c = 9
ELSEIF c = $7E THEN c = backs
FI
PutD(2, c)
IF localecho = 1 THEN
TPUTSW(c)
FI
FI

IF ncib() > 0 THEN
c = GetD(2) & $7F ;strip parity
TPUTSW(c)
FI

consol = 8
IF (consol & 4) = 0 THEN
EXIT

ELSEIF (CONSOL & 1) = 0
AND RTCLOCK <> OLDSCROLL THEN
;START - SHIFT LEFT & RIGHT
IF (SKSTAT & 8) = 0 THEN
IF LMAR > 0 THEN
LMAR ==- 1
FI
```

```
ELSE
IF LMAR < 40+LMARGN THEN
LMAR ==+ 1
FI
FI
HACKDISPLAY()
OLDSCROLL = RTCLOCK
FI
OD
TQUIT()
StopR()
RETURN

;End of D:KTTY.ACT

--
|=========================================================================|
|Marc L. Appelbaum "Insanity is just a state of mind"|
|Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum|
|=========================================================================|
```

46. Re: Hippo Software woes (WARNING: FLAMING LETTER)

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-18 21:58:51 UTC
From: tim@ism780c.UUCP
Message-ID: <4994@ism780c.UUCP>
Source record: 118050
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1524@druhi.UUCP> med@druhi.UUCP (DrapalME) writes:
> On August 1, this year, I was foolish enough to purchase an EPROM
> programmer from Hippopotamus Software from a very reputable mail order
> company.
[he goes on to describe problems with the EPROM programmer, and problems
with trying to get Hippo to fix it]

If it was a "very reputable" mail order place, then you should be able
to send the EPROM programmer back to them, explaining that it doesn't
work, and they should then deal with Hippo.
--
Tim Smith USENET: sdcrdcf!ism780c!tim Compuserve: 72257,3706
Delphi or GEnie: mnementh

47. Help with Action

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-19 16:18:59 UTC
From: tob@inuxm.UUCP
Message-ID: <485@inuxm.UUCP>
Source record: 118051

++++++++++++++ HELP +++++++++++++++

I have written a program for the Atari in Action, and I am Having trouble
with the RS232 ports. If anyone has an idea on what is going on PLEASE
respond, before I pull ALL of my hair out!!!

This program is for use with the X10 POWERHOUSE interface. If I ever get it
fixed I will post it here.

My problem.

I have a routine that opens the R2: port and starts concurrent mode operation.
It sends the info to the X10 and waits for a reply by using XIO 13 to get
the status of the input buffer. It gets the input, closes the port and
and returns to the calling procedure.

BUT this usually only works the first time I call it. The second time I call
it I get error 132 (illegal XIO command - the concurrent mode-) or
error 154 (attempt to input from a R: port without concurrent mode active).
I am using the standard 850 handler for all of this. I have tried moving the
location of this procedure around in memory and the results are the same, so
I don't think I have a 'lost' pointer in my program.
This problem isn't there all the time. If fact I have compiled withe the
run time lib and when I run the result over and over, sometimes it works fine
and sometimes (usually) it bombs. The procedure allways works once, and if
it works twice it seems to work forever. Sometimes I can get a compile to
work by having a file in the edit buffer at compile time, this indicates
a code location problem. But the size of the file in the edit buffer is
important, sometimes the one I picked last time won't work this time.

I realize this sounds like a lot of bable, but after many late nites fighting
this mess, this is the best I can do. (:>

Any pointers to what simple thing I am overlooking whould keep me
forever in your debt.

Ted O. Burger

48. Re: questions

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-19 16:31:33 UTC
From: sharakan@godot.think.com
Message-ID: <392@think.COM>
Source record: 118052

I tried creating a double-density DOS2.0 using the program posted and had no luck. I have a 800XL with a 1050 drive w/U.S. Doubler installed. I made the following changes to the program to allow it to work with one drive:

```
840 POKE 4881,DOUBLE:X=USR(ADR(DINT$))
^
880 XIO 254,#1,0,0,"D1:*.*"
^^^ ^
980 OPEN #2,WRT,0,"D1:DOS.SYS"
^
990 CLOSE #2:END
^^^^
```

(The '#1' in line 880 is necessary Atari BASIC syntax). These changes should have created a double density disk with a DOS.SYS on it. Rather than using gets/puts to copy DUP.SYS, I simply went to DOS and used the 'O' option to copy it over. (I don't know if I would have been able to do this if the program actually worked).

What I got was a single density disk with a DOS that still did not support double density. The U.S Doubler in my 1050 is supposedly compatible with other double density drives on the market.

Any help from the Net would be most appreciated. Thanks in advance.

--
Eric Sharakan, Thinking Machines Corporation, Cambridge, Ma., 02142
AT&T, et. al.: (617) 876-1111
ARPA: SHARAKAN@THINK.COM
UUCP: ...!{ihnp4,seismo,...}!think!sharakan

49. XL/XE Used as VCR Titlers

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-19 21:50:44 UTC
From: wrd@tekigm2.UUCP
Message-ID: <1320@tekigm2.UUCP>
Source record: 118053

Some time ago, there was an article in either ANTIC or A.N.A.L.O.G. magazines that told how to use an Atari 800/XL/XE as a source of titles for VCR tapes. I have tried to connect my computer and VCR together to do this and cannot seem to find the proper connection scheme. Does anyone either remember which issue of which magazine that this appeared in or does anyone know how to do this?

I have tried connecting computer to switchbox on games with VCR without success, similarly have tried inputing computer to VCR signal in RCA jack, but again no success. I have VCR set up to use ch 4 and computer to use ch 3, figuring that I could then set VCR to channel 3 and receive the signal from the computer, but again no success. I only seem to be able to use the VCR or the computer, but not both together. (Both work fine by themselves with no changes in wiring and with the other device shutoff.)

Thanks in advance

--Bill Dippert--
tektronix!tekigm2!wrd

This site will be down part of the time during Christmas, so any messages and replies may be delayed. (From 24 Dec to 4 Jan)

50. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-19 22:21:00 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8612192221.AA28936@mitre-bedford.ARPA>
Source record: 118054

```
<[H[J(A)0[?4h[?5l[m

lqqqqqqqqqwwwqqqqqqqqqk sssssssssssssssssssssssssss
x[1mMerry Chr[mx[1mx[mx[1mmas * Mer[mx \ /
xry Christx[1mx[mx * Merry x pr rp
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xry Christx[1mx[mx * Merry x x x
x[1mChristmas[mx[1mx[mx[1mMerry Chr[mx x x
xistmas * x[1mx[mxry Christx x x
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. o[14;55H

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[6;1H[K#5
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[10;1H /ooooooooooooooo\
[12;49H o o o[13;47Hf o o .[14;52H. . o f
[10;1H / sss sss \
[12;47Ho o o[13;47H . o o f[14;52Hf .f
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[10;1H x ` x
[12;45H. o o f o . .[13;49H . o f[14;55Hf f
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[10;1H \ /
[12;45H . o o . o f [13;50H f f [14;51H. . .
[10;1H \ssssssssss/
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f . f
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[12;47Ho o o[13;47H . o o f[14;52Hf .f
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[12;47H . o o o[13;49Hf o o . [14;52H .f .
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[12;49H o o o[13;47Hf o o .[14;52H. . o f
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[12;45H . o o . o f [13;50H f f [14;51H. . .
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[12;45H . o o . o f [13;50H f f [14;51H. . .
[HM
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f . f
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[12;49H o o o[13;47Hf o o .[14;52H. . o f
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[5;45HJin
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[12;45H. o o f o . .[13;49H . o f[14;55Hf
[6;45HOh!
[12;45Hf o o f . f[13;50Hf .o . o[14;55H
[12;45H . o o . o f [13;50H f f [14;51H. .
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f .
[12;47H f f f [13;47H. o f o o f[14;51H f .
[6;50HWhat
[12;49H o o o[13;47Hf o o .[14;52H. . o
[12;47Ho o o[13;47H . o o f[14;52Hf .f
[12;47H . o o o[13;49Hf o o . [14;52H .f
[12;45H. o o f o . .[13;49H . o f[14;55Hf
[6;55Hfun
[12;45Hf o o f . f[13;50Hf .o . o[14;55H
[12;45H . o o . o f [13;50H f f [14;51H. .
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f .
[12;47H f f f [13;47H. o f o o f[14;51H f .
[6;59Hit
[12;49H o o o[13;47Hf o o .[14;52H. . o
[6;62His
[12;47Ho o o[13;47H . o o f[14;52Hf .f
[12;47H . o o o[13;49Hf o o . [14;52H .f .
[12;45H. o o f o . .[13;49H . o f[14;55Hf f
[12;45Hf o o f . f[13;50Hf .o . o[14;55H
[6;65Hto
[12;45H . o o . o f [13;50H f f [14;51H. . .
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f . f
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[12;47H f f f [13;47H. o f o o f[14;51H f .
[12;49H o o o[13;47Hf o o .[14;52H. . o f
[6;68Hride,
[12;47Ho o o[13;47H . o o f[14;52Hf .f
[12;47H . o o o[13;49Hf o o . [14;52H .f .
[12;45H. o o f o . .[13;49H . o f[14;55Hf f
[12;45Hf o o f . f[13;50Hf .o . o[14;55H
[12;45H . o o . o f [13;50H f f [14;51H. . .
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f . f
[12;47H f f f [13;47H. o f o o f[14;51H f .
[12;49H o o o[13;47Hf o o .[14;52H. . o f
[7;45HOn
[12;47Ho o o[13;47H . o o f[14;52Hf .f
[7;48Ha
[12;47H . o o o[13;49Hf o o . [14;52H .f .
[12;45H. o o f o . .[13;49H . o f[14;55Hf f
[12;45Hf o o f . f[13;50Hf .o . o[14;55H
[12;45H . o o . o f [13;50H f f [14;51H. . .
[7;50Hone-
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f . f
[7;54Hhorse
[12;47H f f f [13;47H. o f o o f[14;51H f .
[12;49H o o o[13;47Hf o o .[14;52H. . o f
[12;47Ho o o[13;47H . o o f[14;52Hf .f
[12;47H . o o o[13;49Hf o o . [14;52H .f .
[12;45H. o o f o . .[13;49H . o f[14;55Hf f
[12;45Hf o o f . f[13;50Hf .o . o[14;55H
[12;45H . o o . o f [13;50H f f [14;51H. . .
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f . f
[7;60Hop
[12;47H f f f [13;47H. o f o o f[14;51H f .
[7;62Hen
[12;49H o o o[13;47Hf o o .[14;52H. . o f
[12;47Ho o o[13;47H . o o f[14;52Hf .f
[12;47H . o o o[13;49Hf o o . [14;52H .f .
[12;45H. o o f o . .[13;49H . o f[14;55Hf f
[12;45Hf o o f . f[13;50Hf .o . o[14;55H
[12;45H . o o . o f [13;50H f f [14;51H. . .
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f . f
[12;47H f f f [13;47H. o f o o f[14;51H f .
[7;65Hsleigh.
[12;49H o o o[13;47Hf o o .[14;52H. . o f
[12;47Ho o o[13;47H . o o f[14;52Hf .f
[12;47H . o o o[13;49Hf o o . [14;52H .f .
[12;45H. o o f o . .[13;49H . o f[14;55Hf f
[12;45Hf o o f . f[13;50Hf .o . o[14;55H
[12;45H . o o . o f [13;50H f f [14;51H. . .
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f . f
[12;47H f f f [13;47H. o f o o f[14;51H f .
[12;49H o o o[13;47Hf o o .[14;52H. . o f
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[12;47Ho o o[13;47H . o o f[14;52Hf .f
[12;47H . o o o[13;49Hf o o . [14;52H .f .
[12;45H. o o f o . .[13;49H . o f[14;55Hf f
[12;45Hf o o f . f[13;50Hf .o . o[14;55H
[12;45H . o o . o f [13;50H f f [14;51H. . .
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f . f
[12;47H f f f [13;47H. o f o o f[14;51H f .
[12;49H o o o[13;47Hf o o .[14;52H. . o f
[12;47Ho o o[13;47H . o o f[14;52Hf .f
[12;47H . o o o[13;49Hf o o . [14;52H .f .
[12;45H. o o f o . .[13;49H . o f[14;55Hf f
[12;45Hf o o f . f[13;50Hf .o . o[14;55H
[12;45H . o o . o f [13;50H f f [14;51H. . .
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f . f
[12;47H f f f [13;47H. o f o o f[14;51H f .
[12;49H o o o[13;47Hf o o .[14;52H. . o f
[12;47Ho o o[13;47H . o o f[14;52Hf f

[12;47H f f f [13;47H. o f o o f[14;51H f .
[12;49H o o o[13;47Hf o o .[14;52H. . o f
[12;47Ho o o[13;47H . o o f[14;52Hf .f
[12;47H . o o o[13;49Hf o o . [14;52H .f .
[12;45H. o o f o . .[13;49H . o f[14;55Hf f
[12;45Hf o o f . f[13;50Hf .o . o[14;55H
[12;45H . o o . o f [13;50H f f [14;51H. . .
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f . f
[12;47H f f f [13;47H. o f o o f[14;51H f .
[12;49H o o o[13;47Hf o o .[14;52H. . o f
[12;47Ho o o[13;47H . o o f[14;52Hf .f
[12;47H . o o o[13;49Hf o o . [14;52H .f .
[12;45H. o o f o . .[13;49H . o f[14;55Hf f
[12;45Hf o o f . f[13;50Hf .o . o[14;55H
[12;45H . o o . o f [13;50H f f [14;51H. . .
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f . f
[12;47H f f f [13;47H. o f o o f[14;51H f .
[12;49H o o o[13;47Hf o o .[14;52H. . o f
[12;47Ho o o[13;47H . o o f[14;52Hf .f
[12;47H . o o o[13;49Hf o o . [14;52H .f .
[12;45H. o o f o . .[13;49H . o f[14;55Hf f
[12;45Hf o o f . f[13;50Hf .o . o[14;55H
[12;45H . o o . o f [13;50H f f [14;51H. . .
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f . f
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[12;47H f f f [13;47H. o f o o f[14;51H f .
[12;49H o o o[13;47Hf o o .[14;52H. . o f
[12;47Ho o o[13;47H . o o f[14;52Hf .f
[12;47H . o o o[13;49Hf o o . [14;52H .f .
[12;45H. o o f o . .[13;49H . o f[14;55Hf f
[12;45Hf o o f . f[13;50Hf .o . o[14;55H
[12;45H . o o . o f [13;50H f f [14;51H. . .
[12;47Hf . o . f o f[13;53Hf [13;62H .[14;51Hf f . f
[12;47H f f f [13;47H. o f o o f[14;51H f .
[12;49H o o o[13;47Hf o o .[14;52H. . o f
[12;47Ho o o[13;47H . o o f[14;52Hf f

[12;47H o o o[13;49Hf o o [14;52H
[12;45H. o o o [13;49H [14;55H
[12;45Hf o o [13;50H [14;55H
[12;45H

[4;45H[K[4;55HMerry Christmas
[5;45H[K
[6;45H[K[6;55H From John S.
[7;45H[K
[22;1H[?4l\
```

51. Re: questions

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-21 17:13:44 UTC
From: wilmott@topaz.RUTGERS.EDU
Message-ID: <8061@topaz.RUTGERS.EDU>
Source record: 117955

In article <392@think.COM>, sharakan@godot.think.com (Eric Sharakan) writes:
> I tried creating a double-density DOS2.0 using the program posted and had no
> luck. I have a 800XL with a 1050 drive w/U.S. Doubler installed.
> ....[deleteed text]....
> What I got was a single density disk with a DOS that still did not support
> double density. The U.S Doubler in my 1050 is supposedly compatible with
> other double density drives on the market.
>
> Any help from the Net would be most appreciated. Thanks in advance.

I was able to get the program posted to work by making a few changes.

1)Format the disk to be used in double density ahead of time using
Spartados, SmartDos, or whatever you may have. *Remove* the XIO
statement from the posted program.
2)If you use an xl/xe (like me), boot up using a "translator" disk.

This will give you a *mostly* working copy of double density Atari
Dos 2.0. I say mostly because for some reason, the copy I end up
with *will not* format a disk - which means I have to use SmartDos
or whatever for that purpose (anybody out there have a solution
for that problem?).

Ray Wilmott
wilmott@topaz.rutgers.edu

52. New 8 bit design

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-22 05:27:40 UTC
From: conklin@cps.mich-state.CSNET
Message-ID: <8612232021.AA28313@ucbvax.Berkeley.EDU>
Source record: 117956

Ok, now it seems I'm not the only one who would like to see the 8 bit architecture taken farther. Many different proposals have been forwarded and not always just as wishful thinking, but clearly defined upgrade paths. Is Atari listening? It's difficult to tell. The XM301 was certainly what we had in mind. But skimping on the second IO connector wasn't on the order. The new 1200, if it really has both RS232 and SIO ports, is a -lovely- piece of hardware (you can bet I'll have one!) But what, besides a basically incompatible 80-column board is in mind for the 8 bits? Does anyone record, or even consider the extention's proposed?

Because, in the nature of profitable business, the only proposals Atari will probably consider are clearly profitable (that is, not make money, make a lot of...) I would like to submit yet one more option for Atari to consider in the interests of expanding the 8 bit line.

Have Atari ever considered releasing the designs of the Atari custom chips to the public domain under an "open systems" attitude along the lines of Sun?

Obviously, chip designs are -not- generally on the bill of things attributed to an "open architecture" approach, but the 8 bit design is so locked into those chips that they are really the last, and biggest, part of the machine left untouched. Atari will always be the "real" manufacturer of the 8 bit, but tossing GTIA and ANTIC to the world would allow for the one thing that has never been tried on the Atari. (And you thought everything had been done..) Hacking the logic. No, it's not for home computist, but then again, when Atari releaed the OS source and hardware descriptions with the machine long ago, they were way over the head of the general public.

And too, you can gaurentee they'll be hacked. At one point, the design of ANTIC was a mysterious beast, a rare feat of it's time. Today, just here at MSU, that level of chip design is almost completely supported by the VLSI tools. I'm not even sure ANTIC counts as anything more than LSI! If no one at all was capable of modifying (and test/producing an ANTIC+ or whatever) at the most it would cost Atari nothing. At best, some enterprising CE might release their extention back to Atari, or sell it to a third party for production. In fact, if ANTIC, GTIA and POKEY were to become public domain, technically it would be possible to build an Atari-compatible. Don't laugh. There were TRS Model I compatibles at one point. And as IBM has proved beyond imagination, clones increase the originals business.

This kind of option, clearly, would only be taken by a company tha opens new doors. But I wouldn't have mentioned it if I didn't think Atari of being capable of that kind of ground-breaking. Every time I see an ST, I'm sure of it.

Terry Conklin
@ The Club (517) 372-3131 300/1200
uucp : ...!ihnp4!msudoc!conklin
domain : conklin@mich-state.edu

53. monitors for the 800

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-22 20:37:26 UTC
From: rgenter@J.BBN.COM
Message-ID: <8612222050.AA12494@ucbvax.Berkeley.EDU>
Source record: 117957

As has been mentioned several times, it is recommended that a video monitor be used with your Atari 800 if you are going to use Omniview (CDY Consulting's 80-column ROM). I am currently using Omniview with my color TV, and though it is working remarkably well (I still don't understand how the characters can be so legible at only 4 dots across), I would like to get better screen definition and readability. Does anyone have a specific brand of monitor they would like to recommend? Also, if someone would repost how to get the appropriate video signal out of the 800 for use with such a monitor, I would be grateful. (Note I am talking 800, *NOT* 800XL.)

By the way, noone has responded to my request regarding the pin-out on the 850 serial ports yet. If anyone has that knowledge available I'd love to hear from you.

- Rick

Rick Genter BBN Laboratories Inc.
(617) 497-3848 10 Moulton St. 6/512
rgenter@bbn.COM (Internet new) Cambridge, MA 02238
rgenter@bbnj.ARPA (Internet old) seismo!bbncca!rgenter (UUCP)

54. mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-30 15:36:27 UTC
From: jtm@BRL.UUCP
Message-ID: <8612310113.AA02296@ucbvax.Berkeley.EDU>
Source record: 117958

```
Please put me on the atari8 mailing list.
```

55. Help on RAM Cards

Newsgroup: comp.sys.atari.8bit
Date: 1986-12-31 17:54:25 UTC
From: nomarcos@ndsuvax.UUCP
Message-ID: <283@ndsuvax.UUCP>
Source record: 117959

I want a RAM Card for my 600 XL (from 16K to 64K). Do you know a
good branch, and where I can buy one, which is not THAT expensive? Plese
E-mail me, since I do not read my mail more often that my NEWS... (I mean,
I cannot spend all afternoon catching up on my news. I don't have time)

Thanks

Me
--

/----------------------\
! ihnp4!dicome!ndsuvax !
\----------------------/

56. test

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-02 23:58:14 UTC
From: BILLW@SCORE.STANFORD.EDU
Message-ID: <12267814590.15.BILLW@Score.Stanford.EDU>
Source record: 117960

- - - - - - -

57. RAM upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-03 20:34:20 UTC
From: wilmott@topaz.RUTGERS.EDU
Message-ID: <8183@topaz.RUTGERS.EDU>
Source record: 117961

.

I'm going to be upgrading my 800XL to 256K this month, but am
undecided as to which upgrade to go with. The RamboXL from ICD
sells for $29 mail order, but does not include the RAM chips.
The Newell 256KXL from Newell Industries sells for $55
mail order. Anybody have any comments (pros/cons) about either?
Is one easier to install than the other? Is one more "XE
compatible" than the other? And, *most* importantly, which
works out to be cheaper? (ie- how much does a set of RAM
chips (I believe 8 256k 150ns DRAMS) go for these days?)
Any info greatly appreciated.

-Ray

wilmott@topaz.rutgers.edu

58. February 1987 ANTIC TOC

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-05 19:00:42 UTC
From: store2@ihuxi.UUCP
Message-ID: <1465@ihuxi.UUCP>
Source record: 117962

```
<********************[Ignore header path]********************>

FEBRUARY 1987 ANTIC TOC
Theme: Word Processing

page article

8 I/O BOARD
Letters from Readers.
10 GAME OF THE MONTH: QUATRO
A colorful computerized version of Blind Man's Morris, the
traditional strategy game where you beat an opponent by
lining up four pieces in any direction. Compete against your
Atari or a human opponent. BASIC.
16 HOW TO WRITE BOOKS WITH YOUR ATARI
A simple 'how to' write a novel using your Atari and a Word
Processor by David Wade who has written 15 novels under his
own and other names. (He uses an Atari 130XE and PaperClip).
20 SAN FRANCISCO FOGGER
A program that checks your letters, reports and term papers
for readability. It gives a Fog, Smog and Flesch Index
output. Both 8-bit and ST programs are provided. BASIC.
24 WORD PROCESSORS: 7 FOR THE 8-BIT
A review of 7 word processors available for the 8-bit Atari's.
It includes a nice table of all important features and which
Word Processors have what.
31 NEW PRODUCTS
A description but not a review of several new products
available for the Atari computers.
34 130XE DOUBLE FEATURE
An article detailing the difficulty of using the extra
64K of memory from within a BASIC program.
35 RAM BANKS ON THE 130XE
An article by Bill Wilkinson (of OSS) detailing the how to
access the full 128K of memory, especially if you want to
use OSS's BASIC XE.
38 130XE SLIDE SHOW
This short program demonstrates how you can use Atari BASIC
to control RAM bank switching. It allows you to store 8
graphic pictures in the extra memory and flash them at a
rate you control using Atari paddle controllers.
42 ELECTRIC CHARLIE
A program that uses pop-up windows to explain error message
numbers returned by main program.
44 REBOUND CONSTRUCTION KIT
```

A construction kit (and contest) to allow you to produce
extra screens to go with the game 'Flip Ogart' from last
months ANTIC.
47 PRODUCT REVIEWS
Software
Millionaire (Blue Chip Software)
Super ReeveKey (Reeve Software)
Top Gunner (MicroProse Software)
World Karate Championship (Epyx Inc.)
Hardware
Dots-Perfect Upgrade Kit (Dresselhaus Computer Products)
-an upgrade for Epson FX, JX, RX, and MX printers
52 COMMUNICATIONS: ATARI'S BULLETIN BOARD
An article on Atari's own BBS. They are now running 5 ST's
with hard disks and logging 12,000 calls a month. The five
run duplicate but separate data bases. The five telephone
numbers are (408)-745-5308, -5970, -2642, -4758 & -5664.
55 NEW OWNERS COLUMN
This is lesson 11 on ATASCII, PEEK and POKE commands and what
they do and how to use them.
60 USERS GROUP: WAACE
The featured users group this month is the Washington Area
Atari Computer Enthusiasts. This isn't a users group, per
se, but an organization that exists to coordinate the efforts
of all the users groups in the DC area. It also publishes
the user group magazine 'Current Notes' that is highly
respected thanks to Joe Waters. If I had to choose between
it and ANTIC, I'd drop my ANTIC subscription first!

**********BEGIN THE ST RESOURCE SECTION**********

69 1ST WORD PRINTER DRIVER
A generalized article on how to create a printer driver
for use with your printer and Atari ST.
73 PRINTSET
A short utility routine that automatically sends control
codes to a printer when you turn your ST on. It is
written in 68000 assembly language.
78 ST PRODUCT NEWS AND REVIEWS
Software
Multi-Forth (Creative Solutions Inc.)
Mach2 Forth (Palo Alto Shipping Co.)
Little Computer People (Activision Software)
ST Scrunch (Cherry Software)
DOS Shell (MichTron Inc.)
New Products (description only)
Video Digizer PRO (Print-Technik)
Meteostat Weather Satellite Receiving Station (Print-Technik)
Data Switch Box (Print-Technik)
General Ledger Program (Synsoft)
Star Fleet 1: The War Begins (Electronic Arts)

LabelMaster (Migraph)
FAST (Migraph)
EasyDraw Version 2.0 (Migraph)
PowerPlan ST (Abacus Software)
AssemPro (Abacus Software)
ST Peeks & Pokes (Abacus Books)
BMS 3500 Hard Disk (Berkeley Microsystems)
Metatrak (MIDIsoft Corp.)
Zoomracks II (Quickview Systems)
Plan Ahead (Advanced Financial Planning)
Speller Bee (First Byte)
KidTalk (First Byte)
MathTalk (First Byte)
First Shapes (First Byte)
Quikcards (Hired Hand Graphics)
Inagem Agenda+ (Inagem Technologies Inc.)
Tass Times in Tonetown (Activision Inc.)
Shanghai (Activision Inc.)
Gamestar Championship Baseball (Activision Inc.)
GBA Championship Basketball: Two-on-Two (Activision Inc.)
TRANSFORM (Beam Team)
Xtrack (Beam Team)
Xnotes (Beam Team)
Xsyn (Beam Team)
ST-Pool (Shelbourne Software Systems Inc)
ThoughtSpace TS-1A (ThoughtSpace Development)
Publishing Partner (SoftLogic Corp)
Trimbase (Talent Computer Systems)
Haba MailRoom (Haba/Arrays)
HabaMerge (Haba/Arrays)
HabaView (Haba/Arrays)
HabaCheck (Haba/Arrays)
LisPas II ST (TommySoftware)
Lock_It (TommySoftware)
Crypt_It (TommySoftware)
Musix 32 (TommySoftware)
PayDay (Crystal Software)
UltraCalc (Stone Age Software Inc.)
Lewis 123 (Stone Age Software Inc.)
Encrypt (Stone Age Software Inc.)

**********END THE ST RESOURCE SECTION**********

85 SOFTWARE LIBRARY
This section contains all the program listings for the
articles in this issue.
114 TECH TIPS
This section is a collection of tips and short
programs from readers or collected from various Users
Groups newsletters.

Coming next month: Inside Today's Atari, Wage/Hour Paymaster, Multi Autorun files & Rainbow Screenmaker

Comments: Antic has reaffirmed its support of the 8-bit Atari users and stated that they do not believe an international monthly magazine can do a good job of supporting either computer if they do not support BOTH 8-bit and ST computers.

Kit Kimes
AT&T-ISL
1100 E. Warrenville Rd.
Naperville, IL 60566
...!ihnp4!iwvae!kimes

59. ATARI8 mailing list reverted to immediate redistribution.

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-05 19:25:06 UTC
From: BILLW@SCORE.STANFORD.EDU
Message-ID: <12268551301.30.BILLW@Score.Stanford.EDU>
Source record: 117963

```
Due to low volume and decreased network problems, I am returning
the INFO-ATARI8 mailing list to a non-digestified, immediate
redistribution, status. thank you for your cooperation.

BillW, Postmaster@Score, etc
-------
```

60. Advice on Disassembly, please

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-05 20:15:23 UTC
From: Fleysher.wbst@XEROX.COM
Message-ID: <870105-121517-3452@Xerox>
Source record: 117964

Happy New Year, Atarians!

The "O" key on my Atari 800 has become somewhat intermittent. Before I blindly start ripping things apart with the objective of cleaning the key contacts, are there any tips or warnings I should be aware of?

Thanks in advance for any advice.

Dan

---

61. 8 bit languages

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-06 04:30:53 UTC
From: dlm@ho3cad.UUCP
Message-ID: <551@ho3cad.UUCP>
Source record: 117965

Looking for a reasonable language for your 8 bit atari? Grossed out by BASIC?
I have been using ACTION! from OSS for software development lately. It has
been an outstanding language development environment.

My previous ATARI language experience has been BASIC, ATARI assembler,
ValFORTH, Deep Blue C, and now ACTION!. ACTION! is by far and away the best
ATARI development environment.

BASIC and assembler need no words. Avoid at all costs.

ValFORTH was an interesting system. Although I would not use it for any real
project, it was a fascinating journey into threaded interpretive languages and
a good learning experience in the style of FORTH. Since the interpreter,
compiler, and your program live in the same run time environment, you can
modify the behavior of the compiler as your program is compiled into the
pseudo-machine language. However, it suffered from:
- It really wasn't as compact as is made out by FORTH enthusiasts. I
was left with little space after loading alot of useful packages
- FORTH is truly hard to read. Western Human math just doesn't word
in reverse polish notation.
- It is difficult to document. The commentary system takes up too
much valuable area in each `screen'
- It is totally incompatible with all other 8 bit software. It cannot
generate programs that can be placed on any DOS file system. I
acquired a DOS like package for FORTH, but it took up much more
space then DOS 2.5 and DUP, leaving very little main memory
- debugging facilities were terrible. Since the compiler and run time
environment co-existed, almost any bug caused the system to hang.
Too bad you forgot to save some `screens' to disk :-)

Deep Blue C was an attempt to get a real compiler/linker. It's not bad as
they go, but it turns out that the 6502 is just too primitive to compile C
for. So this compiler actually turns out a sort of p-code anyway, hence once
again, we do not have a language that can rival assembler code. Also, once
again, debugging facilities are non-existent. Turn around on compiles are
very slow. Until I got a 130XE with a ram disk to hold everything, this system
was impossible to use. In addition, Deep Blue C did not do:
structs
functions returning anything but int
strings cannot continue on the next line
source lines must be less than 79 chars
pointers to pointers

After all of this, and refusing to use a macro assembler, I went for ACTION!
ACTION! is easy to use since it is very C and PASCAL like. The manual is 208
pages long and is very complete. ACTION! has an editor, compiler, monitor, and

run time library in an 8K cartridge form (not really 8K, since it bank switches
but it does only use 8K from your RAM address space). Being in a cartridge, it
is almost (but not totally) crash resistant. Reset almost always gets you back
to the editor. The editor and compiler work together. The compiler stops on
any error, but the editor/compiler loop is so fast that this is actually
more effective than a fancy compiler that continued to give error messages.

All the language constructs are there that I feel I really need. For example:
structs
arrays
pointers (to pointers ...)
address of (including address of functions)
full complement of arithmetic, logical operations
full complement of assignment, including C like =+ =- =*, etc
defines
16 bit signed, unsigned, 8bit unsigned
if/then/else/elseif
do while until for and an exit (loop) construct
functions and procs
generates executables in DOS loadable format
(takes a special package to allow an executable to exist
without the cartridge, but it is possible)
In fact, ACTION! exists TOTALLY within the standard ATARI operating environment.

I have a program that is 5 pages long (~20 commentary) that compiles in
seconds (from the editor buffer). Of course compile time from disk will be
dominated by disk i/o speed. Compile from ram disk is almost indistinguishable
from compile from editor buffer.

Hope some of you find this collection of personal opinion useful.

Daryl Monge
AT&T
Bell Labs

UUCP: ...!ihnp4!iheds!dlm
CIS: 72717,65
AT&T: 312-979-3606

62. Chameleon help request

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-06 12:21:50 UTC
From: crd9852@ritcv.UUCP
Message-ID: <395@ritcv.UUCP>
Source record: 117966

A friend of mine let me borrow his 1030 modem for a while. He bought an ST and has another modem to use with it. He also let me borrow his copy of Chameleon. There seems to be a few bugs with the VT52 emulation.

Maybe someone out there can help me. I have Chameleon version 4.03.
The termcap file that came with it is for a terminal similar to a VT52. It really does not seem to work. For example, according to the temcap file, the code for a clear screen is Escape H Escape J. That does not work. Yes, I did set up Chameleon to emulate a VT52XL and executed the termcap file I downloaded from the Chameleon disk just like the instructions said.

Does anyone know of this problem and possibly any soultions to what I've mentioned? Oh yes, something else I noticed. When Chameleon is set up to emulate the Glasstty and I am listing something to the screen and I fill up one line, the next character to
print wraps around to the next line just like I would expect. However, when I am in either of the VT52 modes, it does not wrap. The excess characters just overwrite one another in the last column on the screen. Is this a known problem or is it perhaps a switch in the termcap file?

Thanks for any help. If I can get this working, maybe I can use vi from home. Of course, any problems I am having could be due to operator error and not bugs in the software!. In case it matters, I am using this on an 8000XL. Just in case you are wondering and to prevent any flames, I am waiting for the Atari 1200 baud modem to hit the market. I will return the modem *and* software to my friend. I am not and have no intention of pirating this software.

63. Atari Artist & Movie Maker file formats wanted

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-06 17:13:10 UTC
From: jwn@cbuxb.UUCP
Message-ID: <351@cbuxb.UUCP>
Source record: 117967

I'm submitting this again because the address may not have
been enough to get a reply back to me.

I want to use Atari Artist to draw pictures to use in
Movie Maker since Artist uses a tablet vs MMs joysticks.
To do this I need the save file formats for Atari Artist
and the background and character files for Movie Maker.

I'm modestly impressed with what Movie Maker can get out
of the 8 bitter, but changing disks and joystick drawing
are a pain.

Atari Artist does compression of the picture.

Jim Nippert

cbuxb!jwn

64. Re: Atari Artist & Movie Maker file formats wanted

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-07 04:04:42 UTC
From: dlm@ho3cad.UUCP
Message-ID: <552@ho3cad.UUCP>
Source record: 117968

> I want to use Atari Artist to draw pictures to use in
> Movie Maker since Artist uses a tablet vs MMs joysticks.
> To do this I need the save file formats for Atari Artist
> and the background and character files for Movie Maker.

Anyone interested in this should go out and buy a copy of the January issue of ANALOG magazine (#50). THe article on page 33 described just what you need.

I am putting the finishing touchs on an ACTION! program to dump Atari Artist/ Micro-Illustrator files to an Epson printer. I'll post it if there is anyone interested.

Daryl Monge
AT&T Bell Labs

UUCP: ...!ihnp4!iheds!dlm CIS: 72717,65

65. Re: Chameleon help request

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-07 06:43:20 UTC
From: joe@ut-sally.UUCP
Message-ID: <6767@ut-sally.UUCP>
Source record: 117969

Someone expressed interest about having trouble with Chameleon.
I have a vt52 emulator that I wrote called vterm. It works on all computers
and 850/smartmodem and 1030 modems.
I mentioned this a while ago, but never got around to posting it.
The reason I didn't was because I didn't know the correct procedure for
encoding and posting a binary file to the net.
If someone can send tell me how to do this (and send me the little basic
program to do it maybe) I will be glad to post it.
It works just beautifully with vi.
I have no trouble on sally with vt52 emulation.
Perhaps I can include the termcap here also.
It is similar to Chameleon in that it has a scrolling 80 columns.
The rest of it is somewhat different.

It is a VERY good vt52 terminal emulator.
j.h.

66. Action Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-07 12:24:21 UTC
From: rfpcs@mergvax.UUCP
Message-ID: <112@mergvax.UUCP>
Source record: 117970

I just purchased my copy of Action. It looks fantastic. I understand
that there is a way to run Action programs without the use of the cartridge.
Does anyone know where I can purchase this tool and what the cost is?
Also what is the story for the sale of programs written in Action, I
can't find anything about it in the documentation.

Thanx in advance,
Rich Filandro
Allied Linotype

67. Chroma/Luma on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-07 15:16:22 UTC
From: fisher@star.dec.com
Message-ID: <7398@decwrl.DEC.COM>
Source record: 117971

A raging (well mild) debate has been going on around here regarding the presence or absence of a chroma signal on the 800XL video output. Could someone give a reasonably technical explanation of what the situation is?

Synopsis of the argument:

An article a few years ago in Antic says that XLs don't have chroma. However, it appears that when you hook up the luma/chroma output pins to the luma/chroma inputs of a monitor, it works. There is some confirmation for the Antic side if you look at the board. There are four connections to the video jack. This is just right for Composite/Luma/Audio/Ground; no room for a chroma signal.

There are also references floating around to the fact that it is possible to get the chroma signal with a magic capacitor or two, but nothing definitive has surfaced.

Questions:

1. Is it true that there is no chroma on an 800XL?

2. If so, what IS happening when we make connections to the chroma input? (For example, does composite into the chroma input have the same effect?)

3. Can we get chroma via hacking?

4. Does it matter?

Thanks.

Burns

68. Joystick Pin-outs

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-07 16:30:56 UTC
From: appelbau@topaz.RUTGERS.EDU
Message-ID: <8242@topaz.RUTGERS.EDU>
Source record: 117972

I would appreciate it very much if someone could either send me or
post the pin outs of the joystick ports.

Thanks,
Marc
--
Marc L. Appelbaum "Insanity is just a state of mind"
Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum

69. chrominance on xl

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-07 21:07:55 UTC
From: HDB0242@RITVAXB.BITNET
Message-ID: <8701072107.AA26279@ucbvax.Berkeley.EDU>
Source record: 117973

RE: Chrominance output on XL

I don't know why you think that the video output on the 800XL only has 4 pins... I have a 1200XL which has the same connector, a DIN 5 pin jack.

Anyways, yes, it IS true that there is no CHROMINANCE (chroma) available on the XL's, and it is also true that it is possible to add it.
I added it on my computer with a simple wire off of a resistor going to the video modulator. As the chrominance is required to modulate color so that you can hook up a tv to the rca jack. You can tap this signal without any problems using a 220 ohm resistor soldered to one end of a resistor going to the modulator. I don't remember the number on the board, and I am sure the numbers would differ for the 800, so you'd have to check schematics for your computer.

Nick

70. Re: Chameleon help request

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-07 22:30:13 UTC
From: Fleysher.wbst@XEROX.COM
Message-ID: <870107-143006-5987@Xerox>
Source record: 117974

Joe -

The following messages contain descriptive text and sources for a couple of little dogs I wrote in Atari Basic called BINHEX and HEXBIN. They convert public domain binaries to HEX text, for sending across the net in text messages, to be converted back to Binary again on the Atari at the other end. A simple check-sum scheme is used to ensure nothing has been dropped in transmission. A few binaries have been circulated in the past couple of years using BINHEX and HEXBIN. They run pretty slow, but mailing a floppy across the country isn't exactly free...

Everyone else -

Message me if you don't have these files and want them.

Dan

---

71. Information on BINHEX???

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-08 03:00:26 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701080300.AA28134@mitre-bedford.ARPA>
Source record: 117975

Does anybody have a precise definition of the output format of BINHEX?
I would like to convert my uudecode routine to decode BINHEX files, but I
am not sure of some of the details. Specifically...

In the one example I have (TURBO BASIC), the file begins with the line
".START.<RETURN>". Then there are many lines of precisely 36 Hex digits,
followed by a <RETURN> after each such group of 36. Finally there is a line
with only 28 Hex digits, followed by a <RETURN>. Well, not really finally,
because there is another line with ".STOP.2397155<RETURN>" followed by a
line with four special graphics characters and a <RETURN>. It looks as if
the special character may be Hex $01, repeated 4 times.

I suspect that the "2397155" may actually be the decimal value of the sum of
the bytes in the file. This would be about right if the data values are
biased toward being between 0 and 127. The file contains about 36K bytes, by
the way.

I am not sure of several things, and would like answers to the following
questions from someone who is sure of the answers:

1. Is there some internal coding of the length of each line, as in uuencode?
If not, how is the decoding program supposed to know when it has encountered
the last line? Must it simply look for the .STOP. line?

2. Is the data following .STOP. indeed a checksum? If so, is it just what I
said I suspected, the decimal sum of the bytes? Or what?

3. What is the purpose of the four $01 characters at the end? A marker of
some kind or just some junk that got included somewhere along the way?

Any help that is forthcoming will be appreciated. If anybody wants the
HEXBIN subroutine when it is finished, or the main program that will use it
to decode files, send me a note to that effect and I will post the program.
Please, however, allow several weeks for delivery, based on my recent
performance in getting programs "out the door".

-John Sangster
jhs@mitre-bedford.arpa

72. Need modem help

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-08 13:54:57 UTC
From: gilgut@cg-d.UUCP
Message-ID: <197@cg-d.UUCP>
Source record: 117976

I have a Multitech Multimodem (300/1200)
That I would like to connect to my Atari 800XL
I hate the thought of buying an Atari modem when I have a modem already.
Any help would be appreciated!

Also, what does anyone think of a UNIX look-a-like for the XL family?
Advance warning: 2 of 4 disk drives are just for swap!

Thanks in Advance,
Steve Gilgut
--
The Opinions stated herein, etc, ad nauseum.....

One if by LAND, Two if by UUCP. :-)

Steve Gilgut
Compugraphic Corp.
M/S 200-1-7H decvax\
200 Ballardvale St. >!cg-d!gilgut
Wilmington, Mass. 01887 ima/

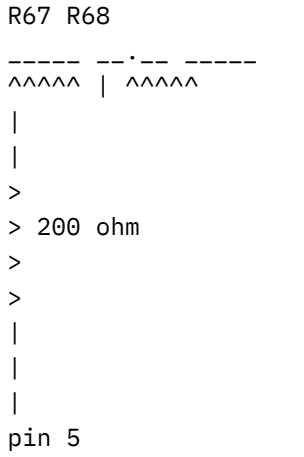
73. Chroma on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-08 15:32:20 UTC
From: wrd@tekigm2.UUCP
Message-ID: <1355@tekigm2.UUCP>
Source record: 117977

The attached is a slightly modifed version of an article I sent out on the net some time ago.

Subject: XL/XE Monitor Output Jack Mods, Etc.

Here is the solution for the lack of chroma in the 800XL that was published in the February ANTIC i/o board column? Essentially it says that the chroma output is at the emitter of Q5. You need to connect a 200 ohm resistor from the junction of R67 and R68 to pin 5 on the monitor connection. Credit for this goes to the Chicagoland Atari Users Group. Two questions: is the 200 ohm value correct (recently someone mentioned 220 ohms) and what is the proper value/connection point for the 1200XL which has a similar problem. In fact the 1200XL will not give color if connected to a separated video monitor in the same fashion as an 800XL.



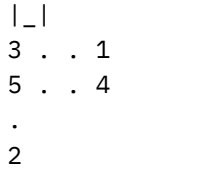
Note: resistors R67 and R68 actually are next to each other and not back to back as this diagram would indicate. I have intalled this on my 800XL and the picture I get on my Commodore 1702 monitor is nearly identical to that from my 130XE. (I would suggest to install this on the bottom side of the board. It is easier to get outside of the shield that way and also it is easier to solder.)

Question: the diagram for the 130XE shows --
pin 1 composite luminance
pin 2 ground
pin 3 audio output
pin 4 composite video
pin 5 composite chroma

-- the 800XL still has one pin not used (I think pin 4), what does this mean? Should this remaining pin be connected? If so, to what?

Then on the 1200XL, I find that pin 5 is not connected to anything, but pin 4 is. Is pin 4 composite video on the 1200XL and if so, should I connect pin 5 to pin 4 or to something else (on the 1200XL) -- see 1200XL question above?

SUBJECT: PIN CONFIGURATON:
By the way the pin configuration (per the 130XE manual, as looking at the connector on the computer is:



This pin numbering scheme is a German VDE standard and is common to all of the Atari 8 bit machines, however, not all utilize or have all five pins wired.

--Bill--
tektronix!tekigm2!wrd

74. Re: Chroma/Luma on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-08 19:45:57 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701081946.AA10965@mitre-bedford.ARPA>
Source record: 117978

1. No, there is no chroma output on the stock 800XL.

2. Yes, it can be brought out, as it is present internally. One group that did this says that a 200-ohm resistor from the junction of R68 and R67 to Pin 5 of monitor jack J2 will do it. On the other hand, this will obviously give a somewhat higher than standard source impedance, which could cause loss of resolution if the other end of the monitor video cable is not properly terminated. You might want to fiddle with the circuit to get the proper source impedance while keeping the proper chroma level. If you need help, I can probably provide it or find someone who can. At most you would need to change the resistor value and perhaps add another resistor to ground or something to get it right.

The source impedance would be approximated closely by 20 ohms plus the series resistance you use (200 ohms in the above example). Most of the 20 ohms comes from the emitter resistance of Q5 which is about 26 ohms at room temperature for most silicon small-signal transistors. R66 shunts this to bring it down to the 20 ohms. R75 should have little effect since nothing will be connected to Pin 4 of J2. To get a 75-ohm source you would therefore need about 56 ohms in series (a standard value) but this would increase the chroma level quite a bit. You should be able to figure out a series/shunt combination that gives 75 ohms (or 50 if that is what your monitor wants) and still gives a reasonable chroma signal level at the monitor.

3. Yes, it does matter. If you use luminance and chroma separately in a NTSC decoder which uses the full chroma bandwidth, you can get resolution essentially as good as the better RGB monitors give. Some monitors such as the Commodore 1802 (?) do this and give excellent results -- more than good enough for 80-column word processing with CDY's OMNIVIEW upgrade chip, for example. Other graphics applications also look much better with the enhanced resolution, I am told. It's a very simple mod -- "go for it"!

-John Sangster
jhs@mitre-bedford.arpa

75. Re: Joystick Pin-outs

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-08 19:56:16 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701081956.AA11300@mitre-bedford.ARPA>
Source record: 117979

The joystick pinouts are one of many things in the back of Mapping The Atari, 1985 edition. I am not at home right now so cannot post them, but anyone who cares about such things certainly should have Mapping The Atari in his/her library.

-John Sangster
jhs@mitre-bedford.arpa

76. Re: Chameleon help request

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-08 21:44:47 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701082144.AA15938@mitre-bedford.ARPA>
Source record: 117980

Aw, c'mon, folks! Why not just buy CDY's OMNIVIEW chip and get a REAL
80-column terminal emulator (OmniCom) and word processor (OmniWriter) instead
of one you have to scroll across the page?! (Not to belittle other programs,
but once you have tried true 80 columns on your Atari, you will really find it
"extremely distasteful" (to quote the CDY literature) to have to go back to
a 40-column system.)

-John Sangster
jhs@mitre-bedford.arpa

(I have no financial interest in CDY Consulting, nor, alas, in any other
moneymaking corporation. Though a couple of them would if they could...)

77. Re: Joystick Pin-outs

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-09 04:58:32 UTC
From: cabbie@chinet.UUCP
Message-ID: <1007@chinet.UUCP>
Source record: 117981

In article <8242@topaz.RUTGERS.EDU> appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum) writes:
>
>I would appreciate it very much if someone could either send me or
>post the pin outs of the joystick ports.
>
>
> Thanks,
> Marc
>--
> Marc L. Appelbaum "Insanity is just a state of mind"
> Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum

I am going to try to kill two birds with one stone with this posting.

Chrominance is available on all Atari 8 bitters. Whether or not it is
wired to the connector is another matter. For the 800XL connect a
220 ohm resistor from the emitter of Q5 to pin 5 of the DIN jack.

On the 1200XL (which is my personal favorite) connect a 220 ohm resistor
from the emitter of Q7 to pin 5 of the DIN jack.

And now for the Joystick pinout.....

Atari Joystick pin-out
(console end)

```
\---------------------------------/
\1 2 3 4 5/
\ /
\ 6 7 8 9 /
\-------------------------/
```

1 Forward
2 Back
3 Left
4 Right
5 Pot B
6 Trigger
7 +5 volts
8 Ground
9 Pot A

Hope this answers all of the questions.......

--
****
Any opinions expressed above are my own. Rich Andrews

They can be yours too. Please send $19.95 to.....ihnp4!chinet!cabbie
****

78. Re: 800, 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-11 01:44:41 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701110144.AA15039@mitre-bedford.ARPA>
Source record: 117982

The best source I know of for the differences is Mapping The Atari, 1985 Revised Edition, Appendices 12 - 15, 18, and 19 (and maybe some other places).

Some differences that come to mind are:

1. The 800XL uses a custom 6502 chip with built-in tri-state drivers and a HALT input to make them disconnect the 6502 from the bus so ANTIC can take over. HALT is generated by ANTIC when it needs the bus. The custom chip is the famed "Sally" chip. In the 800, the tri-state function is done with external buffers. This is transparent to software but makes some difference if you want to make hardware modifications. In particular, the 65802 CPU chip from Western Design Center should drop right into an 800, giving a greatly enhanced machine language instruction set, but in the 800XL it would require a piggyback board with 800-style tri-state buffers.

2. The memory map is slightly different. Mapping The Atari details the differences far better than I could do here. One example I have run into is that memory location 731 (decimal) on the 800XL is called NOCLIK; if it holds a nonzero value, the keyboard click is disabled, but if it is zero the click sound is generated for each keystroke. On the 800, location 731 is unassigned and there is no way to turn off the key click.
Some old 800 software will refuse to run on the XL/XE machines unless you first run the Translator Disk. What this does is to switch out the ROM containing the normal XL/XE O/S and load a copy of the old 800 O/S (more or less) into the RAM which normally hides under the ROM. Then you can boot your old software and it will think it is running on an 800.
If you run into this condition often and find it a nuisance to have to run the Translator Disk every time, one solution would be to buy CDY's OMNIVIEW O/S replacement chip. This acts so much like the 800 O/S that most old software will run perfectly without the Translator Disk. OMNIVIEW also gives you an 80-column display capability, improved floating point software that will make your BASIC programs run noticeably faster, and built-in RAMdisk handler (OMNIVIEW256 version) which turns the Newell 256KXL memory expansion board into a RAMdisk that can be used with any version of DOS. Oh yes, and a free 80-column word processor is included as well.

3. The 800XL of course has the parallel bus connector on the back, making it possible to build custom interfaces to the CPU bus. I believe there are 10Mbyte hard disks available that use this point of connection to obtain very high transfer rates.

4. The 800XL has only two joystick ports instead of the four on the old 800. On both machines, a PIA chip (Parallel Interface Adapter) is used to run the joystick ports. Port A runs Joysticks 1 and 2 on both machines. On the 800XL, PIA Port B is used to do some internal switching rather than controlling Joysticks 3 and 4 as it does on the 800. For example, Port B

is used to select O/S ROM or RAM in the upper 16K of memory (Bit 0), BASIC on or off (Bit 1), and diagnostic ROM on/off (Bit 7). Bits 2 through 6 are used for memory bank switching in the 130XE and the Newell 256K memory expansion board mentioned earlier. The PIA Port B is accessed as memory location 54017 (Hex $D301).

That's about all I can think of offhand. Hope I hit the main points you needed to know.

-John Sangster
jhs@mitre-bedford.arpa

79. Turbo BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-11 06:49:53 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701110649.AA17446@mitre-bedford.ARPA>
Source record: 117983

I got a copy of HEXBIN from Dan Fleysher and have now successfully decoded Turbo BASIC. It appears to work as advertised! John McLaughlin, I have lost your address, so please e-mail it to me again and I will mail you a disk containing the binary. Everybody else, if you missed Turbo-BASIC and/or don't have HEXBIN to decode it with, let me know and I will either e-mail or post to the net one or both programs.

-John Sangster
jhs@mitre-bedford.arpa

80. 800XL chroma

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-12 02:31:07 UTC
From: fisher@star.dec.com
Message-ID: <7474@decwrl.DEC.COM>
Source record: 117984

Followup: I followed the instructions of several respondants and got a chroma signal from the junction of R68 and R67 and took it to pin 5 through 200 ohms.

I ran the existing lumma signal to the lumma input of my Commodore 1702 monitor and the new chroma signal to the chroma input. Yes, it does work fine. However, I have to say I can't tell the difference between using the new chroma signal composite video into the chroma input. Both seem equally good. I guess I can see now why Atari did not bother with the separate chroma when the designed the XL.

Notice that I am talking about running composite to chroma input. If I run composite into the composite input, the picture quality is distinctly inferior.

Just curious...has anyone else (perhaps someone with an 800 non-XL) tried substituting composite for chroma? Can you see the difference?

Thanks for all your help.

Burns

fisher%star@DEC.COM

81. Re: 800XL chroma

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-12 13:53:05 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701121353.AA08472@mitre-bedford.ARPA>
Source record: 117985

Looking at the schematic to the 800XL, it appears that the composite video output does not include any filtering to limit the bandwidth of the chroma signal before combining it with the luminance, as is normally done in television broadcasting. This would explain why the composite signal can be used as an input to the Commodore monitor's chroma input without loss of resolution. I am surprised that there is no visible difference, however, because I would think that the luminance signal might cause interference with chroma circuit operation.

-John Sangster / jhs@mitre-bedford.arpa

82. HELP!: screen dump question

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-12 14:50:40 UTC
From: cbz@mhuxu.UUCP
Message-ID: <6232@mhuxu.UUCP>
Source record: 117986
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

A friend of mine has a Star Micronics 10X graphics printer and a stock 520ST. He bought the printer mainly for the graphics capability and because the dealer told him it was "99% Epson compatable". Unfortunately, 99% may not be enough. The Alt-Help screen dump just produces a lot of garbage on the paper. Does anyone know what he could do to correct this? Is it possible that the printer is not understanding the control code sent by the ST to turn on the graphics mode? Any help or suggestions would be greatly appre-
ciated.

Craig Ziemer
mhuxu!cbz

83. REPOSTINGS // TURBOBASIC

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-12 14:58:04 UTC
From: curzon@kaoa01.dec.com
Message-ID: <7487@decwrl.DEC.COM>
Source record: 117987

RE: REPOSTINGS

Many local Atari fans without access to Usenet would like to see a selection of the postings here. My inquiries have not discovered any claim on these Usenet postings outside the implicit rights of the contributor. Some Usenet contributors have added notices like: "not for circulation outside Usenet"; of course any such wishes would be respected. Does anyone have any comments about selective reposting to a local Atari club BBS?

RE:TURBOBASIC

TURBOBASIC XL is quite a nifty item. It's clearly a "professional" product. The fact it has been placed in the public domain indicates there are clever people out there with a real love for the machine.

Apparently there is also a compiler and runtime package also in the public domain, that is fully compatible with all features of the language; therefore it will also compile any ATARI basic program too. Anybody got any reviews of the compiler? Better yet, can anyone post it to the net?

Dick Curzon
Digital Equipment of Canada
PO Box 13000
Kanata Ontario K2K 2A6
Canada.

(DEC E-NET) KAOA01::CURZON
(UUCP) {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA) curzon%kaoa01.DEC@decwrl.ARPA

84. ANTIC CES Preview

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-12 15:43:18 UTC
From: store2@ihuxi.UUCP
Message-ID: <1471@ihuxi.UUCP>
Source record: 117988

The following information is downloaded with permission from Compuserve.
I am only posting it to the 8bit group because it has already appeared
in the st section.

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Atari at CES -- Winter 1987
A sneak preview of what's new.

(Las Vegas -- January 7) -- The motto of Tramiel's Atari Corporation has
just been updated. Instead of "Power Without The Price," Atari's battle cry is
"Where the Action Is."
The action started with three major hardware announcements from Atari.
First is Atari's introduction of the new "Mega" ST series.
Atari has altered their 16-bit product line in both features and styling.
The new STs are component systems, similar in appearance to an IBM PC, but less
"clunky" -- they bear a sleek micro-stereo component look. A detachable
keyboard connects via cable to a separate box housing the CPU, an included
double-density 3 1/2 inch drive and a battery-sustained real-time calendar
clock. Cosmetically, the Mega STs are the same dove-gray ST color, the
separated keyboard resembling a 1040 ST with the diagonal vent area sliced off.
The keyboard, by the way, has a much crisper feel to it than current ST
keyboards, although key layout and the keytops themselves remain unchanged.
The new STs are designed as "open architecture" machines. Expansion
devices such as add-on cards might be plugged into a peripheral box, which would
then connect to the ST through the DMA port or bus expansion connector. In the
future, such a box could feature dedicated chips, such as the new Motorola 68020
and the 68881 math coprocessor, giving blinding speed to graphics processing,
real-time animation and other memory intensive, number-crunching functions. The
Mega STs will be available in 1, 2 and 4 megabyte configurations, with prices
reportedly starting at around $995. And yes, the Mega STs come with the blitter
chip built in.
The second major announcement was the Atari ST Desktop Publishing System.
An Atari ST "host" computer will serve as the front end for a laser printer
"engine." As of this writing (Wednesday night, before CES officially opens) the
manufacturer of Atari's laser printer has not been identified. (Perhaps Atari
will name names at their press conference at 9:00 Thursday morning.) However,
John Skruch at Atari told Antic Publishing the manufacturer was "one of the
three biggest names in the laser printer business." The Atari laser printer
promises virtually typeset quality electophotographic print technology with a
300 dot-per-inch resolution.
Third, and probably most unusual of Atari's new hardware announcements, was
the Atari IBM PC compatible. That's right -- Atari has jumped into Compaq,
Leading Edge and Hyundai territory by announcing their own IBM PC "clone" -- to

retail for an amazing $495. The new Atari PC features an 8088 microprocessor with a switchable clock speed of 4.77 MHz or 8MHz. The PC will come with 512K standard, expandable to 640K of RAM, plus 256K of screen RAM. As Atari's press information states, the PC "supports these graphics modes: enhanced color adaptor (EGA), color graphics adaptor, monochrome display adaptor and Hercules graphics cards." The resolution is 640 X 350, either monochrome or color. The PC is equipped with standard ports: parallel printer ports, RS232C serial port, plus built-in mouse support. Not surprisingly, it comes with a detachable keyboard (IBM PC/XT layout), and will accept a 8087 numeric coprocessor. The CPU box has a 360K 5 1/4-inch disk drive built in, and can accept two additional external drives. The PC's styling is similar to Atari's new STs -- either one would look sexy sitting on an executive (or home) desk. Atari hopes to use its PC as a front-end vehicle for their laser printer, and claims the PC will run "thousands of pieces of IBM software." And what was that graphics operating system software package we saw next to the Atari PC Clone? We'll get to that juicy gossip in our next report!
Those are the major Atari stories breaking before CES has actually started. Stay tuned to ANTIC ONLINE for more in- depth reports on Atari at CES. Later reports will focus on what's new in both 16- and 8-bit software and third-party peripherals for your favorite computers.

Kit Kimes
AT&T--Information Systems Labs
1100 E. Warrenville Rd.
Naperville, IL 60566
...ihnp4!iwvae!kimes

85. ANTIC CES Report Jan 8 (Day 1)

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-12 15:49:03 UTC
From: store2@ihuxi.UUCP
Message-ID: <1472@ihuxi.UUCP>
Source record: 117989
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

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A Phoenix From The Ashes
Atari and The Winter 1987 CES

By Jon Bell and Matt Loveless
Editor, Consulting Editor, START Magazine

(Las Vegas -- January 8) -- "Now, in 1987, we are declaring war on the computer business in the United States."
These were the words of Sam Tramiel, as Atari kicked off the first day of CES with a 9:00 a.m. press conference at the Dunes Hotel.
"We are the number one computer in West Germany, in the home computer business and the personal computer business," he said, before adding that those interested could check with the German press and confirm that fact.
Atari's stance at the press conference wasn't merely confident, it was ruthlessly aggressive. The Tramiels made two points loud and clear: Atari Corporation has conquered overseas markets with its products, most notably the ST, and has established a firm foothold as a major player in the personal computer industry. The second point: Atari has now fulfilled its financial obligations to its patient former parent, Warner Communications, and is now no longer shackled to Warner. Atari's stock offering gave it an infusion of cash which enabled it to pay off its loan from Warner. According to an article in the December 15, 1986 issue of Business Week, Jack Tramiel flew to New York City and presented Warner Communications officials with a check for $36 million, thus effectively closing down Atari's debt.
(Late-breaking financial note: Atari's stock rose 2 1/2 points today, 17 1/2, up from 15. The stock has risen 6 points overall since it was first offered in November.)
Now completely free of the Warner mantle, Jack Tramiel has stopped looking over his shoulder at Atari's troubled past and is instead staring intently into his company's future. At the press conference, he reiterated his "Business is War" philosophy in no uncertain terms:
"The customer who supports my products knows what he wants. If you don't give him the right products at the right prices, he stops buying -- which is exactly what happened in 1985.
"Even giants, companies like IBM, have started to realize this and follow my footsteps, and keep reducing prices. That's the only way they can sell. And I'm not sure that they'll be able to catch up. . .
"IBM. . . gave their business to the Far East on a silver platter

because their prices were so high. And they just allowed all those people to compete with them. We at Atari have no intention of following their footsteps. We will try to always have the most innovative products -- constantly coming up with new products at the right prices. . . The philosophy continues, the philosophy is successful."

"THE FUN IS BACK"

Atari formally introduced its new product line, from revamped videogames to its IBM PC compatible, with a short videotape presentation.

Videogames, which sent Atari Inc. into billion-dollar-a-year profitability and then sent it spiraling almost into oblivion, have re-emerged at Tramiel's Atari Corp. The venerable Atari warhorse, the 2600, has been given a facelift and is now selling at a retail price of under $50. The new 7800 game system, which James Morgan introduced in those last terrible months before the Tramiel takeover, is heralded as the next generation of videogame. It includes a copy of Pole Position, and will retail for under $90. The 7800 features better than XE-quality graphics and sound, and will accept the new "Supergame" cartridges from such companies as Broderbund, Epyx and Electronic Arts. The first titles to be released include Karateka, Choplifter, Summer Games, One On One Basketball and Skyfox.

Sam Tramiel then mentioned a third new videogame system from Atari -- the XE System. It was displayed (not running) in a glass case at the Atari booth. The XE System is a small, squarish box which doesn't resemble a standard videogame. Its sharp angles and round, pastel buttons give it an unusual, almost art-deco appearance. According to Tramiel, it is fully expandable with a plug-in keyboard and disk drive, turning it into an introductory computer. It will be available 2nd quarter of 1987.

THE MEGA ST SYSTEMS

"I introduced the first personal computer 10 years ago," said Jack Tramiel. "It was called the PET. It was a 4K machine. . . Today we announced a 4-megabyte machine."

From 4K to 4000K in 10 years is an incredible feat of technological evolution, and the new Mega STs represent another link in that evolutionary computer chain.

As we mentioned in our first report, the Mega STs will be sold in 1, 2 and 4 megabyte configurations. They feature detachable keyboards (with improved, crisper keyboard "feel"), a separate CPU box housing a double density 3 1/2 inch drive, built-in blitter chip, expansion bus and power supply, and use the new one-megabyte DRAMs. A mouse port and joystick port are in the back of the ST keyboard unit, near the center. The keyboard itself is attached with a length of coiled cable, using standard phone jacks.

The usual ST ports (DMA, MIDI, etc.) are arranged in the back of the CPU box. The box also serves as a monitor platform. Atari's new 20-megabyte hard disk fits in the same "footprint" as the CPU and can be placed between CPU and monitor, adding only another inch.

UNDER $1500 LASER PRINTER

Conventional laser printers offered by other companies require hundreds of dollars worth of microprocessor and support electronics. But the Atari ST's high-speed DMA port, coupled with the raw horsepower of the 68000 microprocessor, allows the ST to drive their new laser printer directly, thereby lowering the price. At the show, Atari announced a desktop publishing system,

which will include a two megabyte Mega ST and an Atari Laser Printer, for less than $3000. The 300 dot-per-inch laser printer will also be sold separately for under $1500. A spring delivery date was announced.

In the Atari booth, a Mega ST2 (2-meg) was actually printing high-resolution, excellent quality press releases (about one per second), giving true meaning to the phrase, "hot off the press." Although Atari was reluctant to identify the manufacturer of the printer engine, experts recognized the show model as a Canon. The Canon engine is known for its low price. However, it supposedly has a limited print life. Also, it is good for small-quantity printing, but the per-copy price is relatively high. Antic Publishing was unable to determine if Canon will be the actual supplier for the final version. When asked at the press conference, Sam Tramiel identified the supplier as "Japan, Inc." (Editor's note: since Canon is not known for extremely low volume prices to OEM vendors (such as Atari Corp.), our assumption is that the final Atari laser printer will not use a Canon engine.)

Within 90 days we may even see a laser printer development kit, allowing software to interface with virtually any laser printer engine. This will open the market for third party manufacturers, both high- and low-end, and make the Atari one of the most versatile (and inexpensive) desktop publishing systems around. For less than the price of a Macintosh, you can get a Mega ST2, an Atari Laser Printer, and the software to drive it.

THE ATARI IBM PC COMPATIBLE

As we mentioned in our first ANTIC ONLINE report, Atari has announced the first in a proposed series of IBM-compatible computers.

There will be two configurations of the Atari PC: a $499 version, with a IBM PC/XT-styled keyboard and CPU only; and the $699 version, which will include a "tri-sync EGA monochrome monitor." (The actual PC hardware is identical; only the packages offered are different.) The monitor has a 720 X 348 high-resolution display. Both computers come with mouse ports and mouse, built-in parallel, serial and SCSI ports, one 5 1/4 inch 360K disk drive (built into the CPU box), and 512K RAM expandable to 640K RAM. They also include 256K of dedicated screen RAM, which makes the entire 512K of system RAM available to developers. Atari will also market an expansion box which will accomodate up to five AT-sized add-on boards.

The Atari PC comes with (unheard-of) graphics support built in: EGA (enhanced graphics adaptor), CGA (color graphics adaptor), Hercules and IBM monochrome. With an EGA monitor, the PC will support 640 X 350 pixels resolution. Most EGA monitors retail for over a thousand dollars, however sources at Atari indicate they are working on an extremely low-priced EGA color monitor. You can also hook up a standard ST 3 1/2 inch disk drive and read and write IBM laptop disks, making the transferral of text files in that format an easy task. (Note: this does NOT mean you can run ST software on the Atari PC.)

The Atari PC will be bundled with the GEM Desktop from Digital Research along with other applications. The "juicy gossip" mentioned in our first report: it is rumored that Microsoft Windows will be available for the PC. (Also, Windows MIGHT be available for the new Mega STs.)

Who makes the Atari PC? Unlike many of the compatibles on the market, Atari manufactures the PC in their 200,000 square-foot Taiwan plant, where they make all their equipment.

Atari officials quickly dismissed concern that their PC indicated any

abandonment of their ST line. John Skruch of Atari likened the situation to a software house manufacturing products for differing computers: Atari is an electronics company specializing in computers, and their PC is simply an entrance into another market. (You should also consider that Commodore is showing both their standard Amiga and an IBM PC clone at CES. Commodore has sold their clone in Europe for the last year or so, and are just now attempting to market it in the U.S.)

"The importance of this machine," says Sam Tramiel, "is that someone can take it home, open the box, and be ready to run. You don't have to plug in cards or extra things; you have everything you need, right off the bat."

THE FUTURE ATARI

Looking forward, Jack Tramiel proffered the following to the press:

"We almost started believing the press -- about how bad it [Atari's viability] really was. Well, the press is wrong. It seems that the customers want to buy the right product at the right price. 1986... was a fantastic year, and 1987 will be much, much, much better."

TOMORROW: NEW SOFTWARE, THIRD PARTY HARDWARE, AND 8-BIT COVERAGE. Read about Crystal Castles, Psion Chess, StereoTek 3-D glasses, the ADAP digital sound processor, and a new, hard-hitting, TV commercial pitting the XE against the Commodore 64. Guess who wins?

Kit Kimes
AT&T--Information Systems Labs
1100 E. Warrenville Rd.
Naperville, IL 60566
...ihnp4!iwvae!kimes

86. BINHEX and HEXBIN program listings and documentation.

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-12 17:07:00 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701121707.AA25576@mitre-bedford.ARPA>
Source record: 117990
Body handling: HTML body converted to readable text

Recently Turbo BASIC was distributed in BINHEX format. The program HEXBIN, listed below, will convert the distributed version back into binary so it can be run using the DOS "L" command. BINHEX and the documentation for both is included for completeness; all of this is being posted per the request of Dan Fleysher, the author of BINHEX and HEXBIN.

NOTE: BINHEX and HEXBIN are V E R Y slow, as they are written in Atari BASIC. Plan on 10 to 15 minutes of CPU time to decode Turbo BASIC. But believe me, it is worth it.

-John Sangster
jhs@mitre-bedford.arpa
==========

From: Dan Fleysher
The precise definition of BINHEX output.

The following is the a collection of background messages on BINHEX/HEXBIN:

BINHEX and HEXBIN are BASIC programs written for the Atari 400/800 and XL (8-bit) machines, so they are excruciatingly slow. You really have to want to send a binary file to someone if you are going to use them! I never took the time to speed things up with machine language assist - anyone who wants to do so is welcome to it. (Please share your improvements with the rest of us, however).

The attachments below contain background on how BINHEX and HEXBIN work. The two messages which follow this one contain the Atari-BASIC source code for the two utilities respectively. I trust you have download capability, so that you do not have to re-type the source code into your Atari.

The most successful use of BINHEX and HEXBIN was for distributing the VT100 80 column terminal emulator and a VT52 over the last couple of years. Little more has been done since then.

My apologies to everyone who has seen this stuff before - just toss it out as you see fit.

Dan

Subject: HELP for the Tired Typer
In-reply-to:
From: Dan Fleysher

Exchanging home-brew BASIC programs within messages over the net requires a modem and a good upload terminal emulator program (such as

ATERM, distributed on the net in Oct. '82). Even with this set up, plenty of information can get lost in the transmission - e.g., inverse-video and graphics characters. Sometimes these are crucial when the BASIC program contains machine language assist in the form of text strings (rather than data statements).

I have written a pair of companion BASIC programs which enable the exchange of arbitrary files over the net with no loss of data. This is accomplished by converting the file to be sent into a text file containing hexadecimal characters, two for each byte of the original file. One of the programs does the conversion to hexadecimal format, and the other converts the received hex file back into its Atari-useable form.

Before I publish these two programs, I would like to invite agreement/disagreement on a standard format for exchange. The format I propose is:

```
message header, explanatory
text, and general comments
.START.
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxx
.STOP.nnnnn
optional extra text
```

The translator for the received program ignores all text until it encounters the record ".START." Subsequent records contain hexadecimal characters (x's, above) in convenient (although unspecified) record lengths. The receiving program translates the hex characters into bytes until it encounters the .STOP. record. The number that follows ".STOP." is a decimal checksum, computed by adding up all the preceding bytes encoded as hex characters. (The checksum limit of 10 digits corresponds to a file length of more than 78 megabytes of average data)

My programs use record lengths of 36 hex characters so that they fit easily on the 40 character screen. Although the programs are written in Atari BASIC, there is no reason they could not be re-implemented as machine language programs (for speed). These could also be distributed to the net using this facility.

Needless to say, this facility is proposed for exchanging PERSONAL or public-domain software only.

Opinions anyone?

Dan

Subject: Exchanging Binary Files over the net
From: Dan Fleysher

Last month I proposed a standard for exchanging binary files over the net in text messages by first converting them to hexadecimal. That message is attached.

I received an excellent suggestion from ken@ROCHESTER to add checksums to the end of each line, rather than just the end of the document, in order to enable easier recovery. Unfortunately I haven't had the time to incorporate this change, but my experience has been that if I receive a message at all, I get it without errors 99.999% of the time. I also received suggestions to look at KERMIT protocol, but I already have an reliable underlying transmission protocol - the message system.

Consequently, I am distributing two BASIC programs - BINHEX & HEXBIN - that can be downloaded and used to encode and decode binary files to/from hex (text) format. Someday, I'll convert them to machine language and redistribute them (I apologize for the performance of the BASIC versions).

In the meanwhile, if anybody uses them and finds bugs or has suggestions, I would appreciate hearing about your experiences.

Dan

BASIC .LST files for BINHEX and HEXBIN (use "ENTER" to load them):

```
1 REM BINHEX 1.0, OCTOBER 1984
2 REM -- BY DAN FLEYSHER --
3 REM (FLEYSHER.WBST@XEROX)
4 REM THIS BASIC PROGRAM CONVERTS A
5 REM BINARY DISK FILE TO THE EQUIV-
6 REM VALENT TEXT FILE CONTAINING
7 REM HEXIDECIMAL CHARACTERS. THIS
8 REM FILE IS SUITABLE FOR LONG
9 REM DISTANCE (MODEM) TRANSMISSION,
10 REM AND CONTAINS A FULL CHECKSUM.
11 REM A COMPANION PROGRAM, HEXBIN,
12 REM CONVERTS THE HEX FILE BACK TO
13 REM THE ORIGINAL BINARY FORMAT.
14 REM
20 DIM FILEIN$(15),FILEOUT$(15),BYTE$(2)
30 BUFSIZ=37:DIM BUF$(BUFSIZ),HEX$(16)
40 HEX$="0123456789ABCDEF"
50 ? "} BINHEX 1.0":? :?
60 TRAP 60:? "INPUT FILENAME";:INPUT FILEOUT$
70 GOSUB 1000:FILEIN$=FILEOUT$:?
80 TRAP 80:? "OUTPUT FILENAME";:INPUT FILEOUT$
90 IF FILEOUT$<>"" THEN 110
100 FILEOUT$="D:HEXFILE.TXT":? " ";FILEOUT$:GOTO 120
110 GOSUB 1000:?
120 TRAP 40000:SUM=0
130 OPEN #4,4,0,FILEIN$:OPEN #5,8,0,FILEOUT$
140 PRINT #5:PRINT #5;".START."
150 BUF$=""
```

```
160 TRAP 300:FOR I=1 TO INT(BUFSIZ/2)
170 GET #4,BYTE:SUM=SUM+BYTE
180 NIBBLE=INT(BYTE/16)
190 INDEX=1+NIBBLE
200 BYTE$(1)=HEX$(INDEX,INDEX)
210 INDEX=1+BYTE-(16*NIBBLE)
220 BYTE$(2)=HEX$(INDEX,INDEX)
230 BUF$(LEN(BUF$)+1)=BYTE$
240 NEXT I:TRAP 40000
250 ? BUF$:PRINT #5;BUF$:GOTO 150
300 ? BUF$:PRINT #5;BUF$:POP
310 ? "CHECK SUM = ";SUM
320 PRINT #5;".STOP.";SUM
330 CLOSE #4:CLOSE #5
340 END
1000 IF LEN(FILEOUT$)<3 THEN GOTO 1040
1010 IF FILEOUT$(1,2)="D:" THEN RETURN
1020 IF LEN(FILEOUT$)<4 THEN GOTO 1040
1030 IF FILEOUT$(1,1)="D" AND FILEOUT$(3,3)=":" THEN RETURN
1040 BUF$=FILEOUT$:FILEOUT$="D:":FILEOUT$(3)=BUF$:RETURN
```

```
1 REM HEXBIN 1.1, DECEMBER 1984
2 REM -- BY DAN FLEYSHER --
3 REM (FLEYSHER.WBST@XEROX)
4 REM THIS BASIC PROGRAM CONVERTS A
5 REM HEXADECIMAL TEXT FILE CREATED
6 REM BY COMPANION PROGRAM BINHEX
7 REM BACK INTO ITS ORIGINAL BINARY
8 REM FILE FORMAT. THE CHECKSUM AT
9 REM THE END OF THE INPUT HEX FILE
10 REM IS VERIFIED.
11 REM
20 DIM FILEIN$(15),FILEOUT$(15)
30 BUFSIZ=37:DIM BUF$(BUFSIZ)
40 ASCA=ASC("A"):ASCF=ASC("F"):ASC0=ASC("0"):ASC9=ASC("9")
50 ? "} HEXBIN 1.0":? :?
60 TRAP 60:? "INPUT FILENAME";:INPUT FILEOUT$
70 IF FILEOUT$<>"" THEN 90
80 FILEOUT$="D:HEXFILE.TXT":? " ";FILEOUT$:GOTO 100
90 GOSUB 1000
100 FILEIN$=FILEOUT$:?
110 TRAP 110:? "OUTPUT FILENAME";:INPUT FILEOUT$:GOSUB 1000:?
120 TRAP 40000:SUM=0
130 OPEN #4,4,0,FILEIN$:OPEN #5,8,0,FILEOUT$
140 TRAP 310:INPUT #4,BUF$:? BUF$:LBUF=LEN(BUF$):IF LBUF<7 THEN 140
142 FOR I=1 TO LBUF-6:IF BUF$(I,I+6)=".START." THEN 146
144 NEXT I:GOTO 140
146 POP :? " STARTING FILE CONVERSION"
150 TRAP 310:INPUT #4,BUF$:? BUF$:LBUF=LEN(BUF$):EVENODD=0:REM EVEN=0
155 IF LBUF = 0 THEN 150
```

```
160 FOR I=1 TO LBUF
170 HEX1=ASC(BUF$(I,I))
180 IF HEX1>=ASC0 AND HEX1<=ASC9 THEN HEX1=HEX1-ASC0:GOTO 200
190 IF HEX1>=ASCA AND HEX1<=ASCF THEN HEX1=HEX1-ASCA+10:GOTO 200
192 IF LBUF
```

87. SpartaDOS, MIO, Kyan Pascal, Deep Blue C...

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-12 20:34:48 UTC
From: btb@ncoast.UUCP
Message-ID: <1903@ncoast.UUCP>
Source record: 117991

I am writing this to find out what luck you all have had using SpartaDOS
on the 8-bits... I bought my 8-bit primarily because Kyan Pascal was
available for it, but even with the 130xe ramdisk, writing programs becomes
a hassle... I have heard so many good things about SpartaDOS, and the
US Doubler (file time/date stamping, double density, triple disk i/o speed,
etc. subdirectories...) that I finally went out and bought it recently...
it is tremendous at first use, but I have had problems using it... the
Kyan macro assembler doesn't seem to want to work with it...

Anybody else using this combination? Otherwise, it is trully great...
the ability to put both Express850 and Chameleon on a dd disk and run either
one and then the other without rebooting is nice... no reloading the
rs232 handler, etc...

Anybody have a memory map for SpartaDOS 3.2? (I will be talking to ICD,
but maybe somebody has one already on line?)

Hello fellow 8-bitters and SpartaDOS users!

--
Brad Banko
...!decvax!cwruecmp!ncoast!btb
Cleveland, Ohio

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

88. Advice on Key re-assembly

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-12 20:42:42 UTC
From: Fleysher.wbst@Xerox.COM
Message-ID: <870112-124426-4845@Xerox>
Source record: 117992

Thanks for your input, those of you who responded. My "O" key now works fine - I squirted contact cleaner directly on the contacts. If any of you have old Atari 800's (circa 1979?) and need the following info for reassembling a key, read on; else delete.

I pried off the key cap, to expose the contacts, but the square plunger that holds the key cap and spring popped out like a jack in the box - it wasn't supposed to! The plunger is hollow and fits over the contacts which stick up from below. The contacts normally press together - a little horizontal plastic bar inside the plunger holds them apart until the key (and plunger) are depressed.

If I had merely pushed the plunger back into place the little bar would have mashed the contacts.

If a plunger pops out on you, you need a tool to hold the contacts apart so that the plunger bar can be safely pushed back down between the contacts. To make such a tool, I squeezed a plastic drinking straw into an oval cross section and cut off the sides of the oval for a length of 2 inches. That resulted in a pair of 2 inch parallel plastic tabs attached to the rest of the straw. I inserted the tabs thru the plunger (on either side of the bar), and down between the contacts to hold them apart while the plunger was re-inserted. Thank goodness it worked.

Sorry if this isn't clear. A picture would probably be worth a thousand words...

Dan

---

89. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-12 23:37:32 UTC
From: F1.GDM@isumvs.BITNET
Message-ID: <8701122347.AA24046@ucbvax.Berkeley.EDU>
Source record: 117993

Date: Mon, 12 Jan 87 11:05:31 CST
To: <info-atari8@score.stanford.edu>
From: "GENE MERRITT" <F1.GDM@ISUMVS.BITNET>

I would like to know if anyone else out there is having trouble with their Gemini 10X printers. I have had mine for about 3 years now, and in the last four months it has started to act up on me. I have noticed an unusually large amount of friction between the ribbon and the printhead, caused by the ribbon shield that is attached to the printhead carriage body. This causes the ribbon spools to be spun somewhat freely on the return path and ribbon tension is lost. The loss of tension allows the ribbon to fall and it gets trapped under the printhead, or falls low enough that the head prints over it. I have folded a piece of light cardboard and placed it between the case and the spools and this succeeded in keeping the spools from freespinning but it did not cure my problem.

Aside from this, I have had no other problems with my printer and have throughly enjoyed owning it. I liked it so well that I convinced two of my closest friends to buy Gemini's.

Any suggestions? I would like to removed the ribbon shield but it is attached to the carriage and removal would require the disassembly of most of the printer.

thank you.

F1.GDM @ ISUMVS.bitnet

90. Re: Action Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-13 02:48:29 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701130248.AA11015@mitre-bedford.ARPA>
Source record: 117994

I believe OSS sells an ACTION! runtime package for "developers".
I don't know what they charge.

Somebody posted an alternative package on the net awhile back. It basically assists you in making a backup copy of your own cartridge's built-in runtime library and patching it so it will run off the disk. This sounds like "fair use" to me, so I have forwarded a copy to you directly. If anybody reading the info-atari8 posting needs it, please feel free to ask. The file is 421 lines long so I thought it best to spare those who don't need it.

-John Sangster
jhs@mitre-bedford.arpa

P.S. - I have also forwarded another useful ACTION! file which tells how to "chain" programs together in ACTION!.

91. OMNIVIEW price (correction)

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-13 12:58:41 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701131258.AA20199@mitre-bedford.ARPA>
Source record: 117995

I have recently mentioned CDY's OMNIVIEW 80-column upgrade for the Atari 8-bit computers to a few people on the net and it appears that I have been giving out-of-date price information. I understand that OMNIVIEW has come down from its earlier $59.95 price and is now selling for $39.95 list -- still including OmniWriter at no extra cost. (OmniWriter is CDY's 80-column word processor program for use with OMNIVIEW.)

-John Sangster

92. New on line

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-13 22:33:51 UTC
From: gordon@hpirs.HP
Message-ID: <4590001@hpirs.HP>
Source record: 117996

First time on, but a looooong time Atari 8-bit user. Looong live
the 8-bit. Even with the new mega ST's.
Hope to be on much more to get the sig going. The 8-bit are here
to stay.
More later.

93. Re: REPOSTINGS // TURBOBASIC

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-14 00:02:29 UTC
From: conklin@msudoc.UUCP
Message-ID: <1063@msudoc.UUCP>
Source record: 117997

In response to the request for a reposting, I'll toss in this 'offer.'

When we set up the Club II BBS in Detroit, we went out of our way to have the 'ultimate' ST selection. For quite a while, we managed, and established an incredibly library that was the first of it's size. We also set up an 8 bit section, which, all by it's lonesome (read 'by user input unexpected') got pretty epic as well.

Well, it seems there are so many ST files that people stopped uploading ST stuff. (They sure download though!) Since we, panicking, ran out and picked up a 30 meg drive, we're now sitting on 16 some odd meg left over. This could probably handle any 8 bit traffic you can throw at it.

My only consideration - we got countless uploads, but -quality- uploads are what matter. Because we hadn't 'aimed' for an 8 bit base, it was more important to us in the 8 bit section to keep worthwhile software. (The ST sections simply have everything in existence.) My definition of quality includes things like EXPRESS, TURBO BASIC, SpeedScript, etc. Many 8 bit users as well are allergic to supplying worthwhile docs. Good docs and support files also labelled something as 'worthwhile.'

Some of the things we went and removed in the 'great 8bit shakeout' were paint files (.pic), AMS files, and mindless BASIC games. I think everyone here however knows what's worth their time to call LD for. That's the real criteria.

So, given an overwhelming capacity for storage and close contact with the net, you may wish to archive net postingsof value there. If the volume of posting is too large, not to worry. I have another 30 meg drive I can plug in if necessary and I doubt there's 60 meg of PD 8 bit software in the world.

Terry Conklin
Club Network Coordinator
The Club II - USA (313) 334-8877
reply at: The Club (517) 372-3131

P.S. It's under Fido, so you'll need to look in the right (F)ile and (M)essage areas for 8 bit specific stuff. Also, if anyone's sitting on a 400 meg Vax or something that's obviously even more appropriate for a general access archive.

94. Re: Atari Artist & Movie Maker file formats wanted

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-14 03:31:59 UTC
From: njd@ihuxl.UUCP
Message-ID: <2012@ihuxl.UUCP>
Source record: 117998

> > I want to use Atari Artist to draw pictures to use in
> > ...
>
> ...
>
> I am putting the finishing touchs on an ACTION! program to dump Atari Artist/
> Micro-Illustrator files to an Epson printer. I'll post it if there is
> anyone interested.
>
> Daryl Monge
> AT&T Bell Labs

I would be interested in seeing such a program posted. I saw an article in an earlier ANALOG issue that contained such a program in BASIC, but so far I have not had the time to try to recode (or even redesign) it in ACTION! (I would also change it to work with my Toshiba P1340 printer, which uses Qume type control codes, according to the manual. Not exactly popular in the world of Atari software, but it prints well.)

My current problem is that I >>do not even own<< the Atari Touch Tablet/Micro-Illustrator (or any other T/T or drawing software)! I have only in the past 4 months or so become interested in owning a T/T or drawing software (having nearly abandoned all ambition of writing my own s/w once I realized what all was out there).

I had asked for an Atari T/T for Christmas - my wife and I exchanged "wish lists" - but my wife waited until the 11th hour to try to get me one, and after getting through to an Atari mail-order place in Columbus (from whom I had bought my 130XE), was told that

"there are no Atari T/Ts available, because Atari is engaged in a lawsuit with the mfr. of the T/T..." (same goes for the Light Pen, but I don't care) and
" the T/T has not been available for several months."

If ever was heard a discouraging word... Has anyone out there recently bought an Atari T/T? Is there no hope? I haven't seen a Koala Pad advertised for some time, so I wonder if THAT is available anymore either (I think Toys R Us and/or Service Merchandise locally used to carry that "pad"). The January ANALOG article mentioned also refers to a t/t called a "Powerpad". Does anyone know anything about that t/t?

I would appreciate hearing about this from anyone who knows
anything more. PLEASE reply by MAIL, because I don't get a
chance to read news often enough as it is, and I and my fellow
"ihuxl-ites" are being moved to a new machine this weekend.

Thanks in advance,
Nick DiMasi

(frusrated would-be "Atari artist")

ihnp4!ihuxl!njd (until 1/17 or 1/18, supposedly)
ihnp4!ihlpm!njd (after the move)

95. uudecoder for Turbo BASIC files soon to appear..

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-14 04:46:38 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701140446.AA04205@mitre-bedford.ARPA>
Source record: 117999

Howard Chu of U. Mich has promised to post the Turbo BASIC *** COMPILER and RUNTIME SYSTEM *** to complement the interpreter and manual that have been received by many on the net already. Howard says he will use unix uuencode to put the binaries on the net. Since not everyone has uudecode facilities on their host, I am hereby posting a "draft" version of my uudecode for the Atari 8-bitters. This is not very heavily tested, but it does appear to work. It may, however, not handle all the junk that the net can introduce into the file in transit, so let's hope for the best.

To run it, you must run Atari BASIC and "ENTER" this file, then RUN it. It may also work with Turbo BASIC if you have the interpreter up and running, but I haven't tried it. (It is pretty fast even with Atari BASIC, though, because the dirty work is done in machine language.)

I ask all who use this to report any problems they run into so perhaps I can make the final version more "robust". Thanks and here goes...

-John Sangster / jhs@mitre-bedford.arpa

```
------------------c-u-t---h-e-r-e---f-o-r---U-U-D-E-C-O-D-E-.-L-S-T-----------

1 GOTO 100:REM jump around critical stuff to start up program.
2 M=USR(UUDADR)
10 IF M=0 THEN 2090
20 IF M>OBUFDIM THEN ? "Dimension error at line 20":GOTO 3000
30 PRINT #2;OBUF$;
40 INPUT #1,IBUF$:GOTO 2
100 ? "Uucode Ver. 0.5":? "Report errors to":? "J. Sangster at (617) 235-8753"
101 ? "or jhs@mitre-bedford.arpa"
105 DIM OBUF$(80),IBUF$(80),OFILE$(16),IFILE$(16),A$(1)
110 DIM UUDECODE$(400),UUENCODE$(400)
120 UUDADR=ADR(UUDECODE$):UUEADR=ADR(UUENCODE$):IBUF=ADR(IBUF$):OBUF=ADR(OBUF$)
130 OBUFDIM=80:UUDDIM=400
500 REM COMMAND DISPATCHER
520 ? "Encode (E) or Decode (D)";:INPUT A$
530 ? "INPUT FILE";:INPUT IFILE$:? "OUTPUT FILE";:INPUT OFILE$
540 IF LEN(IFILE$)=0 OR LEN(OFILE$)=0 THEN 530:REM FOR NOW
550 IF A$="E" THEN 1000
560 IF A$="D" THEN 2000
570 SOUND 1,85,12,15:FOR I=1 TO 60:NEXT I:SOUND 1,0,0,0:GOTO 520
1000 GOTO 1100:REM E not done yet
1010 CLOSE #1:OPEN #1,4,0,IFILE$
1020 CLOSE #2:OPEN #2,8,0,OFILE$
1030 L=45:TRAP 1100
1100 ? "UUENCODE NOT IMPLEMENTED YET":END
2000 ? "LOADING UUDECODE SUBROUTINE..."
```

```
2001 RESTORE 4000:POKADR=UUDADR:MAXADR=POKADR+UUDDIM-1:PRGTOP=UUDADR-1
2002 READ X:IF X=255 THEN READ X:IF X=255 THEN 2004
2003 ? "BAD LOAD FILE FOR UUD":END
2004 READ LO1,HI1,LO2,HI2:BYTES=HI2*256+LO2-(HI1*256+LO1)+1:PRGTOP=PRGTOP+BYTES
2005 IF BYTES<0 OR BYTES>UUDDIM THEN ? "BYTE COUNT ERROR FOR UUD":END
2006 FOR I=1 TO BYTES:READ X:POKE POKADR,X:POKADR=POKADR+1:IF POKADR>MAXADR THEN ? "UUD
STRG OVFLOW!":END
2007 NEXT I
2008 TRAP 2009:READ LO1,HI1,LO2,HI2:BYTES=256*HI2+LO2-(256*HI1+LO1)+1
2009 PRGTOP=PRGTOP+BYTES:IF LO1<>224 OR HI1<>2 THEN 2006
2010 ? "Beginning uudecode loop..."
2011 IBUF$(1,1)=" ":M=USR(UUDADR,IBUF,OBUF):IF M<>0 THEN ? "Error in initializing
UUDECODE! M=";M:?
2019 CLOSE #1:OPEN #1,4,0,IFILE$
2020 CLOSE #2:OPEN #2,8,0,OFILE$
2030 INPUT #1,IBUF$
2040 TRAP 2095:IF IBUF$(1,5)<>"begin" THEN ? "No begin line!":GOTO 2
2045 ? IBUF$:GOTO 40
2090 INPUT #1,IBUF$:IF IBUF$(1,3)="end" THEN PRINT IBUF$:GOTO 3000
2095 NERR=PEEK(195):IF NERR=136 THEN PRINT "Missing 'end' line!":GOTO 3000
2097 ? "Error Code=";NERR
3000 ? "Done!":CLOSE #1:CLOSE #2:END
4000 DATA 255,255,8,6,3,7
4010 DATA 104,240,67,170,56,233
4020 DATA 2,240,14,104,104,202
4030 DATA 208,251,169,254,133,212
4040 DATA 169,255,133,213,96,104
4050 DATA 141,1,6,104,141,0
4060 DATA 6,104,141,3,6,104
4070 DATA 141,2,6,165,6,208
4080 DATA 100,165,134,133,203,165
4090 DATA 135,133,204,173,2,6
4100 DATA 56,229,140,133,208,173
4110 DATA 3,6,229,141,133,209
4120 DATA 162,128,208,2,240,72
4130 DATA 160,0,177,203,201,129
4140 DATA 208,42,160,2,177,203
4150 DATA 56,229,208,208,33,200
4160 DATA 177,203,229,209,208,26
4170 DATA 165,203,141,6,6,165
4180 DATA 204,141,7,6,160,6
4190 DATA 177,203,141,4,6,200
4200 DATA 177,203,141,5,6,24
4210 DATA 144,22,24,165,203,105
4220 DATA 8,133,203,144,2,230
4230 DATA 204,202,208,192,169,255
4240 DATA 133,212,133,213,96,234
4250 DATA 173,0,6,133,204,173
4260 DATA 1,6,133,205,160,0
4270 DATA 132,213,177,204,56,233
```

```
4280 DATA 32,133,212,208,24,165
4290 DATA 6,208,19,173,6,6
4300 DATA 133,208,173,7,6,133
4310 DATA 209,160,4,169,0,145
4320 DATA 208,200,145,208,96,165
4330 DATA 6,208,43,173,4,6
4340 DATA 56,229,212,173,5,6
4350 DATA 229,213,16,9,169,255
4360 DATA 133,212,133,213,32,54
4370 DATA 185,173,6,6,133,208
4380 DATA 173,7,6,133,209,169
4390 DATA 0,160,5,145,208,136
4400 DATA 165,212,145,208,230,204
4410 DATA 208,2,230,205,173,2
4420 DATA 6,133,206,173,3,6
4430 DATA 4,7,102,7,133,207
4440 DATA 166,212,160,1,177,204
4450 DATA 56,233,32,133,203,6
4460 DATA 203,6,203,136,177,204
4470 DATA 56,233,32,6,203,42
4480 DATA 6,203,42,145,206,202
4490 DATA 240,64,169,0,133,208
4500 DATA 160,2,177,204,56,233
4510 DATA 32,74,102,208,74,102
4520 DATA 208,5,203,136,145,206
4530 DATA 202,240,39,160,3,177
4540 DATA 204,56,233,32,5,208
4550 DATA 136,145,206,202,240,24
4560 DATA 24,165,204,105,4,133
4570 DATA 204,144,2,230,205,24
4580 DATA 165,206,105,3,133,206
4590 DATA 144,166,230,207,176,162
4600 DATA 96,224,2,225,2,0
```

96. uudecode for 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-14 05:36:32 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701140536.AA04771@mitre-bedford.ARPA>
Source record: 118000

I tried uudecoding the version of turbo basic that I posted in uuencoded form, using what I hope is the same version of uudecode I posted, and it worked fine. This is of course no proof that it will work after the hosts on the net get through with the uuencoded file, but at least there is a fighting chance!

-John Sangster
jhs@mitre-bedford.arpa

P.S. - It took about 15 seconds to do the uudecoding -- versus around 15 MINUTES or more with HEXBIN!

97. Re: REPOSTINGS // TURBOBASIC

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-14 14:16:56 UTC
From: oaa@houxl.UUCP
Message-ID: <1107@houxl.UUCP>
Source record: 118001

I would be willing to post the compiler, runtime program, and docs
for Turbo Basic. Give me about 3 days to get things together. It
will be in HEXBIN format again.

Owen Alexander

98. Turbo BASIC compiler documentation

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-14 17:32:11 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701141732.AA23453@mitre-bedford.ARPA>
Source record: 118002

Here is the available documentation on the Turbo BASIC compiler for the XL/XE computers. The compiler apparently turns Turbo BASIC (or Atari BASIC) source code into "P-Code", or a special language understood by the "Runtime System". Then to run it, you have to execute the Runtime System. The manual suggests putting the Runtime System on a DOS 2.5 diskette, naming it AUTORUN.SYS so it will execute on boot-up. Otherwise, RUNTIME might be a reasonable choice. (They suggest RUNTIME.COM, but since you will probably be using DOS 2.5, I see no reason to encumber it with .COM, which makes things easier ONLY with DOS-XL and OS/A+.)

The compiled BASIC program should go on the same disk. If you want it also to run automatically, it should be named AUTORUN.CTB. Otherwise, it can be given another name which should, however, end with .CTB for Compiled Turbo BASIC. Basically (so to speak), you would name the compiled file AUTORUN.CTB if you always want to run this program when you boot the disk, e.g. if it is the only program on the disk. Otherwise give it some other name.

The compiler and runtime system files will follow.

-John S.

(NOTE: A 40-col version of the doc file is also available.)
--------------------------------c-u-t---h-e-r-e--------------------------------

THE TURBO COMPILER

Documentation and Operating
Instructions
by Dave Arlington
Original Program by
Frank Ostrowski

This documentation is provided by the Western New York Atari Users Group and may be reprinted freely provided this credit is included.

I know everyone is still rubbing their hands in glee over TURBO-BASIC, the new public domain Basic interpreter imported from Holland and Germany. This month we are proud to present a new treat from our international friends overseas, the TURBO COMPILER.

The TURBO COMPILER will increase the speed of your TURBO BASIC programs 3-5 times and regular Atari BASIC programs can be speeded up to 10-15 times faster. Unfortunately, like TURBO BASIC, the TURBO COMPILER will only run on the XL/XE series of computers. In addition, the finished compiled programs will also only run on the XL/XE series.

The TURBO COMPILER is very easy to operate. It can be used with more than one disk drive, even Drive 8, the 130XE ramdisk. On the TURBO COMPILER disk, you will find several files. The important ones for the operation of the TURBO COMPILER are COMPILER.COM and RUNTIME.COM. Before you begin, you should prepare two disks. The first one should be a blank formatted disk with DOS.SYS and DUP.SYS written on it. Your second disk should contain your BASIC program (TURBO or ATARI BASIC).

To begin, insert the TURBO COMPILER disk into your drive and turn your computer on. When it has finished loading you will be in TURBO BASIC. Type DOS to get to the DOS 2.5 menu. Choose DOS Option 'L', Load Binary File and load the file COMPILER.COM. After a short while, you will see a screen full of German. If you do not read German, do not worry, that is what this article is for! At any time that you are on this screen, you may reboot your system by hitting Control-R or you may return to DOS by hitting Control-D. You will be asked if you really want to do this. If you do, don't forget to 'J' for Ja and not 'Y' for Yes!!

To compile your programs, remove the TURBO COMPILER disk from the drive and insert the disk with the program you want to compile. (If you have two drives, insert your disk with the program to compile in Drive 2 and the blank DOS disk in Drive 1.) Press the number 1 key (Number 2 if you have two drives). A complete listing of all the files on that drive will appear on the screen with one highlighted in inverse video. Using the arrow keys, highlight the file you want to compile and hit Return. That's all there is to it!

At the top of the screen, you will see the line numbers fly by as the program is compiled. When it is finished, you will be prompted for a file name to save your compiled program under. It has to have an extender of CTB (for Compiled Turbo Basic). The program will not let you use any other extender. At this time, if you have one drive, you should remove your disk with your original program on it and replace it with your blank DOS disk. If you want your compiled program to be an AUTORUN file, you should name it AUTORUN.CTB. Then the file will automatically load and run at bootup time.

There is one more step that you must do to get a completely runnable compiled program. Go back to DOS and copy the file RUNTIME.COM from the TURBO COMPILER disk to the disk with your compiled program on it. Rename the RUNTIME.COM file to the name AUTORUN.SYS. Your disk is now ready to go. The TURBO COMPILER does not compile to runnable code, you must run the RUNTIME.COM file to run your compiled program.

One technical note on the TURBO COMPILER: If you're not familiar with other compilers for the ATARI computers, you should know that many have trouble compiling certain types of statements or insist that you organize your program structure in a certain way. So far none of these problems have occured on any programs we have tested with the TURBO COMPILER. The only statement that wouldn't compile so far is the END statement. The only program structure that we have had trouble with is a FOR-NEXT loop that has two or more NEXTs for one FOR. For example:

```
10 FOR X=1 TO 5
20 IF X=3 THEN NEXT X
```

```
30 NEXT X
```

Other than those two examples, we have had no problems compiling any type of program, either TURBO or ATARI BASIC. Please let us know of any problems you run into compiling any types of statements or programs.

Whether you program in TURBO BASIC or just want to turbocharge our old Atari BASIC programs to super speed, I'm sure you will find the TURBO COMPILER will fit all your speed needs.

---

99. Using Uudecode on the Atari (or anywhere).

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-14 21:38:05 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701142138.AA01717@mitre-bedford.ARPA>
Source record: 118003

The Atari 8-bit Uudecode I posted earlier will want to see a file starting with a line "begin nnn filename". Or at any rate it should start with the word "begin" as the first 5 characters. The file should end with (usually) a short line, a line containing just a space in the first position, and finally a line saying just "end" (3 characters followed by a RETURN).
You will have to edit the messages received over the net to put each uuencoded program into a separate file with no extraneous characters. Once you are in that state, run Atari BASIC, type ENTER "D:UUDECODE.LST, and RUN.

Tell UUDECODE you want to Decode (D) and give it the desired input and output file names, including device specifications. It will do the rest.

You may find it convenient to SAVE the uudecode program as UUDECODE.BAS, as .BAS files load much faster than .LST files.

-John Sangster / jhs@mitre-bedford.arpa

100. Yes, me again.

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-14 21:45:19 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701142145.AA01918@mitre-bedford.ARPA>
Source record: 118004

Howard Chu has kindly forwarded precise byte counts for the Compiler and Runtime files. Having been through this before, I know it is useful to be able to check these values before proceeding. If you have the wrong number of bytes after decoding, you are in trouble.

I suppose somebody should write (or post) a utility to count the bytes. I did this on my host system at work last time. I guess it wouldn't be too hard to add to uudecode. I'll leave it as an exercise for the student for the moment.

-John S.
------- Forwarded Message

Received: by PEPE.CC.UMICH.EDU (3.2/4.7) id AA00972; Wed, 14 Jan 87 15:55:03 EST
Date: Wed, 14 Jan 87 15:55:03 EST
From: mg@PEPE.CC.UMICH.EDU
Message-Id: <8701142055.AA00972@PEPE.CC.UMICH.EDU>
To: jhs
Subject: Compiler miscellany

I should have sent this out first - here are the byte lengths for
the two files, decoded:
Compiler.COM -- 9974
Runtime.COM - 10920
Hope things worked out....
-- Howard

------- End of Forwarded Message

101. revised uudecode

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-14 22:07:41 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701142207.AA02510@mitre-bedford.ARPA>
Source record: 117905

I have attempted to modify UUDECODE.LST so it counts bytes while it is processing a file and displays the result at the end. This is not tested, and, while I like to think such a simple mod would work right the first time, well...

Somebody let me know if it gets the same values Howard did.

-John Sangster / jhs@mitre-bedford.arpa

If it works, delete the old one and rename this UUDECODE.LST (or .BAS if you SAVE it).

```
-------------------------c-u-t---h-e-r-e---f-o-r---UUDB.LST-------------------
1 GOTO 100:REM jump around critical stuff to start up program.
2 M=USR(UUDADR)
10 IF M=0 THEN 2090
20 IF M>OBUFDIM THEN ? "Dimension error at line 20":GOTO 3000
30 PRINT #2;OBUF$;:BYTES=BYTES+M
40 INPUT #1,IBUF$:GOTO 2
100 ? "Uucode Ver. 0.6":? "Report errors to":? "J. Sangster at (617) 235-8753"
101 ? "or jhs@mitre-bedford.arpa":REM Modified to count bytes 1/14/86 - JHS
105 DIM OBUF$(80),IBUF$(80),OFILE$(16),IFILE$(16),A$(1)
110 DIM UUDECODE$(400),UUENCODE$(400)
120 UUDADR=ADR(UUDECODE$):UUEADR=ADR(UUENCODE$):IBUF=ADR(IBUF$):OBUF=ADR(OBUF$)
130 OBUFDIM=80:UUDDIM=400
500 REM COMMAND DISPATCHER
520 ? "Encode (E) or Decode (D)";:INPUT A$
530 ? "INPUT FILE";:INPUT IFILE$:? "OUTPUT FILE";:INPUT OFILE$
540 IF LEN(IFILE$)=0 OR LEN(OFILE$)=0 THEN 530:REM FOR NOW
550 IF A$="E" THEN 1000
560 IF A$="D" THEN 2000
570 SOUND 1,85,12,15:FOR I=1 TO 60:NEXT I:SOUND 1,0,0,0:GOTO 520
1000 GOTO 1100:REM E not done yet
1010 CLOSE #1:OPEN #1,4,0,IFILE$
1020 CLOSE #2:OPEN #2,8,0,OFILE$
1030 L=45:TRAP 1100
1100 ? "UUENCODE NOT IMPLEMENTED YET":END
2000 ? "LOADING UUDECODE SUBROUTINE..."
2001 RESTORE 4000:POKADR=UUDADR:MAXADR=POKADR+UUDDIM-1:PRGTOP=UUDADR-1
2002 READ X:IF X=255 THEN READ X:IF X=255 THEN 2004
2003 ? "BAD LOAD FILE FOR UUD":END
2004 READ LO1,HI1,LO2,HI2:BYTES=HI2*256+LO2-(HI1*256+LO1)+1:PRGTOP=PRGTOP+BYTES
2005 IF BYTES<0 OR BYTES>UUDDIM THEN ? "BYTE COUNT ERROR FOR UUD":END
2006 FOR I=1 TO BYTES:READ X:POKE POKADR,X:POKADR=POKADR+1:IF POKADR>MAXADR THEN ? "UUD
STRG OVFLOW!":END
2007 NEXT I
```

```
2008 TRAP 2009:READ LO1,HI1,LO2,HI2:BYTES=256*HI2+LO2-(256*HI1+LO1)+1
2009 PRGTOP=PRGTOP+BYTES:IF LO1<>224 OR HI1<>2 THEN 2006
2010 ? "Beginning uudecode loop..."
2011 IBUF$(1,1)=" ":M=USR(UUDADR,IBUF,OBUF):IF M<>0 THEN ? "Error in initializing
UUDECODE! M=";M:?
2019 CLOSE #1:OPEN #1,4,0,IFILE$
2020 CLOSE #2:OPEN #2,8,0,OFILE$
2030 INPUT #1,IBUF$:BYTES=0
2040 TRAP 2095:IF IBUF$(1,5)<>"begin" THEN ? "No begin line!":GOTO 2
2045 ? IBUF$:GOTO 40:REM Print begin line for documentation, normally.
2090 INPUT #1,IBUF$:IF IBUF$(1,3)="end" THEN PRINT IBUF$:GOTO 3000
2095 NERR=PEEK(195):IF NERR=136 THEN PRINT "Missing 'end' line!":GOTO 3000
2097 ? "Error Code=";NERR
3000 ? "Done!":CLOSE #1:CLOSE #2:? "Output byte count = ";BYTES:END
4000 DATA 255,255,8,6,3,7
4010 DATA 104,240,67,170,56,233
4020 DATA 2,240,14,104,104,202
4030 DATA 208,251,169,254,133,212
4040 DATA 169,255,133,213,96,104
4050 DATA 141,1,6,104,141,0
4060 DATA 6,104,141,3,6,104
4070 DATA 141,2,6,165,6,208
4080 DATA 100,165,134,133,203,165
4090 DATA 135,133,204,173,2,6
4100 DATA 56,229,140,133,208,173
4110 DATA 3,6,229,141,133,209
4120 DATA 162,128,208,2,240,72
4130 DATA 160,0,177,203,201,129
4140 DATA 208,42,160,2,177,203
4150 DATA 56,229,208,208,33,200
4160 DATA 177,203,229,209,208,26
4170 DATA 165,203,141,6,6,165
4180 DATA 204,141,7,6,160,6
4190 DATA 177,203,141,4,6,200
4200 DATA 177,203,141,5,6,24
4210 DATA 144,22,24,165,203,105
4220 DATA 8,133,203,144,2,230
4230 DATA 204,202,208,192,169,255
4240 DATA 133,212,133,213,96,234
4250 DATA 173,0,6,133,204,173
4260 DATA 1,6,133,205,160,0
4270 DATA 132,213,177,204,56,233
4280 DATA 32,133,212,208,24,165
4290 DATA 6,208,19,173,6,6
4300 DATA 133,208,173,7,6,133
4310 DATA 209,160,4,169,0,145
4320 DATA 208,200,145,208,96,165
4330 DATA 6,208,43,173,4,6
4340 DATA 56,229,212,173,5,6
4350 DATA 229,213,16,9,169,255
```

```
4360 DATA 133,212,133,213,32,54
4370 DATA 185,173,6,6,133,208
4380 DATA 173,7,6,133,209,169
4390 DATA 0,160,5,145,208,136
4400 DATA 165,212,145,208,230,204
4410 DATA 208,2,230,205,173,2
4420 DATA 6,133,206,173,3,6
4430 DATA 4,7,102,7,133,207
4440 DATA 166,212,160,1,177,204
4450 DATA 56,233,32,133,203,6
4460 DATA 203,6,203,136,177,204
4470 DATA 56,233,32,6,203,42
4480 DATA 6,203,42,145,206,202
4490 DATA 240,64,169,0,133,208
4500 DATA 160,2,177,204,56,233
4510 DATA 32,74,102,208,74,102
4520 DATA 208,5,203,136,145,206
4530 DATA 202,240,39,160,3,177
4540 DATA 204,56,233,32,5,208
4550 DATA 136,145,206,202,240,24
4560 DATA 24,165,204,105,4,133
4570 DATA 204,144,2,230,205,24
4580 DATA 165,206,105,3,133,206
4590 DATA 144,166,230,207,176,162
4600 DATA 96,224,2,225,2,0
```

102. Atari 1200XL Chroma

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-15 00:35:08 UTC
From: wrd@tekigm2.TEK.COM
Message-ID: <1375@tekigm2.TEK.COM>
Source record: 117906

Recently Richard Andrews answered how to hget chroma out on the 1200XL, however, as I asked him:

Appreciated your answer. However, one slight problem -- not being an electronic engineer, I do know which is the emitter of Q7 on the 1200XL. Having a spare mother board in front of me, I see that:

the left hand leg goes to C61 (? -- 1 is covered by component)
the middle leg goes to R31
the right hand leg goes to R43

Question: which leg is the emitter?

If anyone else on the net has the answer, please post it. I have previously posted similar answers, but have tried to keep the answers in terms that even I can understand -- then I figure anyone can do it. Since the circuit board has all components labelled, it is a fairly easy task to trace out each leg to see where it goes, but to determine whether it is the emitter or not (particularly - as I understand it - these transistors do not have a standard configuration). If I get an answer, I will post it, as Richard and I cannot be the only ones using 1200XL's!

--Bill Dippert--

103. Re: Compiled Turbo BASIC example.

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-15 05:57:13 UTC
From: hyc@UMIX.CC.UMICH.EDU
Message-ID: <8701150557.AA02231@umix.cc.umich.edu>
Source record: 117907

Uh, assuming I didn't screw up the posting, that should be MAGIC.TUR and
MAGIC.OBJ, as I said in the first message. It's not a compiled file, just
a saved BASIC file. And yes, MAGIC.OBJ is a file of machine code subroutines,
and must be named MAGIC.OBJ.
-- Howard Chu
hyc@umix.cc.umich.edu

104. ANTIC CES Wrapup, Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-15 15:22:25 UTC
From: store2@ihuxi.UUCP
Message-ID: <1475@ihuxi.UUCP>
Source record: 117908
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

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Atari at The Winter 1987 CES
Software and Wrap-up, Part 1.

NOTE: I'd like to personally apologize to those of you waiting to get an CES update on Saturday, as we promised. What our people at CES and our people back at Antic had was, in the words of Strother Martin from "Cool Hand Luke," a "failure to communicate." CompuServe's Marty Isaacs and Ron Luks of the Atari SIG enabled us to update on Friday, Saturday and Sunday, although a misunderstanding on my part resulted in our article not appearing on Saturday. Therefore, our Saturday report on new software and hardware is now part of this CES wrap-up, and should conclude tomorrow.
I'd like to thank Ron Luks, and most especially Charles Jackson, Antic Online's Editor, for their valiant efforts in keeping the Atari community informed. For their part, they are blameless.
Jon A. Bell
Editor
START

THIRD PARTY HARDWARE AT CES

By Matt Loveless
Consulting Editor
START

12/Jan/1987
Hybrid Arts Inc., the software and hardware with a reputation for putting out the best MIDI software in the industry, showed one of the most exciting new products in the Atari world: The ADAP Soundrack. ADAP stands for Analog to Digital Processor. It's a $2000 hardware plus software system, built in conjunction with Nilford Laboratories, Inc., for the Atari ST, designed to replace equipment costing over thirty times as much. The basis of the ADAP is a racey black rack mount box with sound input and output lines, plus an interface box which plugs into the cartridge port of a one- (or more) megabyte machine. What does it do? Digital sampling. And it does it well.
Digital sampling is a process where sound is converted into digital patterns which a computer can store, manipulate, and play back at will. Compact discs have been using this technology for years now. Sound enters the ADAP box from virtually any sound source (such as a compact disc player) and is converted into digital signals in the ST's memory. Once the sound is in the ST, it appears as a digital waveform in a window in the center of the screen.

You can examine the waveform by zooming in or out on either the X or Y axis, or even both. You can scroll along the waveform to see its entirety, or even sample more than one sound and switch between them.
Hybrid Arts claims the system can sample at a rate of 44.1 Khz with 16 bits of resolution -- that's compact disc quality! It even samples in stereo. Once a sample is made, it can be played back at the push of a button. The sound is phenomenal. But ADAP doesn't just let you record samples. You can also edit them. You can cut, copy, and paste portions of a sample. You can even do mixing, looping, or modify the actual waveform freehand.
The ADAP system replaces some super-sophisticated musical sampling equipment by allowing you to "play" the samples from your MIDI keyboard, polyphonically, with up to eight voices going simultaneously.
- On a one-megabyte machine, allows 80 seconds of sampling at full 16-bit linear resolution at 10 Khz. Allows 20 seconds at 44.1 Khz.
- Fully MIDI compatible
- Polyphonic
- Storage of up to 64 multi-samples in memory for instant playback.
- Real-time digital effects processing (delay, echo, reverb, etc.)
- Real-time oscilloscope
- Direct from compact disc, digital to digital sampling.
- Multi-sample keyboard splits.
- Compatible with the new MIDI digital sample dump data standard. Will work with data from other MIDI sampling devices.
- 19" black rack-mount case.
- Suggested retail price is $1,995.

When asked why they chose the Atari ST as the host sytem, Frank Foster, president of Hybrid Arts, replied: "It's not like we actually 'chose' Atari. It simply couldn't be done on any other machine. Not on an Amiga. Not on a Macintosh." Now that's a compliment.
Other music news: Electronic Music Publishing House has MIDIPLAY, a real-time MIDI record/playback system which supports all 16 channels of MIDI information. List price is $49.95, and a demo disk is $5. They also have Musidisks, a series of pre-recorded data disks of everything from Bach to the Beatles. List is $19.95.
We will be covering the exciting world of MIDI, music software and the ST's role in music composition in future issues of START.

STEREO 3-D GLASSES PLUS NEW SOFTWARE TITLES
The Catalog software division of Antic Publishing was showing, center stage at the Atari Booth, the 3-D StereoTek Liquid Crystal Shutter Glasses along with some spectacular demos of upcoming software. The new releases include Wanderer, a point-of-view space game, CAD-3D 2.0, CyberMate, the much anticipated stereo modeling and animation system, a molecular modeling program, and Stereo Maps & Legends. Certainly the most impressive demo was the world-premiere of Tom Hudson's SteelyBoink!, a stereo ray-tracing demo illustrating a simulated depth of 8-10 inches into the ST's monitor. START Magazine will be presenting a version of the SteelyBoink! demo which does not require the StereoTek glasses on Antic Online in February. This will highlight Tom's ray-tracing article in START #4 (available in March).

A SMATTERING OF NEW ST SOFTWARE

The following represents only a few of the many ST programs shown at the Winter CES. New products information and reviews of both these and any omitted programs can be found in upcoming issues of Antic and START.

Firebird, of Ramsey, New Jersey has several new programs for the ST. Universal Military Simulator lets you create your own combat scenarios, or even enter in the parameters of real battles and then modify them "to explore the 'what if' possibilities." Tracker is a shoot-em-up arcade game which combines a huge playfield with artificial intelligence routines. Your deadly enemies, the Cycloids, remember your play tactics and try to prevent you from using them again. Golden Path is a new animated illustrated graphics adventure game. You use the mouse to control your character through 45 screens of graphics and animation. All three games should retail for $44.95.

WordPerfect, the best selling and highest rated full-feature word processor for the IBM PC, is now a reality on the ST. WordPerfect Corporation was demonstrating a prerelease version of the product at the Atari booth.

The Atari version of WordPerfect features the best of both worlds: it is GEM based, using menu bars and windows, but it also supports the full array of keyboard commands familiar to users of the IBM version. Additionally, users moving from the IBM to the Atari version will also benefit from full file compatiblity with WordPerfect 4.1.

The program uses high-speed assembly language routines for ultra-fast response times. I gave it the acid test and found it faster than any other word processor for the ST, faster even than ST Writer, the venerable speed-demon. WordPerfect supports footnote and endnote compilation, full keystroke macros, automatic calculation of numeric tables with the built-in math mode, complete database merge capabilities, an outline feature, a nine-keyword sorting facility for alphabetizing lists, a 115,000 word dictionary, including legal and medical terms, a five-level table of contents and index generator, a five newspaper-style columnar display, a sophisticated thesaurus, a three-level undo capability, and a virtual memory data system, allowing data to flow onto disk when computer memory is full.

This will clearly be the most sophisticated word processor for the Atari ST, taking full advantage of the new one, two, and four megabyte machines. WordPerfect for the Atari is scheduled for release second quarter, 1987. The suggested retail price is $395, although a representative from WordPerfect indicated Atari users should be able to purchase it in the low $200s.

Timeworks has released their three powerful productivity software for the ST: Word Writer ST, a word processor, Data Manager ST (covered in the Brian Lee's Database Overview in START #4. out in March), and Swiftcalc ST, a spreadsheet. The Timeworks programs are designed as an integrated package. Suggested retail is $79.95.

A QUICK LOOK AT THE 8-BIT FIELD

Although not as numerous or as flashy as the new ST software, there were several companies showing software or distributing information for the 8-bit Atari line. These companies shared a half-dozen XE computers, which sat alongside the new XE [game and computer] System, the new 8-bit 3 1/2 inch drive, and Atari's 1200 baud XE modem (which will also work on the STs). Prices on this hardware have not yet been set.

New from Hi-Tech Expressions is AwardWare, a program allowing you to

custom-design and print awards, certificates, ribons, tickets, coupons and checks. The program includes templates for your forms -- just type in your message and you're ready to give someone that special greeting! Retail price is $14.95. Also from Hi-Tech is CardWare, an animated birthday card, for $9.95; PartyWare, card and party design kit with database of friends and events, for $14.95; HeartWare, an animated greeting disk and love note maker (let a machine do the mushy stuff for you), $9.95; and WareWithAll, which includes colorful stationery, envelopes, stickers, markers, and disk labels, for $14.95.
ICD, Inc. was promoting their large array of 8-bit Atari products, such as P:R Connection, an interface allowing your XL or XE to run a large variety of disparate printers and modems; the Printer Connection, a "smart" cable which will make your 8-bit Atari compatible with any Centronics parallel printers; Multi I/O, a box which gives you a RAMdisk, parallel printer interface, serial printer and modem interface, a printer spooler, and a hard disk interface; an 80-Column Adapter, which plugs inside of the Multi I/O case; US Doubler, a chip set which gives your 1050 drive true double density and an accelerated I/O rate; SpartaDOS Construction Set, ICD's custom DOS; SpartaDOS X, a cartridge-based DOS; R-Time 8; a piggyback cartridge clock; and RAMBO XL, a program enabling your 800XL or 1200XL to make use of 256K of RAM (you supply the DRAM memory chips).
Zobian Controls was promoting RAOS (Rat Actuated Operating System), their operating system giving your XE a GEM-like OS, including pull-down windows, a mouse-controlled arrow-pointer, and icons. Zobian also has improved their mouse, originally called the Rat. The SuperRAT is now a two-button digital mouse, which works in conjunction with the Zobian DESKTOP program Z-DOS (included in RAOS). The SuperRAT/RAOS combination sells for $99.00.
NEXT: WRAP-UP, PART 2.

Kit Kimes
AT&T--Information Systems Labs
1100 E. Warrenville Rd.
Naperville, IL 60566
...ihnp4!iwvae!kimes

105. Re: Turbo BASIC Compiler (at last) in uuencoded form.

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-15 17:48:41 UTC
From: Fleysher.wbst@XEROX.COM
Message-ID: <870115-133704-1113@Xerox>
Source record: 117909

Unfortunately Turbo BASIC is restricted to XL 8-bitters.

Is the Compiler and/or the Runtime system similarly restricted?
(Thought I'd ask before wasting a lot of time...)

Dan

---

106. Re: Turbo BASIC Compiler (at last) in uuencoded form.

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-15 17:49:36 UTC
From: Fleysher.wbst@XEROX.COM
Message-ID: <870115-133709-1116@Xerox>
Source record: 117910

Unfortunately Turbo BASIC is restricted to XL 8-bitters.

Is the Compiler and/or the Runtime system similarly restricted? [I MEAN: WILL THEY RUN ON MY ANTIQUATED 800?] (Thought I'd ask before wasting a lot of time...)

Dan

---

107. Turbo BASIC compiler, Magic drawing program...

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-15 18:44:36 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701151844.AA29628@mitre-bedford.ARPA>
Source record: 117911

The compiler and runtime system programs posted to the net may not work.
I have not been able to make them work using the VAX Uudecoder and downloading
with kermit. I assume the VAX uudecode program is working correctly, and it
produces an object file that begins "01FEFFFF", not a promising omen if it is
to be a load module. I get the same thing when I download it. I have not
tried my own uudecode, but I assume it will agree with the VAX. Howard Chu
will look into it on his end, but meanwhile don't be surprised if you are told
"Bad Load File" when you try to run the compiler or runtime module.

Also, I seem to have given bad information in a previous posting re: Magic.
Here is a correction from Howard:
------- Forwarded Message

Received: by umix.cc.umich.edu (5.54/umix-2.0)
id AA02231; Thu, 15 Jan 87 00:57:18 EST
From: hyc@umix.cc.umich.edu (Howard Chu)
Message-Id: <8701150557.AA02231@umix.cc.umich.edu>
To: jhs
Cc: info-atari8@su-score.ARPA, hyc@umix.cc.umich.edu
Subject: Re: Compiled Turbo BASIC example.
In-Reply-To: Your message of Wed, 14 Jan 87 16:29:16 -0500.
<8701142129.AA01523@mitre-bedford.ARPA>
Date: Thu, 15 Jan 87 00:57:13 EST

Uh, assuming I didn't screw up the posting, that should be MAGIC.TUR and
MAGIC.OBJ, as I said in the first message. It's not a compiled file, just
a saved BASIC file. And yes, MAGIC.OBJ is a file of machine code subroutines,
and must be named MAGIC.OBJ.
-- Howard Chu
hyc@umix.cc.umich.edu

------- End of Forwarded Message

108. filename extensions for Turbo BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-15 20:07:51 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701152007.AA01708@mitre-bedford.ARPA>
Source record: 117912

Does anybody know what the "official" filename extension for Turbo BASIC files is? I know that .CTB was used for compiler output files. I suggest .TBA for Turbo BASIC source files and .TLS for LIST files. If the file is compatible with Atari BASIC then the standard .BAS and .LST should be used for the tokenized and ASCII source files.

I don't like .TUR because it gives no clue to the language. Somebody might write Turbo PASCAL for the Atari and .TUR would be just as valid for that as for Turbo BASIC.

Does anybody have any comments?

Does anybody care?
-John S.

109. Turbo Basic and Time

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-15 21:35:53 UTC
From: hans@umd5
Message-ID: <1418@umd5>
Source record: 117913

The Turbo Basic interpreter which was posted recently assumes 50Hz vertical
scan rate for its timing functions, and therefore gives erroneous results.
(On machines using 60Hz, of course).
Following are changes which should rectify that situation.
Warning: I have arrived at these by looking at disassembled code, and have
not had a chance to test them.

Apparently there is a statement of the form
TIME HOURS,MINUTES,SECONDS
to set the time. It multiplies seconds by 50 to get the jiffy count. It is
simple to change that to a multiply by 60. To do the exact conversion would
require somewhat more work, and I am not able to do that at this point.

Address old new
FBA6 F2 16
FBA7 FB FC . change JSR $FBF2 to JSR $FC16

If you want to change the BINHEX file, change line 946 (counting .start. as
line 1) from
FC20C4FBC93CB01C20DEFB20F2FB20ECFBA5

____
to
FC20C4FBC93CB01C20DEFB2016FC20ECFBA5
Of course the checksum will be incorrect after you do this.

The TIME function returns the current jiffy count.
The TIME$ function has a constant of jiffies per day built in, at address
FB6E to FB73. The built in value is $430432000000, or 4320000
(which is 50*60*60*24). This could be changed to one of the following:
a. $430518400000 for a scan rate of 60 Hz.
b. $430517882052 for a scan rate of 59.94005233 Hz.
c. $430517737658 for a scan rate of 59.92334 Hz.
The first case has the advantage of being compatible with the TIME command
above, but it will make the clock loose about 86 seconds per day.
The second case uses the standard scan rate (see recent rec.video and
comp.graphics posting).
The third value is taken from "Mapping The Atari", Revised edition, page 182.
I do not know what its justification is. The difference between b and c
should be about 24 seconds per day, the difference between a and c about
110 seconds per day.

To make the change in the BINHEX file, change line 943
from
05E6F260410256000000430432000000002000
----
and fill in your favorite value.

I have no idea how accurate the crystals in Ataris are. And then there is the problem of loosing scan counts when VBIs are disabled ...

Again: I hope this is useful, but I have NOT had an opportunity to test it.

110. Re: Turbo Basic and Time

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-16 00:55:22 UTC
From: hans@umd5
Message-ID: <1419@umd5>
Source record: 117914

```
Upon staring at the code some more, I have changed my guess
about the TIME command. My best guess at this point is that it
looks something like

TIME "HHMMSS"

and not what I stated before. Sorry about the confusion.
```

111. ANTIC CES Wrap-up, Part 2 (last posting)

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-16 15:15:42 UTC
From: store2@ihuxi.UUCP
Message-ID: <1477@ihuxi.UUCP>
Source record: 117915
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

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Atari at the Winter 1987 CES
Wrap-up, Part II -- Errant thoughts.

By Jon A. Bell
Editor
START

13-JAN-87: Those readers who have never been to a Winter Consumer Electronics Show have little conception of the actual work involved in covering the events. The show is sprawled across the enormous Las Vegas Convention Center (several huge buildings the size of, say, dirigible hangers), the surrounding hotels' convention rooms and hotel suites. Readers should be aware that CES CAN be a lot of fun -- the only drawback is time and your personal stamina. For the businesses involved (including Antic), CES is a great deal of handshaking, talking, meeting with advertisers, computer dealers and retailers, giving out business cards, handing out magazines, soliciting articles for those magazines, business lunches, and writing articles for ANTIC ONLINE (to the best of our ability). It's not a pleasure trip. Finding the time, after work commitments, to see the latest compact disk player or car stereo is difficult. After you've been on your feet for 12 hours a day, you don't want to do anything but tear off your too-tight tie, go back to your hotel room and collapse, or else look in the Yellow Pages under "foot transplants." (Actually, to some extent this weariness is to your advantage. You're too tired to throw away money on gambling, although I found the time to improve Las Vegas's roads and school system to the tune of $10 at the craps tables. I would've been better off putting that money towards a pair of sensible shoes for the show. I wore black leather shoes the first day. I wore Hush Puppies and bandages the next three.)
A great deal of Antic's handshaking and elbow-rubbing (both figuratively and literally) was at the always-crowded Atari "booth." Atari's display at the Consumer Electronics show was a huge assemblage of black plexiglass panels, right at the entrance of the West Hall. Atari's location was terrific -- their display was the first thing you saw when you walked into the building. (We've avoided pointless Commodore-bashing, but for those interested in the competition, Commodore DID attend, and had an impressive two-story booth in the middle of the building. They were showing their PC 10 and 11, IBM clones to retail for slightly under $1000. They also, of course,

were promoting the Amiga. I breezed through the booth during set-up day [Wednesday], and didn't return. My conclusions? Commodore now has to compete with Jack's Atari -- and his prices -- on both the ST/Amiga front and now the IBM PC front. The only negative thing I'll say about Commodore is that Atari's booth position was much better.)

The black Atari panels were festooned with the specifications of their new products (such as the Atari PC and the Mega STs), the names of ST software developers, and housed many color monitors showing various demos. (Funny note: One of the public domain DEGAS screens flashing by on the monitors depicted a PC with the caption, "How do you spell boring? I - B - M." Guess that one slipped by the new PC-promoting Atari.)

In all, there were about 20 STs, mainly 520s, which were shared by software developers. Many of the developers demonstrated their products in shifts. Atari had 2 of the new Mega STs (both 2 megabyte versions -- Mega ST2s); one sitting next to Antic Software's StereoTek glasses display, the other connected to the Atari laser printer. Half-a-dozen XEs were on display; XLENT software, LCD Inc., and Zobian showed off their new wares. XLENT had Typesetter Elite (soon to be reviewed in The ST Resource), and Miniature Golf, by Dave Plotkin. XLENT's Jennifer Brabson showed me an amusing book of her own cartoons, which you might be seeing in one of our magazines or in computer graphics form in the not-too-distant future. One of her caricatures depicted Tom Hudson, wearing a plaid shirt and slacks (accurate observation: Tom hates suits), sitting at his CES ST keyboard demonstrating DEGAS Elite.

Atari also showed their new 1200 baud Hayes-compatible modem, a sleek beige box approximately 6" wide, 10" long and a little over 1" high, which they introduced at Comdex. Retail is around $99. An odd piece of Atari XE hardware was their cassette program recorder -- the XC 11. Although some people on a VERY tight budget might want to buy it, statistically speaking, the majority of 8-bit owners have disk drives, and cassette-based software might be difficult to find.

One (intentionally) funny aspect of the Atari show was a new 30-second XE commercial, which ran over one of the monitors in the XE section. (Atari also showed the commercial during the videotape presentation at their Thursday morning press conference.) The commercial shows two young boys sitting at two computers -- an Atari XE and a Commodore 64. As they type away, the Commodore boy looks over at the Atari boy, smiles smugly, and -- no kidding -- his head expands. It rises up (an inflatable makeup appliance) right under his beanie. The Atari boy looks over at him, and HIS head expands, slightly larger. Then there is a voice-over saying that the XE has better graphics, sound and games than the 64, while both boys play musical head expansion. Finally, as the voice concludes, "The Atari blows the Commodore out of the water," the Commodore boy's beanie flies off, and his head -- and ego -- deflates. This must be a new trend in the computer industry, for Epyx Software has a commercial where a kid is playing a videogame and becomes so excited his head EXPLODES, then re-integrates itself. Who's the head of these advertising agencies -- David Cronenberg?

We now come to normal kids. Back to back with one wall of the ST display out of view was an open-ended room with Atari's reworked 2600 and 7800 game machines, these also hooked up to monitors, showing Crystal Castles, Pole

Position, Centipede, Joust, Battlezone (!) and other Atari classics. A charming touch was the presence of local children, dressed in Atari warm-up suits, who were demonstrating the videogames for the benefit of us repressed, three-piece-suited adults. (Note: General attendance to CES is limited to those 18 and over. The children were there by special permission.) I walked up to a game playing on a 7800 system and idly picked up a joystick. An angelic blond 9-year-old boy, who should've been out playing with June Lockhart and Lassie, picked up the other joystick and politely asked me if I would like to play against him. "Sure," I said, smiling indulgently. Five minutes later, the lad's razor-honed videogame reflexes had blown me away. My smile faded and I stomped off, grumbling.
Some final software news: Psion Chess will be distributed by Atari. No price has been set. Electronic Arts is putting the finishing touches on their Chessmaster 2000, a fantastic ST chess game they are porting over from -- you guessed it -- the Amiga. I had the opportunity to play it during an Electronic Arts party, and it was very colorful, very fun, and VERY difficult. Retail should be under $50. (A review of ST chess programs will be appearing in an upcoming issue of START.)
Thanks for bearing with us. We've tried, despite various technical gremlins, to give the Atari community as much information as quickly as possible. Among other features, we hope to present DIGITIZED PHOTOS on ANTIC ONLINE which you can view. Our goal is to become one of the fastest sources of Atari information (including visuals) short of a business report on CNN.
Again, thank you, and keep watching ANTIC ONLINE for programming tips, graphics demos, and late-breaking news reports from the Atari community.
****
[I'd like to personally thank Wayne Wilcox for downloading these CES reports from CompuServe so I could post them here]

Kit Kimes
AT&T--Information Systems Labs
1100 E. Warrenville Rd.
Naperville, IL 60566
...ihnp4!iwvae!kimes

112. Please remove me from your mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-16 23:18:51 UTC
From: MIKE@bucasa.BITNET.UUCP
Message-ID: <8701162349.AA01141@ucbvax.Berkeley.EDU>
Source record: 117916

```
Date: Fri, 16 Jan 87 17:50 EDT
From: <MIKE@BUCASA.BITNET>
Subject: Please remove me from your mailing List
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu, MIKE

Please remove me from your mailing list.
My address is mike%bucasa.bitnet@wiscvm.wisc.edu

(This was the address as originally given execpt
wiscvm.wisc.edu was wiscvm.arpa as domain style addressing
was not standard then. If you should have further problems
removing me from these lists I will forward a digest erroneously
mailed to me. This request has been made on at least ten separate
occasions, over a two month period. I know moderators are busy but
they are supposed to handle administative requests. This message
will be sent to all info-atari{8,16},info-atari{8-16} request each
time I receive more mail from info atari. I thank you moderators
for finally removing me from your list.)

Michael Cohen ----- Center for Adaptive Systems
Boston University
```

113. help

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-17 14:30:59 UTC
From: greg@CVL.UMD.EDU.UUCP
Message-ID: <8701171430.AA12482@cvl.umd.edu>
Source record: 117917

I am the owner of a 130XE, and I am looking
for a termcap for: 850 Express, Amodem,
or Tscope. I think at least one of these
should be more powerful than the BSD termcap
'dumb'. I thank everyone for their time & trouble.
My address is:
greg@cvl.umd.edu (ARPA)
seismo!mimsy!cvl!greg (UUCP)
Greg Koolbeck
Center for automationresearch
UMCP

114. turbo basic

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-18 00:06:33 UTC
From: wilmott@topaz.UUCP
Message-ID: <8435@topaz.RUTGERS.EDU>
Source record: 117918

Well, I just spent the afternoon trying to get the Turbo Basic
Compiler and Runtime package to work, but with no luck at all.
The posted UUDECODE program doesn't seem to work for me- all
I end up with is an "empty" output file. I've checked it over
several times and I give up. Anybody have any similar
problems? Any suggestions as to what went wrong? Or
better yet, is anybody who has a working copy willing to
copy it for me if I mail you the disks? (I have a working
copy of TurboBasic from last month, so I'd *really* like to
get the compiler and runtime package for it.)
Thanks for any help you may offer.

-Ray

Ray Wilmott
wilmott@topaz.rutgers.edu

115. help

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-18 01:43:49 UTC
From: greg@CVL.UMD.EDU
Message-ID: <8701180143.AA21572@cvl.umd.edu>
Source record: 117919

I am a relatively new user, owning a 130XE, and I am looking for some help with the following:
1) Does anyone have a termcap for 850 Express, Amodem, or Tscope? I hope that at least one of these is more powerful than the BSD termcap 'dumb'. I would really like to run EMACS from home. It's such a help for serious work.
2) Does anyone know how to upgrade a 130XE to 256K (or more)? I read somewhere (here, I think) that the Newell upgrade, and ICD's Rambo XL will not. Is it possible to connect the RAM more directly, since the memory management scheme is already in place? If anyone has tried this or has any helpful information, please send me E-mail.
3) Thanks to John Sanger and Howard Chu (and whoever else is responsible) for the uudecode and binhex/hexbin utilities, and the Turbo basic runtime package. The binary encoding is just what I've been looking for, and the Basic package is critical, considering just how much is done for 8-bit machines in Basic.

My address is:
greg@cvl.umd.edu (ARPA)
seismo!mimsy!cvl!greg (UUCP)
Thank you all for your time & forbearance.

Greg Koolbeck
Center for Automation Research
University of Maryland @ College Park.

116. Re: turbo basic

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-18 04:27:32 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701180427.AA28226@mitre-bedford.ARPA>
Source record: 117920

Has ANYBODY gotten the Atari uudecode to work? I may have to post another copy if it didn't get uploaded correctly. I am sorry for any inconvenience if I posted a bad file.

-John S.

117. Turbo BASIC problems.

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-20 07:04:53 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701200704.AA09281@mitre-bedford.ARPA>
Source record: 117921

Well, I hope everybody out there has had better luck that I have in running Turbo BASIC. I STILL don't have working versions of the compiler and runtime system, though Howard Chu is making one more attempt to send me good files.

(Owen Alexander, I may have been hasty in saying I did not need you to send me your copies...)

Also, I wonder if it is just my copy of the Interpreter or is there a serious bug in the official copy: Mine seems to work, but when I ran a program that did some simple math like computing 2^(-1/12), it bombed with an error message "Error 11 - Overflow". Also, simple things like EXP(.5) threw it for a loop. Has anybody else found problems like these or do I need a new copy of the Interpreter file also?

-John S.

(They SAID it was too good to be true...)

118. Re: ANTIC CES Wrap-up, Part 2 (last posting)

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-20 16:55:42 UTC
From: holloway@drivax.UUCP
Message-ID: <796@drivax.UUCP>
Source record: 117922
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1477@ihuxi.UUCP> store2@ihuxi.UUCP (Wilcox) writes:
> Electronic Arts is putting the finishing touches on their
>Chessmaster 2000, a fantastic ST chess game they are porting over from -- you
>guessed it -- the Amiga.

Thought Electronic Arts said they weren't going to do any programs for the
Atari ST? (And this after a massive letter campaign to get them to keep on
supporting the Atari 800 line...)

Junk line
--
....!ucbvax!hplabs!amdahl!drivax!holloway
My balogna has a first name, it's Jimbob. My balogna has a second name, it's
Boltwangle. But it prefers to be called Jim.

119. Re: help

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-20 17:28:57 UTC
From: conklin@msudoc.UUCP
Message-ID: <1080@msudoc.UUCP>
Source record: 117923

I have faithfully collected every single extended memory upgrade file I have ever seen and kept them all in a group on the Club II in Detroit. I am not sure if there is an XE specific upgrade doc file (there are 30 or something like that.) is online, but if not, I will write up the docs on it since a friend of mine is proudly tapping away on his 512k XE (does that make it a 520XE?) and has been for months.

I am also know someone with a 2 Meg XE, though I wont encourage this as I have yet to justify the intelligence of putting 2 Meg into a 6502 computer with 1/3rd of it's CPU shut off.

Note, for anyone who was interested, that I do not have the specs for the M: memory management device that I described on the net sometime back. (Though I would be interested in feedback.)

(In fact, the famous Howard Chu has been known to stop by the Club II ;-)

_ __________ _
(_)__/ Club / (_) "Where BBSing is more than a hobby;
/ Network /__/ I'm on a mission from god..."
/_________/
__/ /__ Terry Conklin @ The Club II (313) 334-8877
_/ _/ The Club (517) 372-3131
(_) (_) UUCP: ..ihnp4!msudoc!conklin, ARPA: conklin@mich-state.edu

120. 800xl expansion port

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-21 10:21:23 UTC
From: csajp@its63b.ed.ac.uk
Message-ID: <211@its63b.ed.ac.uk>
Source record: 117924

Having enough knowledge of hardware only to zarq thinks up, Could anyone tell me the specs for the expansion port on an 800xl ?
(The one on the back where the pcb sticks out , he means). Please flame constructively, I'm new to posting stuff.

I am here--> Alan Paxton. CS dept. University of Edinburgh
||||
ARPA csajp%ed.itspna@ucl-cs.arpa
UUCP ...!seismo!mcvax!ukc!itspna!csajp
JANET csajp@uk.ac.ed.itspna

[Even if I had an employer, I wouldn't blame h[ie][mr] for this
Alan]

121. Questions on Turbo Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-21 14:02:05 UTC
From: store2@ihuxi.UUCP
Message-ID: <1478@ihuxi.UUCP>
Source record: 117925

1) Has anybody gotten the uudecode program written in basic to run?

My experience is that the program complains there is no end of file statement.
So to download the compiler, runtime, and magic files I went through the
following procedure.
I ran the uuencoded files through a uudecode program that runs on a vax. I then
downloaded the binary files to my XL atari. I then proceded to try and run the
compiler. I got the title page for the compiler then the machine hung.
It required me to power cycle the machine to gain control again.

2) What DOS/s does the compiler run with?

I tried Atari DOS, Sparta DOS, Smart DOS, and DOSXL with the same end result, except
for Atari DOS. When I ran the compiler under Atari DOS it returned to the DOS menu
rather then hanging the machine.

3) Is there any documentation to go with the compiler?

I have the documentation that came with the Turbo Basic Interpreter, but it doesn't
say anyting about the compiler.

4) Does the compiler try to determine if the machine is 130XE with extra memory?

I have upgraded my machine with the 256K memory upgrade that is not compatible
with the 130XE. I should also note the the Turbo Basic Interpreter runs fine on
my machine.

Wayne Wilcox

122. Data Perfect and the 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-21 14:33:07 UTC
From: appelbau@topaz.RUTGERS.EDU
Message-ID: <8525@topaz.RUTGERS.EDU>
Source record: 117926

Is there any way that Data Perfect can use the extra memory in the
130xe??

--
Marc L. Appelbaum "Insanity is just a state of mind"
Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum
GENIE:M.APPELBAUM

123. ACTION COMPILE TO DISK

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-21 20:03:42 UTC
From: curzon@kaoa01.dec.com
Message-ID: <7718@decwrl.DEC.COM>
Source record: 117927

Action language hackers: many people probably already have this compile to disk program. This is one of the Action modules by Clint Parker made available by him thru his BBS and the OSS BBS (not public domain, but may be used in "not-for-profit" ways). Some of them have appeared here, but I don't think this one has. (thanks to BL for this)

It's really Exhibit A to my problem:
"Why do I run out of memory when I compile a large program to disk?" (error 14 - I think). I trust it doesn't compile to RAM at the same time... else what's the point! & how can I fix it to direct output ONLY to disk? This stuff is a bit too tricky for me...

```
MODULE ; CMPTODSK.ACT

; Copyright (c) 1983
; by Action Computer Services
; All Rights Reserved

; version 1.0
; last modified October 22, 1984

; Compile to disk for ACTION!
; compiler. Note that all ARRAY
; declarations that generate storage
; must be before the first procedure
; declaration or else the address of
; the storage will not be setup
; correctly (all dimensioned ARRAYs
; which are not assigned an initial
; value except BYTE/CHAR arrays of
; size 256 or less). Local ARRAY
; declarations in the main PROC (last
; procedure in program) are also
; allowed. Note: there must be at
; least one PROC/FUNC in program.

; Output file name will be same name
; as program being compiled with
; extention .OBJ

; IF AN ERROR OCCURS DURING
; COMPILATION, YOU SHOULD USE
; "/" to close all open files:
; >/

; change dev in SPLEnd below to direct
; output to printer.
```

```
DEFINE STRING = "CHAR ARRAY"
DEFINE JMP = "$4C" ; JMP addr16

TYPE INSTR=[BYTE op CARD addr]
INSTR Segvec=$4C6
INSTR SPLvec=$4DD
INSTR MonCmd=$4FB
INSTR OldMon

BYTE oldDevice, curBank=$4C9
BYTE pf, Zop=$8A, tZop, dev
CARD curproc=$8E, code=$E
CARD codeBase=$491, codeSize=$493
CARD codeOff=$B5
CARD globals, gsize
CARD totalSize, codeStart
CHAR ARRAY cmdLine(0)=$590
BYTE ARRAY bank(0)=$D500
BYTE ARRAY zpage(32), temps(16)

PROC InitMon()
; add "/" command to monitor which
; closes channels 1-5 and warm
; starts cartridge.

CHAR cmdchar=$591
BYTE i, WARMST=$8
DEFINE JMPI="$6C"

; make sure right command
IF cmdchar{##}'/ THEN [JMP OldMon] FI

bank(0) = 0 ; init library routines
FOR i = 1 TO 5 DO
Close(i)
OD

WARMST = 1
[JMPI $BFFA] ; warm start cart.

INCLUDE "BLKIO.ACT"

PROC Save()
; save state of variables used by
; both compiler and library routines

bank(0) = 0 ; init library routines
tZop = Zop
MoveBlock(zpage, $B0, $1B) ; to $CA
MoveBlock(temps, $5F0, 16)
RETURN

PROC Restore()
; restore state of variables used by
; both compiler and library routines
```

```
CARD tcodeOff

Zop = tZop
tcodeOff = codeOff
MoveBlock($B0, zpage, $1B) ; to $CA
MoveBlock($5F0, temps, 16)
codeOff = tcodeOff

bank(curBank) = 0
RETURN

PROC WriteHdr()
PutCD(5, $FFFF)
PutCD(5, codeStart)
PutCD(5, codeStart+totalSize-1)
WriteBlock(5, globals, gsize)
RETURN

PROC WriteCode()
codeSize = code - codeBase
PrintD(dev, curproc)
PrintD(dev, ": ")
PrintCDE(dev, codeSize)
totalSize = totalSize + codeSize
WriteBlock(5, codeBase, codeSize)
code = codeBase
codeOff = codeOff + codeSize
RETURN

PROC SegEnd()
Save()
IF pf THEN ; print locals
WriteCode()
ELSE
pf = 1
globals = codeBase
gsize = code - codeBase
codeBase = code
totalSize = gsize
codeStart = globals + codeOff
WriteHdr()
FI
Restore()
RETURN

PROC SPL() ; dummy proc for call below

PROC SPLEnd()
CHAR c
BYTE nxttoken=$D3, i, n, buf=$9B^
CARD nxtaddr=$C9, start=$2E2
STRING inbuf(0)=$5C8, name
```

```
STRING out(17)

DEFINE PLA = "$68",
STA = "$8D"

Save()

dev = 0
; to get output to printer:
; dev = 4
; Close(4) Open(4, "P:", 8, 0)

; get output name
IF nxttoken=30 THEN ; command line
name = nxtaddr
ELSE ; editor buffer
name = inbuf
FI

; see if device needed
n = 0
IF name(2){#}': AND name(3){#}': THEN
out(1) = 'D out(2) = ': n = 2
FI

; get name without extension
FOR i = 1 TO name(0) DO
c = name(i)
IF c='. THEN EXIT FI
IF c>'Z THEN c = c {#&} $5F FI
out(i+n) = c
OD

; add extension
out(i+n) = '.
out(i+n+1) = 'O
out(i+n+2) = 'B
out(i+n+3) = 'J
out(0) = i + n + 3

PutE()
Print("output file is ")
PrintE(out)
PutE()

Close(5) Open(5, out, 8, 0)
buf = 0 ; clear buf used by Open

pf = 0 ; no proc decl yet

; JSR for return so that we come
; back here after compilation
[
PLA
```

```
STA SPL+1
PLA
STA SPL+2
]
SPL = SPL + 1 ; get right address
Restore()

SPL()

Save()

; ignore space for arrays
code = codeBase + codeSize

WriteCode()
PutCD(5, $2E2)
PutCD(5, $2E3)
PutCD(5, start)
Close(5)

Open(5, out, $C, 0)
WriteHdr()
Close(5)

PutDE(dev)
PrintCD(dev, totalSize)
PrintDE(dev, " bytes of code")

Restore()
codeOff = 0
RETURN

; only code generated before Init is
; allocated space. Init will be
; garbage collected (well kind of).

PROC Init()
CARD codeBlock, bsize, csize, nBlock
CARD POINTER cur, next

; link in our routines
Segvec.op = JMP
Segvec.addr = SegEnd
SPLvec.op = JMP
SPLvec.addr = SPLEnd
OldMon.op = MonCmd.op
OldMon.addr = MonCmd.addr
MonCmd.op = JMP
MonCmd.addr = InitMon

; allocate our routine so it won't
; go away.
codeBlock = codeBase - 4
next = $80 ; AFbase
```

```
DO
cur = next
next = next^
UNTIL next=0 OR next=codeBlock OD

IF next=0 THEN
PutE() Put($FD)
PrintE("I can't allocate space for your code")
PrintE("You better Boot and try again!")
RETURN
FI

; assume we can split block
csize = @codeBlock-codeBlock
nBlock = next^
bsize = next(1) - csize
next = @codeBlock
cur^ = next
next^ = nBlock
next(1) = bsize
codeBase = next + 4
RETURN
;----------------end-of-cmptodsk.act--------------------------
```

Dick Curzon
Digital Equipment of Canada
PO Box 13000
Kanata Ontario K2K 2A6
Canada.

(DEC E-NET) KAOA01::CURZON
(UUCP) {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA) curzon%kaoa01.DEC@decwrl.ARPA

124. xmm801 printer

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-21 20:50:10 UTC
From: jtm@BRL.UUCP
Message-ID: <8701212059.AA01530@ucbvax.Berkeley.EDU>
Source record: 117928

Does anyone have a PD graphics dump for the Atari XMM801 printer
that they would send to me? I will send a blank formatted disk.I would
like to be able to use regular and high density.
Thanks,
John McLaughlin

125. Re: Questions on Turbo Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-22 16:26:33 UTC
From: oaa@houxl.UUCP
Message-ID: <1111@houxl.UUCP>
Source record: 117929

In article <1478@ihuxi.UUCP>, store2@ihuxi.UUCP (Wilcox) writes:
> 1) Has anybody gotten the uudecode program written in basic to run?

I didn't try to decode the compiler, but I did try the uudecode basic program on a 7500 byte Atari binary file I had on my UNIX machine and it worked fine. I uuencoded the file on the UNIX machine, changed the ascii new-lines to atascii EOLs, downloaded the file using x-modem, and uudecoded it, and it worked perfectly.

> 2) What DOS/s does the compiler run with?

I have a different copy of the compiler and it works fine with Atari DOS, and would expect it to work with the other flavors of DOS also.

> 3) Is there any documentation to go with the compiler?

I have a copy of the documentation posted earlier for the compiler if you need it.

> 4) Does the compiler try to determine if the machine is 130XE with extra memory?

The compiler only uses the standard bank of XL machines and does not use the extra banks of a 130XE or 256K XL.

> Wayne Wilcox

Owen Alexander

126. Desperation!

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-22 20:33:07 UTC
From: ssegan@dasys1.UUCP
Message-ID: <201@dasys1.UUCP>
Source record: 117930
Cross-posted to: net.sources.games,comp.sys.atari.8bit

```
Sheesh! I'm desperate for ANY kind of program for my Atari 800.
Game --- utility --- anything!!!
Can anyone help?
[Binhex or UUENCODED format,please,if it's binary]
----Sascha

--
Sascha Segan {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Access Unix {bellcore,harpo,cmcl2}!cucard!dasys1!joe
New York City, NY, USA {philabs}!tg/
```

127. Solicitation for opinions on Disk Operating Systems

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-23 01:13:43 UTC
From: ericg@sco.UUCP
Message-ID: <128@sco.UUCP>
Source record: 117931

I've been using Atari DOS 2.5 for far too long and have started
to get annoyed with its menu-ness.

I would be interested in finding out what other command interpreters/DOS
systems are available and what people think of them.

Please mail me with opinions on systems, who makes them (PD/Commercial),
how much they cost and your experience with them.

I know that OSS makes some neat stuff. I am curious what else is out there.

I will summarize the responses to this newsgroup.

--
()()()

128. Re: New on line

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-23 18:19:34 UTC
From: ssegan@dasys1.UUCP
Message-ID: <206@dasys1.UUCP>
Source record: 117932

Hello. I'm new on the net,too,and as people have seen,am an avid 800 user myself. I'd like to talk to anyone else who owns a 'dinosaur',hopefully in my general area. Why does Turbo{ Basic only work on the XL/XE's? Can anyone modify it?
Does anyone even have my computer?
Thanks a LOT,
----Sascha

--
Sascha Segan {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Access Unix {bellcore,harpo,cmcl2}!cucard!dasys1!joe
New York City, NY, USA {philabs}!tg/

129. Re: 800xl expansion port

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-23 21:51:45 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8701232151.AA01082@mitre-bedford.ARPA>
Source record: 117933

The expansion port is basically a direct connection to the 6502 processor bus. A couple of additional signals are also present, like cassette audio in/out (?). There is also a line called "External Select" which has to do with whether external devices or ones in the Atari console get the bus. I am not certain how this works but suspect that it is supposed to be generated in the external device to let it pre-empt the bus when it feels like it. That would seem to give the best flexibility for expansion.

Mapping The Atari, 1985 edition, contains a fairly complete description of the pinouts in one of the appendices. Note that the connector is a perfectly standard 50-pin card-edge connector, but the pin numbering used by Atari and reproduced in Mapping... is not standard. So be careful with pin numbering, especially if you use a standard connector instead of one purchased from Atari. The relationship between the two numbering schemes is simple, so there is no problem using a standard connector and making the translation.

I am not at home now so don't have detailed information readily at hand.

-John Sangster
jhs@mitre-bedford.arpa

130. uudecode for the atari...

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-23 22:53:44 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8701232253.AA02295@mitre-bedford.ARPA>
Source record: 117934

Anybody who has had trouble using the uudecode I posted earlier (getting empty output files for example) should make sure that they are properly translating newline characters into Atascii newlines. This can be done before, during, or after downloading.

Perhaps I can take care of this translation inside the program in the final version. I am not sure this is what is causing the problems that have been reported, but it sounds like a possiblity.

-John Sangster
jhs@mitre-bedford.arpa

131. [<guglielmo@nwc-143b.ARPA>: question on 800 and 850]

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-25 00:45:07 UTC
From: G.ABRAMS@Score.Stanford.EDU.UUCP
Message-ID: <12273590292.14.G.ABRAMS@Score.Stanford.EDU>
Source record: 117935

```
Return-Path: <guglielmo@nwc-143b.ARPA>
Received: from nwc-143b.ARPA by SU-SCORE.ARPA with TCP; Fri 23 Jan 87 08:05:12-PST
Date: 23 Jan 87 08:03:00 PST
From: <guglielmo@nwc-143b.ARPA>
Subject: question on 800 and 850
To: "info-atari-request" <info-atari-request@score.stanford.edu>
Reply-To: <guglielmo@nwc-143b.ARPA>

I am using an Atari 800 and 850 Interface Module for a class
project and have run into a snag. I am attempting to connect the 800
with the control unit of the new Radio Shack Armatron robot through the
parallel port on the 850 and have the 800 drive the robot. The question
is does anyone know what the address of the parallel port is so that
I can do a "poke" to that address and have the levels set until I
change them?
Could you please respond to me directly since I am not on
the INFO-ATARI8 mailing list. Thanks in advance.

Gene Guglielmo
guglielmo@nwc-143b
work: 619-939-3661
home: 619-446-5691
------
-------
```

132. Re: [<guglielmo@nwc-143b.ARPA>: question on 800 and 850]

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-25 05:40:10 UTC
From: cabbie@chinet.UUCP
Message-ID: <1048@chinet.UUCP>
Source record: 117936

In article <12273590292.14.G.ABRAMS@Score.Stanford.EDU> G.ABRAMS@Score.Stanford.EDU (Info-Atari Moderator) writes:
>Return-Path: <guglielmo@nwc-143b.ARPA>
/
/ I am using an Atari 800 and 850 Interface Module for a class
/project and have run into a snag. I am attempting to connect the 800
/with the control unit of the new Radio Shack Armatron robot through the
/parallel port on the 850 and have the 800 drive the robot. The question
/is does anyone know what the address of the parallel port is so that
/I can do a "poke" to that address and have the levels set until I
/change them?
/ Could you please respond to me directly since I am not on
/the INFO-ATARI8 mailing list. Thanks in advance.
/
/ Gene Guglielmo
/ guglielmo@nwc-143b
/ work: 619-939-3661
/ home: 619-446-5691
/------

You cannot use the parallel printer port on the 850 for use like that.
The only way to present data in that fashion is to use the joystick ports
for that. I have built an eprom programmer using that method, and found
that I could transmit and receive data about twice as fast as the
SIO bus. If you need additional info let me know. It isn't as hard as
it sounds. It could be done with basic. BTW I was sending serial data at
a undetermined baud rate.

Don't forget that you may have to buffer the output lines.

--
****
Any opinions expressed above are my own. Rich Andrews
They can be yours too. Please send $19.95 to.....ihnp4!chinet!cabbie
****

133. Re: help (memory upgrades/SpartaDOS/MIO, etc.)

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-25 23:42:32 UTC
From: btb@ncoast.UUCP
Message-ID: <1940@ncoast.UUCP>
Source record: 117937

I recently wanted to get a memory upgrade for my 130xe to give my
Kyan Pascal some more breathing room... the first thing that seemed to
be popular was the 320K ramdisk upgrade for the 130xe that a local
dealer was doing for $99, but when I went in to him, he recommended
something that makes more sense to me... the ICD MIO board which comes
in 256k or 1Meg ramdisk/printer spooler configurations and it can
replace your 850 interface... it also has an SCSI/SASI hard disk port...

With ICD's SpartaDOS (file time/date stamping, subdirectories, batch files,
etc.), the MIO is heaven... (I also bought their USDoubler which speeds
up your 1050 and doubles its density all the while letting you read and
write DOS 2.0 format, and read DOS 2.5... SpartaDOS automatically switches
density... some of you may also know that SpartaDOS also supports all
variety of disk drives for the Atari, including double sided drives.)

In addition to the above, the MIO also gives you complete and instant
control of your disk drive/ramdisk devices... you can instantly switch
the MIO ramdisk to be drive #1 and your 1050 set as drive #1 to be
drive #2 (that is, respond as device D2:). You can also leave the MIO
turned on when you turn off your machine, and boot from it almost
instantly... The guy who recommended this upgrade made a very good point,
if anything ever goes wrong with your 130xe, you can just replace it in
this configuration, whereas, if you make some hard wired memory expansion
to your 130xe, and something goes wrong with it, you are stuck.

This is very good stuff, in my opinion...

SpartaDOS with the USDoubler is about $60,
256k MIO board is about $200...

replacing the chips in the 1050 with the ones that come with
the USDoubler package is a minor hassle, so unless you are
fairly experienced at hacking hardware, I would recommend that
you have your dealer install the new chips.

--
Brad Banko
...!decvax!cwruecmp!ncoast!btb
Cleveland, Ohio

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

134. Re: Questions on Turbo Basic Compiler (uudecode...)

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-25 23:50:40 UTC
From: btb@ncoast.UUCP
Message-ID: <1941@ncoast.UUCP>
Source record: 117938

When you all talk about uudecode, do you mean the hexbin/binhex programs
that were posted recently? Or is there a genuine uudecode for the Atari's,
or is that exactly what uuencode/decode is?

Turbo Basic won't work with SpartaDOS, because both SpartaDOS, and
Turbo BASIC use the same trick to get extra memory, they squeeze into the
OS address space on the XE/XL machines... this is a shame, but not the
end of the world... the version of Turbo BASIC that came across on our
local BBs included an autorun.sys file to automatically copy the
compiler, interpreter, and runtime driver to the Ramdisk, so in a sense
they "make use" of the 130xe's extra memory...
r
--
Brad Banko
...!decvax!cwruecmp!ncoast!btb
Cleveland, Ohio

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

135. Re: Atari 1200XL Chroma

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-26 02:27:29 UTC
From: cabbie@chinet.UUCP
Message-ID: <1054@chinet.UUCP>
Source record: 117939

In article <1375@tekigm2.TEK.COM> wrd@tekigm2.UUCP (Bill Dippert) writes:
/Recently Richard Andrews answered how to hget chroma out on the 1200XL,
/however, as I asked him:
/
/Appreciated your answer. However, one slight problem -- not being an
/electronic engineer, I do know which is the emitter of Q7 on the 1200XL.
/Having a spare mother board in front of me, I see that:
/
/the left hand leg goes to C61 (? -- 1 is covered by component)
/the middle leg goes to R31
/the right hand leg goes to R43
/
/Question: which leg is the emitter?
/
/If anyone else on the net has the answer, please post it. I have previously
/posted similar answers, but have tried to keep the answers in terms that even
/I can understand -- then I figure anyone can do it. Since the circuit board
/has all components labelled, it is a fairly easy task to trace out each leg to
/see where it goes, but to determine whether it is the emitter or not
/(particularly - as I understand it - these transistors do not have a standard
/configuration). If I get an answer, I will post it, as Richard and I cannot be
/the only ones using 1200XL's!
/
/--Bill Dippert--

i hope this clarifies the situation...

```
___
\_/
^^^
EBC
```

transistor bottom view

or in other words as viewed with the flat side toward you with the leads
pointing downward the far left lead is the emitter the middle leg is the
base and the right lead is the collector.

--
****
Any opinions expressed above are my own. Rich Andrews
They can be yours too. Please send $19.95 to.....ihnp4!chinet!cabbie
****

136. Re: Data Perfect and the 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-26 05:03:15 UTC
From: gordon@hpirs.UUCP
Message-ID: <4590002@hpirs.HP>
Source record: 117940

No there is no way to usee the extra memory with these 'Perfect' programs as they were writen before all this new expanded memory was started. Maybe it might be time to change to Papereclip (no money for pushing it).

137. Re: Solicitation for opinions on Disk Operating Systems

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-26 05:21:03 UTC
From: gordon@hpirs.UUCP
Message-ID: <4590003@hpirs.HP>
Source record: 117941

Hi:
I have been using a DOS called TOP-DOS for many years now, and I think that there is not a single DOS that can stant up to what you can do with it. There are two versions, number one is TOP-DOS 1.5+ and the other is TOP-DOS professional. Each has it's own price. 1.5+ sells for 39.95 and the professional sells for close to 100.00.
To many items in these DOS's to list here. You can get info about them by sending a self address stamped envolope to:
Eclipse Software
1058 Marigold Ct.
Sunnyvale, Calif. 94086
You can also give them a call at (408) 246-8325.

Disclaimer: I am not part of this company only a big fan of these products. I would not use any of the others.

138. Re: Desperation!

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-26 05:26:54 UTC
From: jhs@mitre-bedford.ARPA.UUCP
Message-ID: <8701260526.AA01846@mitre-bedford.ARPA>
Source record: 117942

You might call up Computer Mail Order at 1-800-233-8950 and order up some of the cartridges they are selling for $1.99 each (Downhill, Letterman, Salmon Run, Typo Attack, Biorythm, Mortgage and Loan Analysis, many others). Or a larger selection at $3.49 each (Pac Man, Missile Command, the famous Star Raiders, etc.). See the December issue of Antic Magazine for details.

I have no financial interest in Computer Mail Order.

As for Public Domain stuff, would you have any interest in (a) a Morse Code training program, (b) a set of TV test pattern generator programs, (c) a checkbook balancing program, or (d) a couple of mortgage analysis programs? Or (e) a simple random music-generating program? If so, I might upload some of the above for the net.

-John Sangster
jhs@mitre-bedford.arpa

139. Controlling a robot with an 800...

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-26 17:39:50 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8701261739.AA17227@mitre-bedford.ARPA>
Source record: 117943

I would suggest that you consider using the joystick ports to output commands to the robot as an alternative. I think on an 800 $D301 controls the 3rd and 4th joystick outputs, which have 4 bits of output each.

On the 850 interface, you are talking over the serial bus, so it is not just a question of POKEing into an address. I think you can send commands by pretending it is the P: device (parallel printer) that you are talking to. However, you may have some trouble with its wanting to buffer up a whole line of data at a time. You may have to be careful how you OPEN the channel to the P: device. You should read up on the XIO command and read the 850 user manual carefully.

Using the joystick ports 3 and 4 you are talking to a PIA so it is a true parallel output situation. You will not have to worry about any "helpful" buffering of the commands you send out. Also, this will leave the P: port free to run a Centronics-type printer if you so desire.

Good luck.

-John Sangster
jhs@mitre-bedford.arpa

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140. Help needed for XM301

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-27 06:20:58 UTC
From: F1.GDM@isumvs.BITNET.UUCP
Message-ID: <8701270626.AA04261@ucbvax.Berkeley.EDU>
Source record: 117944

Date: Tue, 27 Jan 87 00:13:30 CST
To: <INFO-ATARI8@SCORE.STANFORD.EDU>
From: "GENE MERRITT" <F1.GDM@ISUMVS.BITNET>
Subject: Help needed for XM301

I would like to find a PD terminal program in BASIC that I could play with. I have an XM301 modem and I have had no luck using most BASIC programs because they require an 850-based or 835/1030 modem. I am now using 1030Express and I love it! But it is not compatible with my new Omniview 256. Omniterm (which came with my O-256) will not work with my XM301.

I would like to also get a copy of a BBS program (like AMIS) that also works with my XM301.

I have so many versions of Amodem and R:handlers (and appended versions) that I can no longer distinguish between them. I am one of the first people in my Users Group that got an XM301 so I am breaking new ground....

I would like to trade disks with someone who can help me out.

Thanks

F1.GDM @ ISUMVS.bitnet
or
Gene Merritt
311 S. 3rd St.
Ames, IA 50010

****
Note found on bathroom wall:
"Newspaper Headline: Archduke Ferdinand Found Alive! First World War a Mistake!"
****

To: INFO-ATARI8@SCORE.STANFORD.EDU

141. Re: Help needed for XM301

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-27 14:10:56 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8701271410.AA12981@mitre-bedford.ARPA>
Source record: 117945

Strictly speaking, your XM301 is not incompatible with OMNIVIEW256 per se, nor with OmniCom, but rather you may need a different RS-232 handler than the one you are using.

I am sure David Young (owner of CDY and author of OMNIVIEW and OmniCom) will be most willing to help you in finding a solution.

-John Sangster

142. Re: ABRA-CA-DABRA

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-27 14:38:33 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8701271438.AA14127@mitre-bedford.ARPA>
Source record: 117946

The correct first line is:

```
begin 644 magic.tur
M 68!9P&_ N0]]SU/J%)!24ZD1DE,1:1"4D6H05)4J$U,I$=20:3!54Y/
```

The only (!) difference I can see is that the space character " " in the correct version has been turned into "`" (accent grave?) in your version. It might be interesting to compare the bit patterns. If you do a translation using unix "tr" to make ` into space, you might be all right.

Uuencode is a simple translation to understand, though not easy to implement in ordinary BASIC. (It should be relatively easy in Turbo BASIC, though!) What it does is to take groups of 3 bytes, or 24 bits total, and re-group them as 4 groups of 6 bits each (still 24 bits). These 6-bit groups are then expanded into 8-bit bytes by adding 32 (decimal) so the bytes have values in the range 32 through 95.

The bytes so formed are grouped into lines, traditionally with 60 or fewer bytes per line. Because of the 3-to-4 expansion, each such line corresponds to 45 bytes of packed binary input. One more byte is inserted at the beginning of each uuencoded line. This byte tells the decoder how many bytes of output will result from uudecoding that line. Normally that is 45 bytes. This number is also transformed by adding 32 (decimal) so it will be a printing ASCII character. Adding 32 to the normal value of 45 gives 77, which is an ASCII capital "M". Thus the first character of most uuencoded lines is "M", as you may have noticed.

The last line of the file is usually not precisely filled, i.e., only if the total number of bytes to be encoded in the input file is divisible by 45. So most of the time, the last line is shorter than 60 output bytes and the first character is something less than 77, or a character which comes before "M" in the ASCII "collating sequence".

Uuencode then inserts a single line with zero bytes converted. The byte count character is a space, which is ASCII 32 (decimal), or zero after subtracting 32.

Finally, a line containing the word "end" (3 characters) is tacked on.

I should also mention that the FIRST line of the uuencoded output file starts with the word "begin", then a space, then the unix protection code to be put on the output file, and finally the name to be given to the output file. This enables the uudecoder on a unix system to name the file correctly and set its protection code correctly.

Interpreting uuencode/decode on an Atari, it would be useful to translate unix protection codes in some way so that the output file is locked if the

unix code specifies read only, but my uudecoder isn't so fancy. Also, it would be useful to name the output file from the name given in the first line of the uuencoded file if no other name is given at run time. Maybe in the final version...

I hope this is of help.

-John Sangster
jhs@mitre-bedford.arpa

143. Re: Questions on Turbo Basic Compiler (uudecode...)

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-27 15:32:42 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8701271532.AA16242@mitre-bedford.ARPA>
Source record: 117947

Yes, there really is a uudecode for the Atari... although some people have
been having trouble with it. I think the problem may have been with
end-of-line characters. Make sure that the uuencoded file contains ATASCII
end-of-line characters (hex $9B) and not ordinary ASCII ones. The translation
usually takes place when uploading from an Atari to another system. Most
Atari downloading programs can translate back into ATASCII for you.

Perhaps when I write my final version (also including uuENcode) I will try to
make it fix up things like EOL characters.

-John Sangster
jhs@mitre-bedford.arpa

```
----------------------c-u-t---h-e-r-e---f-o-r---UUDECODE.LST-----------------
1 GOTO 100:REM jump around critical stuff to start up program.
2 M=USR(UUDADR)
10 IF M=0 THEN 2090
20 IF M>OBUFDIM THEN ? "Dimension error at line 20":GOTO 3000
30 PRINT #2;OBUF$;:BYTES=BYTES+M
40 INPUT #1,IBUF$:GOTO 2
100 ? "Uucode Ver. 0.6":? "Report errors to":? "J. Sangster at (617) 235-8753"
101 ? "or jhs@mitre-bedford.arpa":REM Modified to count bytes 1/14/86 - JHS
105 DIM OBUF$(80),IBUF$(80),OFILE$(16),IFILE$(16),A$(1)
110 DIM UUDECODE$(400),UUENCODE$(400)
120 UUDADR=ADR(UUDECODE$):UUEADR=ADR(UUENCODE$):IBUF=ADR(IBUF$):OBUF=ADR(OBUF$)
130 OBUFDIM=80:UUDDIM=400
500 REM COMMAND DISPATCHER
520 ? "Encode (E) or Decode (D)";:INPUT A$
530 ? "INPUT FILE";:INPUT IFILE$:? "OUTPUT FILE";:INPUT OFILE$
540 IF LEN(IFILE$)=0 OR LEN(OFILE$)=0 THEN 530:REM FOR NOW
550 IF A$="E" THEN 1000
560 IF A$="D" THEN 2000
570 SOUND 1,85,12,15:FOR I=1 TO 60:NEXT I:SOUND 1,0,0,0:GOTO 520
1000 GOTO 1100:REM E not done yet
1010 CLOSE #1:OPEN #1,4,0,IFILE$
1020 CLOSE #2:OPEN #2,8,0,OFILE$
1030 L=45:TRAP 1100
1100 ? "UUENCODE NOT IMPLEMENTED YET":END
2000 ? "LOADING UUDECODE SUBROUTINE..."
2001 RESTORE 4000:POKADR=UUDADR:MAXADR=POKADR+UUDDIM-1:PRGTOP=UUDADR-1
2002 READ X:IF X=255 THEN READ X:IF X=255 THEN 2004
2003 ? "BAD LOAD FILE FOR UUD":END
2004 READ LO1,HI1,LO2,HI2:BYTES=HI2*256+LO2-(HI1*256+LO1)+1:PRGTOP=PRGTOP+BYTES
2005 IF BYTES<0 OR BYTES>UUDDIM THEN ? "BYTE COUNT ERROR FOR UUD":END
2006 FOR I=1 TO BYTES:READ X:POKE POKADR,X:POKADR=POKADR+1:IF POKADR>MAXADR THEN ? "UUD
```

```
STRG OVFLOW!":END
2007 NEXT I
2008 TRAP 2009:READ LO1,HI1,LO2,HI2:BYTES=256*HI2+LO2-(256*HI1+LO1)+1
2009 PRGTOP=PRGTOP+BYTES:IF LO1<>224 OR HI1<>2 THEN 2006
2010 ? "Beginning uudecode loop..."
2011 IBUF$(1,1)=" ":M=USR(UUDADR,IBUF,OBUF):IF M<>0 THEN ? "Error in initializing
UUDECODE! M=";M:?
2019 CLOSE #1:OPEN #1,4,0,IFILE$
2020 CLOSE #2:OPEN #2,8,0,OFILE$
2030 INPUT #1,IBUF$:BYTES=0
2040 TRAP 2095:IF IBUF$(1,5)<>"begin" THEN ? "No begin line!":GOTO 2
2045 ? IBUF$:GOTO 40:REM Print begin line for documentation, normally.
2090 INPUT #1,IBUF$:IF IBUF$(1,3)="end" THEN PRINT IBUF$:GOTO 3000
2095 NERR=PEEK(195):IF NERR=136 THEN PRINT "Missing 'end' line!":GOTO 3000
2097 ? "Error Code=";NERR
3000 ? "Done!":CLOSE #1:CLOSE #2:? "Output byte count = ";BYTES:END
4000 DATA 255,255,8,6,3,7
4010 DATA 104,240,67,170,56,233
4020 DATA 2,240,14,104,104,202
4030 DATA 208,251,169,254,133,212
4040 DATA 169,255,133,213,96,104
4050 DATA 141,1,6,104,141,0
4060 DATA 6,104,141,3,6,104
4070 DATA 141,2,6,165,6,208
4080 DATA 100,165,134,133,203,165
4090 DATA 135,133,204,173,2,6
4100 DATA 56,229,140,133,208,173
4110 DATA 3,6,229,141,133,209
4120 DATA 162,128,208,2,240,72
4130 DATA 160,0,177,203,201,129
4140 DATA 208,42,160,2,177,203
4150 DATA 56,229,208,208,33,200
4160 DATA 177,203,229,209,208,26
4170 DATA 165,203,141,6,6,165
4180 DATA 204,141,7,6,160,6
4190 DATA 177,203,141,4,6,200
4200 DATA 177,203,141,5,6,24
4210 DATA 144,22,24,165,203,105
4220 DATA 8,133,203,144,2,230
4230 DATA 204,202,208,192,169,255
4240 DATA 133,212,133,213,96,234
4250 DATA 173,0,6,133,204,173
4260 DATA 1,6,133,205,160,0
4270 DATA 132,213,177,204,56,233
4280 DATA 32,133,212,208,24,165
4290 DATA 6,208,19,173,6,6
4300 DATA 133,208,173,7,6,133
4310 DATA 209,160,4,169,0,145
4320 DATA 208,200,145,208,96,165
4330 DATA 6,208,43,173,4,6
4340 DATA 56,229,212,173,5,6
```

```
4350 DATA 229,213,16,9,169,255
4360 DATA 133,212,133,213,32,54
4370 DATA 185,173,6,6,133,208
4380 DATA 173,7,6,133,209,169
4390 DATA 0,160,5,145,208,136
4400 DATA 165,212,145,208,230,204
4410 DATA 208,2,230,205,173,2
4420 DATA 6,133,206,173,3,6
4430 DATA 4,7,102,7,133,207
4440 DATA 166,212,160,1,177,204
4450 DATA 56,233,32,133,203,6
4460 DATA 203,6,203,136,177,204
4470 DATA 56,233,32,6,203,42
4480 DATA 6,203,42,145,206,202
4490 DATA 240,64,169,0,133,208
4500 DATA 160,2,177,204,56,233
4510 DATA 32,74,102,208,74,102
4520 DATA 208,5,203,136,145,206
4530 DATA 202,240,39,160,3,177
4540 DATA 204,56,233,32,5,208
4550 DATA 136,145,206,202,240,24
4560 DATA 24,165,204,105,4,133
4570 DATA 204,144,2,230,205,24
4580 DATA 165,206,105,3,133,206
4590 DATA 144,166,230,207,176,162
4600 DATA 96,224,2,225,2,0
```

144. Re: Questions on Turbo Basic Compiler (uudecode...)

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-27 21:51:28 UTC
From: Fleysher.wbst@XEROX.COM.UUCP
Message-ID: <870127-135135-5718@Xerox>
Source record: 117948

re: "When you all talk about uudecode, do you mean the hexbin/binhex programs
that were posted recently?"

for those of you who haven't been keeping up on your reading:

There are two alternative methods of transmitting binaries over the net that have been under discussion over the past weeks:

BINHEX/HEXBIN are Atari Basic programs that convert binary files to text files containing 2 hexadecimal characters per byte. The file format is unique to these two programs. Author: Fleysher.wbst@Xerox.COM

UUDECODE is an Atari Basic program with machine language assist which decodes a more efficient representation of binary files than the hex files described above. Unix machines use this more efficient file format. Author: jhs@mitre-bedford.ARPA

Dan

---

145. eprom burner

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-28 03:19:18 UTC
From: F1.GDM@isumvs.BITNET.UUCP
Message-ID: <8701280414.AA08393@ucbvax.Berkeley.EDU>
Source record: 117949

Date: Tue, 27 Jan 87 20:31:34 CST
To: <INFO-ATARI8@SCORE.STANFORD.EDU>
From: "GENE MERRITT" <F1.GDM@ISUMVS.BITNET>
Subject: eprom burner

I would love to build an eprom programmer...I started on the one in the
Dec.85 ANTIC but I never got it off the ground. Is this the one that you built?
I have yet to find someone who has built it. Do you have any suggestions for
construction? Could I get a copy of your plans(if they are different)?

I would like to etch a PC so that I don't have to hand-wire everything.

F1.GDM @ ISUMVS.bitnet

To: IHNP4!CHINET!CABBIE@UCBVAX.BERKLEY.EDU

To: INFO-ATARI8@SCORE.STANFORD.EDU
cc: IHNP4@UCBVAX, CHINET@UCBVAX, CABBIE@UCBVAX

146. Re: Help needed for XM301

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-28 03:23:18 UTC
From: F1.GDM@isumvs.BITNET.UUCP
Message-ID: <8701280513.AA10210@ucbvax.Berkeley.EDU>
Source record: 117950

Date: Tue, 27 Jan 87 19:45:49 CST
To: <INFO-ATARI8@SCORE.STANFORD.EDU>
From: "GENE MERRITT" <F1.GDM@ISUMVS.BITNET>
Subject: Re: Help needed for XM301

REPLY TO 01/27/87 08:31 FROM jhs@mitre-bedford.ARPA: Re: Help needed for XM301

I know that I can get OmniCom from CDY, but it costs $10, and I want something.
that I can hack on. I would like to find some way to use my XM301 with
programs that look for an R: handler.

F1.GDM @ISUMVS.bitnet

To: JHS@MITRE-BEDFORD.ARPA
cc: INFO-ATARI8@SCORE.STANFORD.EDU

147. Testing for BASIC enabled or not...help!

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-28 04:51:55 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8701280451.AA06862@mitre-bedford.ARPA>
Source record: 117951

Several users of my Atari 8-bit uudecode program have reported problems with the output file not containing any data despite the fact that the program otherwise seems to run correctly.

I now believe that the problem is caused by my using an incorrect test for whether or not BASIC is present, inside the machine language subroutine. The test I used is to check location $6 and take a nonzero value there to mean BASIC Not Enabled (BNE!). I am either going slowly bonkers or else I somewhere found information to the effect that this was a reasonable thing to do. Since it worked on my 800XL, I stopped trying to fix it until people started complaining.

Now I see that Mapping The Atari seems to feel that location $6 should be a 1 if and only if BASIC **IS** enabled. Clearly that is inconsistent with what I thought was true and so my subroutine would interpret the 1 to mean that it is being called without BASIC. It would therefore refrain from updating the Current Length parameter, and Voila!, OBUF$ would appear to have whatever current length value was last set by somebody who knew what they were doing. (Not me, obviously.)

Since my own 800XL seems to disagree with this interpretation, it seems that reversing the logic of my current test is not the right thing to do. (However, this might solve the problem for you 800 owners.)

Does anybody out there in Net-landt know what is the RIGHT way to test for the presence of BASIC?

Failing that, of course I could patch the subroutine to simply ASSUME that it should set the current length parameter. This would affect only users of the subroutine who wanted to call it directly from assembly language, but clearly this patch would work for all users who merely took my BASIC program and used it.

Any suggestions?

-John Sangster
jhs@mitre-bedford.arpa

148. Another try at uudecode for the 800...

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-28 06:54:40 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8701280654.AA08218@mitre-bedford.ARPA>
Source record: 117952

I have made a change in the BASIC uudecode machine language program which I hope will make it work correctly on both the 800 and the 800XL, including OMNIVIEW-equipped 800XLs. (Fingers crossed...) The revised program is attached. I would appreciate confirmation from those who have had trouble running uudecode on their 800s, that this version DOES work. (If it does.)

Note that the attached file has normal ASCII line feeds (or whatever) instead of ATASCII EOL characters. This means that it prints normally on non-Atari systems and can be transmitted in 7-bit ASCII mode. BE SURE when you download it to use a mode which translates it back into ATASCII so you will get ATASCII End Of Line (EOL) characters back.

Good luck. Let me know if it now decodes Turrible BASIC correctly.
I will re-post Turrible BASIC in uuencoded form so you will be able to test it.

-John Sangster
jhs@mitre-bedford.arpa

```
--------------------c-u-t---h-e-r-e---f-o-r---UUDECODE.LST--------------------
1 GOTO 100:REM jump around critical stuff to start up program.
2 M=USR(UUDADR)
10 IF M=0 THEN 2090
20 IF M>OBUFDIM THEN ? "Dimension error at line 20":GOTO 3000
30 PRINT #2;OBUF$;:BYTES=BYTES+M
40 INPUT #1,IBUF$:GOTO 2
100 ? "Uucode Ver. 0.6":? "Report errors to":? "J. Sangster at (617) 235-8753"
101 ? "or jhs@mitre-bedford.arpa":REM Modified to count bytes 1/14/86 - JHS
102 POKE 6,1:REM Dumb fix for OMNIVIEW256 problem or whatever.
105 DIM OBUF$(80),IBUF$(80),OFILE$(16),IFILE$(16),A$(1)
110 DIM UUDECODE$(400),UUENCODE$(400)
120 UUDADR=ADR(UUDECODE$):UUEADR=ADR(UUENCODE$):IBUF=ADR(IBUF$):OBUF=ADR(OBUF$)
130 OBUFDIM=80:UUDDIM=400
500 REM COMMAND DISPATCHER
520 ? "Encode (E) or Decode (D)";:INPUT A$
530 ? "INPUT FILE";:INPUT IFILE$:? "OUTPUT FILE";:INPUT OFILE$
540 IF LEN(IFILE$)=0 OR LEN(OFILE$)=0 THEN 530:REM FOR NOW
550 IF A$="E" THEN 1000
560 IF A$="D" THEN 2000
570 SOUND 1,85,12,15:FOR I=1 TO 60:NEXT I:SOUND 1,0,0,0:GOTO 520
1000 GOTO 1100:REM E not done yet
1010 CLOSE #1:OPEN #1,4,0,IFILE$
1020 CLOSE #2:OPEN #2,8,0,OFILE$
1030 L=45:TRAP 1100
1100 ? "UUENCODE NOT IMPLEMENTED YET":END
2000 ? "LOADING UUDECODE SUBROUTINE..."
```

```
2001 RESTORE 4000:POKADR=UUDADR:MAXADR=POKADR+UUDDIM-1:PRGTOP=UUDADR-1
2002 READ X:IF X=255 THEN READ X:IF X=255 THEN 2004
2003 ? "BAD LOAD FILE FOR UUD":END
2004 READ LO1,HI1,LO2,HI2:BYTES=HI2*256+LO2-(HI1*256+LO1)+1:PRGTOP=PRGTOP+BYTES
2005 IF BYTES<0 OR BYTES>UUDDIM THEN ? "BYTE COUNT ERROR FOR UUD":END
2006 FOR I=1 TO BYTES:READ X:POKE POKADR,X:POKADR=POKADR+1:IF POKADR>MAXADR THEN ? "UUD
STRG OVFLOW!":END
2007 NEXT I
2008 TRAP 2009:READ LO1,HI1,LO2,HI2:BYTES=256*HI2+LO2-(256*HI1+LO1)+1
2009 PRGTOP=PRGTOP+BYTES:IF LO1<>224 OR HI1<>2 THEN 2006
2010 ? "Beginning uudecode loop..."
2011 IBUF$(1,1)=" ":M=USR(UUDADR,IBUF,OBUF):IF M<>0 THEN ? "Error in initializing
UUDECODE! M=";M:?
2019 CLOSE #1:OPEN #1,4,0,IFILE$
2020 CLOSE #2:OPEN #2,8,0,OFILE$
2030 INPUT #1,IBUF$:BYTES=0
2040 TRAP 2095:IF IBUF$(1,5)<>"begin" THEN ? "No begin line!":GOTO 2
2045 ? IBUF$:GOTO 40:REM Print begin line for documentation, normally.
2090 INPUT #1,IBUF$:IF IBUF$(1,3)="end" THEN PRINT IBUF$:GOTO 3000
2095 NERR=PEEK(195):IF NERR=136 THEN PRINT "Missing 'end' line!":GOTO 3000
2097 ? "Error Code=";NERR
3000 ? "Done!":CLOSE #1:CLOSE #2:? "Output byte count = ";BYTES:END
4000 DATA 255,255,8,6,3,7
4010 DATA 104,240,67,170,56,233
4020 DATA 2,240,14,104,104,202
4030 DATA 208,251,169,254,133,212
4040 DATA 169,255,133,213,96,104
4050 DATA 141,1,6,104,141,0
4060 DATA 6,104,141,3,6,104
4070 DATA 141,2,6,165,6,240
4080 DATA 100,165,134,133,203,165
4090 DATA 135,133,204,173,2,6
4100 DATA 56,229,140,133,208,173
4110 DATA 3,6,229,141,133,209
4120 DATA 162,128,208,2,240,72
4130 DATA 160,0,177,203,201,129
4140 DATA 208,42,160,2,177,203
4150 DATA 56,229,208,208,33,200
4160 DATA 177,203,229,209,208,26
4170 DATA 165,203,141,6,6,165
4180 DATA 204,141,7,6,160,6
4190 DATA 177,203,141,4,6,200
4200 DATA 177,203,141,5,6,24
4210 DATA 144,22,24,165,203,105
4220 DATA 8,133,203,144,2,230
4230 DATA 204,202,208,192,169,255
4240 DATA 133,212,133,213,96,234
4250 DATA 173,0,6,133,204,173
4260 DATA 1,6,133,205,160,0
4270 DATA 132,213,177,204,56,233
```

```
4280 DATA 32,133,212,208,24,165
4290 DATA 6,240,19,173,6,6
4300 DATA 133,208,173,7,6,133
4310 DATA 209,160,4,169,0,145
4320 DATA 208,200,145,208,96,165
4330 DATA 6,240,43,173,4,6
4340 DATA 56,229,212,173,5,6
4350 DATA 229,213,16,9,169,255
4360 DATA 133,212,133,213,32,54
4370 DATA 185,173,6,6,133,208
4380 DATA 173,7,6,133,209,169
4390 DATA 0,160,5,145,208,136
4400 DATA 165,212,145,208,230,204
4410 DATA 208,2,230,205,173,2
4420 DATA 6,133,206,173,3,6
4430 DATA 4,7,102,7,133,207
4440 DATA 166,212,160,1,177,204
4450 DATA 56,233,32,133,203,6
4460 DATA 203,6,203,136,177,204
4470 DATA 56,233,32,6,203,42
4480 DATA 6,203,42,145,206,202
4490 DATA 240,64,169,0,133,208
4500 DATA 160,2,177,204,56,233
4510 DATA 32,74,102,208,74,102
4520 DATA 208,5,203,136,145,206
4530 DATA 202,240,39,160,3,177
4540 DATA 204,56,233,32,5,208
4550 DATA 136,145,206,202,240,24
4560 DATA 24,165,204,105,4,133
4570 DATA 204,144,2,230,205,24
4580 DATA 165,206,105,3,133,206
4590 DATA 144,166,230,207,176,162
4600 DATA 96,224,2,225,2,0
```

149. Re: Another try at uudecode for the 800...

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-28 15:07:41 UTC
From: Fleysher.wbst@XEROX.COM.UUCP
Message-ID: <870128-070822-6550@Xerox>
Source record: 117953

Thanks for the explanation of how UUDECODE works. I'll give the new version you distributed a try as soon as I can.

I think you should ALWAYS assume you have to update the length parameter of OBUF$ - i.e., the ML DATA statements in you BASIC program aren't being executed unless the user is really in BASIC. Different versions of your routine for non-basic users is an option. However I also think it's a mistake to be depending upon BASIC's data structures at all. The ML in your DATA statements would be more bullet proof if you allowed BASIC to set the length of OBUF$ based upon the return value M from the ML routine.

re: the line feed problem: When uploading to your UNIX environment you must specify straight ATASCII to make sure no translation occurs to screw up the (binary) data. Also note that the line feeds do not look like line feeds in their UUENCODED state, so selection of ATASCII vs. ASCII on download from UNIX to the recipient's Atari should not make any difference in the UUENCODED data - only the terminator character at the end of each line of 60 bytes. Is your ML routine sensitive to this terminator character?

Dan

---

150. Re: Another try at uudecode for the 800...

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-28 15:46:57 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8701281547.AA22746@mitre-bedford.ARPA>
Source record: 117954

The ML routine pays no attention to the terminator character, but the BASIC calling program is supposed to read lines and pass them to the ML routine. If the terminator character is wrong, BASIC will never see an EOL so will think the whole file is one long line.

As for the calling program setting the buffer length, the user is free to use M as he/she sees fit, but I was trying to minimize the non-ML overhead in the calling program. I **HOPE** your concerns are unfounded, now that I have gotten the logic of detecting BASIC present working right. The variable locations I used are well documented and should be fairly (!) standard in all software that attempts to be compatible with Atari BASIC.

If you replace the POKE 6,1 in line 102 with POKE 1,0, that should convince the subroutine that BASIC is not enabled, so it won't meddle with the length parameter. You might also try just removing this line, as it should not be necessary. It appears to be needed when running OMNIVIEW and switching BASIC ina and out with a program I got from COMPUTE! awhile ago, but it probably is not needed by most users.

-John S.

151. turbo compiler

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-28 17:12:30 UTC
From: wilmott@topaz.UUCP
Message-ID: <8709@topaz.RUTGERS.EDU>
Source record: 117855

Help! I've still been unable to get a working copy of the turbobasic compiler and runtime package. Would someone who has a working copy please either re-post it (maybe in binhex this time?), or mail it to me directly? Thanks in advance to any kind souls out there...

-Ray

wilmott@topaz.rutgers.edu

152. uuendecode/hexbin for the 8-bits...

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-29 01:00:51 UTC
From: btb@ncoast.UUCP
Message-ID: <1959@ncoast.UUCP>
Source record: 117856

I have d/l'd the hexbin and binhex programs, and they work, but, as we all know, they are very slow, and the binhex process doubles the size of your file for transmitting...

The uudecode program has apparently been causing some problems, too... I have d/l'd it, but I haven't tried it yet...

I would like to propose that if somebody would post the uudecode algorithms, I will write uudecode/encode in Deep Blue C... binhex it to the net, so everyone can get it... this way at least it will be fairly fast, and I could also make the DBC source available for others to monkey with...

Please send the algorithm description to me... Thanks.

--
Brad Banko
...!decvax!cwruecmp!ncoast!btb
Cleveland, Ohio

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

153. Re: Controlling a robot with an 800...

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-29 03:02:33 UTC
From: mmb3538@ritcv.UUCP
Message-ID: <60@ritcv.UUCP>
Source record: 117857

In article <8701261739.AA17227@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes:
>I would suggest that you consider using the joystick ports to output commands
>to the robot as an alternative. I think on an 800 $D301 controls the 3rd and
>4th joystick outputs, which have 4 bits of output each.

Yes and no A bette choice and the one I used is to control the robot out
of port 1 via joystick, and port two for line to the robot. Its been about
three years since I worked for Atari, on robots - yes they were planing to
release one for 129 +- and it had a remote control. You could
pick up a set of atari remote control, throw tinfoil around the case and they
will work great for interfacing to the robot. With one joystick port you can
set up the use of 4 motors plus foward and reverse. I used a resistor, then
a 2n3904 transisor then a 12 volt relay to control the motor , You could use
a 555 - 556 timmer instead of the relay. If you ave any other questions just
reply to me I could dig up a circuit if you really need one. I did work
with the person who posted articles in antic a while ago(about 2 years)
If you are having doubts about what language to use then try to use PNS forth
it is perfect language for robots.

154. Re: turbo compiler

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-29 18:13:47 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8701291813.AA29877@mitre-bedford.ARPA>
Source record: 117858

I am also still having problems getting the compiler and runtime system working. I would appreciate a copy of these also. From the arpanet I can ftp an object module. From elsewhere, either binhex or uuencoded formats would be acceptable.

I have a working version of the interpreter and all documentation that is available. (So far as I know.)

Incidentally, I have found that the interpreter has some problems with floating-point operations when run under OMNIVIEW. Everything else I have tried seems to work fine with OMNIVIEW. I am hoping that the FP problem can be corrected easily within the interpreter. I don't know if the same problem will affect the other modules.

-John Sangster
jhs@mitre-bedford.arpa

155. Re: Atari Artist & Movie Maker file formats wanted

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-29 21:13:14 UTC
From: ekijak@ARDEC.ARPA.UUCP
Message-ID: <8701291613.aa20046@ARDEC-3.ARDEC.ARPA>
Source record: 117859

I recently saw a drawing-type tablet device for inputting sketches to a home computer. It had a drawing surface and mounted on it was a two-piece arm hinged at the 'shoulder' and 'elbow'. At the 'wrist' was a stylus which you used to trace your sketch. It was available for 8-bit Ataris and Texas Instruments home computers. The Atari version came with software contained in a plug-in cartridge (ROM), so you didn't even need a disk drive! The department store selling it seemed to be trying to get rid of them and the price was about $25. I suspect the 2 'hinges' may have been connected to pots (potentiometers - rotary variable resistors) that fed into the Atari's paddle (joystick) inputs. The software then computed the x,y coordinates of the stylus from the angular rotation of the 'hinges' and the lengths of each arm. This would let you draw a freehand line drawing, and then by using the stylus as a pointer to a menu, perhaps color it. The store is not near my home so I'm not able to go back and get the name of the device and its manufacturer.

156. Re: uuendecode/hexbin for the 8-bits...

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-30 15:46:16 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8701301546.AA00827@mitre-bedford.ARPA>
Source record: 117860

Brad:

Attached is the uuencode/decode definition and a c program for it.

I have fixed the uudecode that I posted so I think it now will work correctly.
This version is in BASIC, so even those who don't have a c compiler can use
it. Also, the inner workings are in machine language, so it is already fairly
fast, possibly faster than your c version will be.

I am (slowly) working on a version which does encoding as well. It may be
a couple of months until I finish it, though, at the present rate of
distractions.

Uuencoding has its problems. Some of the characters in the character set get
changed by some hosts. Lines ending in blanks sometimes get shortened in
transit. I have a file of reports of such problems which you should probably
read if you are serious about doing another version.

-John Sangster
jhs@mitre-bedford.arpa

----------------i-n-f-o---o-n---u-u-e-n-c-o-d-e-/-d-e-c-o-d-e----------------
From: randy@NLM-VAX.arpa (Rand Huntzinger)
Organization: National Library of Medicine, Bethesda, Md

Uudecode reads a file of the following format:

header line(1)->begin <mode> <filename>
data lines(many)-><length> <data>
trailer line(1)->end

where:
The header line fields contain:

<mode> is a three digit number specifying a Unix file mode (specifies
who can read and write the file. You can ignore this on a
non-Unix machine.

<filename> is the name of the file encoded below. You can use this
if it is compatable with file names on your system.

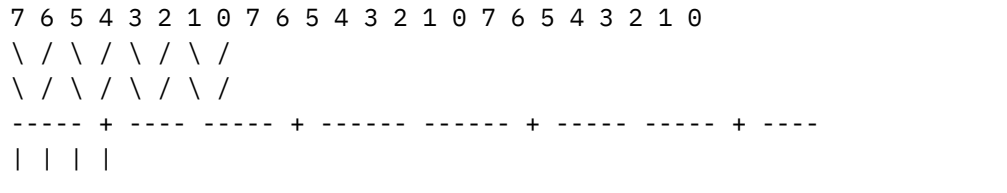
The data lines contain:

<length> is one character generated by adding the number of bytes
encoded on this line to 32 (ASCII space).

<data> is the <length>-32 bytes of binary data encoded into text
to produce 4 bytes of text for every 3 bytes of binary

data as follows:

Input: Byte 1 Byte 2 Byte 3



Output: Byte 1 Byte 2 Byte 3 Byte 4

In other words, encoding involves taking 3 bytes, breaking it
into 4 six bit chunks, adding 32 to each six bit value to make
it an ascii character, and output them.

To decode, you reverse this. Strip the parity bit, subtract
32 from each byte and repack into three words by shifting and
or'ing the pieces. I don't think I'll spell this out, since
it is an obvious reversal of the above steps.

The last line in the section simply says 'end'.

The file may contain junk before the begin statement and after the end
statement. So the decoder usually skips until it sees begin, extracts
the file name and decodes until it sees the end line. Be sure when you
implement it that you use the length byte to determine the length of the
decoded text, since stuff going though news sometimes gets padding added
to the text. Also, you need to do this is you want to get the file
length correct.

I've included a posted uudecode source for the Atari 520 ST below. I've
never used it, but it does give you something to look at. I don't know
whether you read C, but it might still be of help. There is nothing which
says it's copyrighted, so I assume it's public domain. If not, the
copyright was removed before I saw it. Some of the cruft in it indicates
it was originally written for Unix. I seem to have lost the credits on
this one, I don't see who posted it.

```
==============================================================================

/*
* uudecode input
* Modified for the ST - cannot use putc because of CR/LF problems
*
* create the specified file, decoding as you go.
* used with uuencode.
*/
#include <stdio.h>
```

```
#include <osbind.h>

int_isconio;
#define NULL 0

/* single character decode */
#define DEC(c)(((c) - ' ') & 077)

intoutfile;/* File descriptor of output file */

charoutbuf[BUFSIZ];/* Output buffer for my character out code */
char*nextc= outbuf;/* Pointer to the next character */
#define lputc(outchar){*nextc++ = outchar;if (nextc >= &outbuf[BUFSIZ])do_write();}

main(argc, argv)
char **argv;
{
FILE *in;
FILE *fopen();
int mode;
char dest[128];
char buf[80];
_isconio = 1;
/* mandatory input arg */
if (argc != 2) {
printf("Usage: uudec filename\n");
exit(1);
}
if ((in = fopen(argv[1], "r")) == NULL) {
printf("Cannot open: %s\n", argv[1]);
exit(1);
}
_isconio = 0;
/* search for header line */
for (;;) {
if (fgets(buf, sizeof buf, in) == NULL) {
printf("No begin line\n");
exit(3);
}
if (strncmp(buf, "begin ", 6) == 0)
break;
}
sscanf(buf, "begin %o %s", &mode, dest);

/* handle ~user/file format */
if (dest[0] == '~') {
printf("Cannot handle user formats\n");
exit(1);
}
/* create output file */
if ((outfile = Fcreate(dest, 0)) < 0)
{printf("Cannot create: %s\n", argv[2]);
```

```
exit(1);
}

decode(in);

if (fgets(buf, sizeof buf, in) == NULL || strcmp(buf, "end\n")) {
printf("No end line\n");
exit(5);
}
exit(0);
}

/*
* copy from in to outfile, decoding as you go along.
*/
decode(in)
FILE *in;
{
char buf[80];
char *bp;
int n;

for (;;) {
/* for each input line */
if (fgets(buf, sizeof buf, in) == NULL) {
printf("Short file\n");
exit(10);
}
n = DEC(buf[0]);
if (n <= 0)
break;

bp = &buf[1];
while (n > 0) {
outdec(bp, n);
bp += 4;
n -= 3;
}
}
do_write();
}

/*
* output a group of 3 bytes (4 input characters).
* the input chars are pointed to by p, they are to
* be output to file f. n is used to tell us not to
* output all of them at the end of the file.
*/
outdec(p, n)
char *p;
{
int c1, c2, c3;
```

```
c1 = DEC(*p) << 2 | DEC(p[1]) >> 4;
c2 = DEC(p[1]) << 4 | DEC(p[2]) >> 2;
c3 = DEC(p[2]) << 6 | DEC(p[3]);
if (n >= 1)
lputc(c1);
if (n >= 2)
lputc(c2);
if (n >= 3)
lputc(c3);
}

do_write()
{longbytect;
if (nextc != &outbuf[0])
{bytect = nextc - &outbuf[0];
if (Fwrite(outfile, bytect, outbuf) < 0)
{printf("Write error on output file\n");
exit(1);
}
nextc = outbuf;
}
}
```

157. Re: uuendecode/hexbin for the 8-bits...

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-30 16:56:24 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8701301656.AA03401@mitre-bedford.ARPA>
Source record: 117861

Here are some of the comments I have collected on uuencode/decode problems.
Many of them come from the atari16 news group, which is actively using
uuencoding/decoding. I have ended the file with a "wish list" for what
a uuencode/decode program should ideally do. Comments are solicited --
If somebody is going to write a really GOOD uuencode/decode package, it
might as well handle all known problems in the best way we can think of.

-John S.

From: Mike Vederman <ACS19%UHUPVM1.BITNET@WISCVM.WISC.EDU>
Subject: finally, i've figured uudecode ...
To: ST Users <INFO-ATARI16@SU-SCORE.ARPA>

After many, many problems with BITNET, IBM machines and uudecode, I have
found the true answer to having all of my files uudecode. Every single file
which has bombed in the past, now decodes perfectly.

The normal sequence that I do is to send the file over from the IBM machine
(actually we have an AS/9000N) to the AT&T 3B20 and uudecode on the 3B20.
Previously, the only two files which worked were UNITERM and uEmacs.

Now, however, I have found the solution, but I am uncertain as to the exact
cause. Here is what I do. First, while in Xedit, I set the logical record
length to 61, then I set the record format to fixed. The following commands
do this:

```
set lrecl 61
set recfm f
```

now, when I send the file to the 3B20, I enter the command:

```
sf file uue to acs19 at uhnix1
```

to receive on the 3B20, I enter the command:

```
receive $job/pnch6 >file.uue
```

(since the 3B20 is hooked up as a punch machine (yuck). What you do may be
different, but I know setting the logical record length and the record format
have made all of my files work.)
When I get to the 3B20, I do have to fix the file a little bit. I go to the
last line and delete the blanks to end of line, after 'end'. Then I go up one
line and make sure that there is only 1 (one) blank on the second to the last
line. Then I save the file and uudecode it. All the files I have tried thus
far have worked, and most of these have always bombed.

Mike

From: <MHD@slacvm.bitnet>
Reply-To: MHD%SLACVM.BITNET@forsythe.stanford.edu

Like others, I had little success at first in decoding the uuencoded files on this net. After looking closely at the files I noticed that the tilde character (~) was present when it should not have been. Upon further inspection I found that the carat character (^) was missing in all files. I tried a global change of tilde to carat and had no further trouble

Perhaps many others have been screwed up in the same way by IBM machines in the net. Perhaps at other sites just one other character is screwed up. Give it a try, preferably do it first on a .ARC file where deARCing will show errors on the CRC checks.

The only characters that should be in the uuencoded files are: space( ) through underline(_), ascii 20 through 5F. All of these should be present in a file of reasonable length.

Note: The tilde and carat may get screwed up in this file. They are ascii 7E and 5E respectivly.

From: XBR1Y049%DDATHD21.BITNET@WISCVM.WISC.EDU (Stephan Leicht c/o HRZ TH Darmstadt, Germany)
Subject: UUDECODE difficulties / Translation tables

I found my troubles in being not able to run some uuencoded programs comming over the net.

The translation of the not-Char/circumflex(^)-Char is not unique.

Translating it to EBCDIC 5Fhex and sending it over some gateways, it not always returns as EBCDIC 5Fhex, sometimes it returns as EBCDIC 71hex. (I saw it sending it to ucbvax and return)
Now I have told our translation table to recognize 71hex as 5Fhex too.

Strange !

Maybe that this is a hint for those having no success in uudecoding.

Stephan

Name : Stephan Leicht
Organisation : Computer Center of Technical University Darmstadt, Germany
Bitnet : XBR1Y049@DDATHD21
insert all usual & unusual disclaimers here -->

From: mcvax!ukc!dcl-cs!bath63!pes@seismo.css.gov (Paul Smee)
Organization: Bath University, England
Subject: Re: Lattice C and UUDECODE

I've found several problems with uudecode, which are caused by the uuencoded file being munged by 'terminal handlers' enroute to me.

The symptoms sound like some I've seen complained about, specifically
that the file appears to decode, but bombs. On looking at the files,
I found 2 different sorts of problem.

First, spurious 'control chars' get inserted in some cases. In fact,
these appear to always be NULs (0x0) put in as 'delay padding' by
someones term handling software.

Second, trailing spaces get stripped.

It is fairly trivial to modify uudecode to ignore all control chars
(less that ASCII space) -- and harmless, as they should not be in
a uuencoded file. Then, pad the line out to an arbitrarily large length
using spaces (I simply tack 64 spaces on the end, in my buffer, before
decoding a line). Appending 64 spaces is crude and inelegant, I know, but
it insures that there will be enough in all circumstances, and is a much
simpler mod than actually looking to see how many are needed -- especially
since the line may contain as yet unprocessed control chars to be thrown away.

Since making these trivial changes I've had no problems with uudecoded files.

Hope this helps someone...

From: <RDROYA01%ULKYVX.BITNET@WISCVM.WISC.EDU> (Robert
Royar)
Organization: University of Louisville
Subject: Another version of uue/decode offered (repost)

I have a version of uue/decode that I have been testing and that seems
to avoid some of the problems with the present setup. I added some
code to the original programs to do some error checking. The format
of the files the encoder uses is similar to the current version. If
you have the current version, you can delete the extra information
with your word processor. My version adds the following things:

1. It breaks up long files so that each uuencoded file is no
more than 300 lines long.

2. It places and include directive at the end of each file at
the break so the companion program can reassemble the files
into a program.

3. It adds a key table at the beginning of each file so that
the decoder can index into this table to find the value for
letters in the file. I discovered that the errors I had with
uudecode were often because a mailer had changed each instance
of a character to something else. This solves that problem.

4. It checks the key table for integrity before it decodes the
file. This way if both 'H' and 'Z' have been changed to ' ',
it will exit and tell you.

5. If it finds a letter in the file that was not in the key
table, it issues a warning telling what the character was,

the filename, and the current file position.

6. It appends a 'part' letter (a-z) at the end of each output
line to avoid truncation problems.

This program makes uue/decoding somewhat simpler than it has been
because it breaks the files up into parts automatically and
reassembles them. It actually is smaller and runs faster than the net
version of the program because I used freopen() to cut down on file
pointers and I used register variables where possible. If you are
interested in this program, drop me a line and I will post it to you.

Robert Royar
rdroya01@ulkyvx.bitnet
<NOTE (jhs) - This program runs on the ST and would need work to port to
the XL/XE/800 series.>

Summary of desirable uudecode features (J. Sangster 30 Jan 1986):

1. Should check for characters outside the range $20 to $5F, which are
not legal uuencode output and indicate a corrupted file.

2. If found, $7E (~) should be changed to $5E (^).

3. If found, $71 should be changed to $5F (acc. to Stefan Leicht)

4. The decoder should be insensitive to loss of trailing blanks at the
end of a line. I.e. if the line is shorter than the indicated number
of bytes (determined from the first character M or whatever), it should
assume that any missing characters were blanks, $20, which will
uudecode to nulls ($00) after subtracting $20.

5. If any nulls ($00) are found in the uuencoded file, they should be
deleted before processing.

6. The encoder should never generate files longer than some maximum
size. One person suggested 300 lines. I think 32K is acceptable
to most mailers but room should be left for comments at the top.

7. The decoder should reassemble the parts of a file automatically if
it was broken into pieces.

8. The decoder should ignore comments before the begin line and after
the end line.

9. The "translation table" idea -- inserting a list of all possible
legal characters and checking what is received for uniqueness --
is a terrific idea!

10. Since unix systems name the decoded output file from the info in the
begin line, and also set protection codes from it, we Atarians should
adopt some conventions related to these procedures. I suggest:

(i) If the protect code is is less than 700, lock the output file.
(On a unix system, the first digit is owner rights and 7 is

"all rights" so this convention makes you think if the owner
is not supposed to have all rights.)

(ii) The decoder should display the filename embedded in the file
and ask if it is OK. User can enter a <RETURN> to accept it
or a new filename if desired.

11. While we are at it, it would be nice to be able to handle sector encoding
and reconstruction of whole disks.

That's all I can think of. Anybody have any additional ideas?

-John S.

158. 800XL with sick ROM - Help!

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-30 20:00:49 UTC
From: kdj@teddy.UUCP
Message-ID: <3727@teddy.UUCP>
Source record: 117862

My 800XL ROM is sick. The memory test on the ATARI shows the left hand bar in red (meaning that the ROM is bad). Does anyone know of a quick (and cheap) way of replacing the ROM. Can I burn a new one ? Can an ATARI ROM be purchased at a reasonable price ? I have the ability to replace the ROM myself - I just need a new one.

Your help would be appreciated.

Thanks

ps: I purchased the 800XL a few years back (when it was still quite expensive) so I'd rather not just buy a new 800XL.

--
->Kenneth D. Jordan, GenRad Inc, Production Test Division <-
->USmail: Mail Stop 4, 300 Baker Ave, Concord, Mass. 01742 <-
->usenet: {decvax,linus,wjh12,mit-eddie,cbosgd,masscomp}!genrad!panda!kdj <-
->tel: (617) 369-4400 x2824 <-

159. Re: [<guglielmo@nwc-143b.ARPA>: question on 800 and 850]

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-30 20:59:33 UTC
From: ekijak@ARDEC.ARPA.UUCP
Message-ID: <8701301559.aa24554@ARDEC-3.ARDEC.ARPA>
Source record: 117863

I don't know how to interface the 850 port to the robot, but you could skip the 850 and drive the robot directly (or via an inverter/buffer - SN7406? SN7407?) from the 800's joystick ports. They are driven by (if I remember correctly) 2 6520 PIAs, so ports 0 and 1 provide 8 individually controllable bits of control, and ports 2 and 3 provide 8 more. A total of 16 bits which can individually be set to be either inputs or outputs.

160. BINHEX of TBASIC interpreter with HEXBIN.LST

Newsgroup: comp.sys.atari.8bit
Date: 1987-01-31 19:09:06 UTC
From: btb@ncoast.UUCP
Message-ID: <1979@ncoast.UUCP>
Source record: 117864
Body handling: HTML body converted to readable text

Hello folks.

Below, I've included everything you need to get started with
Turbo BASIC... first, there is the listing of Dan Fleysher's HEXBIN.BAS
program, and second, there is the Turbo BASIC interpreter which has been
BINHEX'd using Dan's BINHEX.BAS.

Binhex is nice, because it is a simple enough idea that most of us
could write a program to encode and decode in a fix... and a simple idea
means less chance for bugs... jhs's uudecode is also something that we
need, because it has a 3 to 4 expansion ratio compared to binhex's
1 to 2 ratio..., but with its increased complexity it is more challenging
to write a bug free program to handle its protocol, so while some of us
are working to develop good programs to uuencode and uudecode, the rest of
yyou are without Turbo BASIC, which I think is one of the most important
programs to come out for the Atari 8-bits since the Express terminal
programs... additionally, Turbo BASIC would be a much more productive
place to write more sophisticated programs like uudecode & and uuencode...
(but without Turbo BASIC, obviously, those that don't have it couldn't
use such programs, so here it is!).

It took approximately 10 minutes to binhex the interpreter, which
we will call TBASIC.COM, from ramdisk, to ramdisk... a couple of points:

1) Turbo BASIC will not work under SpartaDOS 3.2... both TB, and
SpartaDOS 3.2 try to hide in the same address space as the OS,

2) Turbo BASIC will only work with XL/XE machines, because these
machines have RAM which can be switched into the OS address
space, and this is how Turbo BASIC finds its place to hide...

Regarding TB Docs, perhaps some other kind soul will u/l them...
there are lots of new commands in TB, and it is probably about 95%
compatible with your existing Atari BASIC programs, so you can use
Turbo BASIC to speed them up: WARNING: There have been problems with
people trying to use terminal programs like Amodem, etc., in TB...
Apparently, TB uses the space normally used by the R: handlers, but this
is a minor shortcoming when you consider everything else that TB has.

The TB package that I have gotten off of local BBs here has
included two 80K shrink files with the interpreter, a compiler, a
runtime package, some neat demo programs, and all the docs, but this
should get you started, and once you have TB, you could use programs
(eh, jhs & Dan?) written in TB to do uuencoding and decoding, so
potentially, we could post the whole package at some point...

What to do:
save this message to a file
edit out the TBASIC.BHX and HEXBIN.LST files
d/l them to your machine... I recommend some
form of Kermit for this, like Chameleon, because it
will automatically convert your machines EOLs to
ATASCII EOLs (155 dec)...
HEXBIN it! and enjoy!

Brad Banko
Cleveland, Ohio
...!decvax!cwruecmp!ncoast!btb

********** ----- separator line ------ **********

```
1 REM HEXBIN 1.1, DECEMBER 1984
2 REM -- BY DAN FLEYSHER --
3 REM (FLEYSHER.WBST@XEROX)
4 REM THIS BASIC PROGRAM CONVERTS A
5 REM HEXADECIMAL TEXT FILE CREATED
6 REM BY COMPANION PROGRAM BINHEX
7 REM BACK INTO ITS ORIGINAL BINARY
8 REM FILE FORMAT. THE CHECKSUM AT
9 REM THE END OF THE INPUT HEX FILE
10 REM IS VERIFIED.
11 REM
20 DIM FILEIN$(15),FILEOUT$(15)
30 BUFSIZ=37:DIM BUF$(BUFSIZ)
40 ASCA=ASC("A"):ASCF=ASC("F"):ASC0=ASC("0"):ASC9=ASC("9")
50 ? "} HEXBIN 1.0":? :?
60 TRAP 60:? "INPUT FILENAME";:INPUT FILEOUT$
70 IF FILEOUT$<>"" THEN 90
80 FILEOUT$="D:HEXFILE.TXT":? " ";FILEOUT$:GOTO 100
90 GOSUB 1000
100 FILEIN$=FILEOUT$:?
110 TRAP 110:? "OUTPUT FILENAME";:INPUT FILEOUT$:GOSUB 1000:?
120 TRAP 40000:SUM=0
130 OPEN #4,4,0,FILEIN$:OPEN #5,8,0,FILEOUT$
140 TRAP 310:INPUT #4,BUF$:? BUF$:LBUF=LEN(BUF$):IF LBUF<7 THEN 140
142 FOR I=1 TO LBUF-6:IF BUF$(I,I+6)=".START." THEN 146
144 NEXT I:GOTO 140
146 POP :? " STARTING FILE CONVERSION"
150 TRAP 310:INPUT #4,BUF$:? BUF$:LBUF=LEN(BUF$):EVENODD=0:REM EVEN=0
155 IF LBUF=0 THEN 150
160 FOR I=1 TO LBUF
170 HEX1=ASC(BUF$(I,I))
180 IF HEX1>=ASC0 AND HEX1<=ASC9 THEN HEX1=HEX1-ASC0:GOTO 200
190 IF HEX1>=ASCA AND HEX1<=ASCF THEN HEX1=HEX1-ASCA+10:GOTO 200
192 IF LBUF
```

161. REMOVE

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-01 20:10:12 UTC
From: HDB0242@RITVAXC.BITNET
Message-ID: <8702012009.AA15321@ucbvax.Berkeley.EDU>
Source record: 117865

```
Please remove me from the mailing list, thank you!
```

162. Music demo program

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-01 21:32:39 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8702012132.AA14433@mitre-bedford.ARPA>
Source record: 117866

Here is a silly little program that plays random music on the Atari 8-bit computers. It demonstrates some principles of music theory, such as the use of the twelfth root of two as the ratio between halftones in the "tempered diatonic scale". The algorithm picks a random step up or down from the current "base note", then picks some other more or less harmonious notes to go with the base note and make a chord. The result is (to my ears) usually pleasing, sometimes a little dissonant -- but then so are a lot of modern pieces of so-called music. There is also a bit of logic to vary the tempo occasionally by holding a note two or perhaps four times as long as the minimum.

You can probably learn from the basic program and make interesting modifications on your own. Enjoy, or ignore, as the case may be.

If you have uudecode on your host system you can uudecode this file there and then download it to your Atari. You should use 8-bit transfer mode as the uudecoded file will contain ATASCII characters such as end of line, and is a tokenized BASIC (not .LST) file.

If you don't have uudecode on your host, you can download this file as a normal ASCII file, letting your terminal emulator translate into ATASCII and then use the uudecode I posted on the net to decode it on your Atari. If anyone lacks the uudecode program, I can post it again.

-John Sangster / jhs@mitre-bedford.arpa

163. TV Test Pattern Generator programs

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-01 21:39:24 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8702012139.AA14512@mitre-bedford.ARPA>
Source record: 117867

I also have some programs in BASIC that generate TV test patterns such as color bars, dots, crosshatches, etc.

If you want to open your own TV service shop but can't afford the test equipment, let me know and I will post (or mail you) the programs!

-John Sangster
jhs@mitre-bedford.arpa

164. uudecode revision..

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-01 23:37:48 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8702012337.AA15709@mitre-bedford.ARPA>
Source record: 117868

Here is a minor revision of uudecode. This version IS SUPPOSED to do the
following:

1. It should act like the latest former version in that it counts bytes
and hopefully works OK on 800s as well as 800XLs with or without
OMNIVIEW.

2. If you enter a RETURN for the output file name, it will proceed
until it has read the "begin" line of the input file. If it
finds a normal "begin" line, i.e. one with "begin" and something
ending with a space followed by a valid filename, it will use
that name for the output filename. Otherwise it will either
ask for a filename again or bomb, depending on its mood.

Note that this implies you can give it a nonstandard output file name
or let it use the one on the "begin" line by default.

By popular request, this version is also supposed to ignore header and
trailer comments, e.g. if the file is embedded in a mail message. It searches
for "begin" before even opening the output file.

Finally, the diagnostics at line 20 have been made a little more helpful.

I made this mod on the VAX and have not tested it on an Atari yet. But how
could such a simple change have any bugs in it? (Don't answer that!)
I would appreciate comments from my "Beta Test Site" users on whether the new
features work.

-John S.

Be sure to download with translation to ATASCII character set enable.
(The ASCII Line Feeds have to be translated to EOLs. $9B)

```
------------c-u-t---h-e-r-e---f-o-r---r-e-v-i-s-e-d---UUDECODE.LST------------
1 GOTO 100:REM jump around time-critical loop to start up program.
2 M=USR(UUDADR)
10 IF M=0 THEN 2090
20 IF M<0 OR M>OBUFDIM THEN ? "Error at line 20 - M=";M;" BYTES=";BYTES:GOTO 3000
30 PRINT #2;OBUF$;:BYTES=BYTES+M
40 INPUT #1,IBUF$:GOTO 2
100 ? "Uucode Ver. 0.8":? "Report errors to":? "J. Sangster at (617) 235-8753"
101 ? "or jhs@mitre-bedford.arpa":REM Modified to count bytes 1/14/86 - JHS
102 POKE 6,1:REM Temporary fix for improved OMNIVIEW compatibility.
103 REM This version modified to take filename from header in .uue file.
105 DIM OBUF$(80),IBUF$(80),OFILE$(16),IFILE$(16),A$(1)
110 DIM UUDECODE$(400),UUENCODE$(400)
120 UUDADR=ADR(UUDECODE$):UUEADR=ADR(UUENCODE$):IBUF=ADR(IBUF$):OBUF=ADR(OBUF$)
```

```
130 OBUFDIM=80:UUDDIM=400
500 REM COMMAND DISPATCHER
520 ? "Encode (E) or Decode (D)";:INPUT A$
530 ? "INPUT FILE";:INPUT IFILE$:IF LEN(IFILE$)=0 THEN 530
540 ? "OUTPUT FILE":INPUT OFILE$:IF A$="E" AND LEN(OBUF$)=0 THEN 540
550 IF A$="E" THEN 1000
560 IF A$="D" THEN 2000
570 SOUND 1,85,12,15:FOR I=1 TO 60:NEXT I:SOUND 1,0,0,0:GOTO 520
1000 GOTO 1100:REM E not done yet
1010 CLOSE #1:OPEN #1,4,0,IFILE$
1020 CLOSE #2:OPEN #2,8,0,OFILE$
1030 L=45:TRAP 1100
1100 ? "UUENCODE NOT IMPLEMENTED YET":END
2000 ? "LOADING UUDECODE SUBROUTINE..."
2001 RESTORE 4000:POKADR=UUDADR:MAXADR=POKADR+UUDDIM-1:PRGTOP=UUDADR-1
2002 READ X:IF X=255 THEN READ X:IF X=255 THEN 2004
2003 ? "BAD LOAD FILE FOR UUD":END
2004 READ LO1,HI1,LO2,HI2:BYTES=HI2*256+LO2-(HI1*256+LO1)+1:PRGTOP=PRGTOP+BYTES
2005 IF BYTES<0 OR BYTES>UUDDIM THEN ? "BYTE COUNT ERROR FOR UUD":END
2006 FOR I=1 TO BYTES:READ X:POKE POKADR,X:POKADR=POKADR+1:IF POKADR>MAXADR THEN ? "UUD
STRG OVFLOW!":END
2007 NEXT I
2008 TRAP 2009:READ LO1,HI1,LO2,HI2:BYTES=256*HI2+LO2-(256*HI1+LO1)+1
2009 PRGTOP=PRGTOP+BYTES:IF LO1<>224 OR HI1<>2 THEN 2006
2010 ? "Beginning uudecode loop..."
2011 IBUF$(1,1)=" ":M=USR(UUDADR,IBUF,OBUF):IF M<>0 THEN ? "Error in initializing
UUDECODE! M=";M:?
2019 CLOSE #1:OPEN #1,4,0,IFILE$
2030 INPUT #1,IBUF$:BYTES=0
2040 TRAP 2095:IF IBUF$(1,5)<>"begin" THEN 2030:REM skip header
2042 ? IBUF$
2044 TRAP 2050:L=LEN(OFILE$):IF L<>0 THEN CLOSE #2:OPEN #2,8,0,OFILE$:GOTO 40
2046 FOR I=L TO 1 STEP -1:IF IBUF$(I,I)=" " THEN OFILE$=IBUF(I+1,L):GOTO 2044
2048 NEXT I
2050 ? "OUTPUT FILENAME":INPUT OFILE$:IF LEN(OFILE$)=0 THEN 2050
2052 GOTO 2044
2090 INPUT #1,IBUF$:IF IBUF$(1,3)="end" THEN PRINT IBUF$:GOTO 3000
2095 NERR=PEEK(195):IF NERR=136 THEN PRINT "Missing 'end' line!":GOTO 3000
2097 ? "Error Code=";NERR
3000 ? "Done!":CLOSE #1:CLOSE #2:? "Output byte count = ";BYTES:END
4000 DATA 255,255,8,6,3,7
4010 DATA 104,240,67,170,56,233
4020 DATA 2,240,14,104,104,202
4030 DATA 208,251,169,254,133,212
4040 DATA 169,255,133,213,96,104
4050 DATA 141,1,6,104,141,0
4060 DATA 6,104,141,3,6,104
4070 DATA 141,2,6,165,6,240
4080 DATA 100,165,134,133,203,165
4090 DATA 135,133,204,173,2,6
```

```
4100 DATA 56,229,140,133,208,173
4110 DATA 3,6,229,141,133,209
4120 DATA 162,128,208,2,240,72
4130 DATA 160,0,177,203,201,129
4140 DATA 208,42,160,2,177,203
4150 DATA 56,229,208,208,33,200
4160 DATA 177,203,229,209,208,26
4170 DATA 165,203,141,6,6,165
4180 DATA 204,141,7,6,160,6
4190 DATA 177,203,141,4,6,200
4200 DATA 177,203,141,5,6,24
4210 DATA 144,22,24,165,203,105
4220 DATA 8,133,203,144,2,230
4230 DATA 204,202,208,192,169,255
4240 DATA 133,212,133,213,96,234
4250 DATA 173,0,6,133,204,173
4260 DATA 1,6,133,205,160,0
4270 DATA 132,213,177,204,56,233
4280 DATA 32,133,212,208,24,165
4290 DATA 6,240,19,173,6,6
4300 DATA 133,208,173,7,6,133
4310 DATA 209,160,4,169,0,145
4320 DATA 208,200,145,208,96,165
4330 DATA 6,240,43,173,4,6
4340 DATA 56,229,212,173,5,6
4350 DATA 229,213,16,9,169,255
4360 DATA 133,212,133,213,32,54
4370 DATA 185,173,6,6,133,208
4380 DATA 173,7,6,133,209,169
4390 DATA 0,160,5,145,208,136
4400 DATA 165,212,145,208,230,204
4410 DATA 208,2,230,205,173,2
4420 DATA 6,133,206,173,3,6
4430 DATA 4,7,102,7,133,207
4440 DATA 166,212,160,1,177,204
4450 DATA 56,233,32,133,203,6
4460 DATA 203,6,203,136,177,204
4470 DATA 56,233,32,6,203,42
4480 DATA 6,203,42,145,206,202
4490 DATA 240,64,169,0,133,208
4500 DATA 160,2,177,204,56,233
4510 DATA 32,74,102,208,74,102
4520 DATA 208,5,203,136,145,206
4530 DATA 202,240,39,160,3,177
4540 DATA 204,56,233,32,5,208
4550 DATA 136,145,206,202,240,24
4560 DATA 24,165,204,105,4,133
4570 DATA 204,144,2,230,205,24
4580 DATA 165,206,105,3,133,206
4590 DATA 144,166,230,207,176,162
```

```
4600 DATA 96,224,2,225,2,0
```

165. Re: ABRA-CA-DABRA

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-02 02:17:00 UTC
From: gandalf@bradley.UUCP
Message-ID: <9100003@bradley>
Source record: 117869

One note about this uu..code response...

The source I have for uu..code programs on a UNIX system where I go to school and on PC-clones written in Turbo Pascal is that when encoding, if a space (ASCII 32) is to be output to the coded file a grave (ASCII 96) IS inserted in its place. The reverse takes place running uudecode. Therefore I question that the correct version would have any spaces in it at all if the uu..code programs are supposed to be fully compatible with the UNIX originals.

Bob Greenwald

...!ihnp4!bradley!gandalf

166. Re: 800XL with sick ROM - Help!

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-02 13:31:26 UTC
From: appelbau@topaz.UUCP
Message-ID: <8823@topaz.RUTGERS.EDU>
Source record: 117870

```
Try looking in either Antic or ANALOG for an ad from American TV.
They have the ROMS. I don't know the prices.
--
Marc L. Appelbaum "Insanity is just a state of mind"
Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum
```

167. uudecode revision..

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-02 14:24:16 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8702021424.AA06151@mitre-bedford.ARPA>
Source record: 117871

```
Well, folks...

The "minor revision" to uudecode posted last night has at least two bugs that
I have found. Please change Line 2046 as shown. I will post another complete
listing after I have fully debugged it.

2046 L=LEN(IBUF$):FOR I=L TO 1 STEP -1:IF IBUF$(I,I)=" " THEN OFILE$=IBUF$(I+1,L):GOTO
2044
^^^^^^^^^^^^^ ^
-John S.
```

168. Turbo BASIC Documentation.

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-02 14:43:17 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8702021443.AA07013@mitre-bedford.ARPA>
Source record: 117872

```
The Turbo BASIC documentation files are indeed available for posting again
if anybody missed them.

-John Sangster
jhs@mitre-bedford.arpa
```

169. Re: Turbo basic 800

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-02 16:01:48 UTC
From: casper@targon.UUCP
Message-ID: <137@targon.UUCP>
Source record: 117873

In article <206@dasys1.UUCP> ssegan@dasys1.UUCP (Sascha Segan) writes:
>
>Hello. I'm new on the net,too,and as people have seen,am an avid 800
user myself. I'd like to talk to anyone else who owns a 'dinosaur',
hopefully in my general area. Why does Turbo{
Basic only work on the XL/XE's? Can anyone modify it?
>Does anyone even have my computer?
>Thanks a LOT,

There is a turbo basic version, specially made for the 'old' 800
and 400 computers. I have a version lying around somewhere, and will
see if I can find it. Apparently it is diiferent from the XL version
because of some memory usage.
If there is enoug intrest I will transport, and send it through the net.

Casper Jansen

..!mcvax!targon!casper (for two weeks only, I am leaving this company).
otherwise
Stichting Atari Gebruikers
P.O. Box 180
4130 ED Vianen
Netherlands
atnn Casper Jansen

170. bad 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-03 04:52:09 UTC
From: imprint@watmath.UUCP
Message-ID: <4775@watmath.UUCP>
Source record: 117874

From imprint Mon Feb 2 23:32:38 1987
To: /u/imprint/atari

HELP!!!

My 1050 disk drive is returning ERROR #139 (Device NAK) with
every attempt to write. This problem only began recently, and
is somewhat intermittant. Anybody got any idea on what might
fix it?

Help much appreciated.

Doug Thompson at:
```
-------------------------------Imprint--------------------------------
| CSNet: imprint@math.waterloo.edu Campus Centre Rm. 140 |
| uucp: {ihnp4,decvax,allegra,utzoo} University of Waterloo |
| !watmath!imprint Waterloo, Ontario |
| CDNnet: imprint@math.waterloo.cdn N2L 3G1 |
| arpa: imprint%math.waterloo.edu@ (519) 885-1211 x 2332 |
| csnet-relay.arpa (519) 888-4048 |
------------------------University of Waterloo-------------------------
```

Imprint is the student newspaper of the University of Waterloo.

171. Thanks for the "pad" info

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-03 18:59:26 UTC
From: njd@ihlpm.UUCP
Message-ID: <875@ihlpm.UUCP>
Source record: 117875

Thanks to everyone who responded to my request for info on the Koala Pad/ Atari Touch Tablet. Randy Pacetti at AT&T-Network Software Center came through with his used Koala Pad w/software, which I bought from him, and am quite happy with. The Pad really does seem to be a nice input device; it certainly works well with Microillustrator. I hope to have time to program for it, someday - in the meantime, I need to adapt the graphics display/print program (for Microillustrator pictures) from Analog, for my "oddball" printer (Toshiba P1340). This should be interesting!

Cheers,

Nick (I love milking my 8-bits for all they're worth) DiMasi

172. MicroIllustrator file format

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-03 20:02:55 UTC
From: langdon@lll-lcc.UUCP
Message-ID: <567@lll-lcc.aRpA>
Source record: 117876

```
There were questions about the format of these picture files.
Here it is (below). I also have an Action program that
reads and displays them.
------------------------------------------------------------------------
Bruce Langdon L-472 langdon@lll-lcc.ARPA
Physics Department "langdon#bruce%d@lll-mfe.ARPA"
Lawrence Livermore National Laboratory
Livermore, CA 94550 (415) 422-5444
UUCP: ..{ihnp4,qantel,ucdavis,pyramid,styx,topaz}!lll-lcc!langdon
..{gymble,ll-xn,seismo}!lll-crg!lll-lcc!langdon
------------------------------------------------------------------------
Picture Data Format
for
MicroIllustrator
and
Koala Painter
and
AtariArtist

Each file consists of two sections,
a header and the data.

Header:

Offset Description
------ ----------------------------
$00-03 ID sequence: $FF,$80,$C9,$C7
$04-05 # bytes in header (-1)
usually $1A,$00
$06 Revision #: $01
$07 Compression type: $00=none,
$01=vertival, $02=horizontal
$08 Graphics mode: xx00yyyy where
xx=GTIA bits from GPRIOR and
yyyy=ANTIC mode. Nprmally $0E
$09-0C Active screen area (L,R,T,B)
$00,$2B,$00,$C0
$0D-11 Color register data for
COLOR0 thru COLOR4
$12-13 Total length of file: lsb,msb
$14-15 Unused: $00,$00
$16-19 Reserved: $9B,$9B,$9B,$9B
$1A Unused: $A2
```

The data follows immediately. If uncompressed, then it is in screen RAM order.

In horizontal compression, the data will fill memory on order (fill each row on the screen left to right, top to bottom.

In vertical compression, The data fills a 1-byte column, every other row, followed by the skipped row, then on to the next column.

Compressed data consists of variable length records. The first byte of each record determines the type of record. Format:

```
1st byte 2nd byte 3rd byte
<--------><--------><--------><....>>
|0|Cnt<>0 | Data |
Cnt bytes of repeated Data
|1|Cnt<>0 | Unique | Data | ...
Cnt bytes of unique data
|0| 0 | msb Cnt | lsb Cnt | Data|
Cnt (>127) bytes of repeated data
|1| 0 | msb Cnt | lsb Cnt |data|..
Cnt (>127) bytes of unique data
```

The subroutine READPIC.MAC will read a picture file onto a mode E or F screen (assumed). It only looks at the compression type and color values in the header and assumes that the picture area and mode are compatible with a full screen mode E or F picture.

---

173. ASTEROIDS Owner's Manual

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-03 21:15:54 UTC
From: blscearce@watrose.UUCP
Message-ID: <8438@watrose.UUCP>
Source record: 117877
Cross-posted to: misc.wanted,comp.sys.atari.8bit

I recently bought a coin-operated Asteroids game at an auction. I would like to get an owner's manual for same. If anyone out there has the address of Atari's Coin-Op division, would you please e-mail it to me?
Thanks,
Brian (watrose!blscearce)

174. Re: 800XL with sick ROM - Help!

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-03 22:04:01 UTC
From: hans@umd5.UUCP
Message-ID: <1430@umd5>
Source record: 117878

In article <3727@teddy.UUCP> kdj@teddy.UUCP (Kenneth D. Jordan) writes:
>My 800XL ROM is sick. The memory test on the ATARI shows the left hand
....

Well, there are a number of ways to approach this.

If you have access to a good ROM, an EPROM programmer, and 27128 EPROMs,
you could duplicate a good one. As far as I know, the 600XL, 800XL, 65XE
and 130XE all have the same ROM. If you have a friend with a broken machine
of any of these types, you could also try to use a ROM from it.
I have used a 27128 EPROM (either 200 or 250 ns, I don't remember), and
know that it works.

If this is not feasible, there are several places which sell Atari parts.
American TV and B&C Computervision come to mind. They advertise in
Antic and Analog, among others. I have not dealt with either, but I hear
that they promise delivery in the 4-6 week time frame.
Price should be around $10.

Finally Computer Mail Order (again, I have not dealt with them) recently
advertised 600XLs for $30 or $35. Since they are identical to 800XLs
except for the memory circuitry and the video output, you would get a great
supply of spare parts that way. Of course I don't know if they have any
left.

Before doing any of this I would try to swap parts with a good machine,
to be sure it really is the ROM and not some other part of the memory
circuitry which is causing the problem.

175. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-04 00:03:58 UTC
From: npk@H.CC.PURDUE.EDU.UUCP
Message-ID: <8702040003.AA17489@h.cc.purdue.edu>
Source record: 117879

I am constructing a set of boards, along with some modifications, to allow an 800 to emulate a 256K Newell-enhanced 800XL or whatever. The questions I have are 1) what locations are switched in/out when RAM is substituted for the operating system/etc? I assume that the locations switched are $c000-$cfff and $d800-$ffff, but I am not certain what is mapped into $c000-$cfff if the OS is not deselected. The hardware at $d000-$d7ff is never switched out, correct? Secondly, the not-halt signal is not "easily" available to the slots in the 800. Would it make much difference if I simply set it up that one of the bits in $d301 switched an alternate bank of RAM in at $4000-$7fff (the one that means 'put processor on alternate bank') and let Antic fend for itself? This shouldn't be a problem for most programs, because Antic is usually somewhere up above $8000 anyhow. This would mean that Antic is on the alternate bank whenever the processor is. That might create some problems, so I may try to route the not-halt signal from the CPU board.

Alos, does anyone out there have much experience etching circuit boards? Or know where I can have some etched? I bought a starter kit from DATAK, but I don't know if I have the skill to draw this thing up as a photographic image. I think I could lay it out, as a general guideline, but the boards are going to have to be double sided, so I am wondering if there is somewhere I can send the plans and have the boards made for me. Along those lines, since I am planning on (sooner or later) making this into a set of boards (3, with an expansion port on one of them- I've already got some things to add there) is there any interest in the world of 800 owners for something like this? I may write up a paper, describing the necessary mods, etc.

Scott Mark

USENET : {seismo, ucbvax, decvax, ihnp4}!pur-ee!h.cc.purdue.edu!npk

npk@h.cc.purdue.edu. {UUCP, BITNET, ARPA}

176. Re: Need modem help

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-04 14:28:56 UTC
From: ekijak@ARDEC.ARPA.UUCP
Message-ID: <8702040928.aa14293@ARDEC-3.ARDEC.ARPA>
Source record: 117880

I don't know how to do it, but you ought to be able to use any modem with
your 8 bit machine. I found out by accident that the 8-bit operating system
which is built into the machine (i.e., it's there even if you don't have a disk
drive)includes software for inputting and outputting data on the serial port.
It follows the standard custom of sending the bytes out one bit at a time on a
single pin. Incoming data is received on another pin of the serial port. Each
byte is preceded by a start bit, and is followed by a stop bit, and the data
bits are ordered least-significant-bit first, six more bits, most-significant
bit last. This is standard asynchronous serial transmission with 8 data bits,
one start bit, one stop bit, no parity. The baud rate is settable by pokeing
the appropriate memory locations, and setting up the serial port for
asynchronous I/O is also done by pokeing appropriate codes into the right
addresses. Sorry, I don't have the addresses or the values that must go into
them. These can be found in the hardware manual, or other published literature.You may have
to write your own software to configure the port and input and
output the data, unless your already have some program that interfaces with a
modem or does terminal emulation.
On the hardware side, the voltage levels used by the serial port are not
compatible with what a modem expects to see. The serial port operates at TTL
levels: logic 0 = zero volts, logic 1 = 5 volts. The modem expects RS-232
levels: logic 0 = +3 to +24 (I think) volts, logic 1 = -3 to -24 volts. You
must provide the hardware to do the voltage level translation. The easiest way
to do this is to use a chip such as the Maxim MAX232 which requires only 5 volts
and can be powered by the 5 v pin in the serial port itself. This chip
generates its own +9 and -9 volts for the RS232 levels and translates incoming
RS232 levels to TTL levels. Only a few external components need to be connected
to the chip (a few small capacitors and resistors) and the circuit is very
simple (see MAX232 data sheet).
I'm amazed at the number of features that were included in the original
8-bit machines that were not advertised or brought to the attention of
purchasers. Included at no additional expense were horizontal and vertical
smooth and coarse scrolling, animation by page flipping, custom display lists,
sprites, joystick ports that can be used for output as well as input, paddle
ports that can accept photocell and resistance thermometer inputs, tone
generation for dialing touch tone phones, asynchronous serial port for
communicating with modems or other (multivendor) computers. And all this stuff
was accessible through BASIC, worked with only 16kbits of memory, and didn't
require a disk drive or expansion box.

177. Re: bad 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-04 15:01:11 UTC
From: appelbau@topaz.UUCP
Message-ID: <8887@topaz.RUTGERS.EDU>
Source record: 117881

I had the same problem with my Indus. The cable was the culprut.
--
Marc L. Appelbaum "Insanity is just a state of mind"
Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum

178. Re: uuencoded uuencode for the 8-bits...

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-04 16:23:27 UTC
From: hans@umd5
Message-ID: <1431@umd5>
Source record: 117882

```
In article <1991@ncoast.UUCP> btb@ncoast.UUCP (Brad Banko) writes:
>
>Hello, again,
> Well I have written a uuencode program in Deep Blue C, and here
>is the executable uuencoded itself... there seems to be some problem with
>John's uudecode program... it almost works to uudecode this, but it gets
>lost at the end... I have sent this to John, so please don't use this to
>uuencode yet (if you can get it working) until we/I hear more from John
>on fixes to uudecode.bas (and this program, maybe?).
>
> Brad Banko
> Cleveland, Ohio
> ...!decvax!cwruecmp!ncoast!btb
>
Actually, I think it is your uuencode which is not working correctly. There
should be a line with a byte count of zero (i.e. starting with either a
space or an accent grave) between the last line of text and the 'end' line.
While some uudecodes may not enforce this, all the uuencoded files I have
looked at contain that line.
```

179. MODEMS +

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-04 19:55:00 UTC
From: Blic3:;@Score.Stanford.EDU:"8440827
Message-ID: <8702061438.AA01646@ucbvax.Berkeley.EDU>
Source record: 117883

I AM LOOKING FOR A MODEM SETUP THAT I CAN RUN WITH MY ATARI 400 WITH
32K. I AM ABOUT TO GIVE IN TO THE ATARI MODEM(300 BAUD) BUT I THINK THAT
THIS IS GOING TO BE TOO SLOW. I HAVE HEARD RUMORS THAT ATARI IS COMMING
OUT WITH A 1200 BAUD IN FEBRUARY FOR THE 8 BITS. ANYONE KNOW ANYTHING
ABOUT THIS? ALSO, WHAT KIND OF SOFTWARE IS AVAILABLE THAT WILL RUN ON
32K AND STILL HAVE SOME FLEXIBILITY? ANY HELP YOU CAN GIVE ME IN THIS
AREA WOULD BE APPRECIATED.

THANKS IN ADVANCE,

DAVE KINSMAN
8440827@WWU.CSNET
WESTERN WASHINGTON UNIVERSITY

180. ATARI BASIC NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-04 22:27:13 UTC
From: keeney@gumdrp.dec.com.UUCP
Message-ID: <7957@decwrl.DEC.COM>
Source record: 117884

subject: ATARI BASIC CART

I need some help. I recently moved and in the shuffle lost most of
my cartridges to my ATARI 800, the BASIC cartridge being among them.
I know the above sounds irresponsible, but I really do guard these
things carefully. Ironically these are the ONLY items I am missing as
a result of my moving.

I purchased my system (second hand) thru this usenet 3 years ago. I
have looked thru the YELLOW PAGES but find no mention of ATARI anything!
I called SEARS... they said they do deal in ATARI but said those cartridges
are not made anymore. I asked if they had BASIC on a disk and they said
I would have to write to ATARI? I looked thru some of my recent
COMPUTE! mags, but find no adds selling ATARI BASIC, though of course
there are adds selling other ATARI software. I will probably end up
writing to one of these if nothing else works, but I need BASIC now.

I have written a menu driven program in BASIC (! no flames please...its the
only language I know, and then just barely) to calculate personal income tax
bills that optimizes between forms EZ, 1040A, 1040, and Schedule D, and
lists any applicable credits that the user qualifies for. It also generates
MASS income tax form 1-2-3 from the info extracted from the Federal form.

This being the season and me with no BASIC cartridge.... in the words of
Ronnie Reagan "Well......"

Any helpful ideas would be appreciated. I'm also looking for info on how
to talk to a DEC LA-50 printer.

Dan Keeney

I think one of these is a valid path to me:

(DEC ENET) = PISCES::KEENEY
(UUCP) = {decvax, ucbvax, allegra}!decwrl!dec-rhea!dec-pisces!keeney
(ARPA) = keeney%pisces.DEC@decwrl.ARPA
PHONE = (617) 841-2218

181. Verifying disk drive speed - How ?

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-04 23:09:25 UTC
From: kdj@teddy.UUCP
Message-ID: <3737@teddy.UUCP>
Source record: 117885

I have seen a program (awhile back now) that could tell you the rotation speed of your disk drive. And given that you have access to a POT or some other adjustment screw, you could adjust and correct the speed. The disk speed, i believe, is slowing down and I am getting checksum errors on some of my use-to-work disks.

Does anyone know of (or have) a solution to this problem ? Your help would be appreciated.

--
->Kenneth D. Jordan, GenRad Inc, Production Test Division <-
->USmail: Mail Stop 4, 300 Baker Ave, Concord, Mass. 01742 <-
->usenet: {decvax,linus,wjh12,mit-eddie,cbosgd,masscomp}!genrad!panda!kdj <-
->tel: (617) 369-4400 x2824 <-

182. Re: ATARI BASIC NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-05 15:14:17 UTC
From: ekijak@ARDEC.ARPA.UUCP
Message-ID: <8702051014.aa27301@ARDEC-3.ARDEC.ARPA>
Source record: 117886

The DEC LA-50 printer uses a serial port and seems to work the same as a crt terminal. By that I mean if you feed the printer the same bit stream that's going into your terminal, whatever appears on the screen will be printed on the paper. Also, if the sequence ctl-[(0 (with no spaces) to switch the terminal into its alternate character set are received by the printer, it too will switch to its alternate character set. (I'm not sure but this seems to be a vt-52 or vt-100 or ANSI standardized function). With the alternate character set you can draw neat boxes around (Capital letter) words, and draw horizontal, vertical lines, any of four corners, any of four tees, and crossing lines. This lets you produce organization charts and simple line drawings that are totally made up of ascii characters so that you can include them in electronic mail messages, and transfer files using text file transfer techniques without needing binary file transfer techniques. The only problem is that your computer may have different alternate character set than the vt-100? standard. To get back to the default character set, send the sequence ctl-[(B without any spaces between the characters, of course. (These sequences work on a vt-100 type terminal and LA-50 printer, they may be different for your terminal). Also, you may or may not need a null modem device at the printer if you feed it the same bit stream as your terminal.

183. Re: ATARI BASIC NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-05 16:32:24 UTC
From: appelbau@topaz.UUCP
Message-ID: <8922@topaz.RUTGERS.EDU>
Source record: 117887

I know both B & C computer and American TV carry the BASIC cart. Look
in either ANTIC or ANALOG for their address.
--
Marc L. Appelbaum "Insanity is just a state of mind"
Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum

184. Terminal Program, General Help

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-06 01:43:27 UTC
From: stever@wjvax.UUCP
Message-ID: <825@wjvax.wjvax.UUCP>
Source record: 117888

I am new to the UNIX system and am also a neophyte Atari user. My system consists of a 130XE, a 1050 DD, and a 1030 modem. I would like some information in a number of areas:

1. Where can I get a VT100 terminal emulator program which will work with my system? Will this program control the modem also? Will it compensate for the 40 column format?

2. Is there an inexpensive way to upgrade this system to 80 columns? What programs are available which use the capability? How is the resolution?

3. Are there any public domain spreadsheets for this system? Where can I get them? Documentation would be a big plus.

4. I have downloaded programs from various BBS's (Compuserve, etc.) with mixed results. About half the programs load and run, the others do not. I am using the HomeTerm modem program. Is this typical?

5. My 1050 disk drive seems too make an inordinate amount of noise when switching tracks. Is this typical? Does documentation exist for this drive which would allow me to adjust/clean/repair it myself?

6. In general, what books/publications are available which would allow me to get more out of my system?

Thanks in advance for any help.

Steve Reinhold

185. Re: ATARI BASIC NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-06 14:09:00 UTC
From: GODDEN@gmr.com.UUCP
Message-ID: <8702061847.AA05697@ucbvax.Berkeley.EDU>
Source record: 117889

Just send $15 (or is it $10?) directly to Atari Corp (look in mags for address) and they will send you a revision C Basic cartridge.
-Kurt Godden

186. Re: finding some use for 410 Program recorder

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-06 17:40:03 UTC
From: Fleysher.wbst@XEROX.COM.UUCP
Message-ID: <870206-093955-3413@Xerox>
Source record: 117890

David
<ulysses!gamma!zeta!mb2c!fmsrl7!cideq3!krastes@ucbvax.Berkeley.EDU>
- sorry, I can't reach you from here ("name too long").

There are probably thousands of us out here with 410 recorders gathering
dust. If anyone provides suggestions for using them, please pass them
along.

Dan

---

187. Re: uuencoded uuencode for the 8-bits...

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-06 22:00:26 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8702062200.AA00982@mitre-bedford.ARPA>
Source record: 117891

The difficulty that Brad has been having with my uudecode seems to be caused by the format of his uuencode output, which does not include the final line containing "zero bytes" to be uudecoded. VAX implementations of uuencode seem to include such a line. This comes out as a line containing just a single space before the <RETURN>. A space is $20 (or decimal 32) in ASCII, so a uudecoder subtracts $20 and gets a byte count of zero. If it is written correctly it decides that (a) there is nothing on that line to uudecode and (b) there are no more lines, either. The next line should contain "end".

I wrote the assembly language subroutine to determine that the byte count was zero and return without doing any decoding. It does however return a USR value of 0, which gets put into the M in my BASIC calling program in the line "M=USR(UUDADR)". The next line tests for M=0 as the end condition and returns control down below to the lines which handle finishing up and closing files.

In Atari BASIC, if you want high speed, you have to put the critical code right at the beginning, because every time you ask BASIC to GOTO a line number, it has to search through all the stored program steps until it finds a line with that number. If you are searching for a line right at the beginning, the search takes the least possible time. That is why I put the "main loop" at the front, with just one line ahead of it to make the program start up correctly on a RUN command.

I also used just the one test for a line with zero bytes in it as the end condition. I felt that this would be a fast test. If you want to, you can make it actually look for the "end" line instead by inserting the test "IF (OBUF$(1,3)="end" THEN GOTO ..." instead of or in addition to the test for M=0.

-John S.

188. Terminal Program, General Help

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-07 03:11:08 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8702070311.AA04891@mitre-bedford.ARPA>
Source record: 117892

>I am new to the UNIX system and am also a neophyte Atari user. My system
>consists of a 130XE, a 1050 DD, and a 1030 modem. I would like some
>information in a number of areas:

>1. Where can I get a VT100 terminal emulator program which will work with my
>system? Will this program control the modem also? Will it compensate for
>the 40 column format?
There are several VT100 emulators available. VT10SQ is a public-domain
program which displays 80 columns using the high resolution capabilities
of Graphics Mode 8 (320x192). It does only a partial emulation, e.g. not
handling graphics (line drawing) at all. It also does NOT include any
file transfer or data capture capabilities. Also, the keypad is accessed
by prefixing each keystroke with an ESC, which I found "got old fairly
fast". It is NOT what you could call convenient.

Another program called Chameleon can emulate a VT100, among other things.
I believe it makes you scroll around to see all 80 columns, however.
(I have never used it.)

The best VT100 emulator I have seen is CDY's OmniCom, which I am using
to compose this message using the Rand screen editor on my VAX at work.
This one DOES do the line-drawing graphics and also includes kermit and
xmodem. It, however, requires CDY's OMNIVIEW O/S replacement chip to work.
That is, however, well worth considering, because OMNIVIEW gives you
a built-in 80-column capability -- built into the Editor (E:) device.
Also, it comes with an 80-column word processor which is pretty powerful.

>2. Is there an inexpensive way to upgrade this system to 80 columns? What
>programs are available which use the capability? How is the resolution?
I guess I already answered this one, partly. Since OMNIVIEW replaces
the 40-column E: device with an 80-column one, any program that uses E:
in Graphics Mode 0 (just text) will work with it. Unfortunately, this
rules out a lot of programs that unnecessarily use some other modes just
for jazzy effects, but still a lot of things work. Ask CDY for answers on
specific programs. The resolution is good enough to use routinely for
day-to-day word processing, although nobody would say it is as good as that
of much more expensive computers which were designed for 80-column output
in the first place. I used OMNIVIEW and OmniWriter (the 80-col word
processor) on a black and white TV for quite awhile, and it was perfectly
useable. I now use a Magnavox amber monitor and it is even better.
In fact, DARN NEAR as good as some of the amber monitors I have seen
used with the IBM-PC. It can be used with color monitors too, but only
ones which provide a separate chroma input.

As for "inexpensive", since OMNIVIEW comes with an 80-column word processor
and costs only about what a lot of other, 40-column word processors are

selling for, I would say it is fairly inexpensive, especially if you have not yet bought a word processor. (Current list price of OMNIVIEW last I heard was $39.95).

Atari has been promising to bring out an alternative 80-column adaptor Real Soon Now for many months. I think it is waiting for FCC Part 15 certification or something. It is supposed to be priced around $60, but we will only know for sure when it is available. It will probably have more support from software vendors, eventually, than the CDY product, but then it will be SIGNIFICANTLY more expensive when you consider that it won't include a free word processor. Also, it will take up desk space and (yuk) yet another electrical outlet. It may have important additional capabilities, but I don't know the details. Perhaps Atari can give you more complete information.

>3. Are there any public domain spreadsheets for this system? Where can I get
>them? Documentation would be a big plus.
There was a Type-In spreadsheet program called SpeedCalc published in March, 1986 by COMPUTE! magazine. Not exactly Public Domain, but close. The granddaddy of all spreadsheets, VisiCalc, is available for around $20 these days. Several others exist too.

>4. I have downloaded programs from various BBS's (Compuserve, etc.) with
>mixed results. About half the programs load and run, the others do not. I am
>using the HomeTerm modem program. Is this typical?
It sounds worse than average if the problem is line noise. The best way to download is with a file transfer protocol like xmodem or kermit. These should ensure correct files if the implementation you have is any good at all. I don't know how well HomeTerm works but it should be fine.

The other thing you might be running into is that the programs were written for the older Atari machine, the 800. Some (many) such programs use illegal O/S calls "to improve performance" and don't run on the 130XE or for that matter the 800XL. To test this possibility, you should obtain the Atari "Translator Disk" and boot it first, then boot the questionable program. If it is an O/S compatibility problem, it will then run correctly (assuming you loaded it with BASIC enabled/disabled as appropriate, etc.). (The Translator Disk installs an 800-compatible O/S in RAM in the same address space as the ROM O/S normally sits.)

Incidentally, OMNIVIEW will allow you to run a lot of the programs that otherwise would require the "Translator Disk", since OMNIVIEW looks almost exactly like an 800 O/S to the application software.

>5. My 1050 disk drive seems too make an inordinate amount of noise when
>switching tracks. Is this typical? Does documentation exist for this drive
>which would allow me to adjust/clean/repair it myself?
A "Field Service Manual" is (or was) available from Atari. It is part number FD100330, dated October 1983. Let me know if you cannot obtain it from other sources and I will see if I can help.

>6. In general, what books/publications are available which would allow me to
>get more out of my system?
Your Atari Computer, by Lon Poole, et al, is a **MUST** even though it
is aimed at the older models. There are near-equivalents from SAMS and
Weber Systems, Inc., both worth having. Poole's book is an excellent
source for becoming a virtuoso at Atari BASIC.

For Assembly language, buy Mark Chasin's book, "Assembly Language
Programming for the Atari Computers". It is wonderfully well written
and will be equally good for beginners and assembly language experts
who just need help with I/O, graphics, and sound features of the Atari.

Mapping The Atari is a must for everybody who is serious. It is like
a dictionary / roadmap of O/S variables, BASIC tables, etc.

If you are REALLY serious, there is De Re Atari, the Atari hardware
manual, the O/S manual, the DOS manual, and Inside Atari DOS, by COMPUTE!
Magazine. Oh, yes, and The BASIC Source Book. These give details like
schematic diagrams, connector pinouts, and source listings!!!

Speaking of magazines, there are two main ones, ANALOG and ANTIC.
ANALOG is more technically oriented and ANTIC more toward games.
COMPUTE! Magazine always has a small number of articles of interest
to Atarians, some of them so good it would be a shame to miss them.
I try to look at every issue and buy it occasionally.

>Thanks in advance for any help.
That's what the Net is for! Last year at this time, I was mainly asking
questions myself!!!

>Steve Reinhold

------- End of Forwarded Message

Good luck getting started with your 130XE. These machines are so capable
that they seem to attract talented people. As a result there is an incredible
amount of good software available, both Public Domain and otherwise.
I am sure you will get a lot of mileage out of your 130XE as I have out of my
800XL.

-John Sangster / jhs@mitre-bedford.arpa

189. Re: MODEMS +

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-07 03:18:02 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8702070318.AA05051@mitre-bedford.ARPA>
Source record: 117893

I can't help you with the Atari 1200 baud modem, but you might consider the Avatex 1200 as an alternative. I have been using one for many months now, and it has worked flawlessly. The only time I have ever seen character errors is when my wife picks up another extension by mistake. The Avatex is available for less than $80 from some sources and does autodial, autoanswer, autobaud. It follows the Hayes standard well enough that most programs will work with it. It has a bank of back-panel switches which let you set up the handshake signals like Data Terminal Ready (DTR) in hardware if your software doesn't know what to do. I have found this VERY useful for quickly identifying why a terminal emulator program doesn't work. And fixing it, too, without having to rewrite it or rewire the cable.

It does NOT have a built-in speaker, but DOES have a jack for connecting a phone to it (so you can listen to call progress on the phone if you wish).

-John Sangster
jhs@mitre-bedford.arpa

190. ACTION! summary

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-07 03:59:44 UTC
From: daryl@ihlpe.UUCP
Message-ID: <1513@ihlpe.UUCP>
Source record: 117894

Someone locally asked me for ACTION detail information. I ended up with
something detailed that I thought should be shared with the net.

Daryl Monge UUCP: ...!ihnp4!iheds!dlm
AT&T CIS: 72717,65
Bell Labs, Naperville, Ill AT&T 312-979-3603

****
****

ACTION! is an OSS super-cartridge. You get a text editor which is general
enough to use on any text file, a monitor for running programs, dumping
variables, etc, and the compiler itself (which is accessed from the monitor)
The big linkup between the compiler and the editor is going into the editor
immediately after a compiler error will place the cursor at the offending
line. Useful, since the compiler stops after ANY error (the only annoying
deficiency.)

EDITOR summary:
Insert/delete line/character with the normal keyboard keys for them
tab, set tab, clear tab, using normal keyboard keys
Forward/back screen
Find characters
Set/Goto tag
home/end of buffer
replace/insert mode (the editor is like gmacs - modeless)
paste deleted lines
read/write files
clear buffer
create/delete split screen windows -- can do 2 windows, a different
file in each.
Substitute string (no regular expressions)
undo last delete
shift window left/right. Useful when indenting becomes a problem on
a 40 column screen.

The MONITOR:
compile /edit/return to dos commands
Proceed from either a break key or library break() function
run a program
set a memory location (poke)
write a compiled program to disk
execute an immediate command (any one line meaningful to the compiler)
display a memory location (peek)
dump memory (bulk dump)
set system options:

display turn off display will compute bound. On
atari's this can improve compiler performance
30% or more.
bell on/off an audible bell on errors
case sensitive on/off
trace on/off, trace each subroutine call, not
including library functions.
list on/off list program while compiling
window 1 size size in lines of the top window when using
split screen mode
line size Max line size, must be <240
left margin Default of 2, can be 0 if you have a decent
TV or monitor.
EOL character The visible end of line character, useful if
you want to know if the file has lines with
trailing blanks.

Of course you really want to language details, since the above is really
sugar for the development environment.

identifiers are arbitrary length, must start with an alphabetic, and the
remainder must be alphanumeric or underline (_)

Constants are
digits decimal
$digits hex
'letter a single character constant
"string" a character string. ACTION! strings are
[1 byte count]characters

Fundamental Data types: (by the way - all ACTION! variables are static)
BYTE obvious. CHAR is treated the same
CARD 16 bit unsigned
INT 16 bit signed
POINTER to any of the above

Variable declarations:
BYTE name1,name2 simple storage allocation
BYTE x=[1] initialization
BYTE y=$8000 declares y as residing at memory loc $8000

Expressions (in priority):
- unary minus
* mult
/ divide
MOD remainder
+ add
- binary subtract
(= is not an operator in ACTION!, hence z=(x=y) is not legal)

Bit wise:
& and
% or
! xor
XOR same as !
LSH logical (vs arithmetic) left shift
RSH logical right shift

relational:
= equality
inequality
<> same as #
> >= < <= obvious
AND logical and, not the same as &
OR logical or, not the same as %

expressions are cast in the order of BYTE->INT->CARD

Assignment:
= simple assign
==<operator>
where <operator> is any binary operator, including LSH, RSH
etc., just like += in C.

Statements:
IF THEN ELSE FI
IF THEN ELSEIF THEN ELSEIF THEN ... FI
DO <loop> OD
FOR TO STEP DO <loop> OD
WHILE DO <loop> OD
DO <loop> UNTIL OD
There is no case and no GOTO in ACTION!!!!!!!

Functions and subroutines:
They are separated as in Fortrash.

PROC name(BYTE arguments INT arguments ...)
FUNC name(...)

and most interesting

PROC name=<address>(arguments)

where address is an address in memory. Makes it real easy to call OS
routines in ROM, etc directly from action without any assembler language
non-sense.

There is a RETURN statement. IT IS THE ONLY WAY TO KNOW WHERE THE END OF A
ROUTINE IS!! It is a simple minded compiler and probably only generates a
RTS instruction when it encounters a RETURN. RETURN's are legal anywhere in
a functions or procedure.

Scoping rules in ACTION! are virtually identical to C, except there is no
concept or AUTOMATIC in ACTION!, making recursion more difficult.

Preprocessor (sort of)

DEFINE name="anything"
INCLUDE "filename"

is the only two things. the quotes must always be in the DEFINE statement,
even if <anything> is just a number.

You can have POINTERS to objects and ARRAYS. There is also a struct like
concept called records and are declared as
TYPE name = [BYTE stuff INT stuff ...]

It is C struct and typedef roled into one statement. To use the above the
declaration would be
name myvariable

ARRAYS work just like C. Passing them to a procedure or function just
passes the base address of the array.

RESTRICTION:
You cannot have ARRAYs of records or records with embedded ARRAYS.
There are ways to hack your way around this, however, and the manual
does a fairly good job of documenting it.

Special note:
Anywhere in a program you can start inserting assembly language
for speed. You simply enter
[$00 $00 ...]
where you would normally enter ACTION! statements. VERY handy.
Of course most people use DEFINE and an INCLUDE file to set up
mnemonics for the hex instructions. You are even allowed to embed
program variable names. For example:
DEFINE LDA="$94" ;or whatever it is
DEFINE CMP="$44"

[LDA variable CMP 'T]
would load <variable> into the A register and compare it against
the literal character T

The manual fully documents the operation of the compiler, how it handles
allocating variables during compile time, etc.

The run time library:
Print BYTEs, INTs, CARDs, and strings to standard out, or any other
file descriptor. The I/O subsystem is very similar to UNIX in that
you have a character stream interface based on file descriptors.
Input the above items.
PrintF !!(not all of it of course)

All the normal graphics functions the BASIC(K) has, but as function
calls of course
String copy, compare, substring, etc.
Random numbers
Zero, Set, Move blocks of memory (very fast)
Open, Close, XIO, Point(as in fseek(3)), Tell(as in ftell(3))

There it is. In my opinion, there is no better development environment for
the ATARI 8 bits. (I have never tried KYAN PASCAL). I have been working
with ACTION! for a while and am totally satisfied. Contrary to recent
NETNEWS traffic, it IS!!! better to have the system on ROM, since the
hardware offers your compiler, etc, no protection at all.

191. Re: bad 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-07 05:40:15 UTC
From: imprint@watmath.UUCP
Message-ID: <4869@watmath.UUCP>
Source record: 117895

Summary:Problem solved

Thanks to all who responded to my plea for help. The problem turned out to be with the mechanism (L.E.D. I think) which tests to see if the floppy is write-protected. It was dirty!

Cleaning it has the drive happily writing disks again.

Thanks again
Doug Thompson
imprint@watmath.uucp (University of Waterloo Student Newspaper)

192. MicroIllustrator reader source

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-07 07:18:28 UTC
From: langdon@lll-lcc.UUCP
Message-ID: <583@lll-lcc.aRpA>
Source record: 117896

```
I have received requests for this program and it's not long, so here it is.
Also the MAC source for the file decoder routine.
------------------------------------------------------------------------
Bruce Langdon L-472 langdon@lll-lcc.ARPA
Physics Department "langdon#bruce%d@lll-mfe.ARPA"
Lawrence Livermore National Laboratory
Livermore, CA 94550 (415) 422-5444
UUCP: ..{ihnp4,qantel,ucdavis,pyramid,styx,topaz}!lll-lcc!langdon
..{gymble,ll-xn,seismo}!lll-crg!lll-lcc!langdon
------------------------------------------------------------------------
; MICROS.ACT
;
; READPIC - Reads MicroIllustrator
; picture files. Original code by
; Robert E. Wilson, REW Consulting.
;
; Modified for Action! and converted
; to code blocks by Harold Long,
; Bolton, MA. 14-Jan-1985
;
PROC GetByt=*() [
;Provides CCIO and bailout functions
$A5$AA$C5$AC$D0$06$A5$A9$C5$AB$F0$16
$A2$10$A9$00$8D$58$03$8D$59$03$20$56
$E4$30$09$E6$A9$D0$02$E6$AA$60$A9$01
$85$A0$68$68$60]
;Provides screen address canculation
PROC NxtPnt=*() [$24$A2$50$2C$C6$A5$F0
$0E$A9$50$18$65$A3$85$A3$A9$00$65$A4
$85$A4$60$A9$60$85$A5$C6$A6$F0$0E$A9
$28$18$65$AD$85$A3$A9$00$65$AE$85$A4
$60$A9$02$85$A6$A9$01$18$65$AD$85$AD
$85$A3$A9$00$65$AE$85$AE$85$A4$60]

;
BYTE FUNC READPIC=*() [
; Segment contains 181 bytes.
$A5$58$85$AD$85$A3$A5$59$85$AE$85$A4
$A9$60$85$A5$A9$02$85$A6$A9$07$8D$52
$03$A9$A0$8D$54$03$A9$00$8D$55$03$85
$A7$85$AC$A9$FF$85$AB$85$A9$85$AA$20
GetByt$85$A0$A5$A9$C9$07$F0$0A$C9$0C
$F0$10$C9$1A$F0$2B$D0$EB$A5$A0$4A$6A
$6A$85$A2$18$90$E1$A9$05$85$A1$20GetByt
```

```
$A6$A7$9D$C4$02$E6$A7$C6$A1$D0$F2
$20GetByt$85$AB$20GetByt$85$AC$18$90
$C2$A5$A2$F0$24$20GetByt$85$A1$29$7F
$D0$0F$20GetByt$85$A8$E6$A8$20GetByt
$85$A7$18$90$06$85$A7$A9$01$85$A8$A5
$A1$29$80$85$A1$20GetByt$85$A0$A0$00
$A5$A0$91$A3$20NxtPnt$A5$A2$F0$EE$C6
$A7$D0$04$C6$A8$F0$C2$A5$A1$F0$E9$D0
$E0]

;
; Build an ANTIC E mode display list
;
MODULE
BYTE SDMCTL=$22F, DINDEX=$57
CARD SDLSTL=$230

PROC ANTIC_E()
BYTE TEMP
CARD CHANGE
Graphics (8+16) ;Need GR 8
TEMP=Peek(SDMCTL) ;Save display control reg
Poke (SDMCTL, 0) ;Turn off display
Poke (SDLSTL+3,78) ;Force the first LMS
FOR CHANGE=(SDLSTL+6) TO (SDLSTL+204) ;WE KNOW HOW LONG MODE 8 IS
DO
IF Peek (CHANGE)=15 THEN
Poke (CHANGE, 14)
ELSEIF Peek (CHANGE)=79 THEN
Poke (CHANGE, 78)
FI
OD
Poke (DINDEX,7) ;Fool OS to think it's mode 7
Poke (SDMCTL, TEMP) ;Turn screen back on
RETURN

MODULE ;FILEHAN.ACT - General file and screen handler

; Copyright (c) 1984 Harold Long, Bolton MA

BYTE ARRAY fname(18) ;file name+ext
BYTE ARRAY infile(16),outfile(16)

BYTE FUNC IsLower(BYTE c)

IF (c>='a) AND (c<='z) THEN
RETURN(1)
FI
RETURN(0)

BYTE FUNC ToUpper(BYTE c)
```

```
IF IsLower(c) THEN
c ==- $20
FI
RETURN(c)

PROC Test_Name(BYTE POINTER fname)
BYTE chr, cnt, ext
BYTE ARRAY str132(24)
chr=0
ext=0
FOR cnt=1 TO fname(0) DO
fname(cnt)=ToUpper(fname(cnt))
IF fname(cnt)='. THEN ext=cnt FI
IF fname(cnt)=': THEN chr=1 FI
OD
IF (ext>0) AND (ext # (fname(0)-3)) THEN
fname(0)=ext+3
FI
IF chr=0 THEN
str132(0)=fname(0)+3
str132(1)='D
str132(2)='1
str132(3)=':
FOR cnt=1 TO fname(0) DO
str132(cnt+3)=fname(cnt) OD
FOR cnt=0 TO str132(0) DO
fname(cnt)=str132(cnt) OD
FI
RETURN

;
; Main shell routine
;
PROC Shell(BYTE ARRAY infile, outfile)
BYTE result
BYTE key=764
Close(1) ;for sure
Open(1,infile,4,0) ;open input
ANTIC_E() ;set up display list this way
;for all those poor 400/800
;owners...
result=READPIC()
Close(1)
DO
UNTIL key # 255
OD
key=255
RETURN

PROC Get_Files()
BYTE cnt
DO
```

```
Poke(82,1)
Put(125)
PutE()
PrintE("MICROS - MicroIllustrator Utilities.")
PrintE("Provides simple cut and paste")
PrintE("functions as demonstration routines.")
PrintE("Copyright (c) 1984 Harold Long")
PrintE("Permission granted to distribute for")
PrintE("non-commercial purposes.")
PutE()
Position(1,8)
PrintE("Input File? ")
Close(7)
Open(7,"K:",4,0)
DO
Position(13,8)
Put(' )
InputS(infile)
Test_Name(infile)
Position(13,8)
Print(" ")
Position(13,8)
Put(' )
Print(infile)
PutE()
PutE()
Print("Correct (Y/N)? ")
DO
cnt=GetD(7)
UNTIL cnt='Y OR cnt='y
OR cnt='N OR cnt='n OD
Put(cnt)
UNTIL cnt='Y OR cnt='y OD
PutE()
Shell(infile, outfile)
OD
RETURN
-------------------------------------------------------------------------
TITLE'READPIC -- Reads ATARIARTIST Picture Files'
SUBTTL'Definitions'
;
;**** READPI.MAC -- Reads ATARIARTIST Picture Files ***
;
; By Robert Elden Wilson
; REW Consulting
; December, 1984
;
; *** Definitions ***
;
BYTE:EQU$CB;Will hold input byte
```

```
MODE:EQU$CC;Unique data or Same data mode
TYPE:EQU$CD;Compression type
PNT:EQU$CE;Buffer pointer
CNT96:EQU$D0;Counter (96-0)
CNT2:EQU$D1;Counter (2-0)
LEN:EQU$D4;Length of compression block
;
ICCMD:EQU$0352;IOCB1 command byte
ICBA:EQU$0354;IOCB1 buffer address
ICBL:EQU$0358;IOCB1 buffer length
;
SCRMEM:EQU$58;Address to Pointer to Screen memory
COLOR0:EQU$02C4;Playfield color 0 shadow
;
CIOV:EQU$E456;Address of CIO routine
;
;
EJECT
SUBTTL'Page Six'
;
; *** Page Six ***
;
;
; This block must be loaded into page 6.
;
ORG$0600
;
;
;>>>GETBYT --Inputs a byte from the file
;open on IOCB1. When number
;of bytes input equals
;value stored at LENGTH,
;return address is popped
;from stack and routine
;returns to previous caller.
;
GETBYT:LDACOUNT+1;See if done yet
CMPLENGTH+1
BNECONTIN;No, continue
LDACOUNT
CMPLENGTH
BEQERROR;Yes, exit
CONTIN:LDX#$10;Use IOCB1
LDA#$00;Set buffer len to 0
STAICBL;This causes byte
STAICBL+1;to be returned in A
JSRCIOV;Get byte
BMIERROR;Error
INCCOUNT;Increment # bytes read
BNEDONE
```

```
INCCOUNT+1
DONE:RTS;That's all
;
ERROR:PLA;Pop off return address
PLA
RTS;Return to previous caller
;
COUNT:DW0;# bytes input
LENGTH:DW0;Length of file
BASE:DW0;Base screen address
;
;
;>>>NXTPNT --Loads PNT with the screen
;address for the next byte
;of picture data.
;
NXTPNT:BITTYPE;Check compression type
BVCNOCOMP;No compression
DECCNT96;Have we done 96 rows?
BEQSTEP5;Yes
LDA#80;Add 80 to PNT
CLC
ADCPNT
STAPNT
LDA#$00
ADCPNT+1
STAPNT+1
RTS;Done
STEP5:LDA#96;Reset counter
STACNT96
DECCNT2;Both odd/even rows done?
BEQSTEP7;Yes
LDA#40;Add 40 to BASE
CLC
ADCBASE
STAPNT;and store in PNT
LDA#$00
ADCBASE+1
STAPNT+1
RTS;Done
STEP7:LDA#$02;Reset counter
STACNT2
NOCOMP:LDA#$01;Add 1 to BASE & PNT
CLC
ADCBASE
STABASE
STAPNT
LDA#$00
ADCBASE+1
STABASE+1
```

```
STAPNT+1
RTS;Done
;
EJECT
SUBTTL'Main Routine'
;
; *** Main Routine ***
;
;
; This block can be loaded anywhere.
;
ORG$0000
;
READIT:PLA;Remove arg cnt
LDASCRMEM;Get screen memory address
STABASE
STAPNT
LDASCRMEM+1
STABASE+1
STAPNT+1
LDA#96;Set up counters
STACNT96
LDA#$02
STACNT2
LDA#$07;I/O will be read
STAICCMD
LDA#BYTE;Store buffer address
STAICBA
LDA#$00
STAICBA+1
STALEN;Init remaining variables
STALENGTH+1
LDA#$FF
STALENGTH
STACOUNT
STACOUNT+1
READHD:JSRGETBYT;Get a header byte
STABYTE
LDACOUNT;Load # bytes read
CMP#$07
BEQCTYPE;Up to compression
CMP#$0C
BEQCOLORS;Up to colors
CMP#$1A
BEQREADAT;Done with header
BNEREADHD;Keep reading header
CTYPE:LDABYTE;Get data
LSRA;Move bits 0,1 to 6,7
RORA
RORA
```

```
STATYPE;Save compression type
CLC
BCCREADHD;Read more header
COLORS:LDA#$05;Load counter to read colors
STAMODE
NXTCOL:JSRGETBYT;Get a color
LDXLEN
STACOLOR0,X ;Store it
INCLEN
DECMODE
BNENXTCOL;Get next one
JSRGETBYT;Get file size
STALENGTH;Store it
JSRGETBYT
STALENGTH+1
CLC
BCCREADHD;Read more header
READAT:LDATYPE;Get compression type
BEQINPBYT;No compression
COMPR:JSRGETBYT;Get a mode byte
STAMODE
AND#$7F;Get count
BNESHORT;Count < 128
JSRGETBYT;Get long count
STALEN+1
INCLEN+1
JSRGETBYT
STALEN
CLC
BCCGETDAT
SHORT:STALEN
LDA#$01
STALEN+1
GETDAT:LDAMODE;Reload mode
AND#$80;Strip off count
STAMODE
INPBYT:JSRGETBYT;Get data byte
STABYTE
LDY#$00
STORE:LDABYTE
STA(PNT),Y;Store it
JSRNXTPNT;Go calculate next address
LDATYPE;Check compression
BEQINPBYT;No compression
DECLEN;More in the block?
BNENEXT;Yes
DECLEN+1
BEQCOMPR;No, get next mode byte
NEXT:LDAMODE;Check mode
BEQSTORE;Repeated data mode
```

```
BNEINPBYT;Unique data mode
;
END
-------------
```

193. Re: uuencoded uuencode for the 8-bits...

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-08 05:25:44 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8702080525.AA21769@mitre-bedford.ARPA>
Source record: 117897

Well, it sounds as though your efforts will prove of value to the net, by allowing us to uuencode locally. Since that is done once and decoding is done many times (i.e. by many people), I guess it is not so bad if the encoder is in Deep Blue C and is 5 times slower than the decoder. (I am assuming that encoding and decoding are about equal. Actually encoding may be a little worse because writing DOS files on 1050s is much slower than reading them, and the output file is 33% longer for encoding than for decoding.)

Anyway, thanks for your benchmarking. It is gratifying to learn that I apparently did a reasonable job of structuring the thing for speed.

-John S.

194. Re: modification of end condition test for BASIC uudecode program.

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-08 05:47:09 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8702080547.AA21962@mitre-bedford.ARPA>
Source record: 117898

```
Oops! I said OBUF$ and should have said IBUF$, of course...

If you want to modify my uudecode so it terminates on "end" rather than on
the line containing just a space, or in addition to it, then you should test
with
IF IBUF$(1,3)="end" THEN GOTO (wherever)
instead of or in addtion to
IF M=0 THEN GOTO ...
The two tests could of course be combined, e.g.
IF M=0 OR IBUF$(1,3)="end" THEN GOTO ...

I used the simple test for M=0 because I thought it would be the fastest thing
to do.

-John Sangster / jhs@mitre-bedford.arpa
```

195. Dec Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-08 16:39:01 UTC
From: ssegan@dasys1.UUCP
Message-ID: <212@dasys1.UUCP>
Source record: 117899

I use my Atari 8-bit to access UUCP-net, and wondered if anyone knows of any good DEC VT-100 emulators out there for the 48K 800. I'm using a program called VT-10-Squared,which doesn't support ANY file transfers --- not even ASCII! The program I want should have these features:

o ASCII Capture
o 80-column screen with NO extra hardware and NO horizontal scrolling
o Usable on Avatex 1200(Hayes)
o Supports DEC VT100 screen control characters
o Maybe XMODEM????

Does this exist? If anyone wants to see VT-10-SQR,I might upload it in UUENCODE format once someone fixes the decoder so I can decode the encoder.
Thanks,
----Sascha!

--
Sascha Segan {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Unix {bellcore,harpo,cmcl2}!cucard!dasys1!ssegan
New York, NY, USA {philabs}!tg/

196. Re: Dec Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-08 20:27:07 UTC
From: schuster@dasys1.UUCP
Message-ID: <214@dasys1.UUCP>
Source record: 117900

Sascha,
You might try Chameleon, available thru ANTIC. I _know_ it does not
offer true 80 columns without scrolling, but it does do many enulations
of which one will probably work for you. It also has good XMODEM and]
Kermit modules ... and a serviceable, if primitive, ASCII text capture.
....mike
--
Mike Schuster {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Unix {bellcore,harpo,cmcl2}!cucard!dasys1!schuster
New York, NY, USA {philabs}!tg/

197. Silly little MUSIC program, again.

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-09 05:20:30 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8702090520.AA07529@mitre-bedford.ARPA>
Source record: 117901

OK, Dan Fleysher, you're right that I shouldn't have uuencoded this program,
I should have just sent it as a .LST file in ASCII.

It's a simple little random music generator that illustrates some principles
of music theory. The music it makes is not slated for eternal fame, but it is
fun to listen to, for awhile at least.

Enjoy!

-John Sangster, jhs@mitre-bedford.arpa

```
------------c-u-t---h-e-r-e---f-o-r---MUSIC.LST---demo-program----------------
100 REM ALEATORIC MUSIC EXPERIMENT
110 REM J. SANGSTER 26 JULY 1986
120 REM
122 REM SET UP RATIOS (4 OCTAVES)
130 DIM T(48)
140 R=2^(-1/12)
150 T(0)=4
160 FOR I=1 TO 48:T(I)=T(I-1)*R:NEXT I
200 REM SET UP ACTUAL NOTES
205 CENTER=63
210 FOR I=0 TO 48:T(I)=T(I)*CENTER:T(I)=INT(T(I)+0.5):NEXT I
300 REM
301 REM PICK RANDOM BASE NOTE T0 AND
302 REM NOTES T1 T2 T3 TO MAKE CHORD
310 TSTART=24:T0=TSTART
320 I=INT(8*RND(0)-3.5)
322 IF RND(0)>0.8 THEN I=I*2
330 T0=T0+I
332 IF T0<TSTART-5 THEN T0=T0+2
334 IF T0>TSTART+5 THEN T0=T0-2
340 T1=T0+INT(2*RND(0)+0.5)+2
350 T2=T1+3*INT(RND(0)+0.5)
360 T3=T2+5*INT(RND(0)+0.5)
369 VOL=8
370 IF T3<=48 THEN 400
371 T3=T3-12:T2=T2-12:T1=T1-12
400 GOSUB 430
410 GOTO 500
430 SOUND 0,T(T0),10,VOL
440 SOUND 1,T(T1),10,VOL
450 SOUND 2,T(T2),10,VOL
460 SOUND 3,T(T3),10,VOL
470 RETURN
```

```
500 FOR J=1 TO 10:VOL=VOL*0.895:GOSUB 430:NEXT J
505 IF VOL<0.1 THEN 320
510 IF RND(0)>0.75 THEN GOTO 500
520 GOTO 320
```

198. Re: Terminal Program, General Help

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-09 13:26:14 UTC
From: appelbau@topaz.UUCP
Message-ID: <9042@topaz.RUTGERS.EDU>
Source record: 117902

In article <8702070311.AA04891@mitre-bedford.ARPA>, jhs@MITRE-BEDFORD.ARPA writes:
> Another program called Chameleon can emulate a VT100, among other things.
> I believe it makes you scroll around to see all 80 columns, however.
> (I have never used it.)

Chameleon DOES NOT emulate a VT100, it emulates a VT-52 as well as
others including:ADM-3A, IBM 3101.

--
Marc L. Appelbaum "Insanity is just a state of mind"
Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum

199. Re: finding some use for 410 Program recorder

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-09 21:57:49 UTC
From: ekijak@ARDEC.ARPA.UUCP
Message-ID: <8702091657.aa08801@ARDEC-3.ARDEC.ARPA>
Source record: 117903

The 410 records whatever you feed it just like a regular cassette recorder. But when you try to play it back it passes the output from the tape head (after amplification, of course) through two filters. The output of one filter is a dc voltage if a certain frequency is present, and zero or a lower dc voltage otherwise; and the output of the other filter is a dc voltage if a different frequency is present. I don't recall the actual frequencies, but they were something like 4 khz and 6 hkz, corresponding to the square wave frequencies put out by the serial port when doing a csave or list "c:". The two outputs were combined in a comparator (If I remember correctly) and the final output was a high or low TTL signal. This is what got sent back into the serial port when you loaded the saved program back in. If you grab the signal before it goes into the filters, you may be able to recover the original audio. Also, one of the tracks IS an audio track in that on playback, it gets sent directly to the monitor (TV) speaker. I don't know what (if anything) it does on recording (csave'ing).

200. chameleon

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-10 04:29:00 UTC
From: VX1245@suny-bing.CSNET.UUCP
Message-ID: <8702101026.AA09492@ucbvax.Berkeley.EDU>
Source record: 117904

Marc Appelbaum claims that Chameleon does not emulate a vt100.
My version (an early one) does not, but I know that later on it
was advertised as a vt100 emulator (complete with 132 columns -- horizontally
scrolled, of course). I never saw this version, but I assumed that it
existed.

Fred Sullivan
Dept. Math. Sci.
SUNY at Binghamton
vx1245 @suny-bing

Soon I'll be a person rather than a number!!

201. request for turbo basic for old atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-10 09:29:03 UTC
From: ZRFA1@DS0RUS51.BITNET.UUCP
Message-ID: <8702100928.AA08005@ucbvax.Berkeley.EDU>
Source record: 117805

There was a mail on info-atari8 dated 2-feb-1987 about a version
of Turbo Basic (interpreter and compiler) for the old ATARI 800.
Could these files please be send to me, or if there is
enough interrest to the whole net?

Could someone please send me the documentation of the Turbo Basic
language or if there is more the whole documentation.

Thank you very much in advance
Ulrich Lang (ZRFA1@DS0RUS51.BITNET
or ZRFA@DS0RUS1I.BITNET)

202. request for pd R: device for joystick port

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-10 09:41:39 UTC
From: ZRFA1@DS0RUS51.BITNET.UUCP
Message-ID: <8702100940.AA08265@ucbvax.Berkeley.EDU>
Source record: 117806

Does anyone have a PD program that installs an R: device
that uses the joystick port instead of additional hardware
like Atari 850? If so, could you please send it to me?
I have seen terminal emulations which are using the joystick
port as RS-232 conection to a modem and thus must have
integrated something like that. I would like to use that
R: device from Kermit in Action!

Thanks in advance
Ulrich Lang (ZRFA1@DS0RUS51.BITNET
or ZRFA@DS0RUS1I.BITNET)

203. Old 800 Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-10 13:33:48 UTC
From: lazear@MITRE-GATEWAY.ARPA.UUCP
Message-ID: <8702101333.AA03133@morticia.mitre.org>
Source record: 117807

Please mail me the files and documentation, too, please

- -

Walt Lazear _ _ _ _________ _______ ________
/ \ / \ | | |___ ___| | __ \ | _____|
Lazear@MITRE.ARPA / \ \/ /\ \ | | | | | |_> | | |____
7525 Colshire Drive / / \ / \ \ | | | | | _ / | _____|
McLean, VA 2210 / / \/ \ \ | | | | | | \ \ | |____
(703) 883-6515 /_/ _\ |_| |_| |_| _\ |______|

- -

204. Re: modification of end condition test for BASIC uudecode program.

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-10 22:28:23 UTC
From: hans@umd5.UUCP
Message-ID: <1438@umd5>
Source record: 117808

In article <8702080547.AA21962@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes:
>If you want to modify my uudecode so it terminates on "end" rather than on
>the line containing just a space, or in addition to it, then you should test
>with
> IF IBUF$(1,3)="end" THEN GOTO (wherever)
>instead of or in addtion to
> IF M=0 THEN GOTO ...
>The two tests could of course be combined, e.g.
> IF M=0 OR IBUF$(1,3)="end" THEN GOTO ...
>
>I used the simple test for M=0 because I thought it would be the fastest thing
>to do.
>
>-John Sangster / jhs@mitre-bedford.arpa

Please do not do this.

As I posted before, it is the uuencode and not the uudecode which is
broken. The line with the zero byte count (i.e. ' ' or '`' as first
character) is necessary for uudecode.

Since the uu in uuencode stands for 'unix to unix' we really should take
the unix way of doing it as the standard. It seems only marginally useful
to have uuencode/decode for the atari if they are not compatible with
the commonly available programs of the same name.

If I try to uudecode the uuencoded version of uuencode under unix it fails
with the error message 'Short file' (or something similar). This can be
alleviated quite simply by using your favorite editor to insert a line
starting with blank or '`' before the 'end' line. Note that the blank has
to be there, an empty line will not have the desired effect.

At this point the file will decode correctly, although it will produce
the error message 'Missing end line'. This is caused by the fact that
the unix uudecode checks for end followed by new-line, and the file
has end followed by three spaces followed by new-line. This seems a bit
picky, but if the atari uuencode could be modified to produce this line
exactly it would add to the compatibility. Again you can use your favorite
editor to rectify the problem, and then the file will uudecode correctly
and without error message.

I did a bit of experimenting with uudecode and found the following behaviour:
If end is encountered unexpectedly, the 'e' will be decoded to a byte count
of 5, and the characters 'n', 'd', new-line, and some additional ones
(whose origin I could not determine) are used for decoding. If there is more
text, decoding will continue. Only a line with a count of zero will terminate

decoding. I also noticed that the new-line character and assorted junk will be used if the trailing part of an image (including trailing blanks) is missing.

I would like to commend Brad Banko for using trailing characters to avoid the problem of having trailing blanks truncated. Another alternative would be to generate '`' instead of blank. Most new versions of uuencode do this. While it takes a little more processing when generating the file, it results in slightly shorter files.

I would urge Brad to produce a revised version of uuencode which produces the extra line, and maybe fixes the 'end' line too. Meanwhile I urge everyone else to edit their uuencoded versions of uuencode if they want to decode them, and not to hack the uudecode program.

Forgive me if some of the preceding sounds a bit harsh. I did not mean to offend anyone, I just hate to see people spending effort in the wrong direction.

205. Re: chameleon

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-11 13:54:11 UTC
From: store2@ihuxi.UUCP
Message-ID: <1487@ihuxi.UUCP>
Source record: 117809

<**********[Ignore header path]**********>

> Marc Appelbaum claims that Chameleon does not emulate a vt100.
> My version (an early one) does not, but I know that later on it
> was advertised as a vt100 emulator (complete with 132 columns -- horizontally
> scrolled, of course). I never saw this version, but I assumed that it
> existed.
>
I just looked up the description of the latest version of Chameleon (V. 4.03),
and it does not list it as a vt100 emulator. It does claim either 80 or
132 column emulation (scrolling). It stores and dials up to 16 numbers and
includes Kermit file transfer as well as Xmodem.

Antic does list a vt100 terminal emulator for $10 in the Public Domain
section. I don't know if this is the VT-10sq or not. They don't say.
They do say it works with Hayes compatible modems and interface.

Hope this helps...

Kit Kimes
AT&T--Information Systems Labs
1100 E. Warrenville Rd.
Naperville, IL 60566
...ihnp4!iwvae!kimes

206. Re: modification of end condition test for BASIC uudecode program.

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-11 22:16:19 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8702112216.AA09244@mitre-bedford.ARPA>
Source record: 117810

Meanwhile, I should modify the BASIC uudecode to treat "`" as the same as a space and perhaps to terminate on encountering "end" just because it seems better than continuing to uudecode! Also, how about uudecode checking the length of the input buffer to make sure there are enough characters there and padding with blanks if not?

-John S.

207. Chameleon

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-12 00:36:00 UTC
From: IHLS400@INDYCMS.BITNET.UUCP
Message-ID: <8702120645.AA20640@ucbvax.Berkeley.EDU>
Source record: 117811

I have used Chameleon for about 4 years. Up until recently I was using version 2.0. I got V4.03 from Antic about a month ago and have been using it happily ever since.

Chameleon does NOT emulate a VT-100. It does, however, emulate a Glass TTY, ADM3a, VT-52, VT-52x (extended) and IBM 3101.

It supports a number of file transfers including simple capture, XMODEM and Kermit (which is why I wanted to get V4.03 in the first place).

I have only two complaints about Chameleon. The documentation is found on the back of the disk. It can be printed or displayed via the program that boots up that side of the disk, but I miss the nice, readable, semi-indestructible manual that came with V2.0. Also, Chameleon will not recognize that it can indeed dial my modem (Volksmodem 12 through the 850), and I am forced to <escape> to the main menu and START the communications on my own. I'll get over it. (Yes, you may infer from this that you can indeed store the numbers of your favorite dozen or so computers.) Make that three complaints...V4.03 does not save the filename to which you may routinely download (or in my case "snapshot" the screen...which I do to the printer frequently...) in its parameters.

Chameleon is available through the Antic Catalog for $19.95 and it only took about 2 weeks for it to be delivered, and I sent a personal check as payment!

Please feel free to contact me directly if you have any questions about Chameleon. I will be happy to try and answer them.

Holly Lee Stowe
.....
.....
Pixie dust is the only way to Never-Never Land.
.....
.....

```
+-----------------------------------------------------+
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| *** *** *** *** *** *** *** |
| ********* ******* *** ******* ********* |
| Indiana University-Purdue University at Indianapolis |
| |
| Holly Lee Stowe Faculty/Staff Consulting |
```

```
| (317) 274-0756 or 0754 IUPUI Computing Services |
| BITNET: IHLS400@INDYCMS 799 West Michigan Street |
| BITNick: LoonyTunes Indianapolis, IN 46202 |
+-------------------------------------------------------+
```

208. Chameleon and Hayes

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-12 02:49:01 UTC
From: lazear@MITRE-GATEWAY.ARPA.UUCP
Message-ID: <8702120249.AA14385@gateway.mitre.org>
Source record: 117812

Help! I have a Ventel 1200-31 Hayes compatible model hooked
to my 800 (not XL) via an 850 interface. I can dial from the
terminal mode screen directly, by giving AT commands from the
keyboard. My problem is that the Chameleon dialing menu doesn't
seem to work properly. I can see something being sent to the modem
(and echoed back depnding on switch settings). But no further
interaction (no off-hook noises or LED) to denote progress.

Does anyone have this setup, or could you tell me the proper settings
of the Hayes modem (Either physical switches for echo, result codes, verbose
mode, etc) or for the Snn software switches to make this work?
Thanks in advance.

Walt

209. Re: chameleon

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-12 13:45:22 UTC
From: appelbau@topaz.UUCP
Message-ID: <9163@topaz.RUTGERS.EDU>
Source record: 117813

I have the latest version 4.30 and IT DOES NOT EMULATE A VT100!!!
--
Marc L. Appelbaum "Insanity is just a state of mind"
Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum

210. Re: chameleon

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-12 15:02:47 UTC
From: appelbau@topaz.UUCP
Message-ID: <9168@topaz.RUTGERS.EDU>
Source record: 117814

>I have the latest version 4.30 and IT DOES NOT EMULATE A VT100!!!

That should be v4.03, sorry it was a TYPO!!!!!!!!!!!!!!!
--
Marc L. Appelbaum "Insanity is just a state of mind"
Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum

211. Re: uuencoded uuencode & uudecode 2/6(7?)/87...

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-12 17:44:09 UTC
From: gtward@wateng.UUCP
Message-ID: <3165@wateng.UUCP>
Source record: 117815

Is this the TURBO BASIC that runs on the old 800 computers, or the one which was posted previously that only ran on the newer machines?

Greg Ward

212. PD Vt100 in Antic

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-12 19:29:00 UTC
From: IHLS400@INDYCMS.BITNET.UUCP
Message-ID: <8702122239.AA06345@ucbvax.Berkeley.EDU>
Source record: 117816

The PD VT100 emulator available for $10.00 through Antic is indeed VT10SQ. It's not bad but fairly inflexible and a bit tough on the eyes at times. It's not quite a full emulation, but it does in a pinch when I can't tolerate Chameleon's horizontal scrolling. Again, the documentation is on the back side of the disk as it is with Chameleon. I also have the TEK4010 emulator, but have not used it extensively yet... just a bit. It does seem to work as advertised but documentation is basically non-existent...

Regarding the problem with Chameleon not believing that it can dial those numbers, I called Antic's service people... (I had tried about every switch setting I could think of)... They said that it probably was just because the modem was 100% Hayes and I could exchange Chameleon for something else if I wanted... (No way!) Chameleon won't hang up the phone for me either. I can cope with both problems. When it tells you that it can't dial that number, <escape> into the main menu and START communications. Chances are it really is dialing (and you can see it do so if you <esc>START fast enought). It's just lied to itself and won't start communications of its own accord. Then when I'm done, I simply do the +++ and ATH by myself instead of having Chameleon do it. It's a small price to pay for Chameleon's flexibility...

Once again, if you have any questions that I might be able to answer, feel free to contact me.

Holly Lee Stowe,
Faculty/Staff Consulting
.....
.....
I've been beaten, kicked, lied to, cussed at, swindled, taken advantage of and laughed at, but the only reason I hang around this place is to see what happens next.
.....
.....

```
+-------------------------------------------------------+
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| Indiana University-Purdue University at Indianapolis |
| |
| Holly Lee Stowe Faculty/Staff Consulting |
```

```
| (317) 274-0756 or 0754 IUPUI Computing Services |
| BITNET: IHLS400@INDYCMS 799 West Michigan Street |
| BITNick: LoonyTunes Indianapolis, IN 46202 |
+-------------------------------------------------------+
```

213. ATARI8 to be digestfied again.

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-13 00:33:41 UTC
From: BILLW@SCORE.STANFORD.EDU.UUCP
Message-ID: <12278568947.27.BILLW@Score.Stanford.EDU>
Source record: 117817

```
Volume has increased (both in size of messages and number of messages),
the arpanet has gotten slower, duplicates have been received, and it
is time for the arpanet/bitnet distribution of info-atari8 to be done
as digests again. This will also make things easier for the list
server being implmented on Bitnet. This time it will stay as a digest
forever,, even if volume dies down again...

BillW
-------
```

214. Re: Old 800 Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-13 03:49:22 UTC
From: markv@uoregon.UUCP
Message-ID: <392@uoregon.UUCP>
Source record: 117818

I too would appreciate receiving the old 800 version of TurboBasic.
Please mail it to me and thanks in advance.

Mark VandeWettering

--
Mark VandeWettering
University of Oregon Computer and Information Sciences Department
markv@uoregon.edu OR markv@uoregon.uucp

215. Re: Chameleon and Hayes

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-13 13:15:04 UTC
From: lazear@MITRE-GATEWAY.ARPA.UUCP
Message-ID: <8702131315.AA00588@gateway.mitre.org>
Source record: 117819

Dan,

I have hooked a terminal up in place of the modem, just to see what Chameleon has sent towards the Hayes. It only sends a carriage return and a capital A. Unless this is an old Hayes command set, I don't see how this would ever work (the Hayes expects "AT" before all commands).

I may take Marshall Abrams suggestion and just use the native Ventel mode, since this offers stored numbers, too, plus autodialing. That might even be fewer keystrokes(!), but you lose the name and baud rate features of Chameleon's phone directory.

Walt

- -

Walt Lazear _ _ _ _________ _______ ________
/ \ / \ | | |___ ___| | __ \ | _____|
Lazear@MITRE.ARPA / \ \/ /\ \ | | | | | |_> | | |____
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McLean, VA 2210 / / \/ \ \ | | | | | | \ \ | |____
(703) 883-6515 /_/ _\ |_| |_| |_| _\ |______|

- -

216. Review of AW Plus

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-14 01:08:48 UTC
From: appelbau@topaz.UUCP
Message-ID: <9232@topaz.RUTGERS.EDU>
Source record: 117820

This review appeared in the Feb. 1987 issue of the Micro's of Monmouth Atari Computer Group Newsletter and may be reprinted provided MOM and the author get credit.

AtariWriter Plus
Atari Corp.
P.O. Box 61657
Sunnyvale, Ca. 94088
List Price: $49.95
Min. 48k RAM

Reviewed
by
Marc L. Appelbaum

AtariWriter Plus (AW+) is an upgrade to the original AtariWriter (AW) word processor. AW+ can be used with any 8-bit Atari with at least 48k. If you have an Atari 130xe you can take advantage of the extra memory by using three banks of 15k (15,872 bytes.).

To load AW+ insert the disk, making sure that the right side is up, (side A-48k, version, side-b 128k version.) After it loads you will see the familiar AW menu with a few new options. The first new option is the ability to get a directory of drive 2. The second addition is Verify Spelling, the third is Global format, and finally Mail merge.

Lets look at the menu:
C-create file, create's a file
E-Edit a file, edit an existing file
V-verify spelling, discussed later
P-print file, discussed later
G-global format, discussed later
1-index drive 1, gives a directory of drive 1
2-index drive 2, gives a directory of drive 2
L-load file, loads a file into memory
S-save file, saves a file to disk
D-deletes a disk file
F-format disk, formats a disk

The verify spelling option loads the Proofreader into memory. Then displays the Proofreader menu. The menu has a number of options on it. I will only look at a few.

The correct errors option will proofread the file and stop when it finds an error at which point you'll be able to change the word, perform a dictionary search, or continue. Highlight errors, will proofread the file and highlight the errors in inverse video. Print errors will print out a list of errors. Dictionary search will search the Proofreaders dictionary for a specific word. Add personal dictionary is what I consider to be the most powerful function of Proofreader. It allows you to add a dictionary file that you've created to the programs dictionary. When the program proofread's your file the words in you dictionary will be included in the search. To create your dictionary file just

create a file, the same way you normally would and type in the words you want toy files as you. I have two, one for work, and one for personal use. The one for work includes words such as:Rutgers, CCIS, Microlab, consultant, RAM, ROM, CPU, DEC, UNIX, etc.. The one for my personal use includes the names of my entire family, street names, town names, etc. Figure 1 is part of my dictionary file for work.

The file personal dictionary option will save any new words to a file. By new words AW+ means words that are not in its dictionary.

Return to AW+ just returns you to the main program.

The print file option from the main menu will bring up another menu which will ask you want printer you have. It lists all the ATARI printers, if you type "H" for other printers it brings up another menu, this one list drivers for various other printers. If yours in not you can type "O" for other, and AW+ will ask you for the of the printer driver file. Once you select a printer type it remains in memory until you turn the computer off.

You can also print to others devices instead of the printer. You can print to disk(i.e. print to d:file.prt.), cassette, or to the RS232 port.

Global format allows you to change the format commands. It is equivalent to the first line of a AW file. You may or course insert formatting commands within your file.

Building your own Printer driver

To create your own printer driver boot AW+ with BASIC inserted and HOLD down the SELECT key until the Custom Printer Driver screen comes up. You'll then be prompted to enter the control codes for various functions. These codes can be found in the back of most printer manuals. When you're done creating you driver you'll be asked for a file name. Do NOT enter a file name with an extension. AW+ adds its own extension PDF (Printer Driver File.)

The editor

The editor is very similar to AW, with a few new options. In AW+ you can choose between insert and type-over mode by hitting <control>-insert. Insert mode is the default mode. As you type the text moves over to the right. In type-over mode you type-over existing text. AW+ also has the option to change the number of columns displayed on the screen. The default is 38. I use 80 columns if I know that I'm going to upload the file to a mainframe. This way I

center things on the screen without having to worry about deleting control characters later. However the screen can't display all 80 at once, so it scrolls to the right. Supposedly the when the new XEP-80 comes out you will be able to see al 80 columns with a new version of AW+. An added feature which I like a lot is the ability to save a block of text to disk. Another new feature is the REVERSE search. This does exactly what is says. It performs a search starting from the cursor to the beginning of the file. AW+ allows to alphabetize a block of text. This comes in handy if you want to have a print out of your dictionary file. To alphabetize a block you simply press OPTION-B to mark the beginning of the block, highlight the block with the cursor, then press OPTION-A and AW+ will do the rest. AW+ also has the ability to save a file in ASCII format. You do this by typing <control>-s at the main menu. You would use the feature if you're going to upload the file to another computer, or you're going to use the file with an other editor.

The Mail Merge

The mail merge option loads another program called Mail Merge. It's actually a mini-database. I have no need to use this function at all, because I use Synfile+ as my database. Both Mail Merge and Synfile+ share data with AW+ in the same way, as they did with AW.

Overall I've no major problems with AW+. If you've worked with AtariWriter before, then AW+ will be extremely easy to use.

D:WORK.DIC
Figure - 1

--
Marc L. Appelbaum "Insanity is just a state of mind"
Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum

217. UUDECODE.LST Version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-14 03:08:13 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8702140308.AA02651@mitre-bedford.ARPA>
Source record: 117821

Here is an updated version of my UUDECODE program for the Atari 8-bitters. This version has worked correctly on the few cases I have tried. Bug reports will be cheerfully accepted, however.

Version 1.1 differs from 1.0 chiefly in that it will accept a <RETURN> instead of a filename for the output file when decoding. In this case it will assume the device id D1: and will extract the filename, if possible from the "begin" header line of the file. If it can't figure out a valid filename, it will again prompt you for a filename, but since this happens after it has displayed the "begin" line on the screen, you will at least have a clue as to what might be a reasonable filename. (NOTE: I sidestepped the thorny problem of parsing filenames by letting the O/S do it: I used a TRAP statement to tell me that the O/S didn't like the filename.)

This version will also skip header and trailer text. This means that you can uudecode from a message that contains explanatory comments before and/or after the actual uuencoded data, and uudecode will still produce a correct output file. The only requirements are that the uuencoded data must begin with a "begin" line and end with a line containing a space in the first character position, followed by a line beginning with "end".

I still have not included the masking that Hans Breitenlohner suggested in the assembly language routine. I hope to get to that soon. Meanwhile, if $60 appears in a uuencoded file that you wish to decode, it will be necessary to map it into $20. This can be done for example on unix systems with a "tr" command. Also, if the network removes trailing blanks, that may cause problems. Sorry for the inconvenience.

I suggest the name UUDECODF.LST rather than UUDECODE.LST ("F" for filename handling) at least until you decide that you don't need the older version.

Here goes...

-John S.

```
------------------c-u-t---h-e-r-e---f-o-r---UUDECODF.LST----------------------
1 GOTO 100:REM jump around time-critical stuff to start up program.
2 M=USR(UUDADR)
10 IF M=0 THEN 2090
20 IF M>OBUFDIM THEN ? "Dimension error at line 20":GOTO 3000
30 PRINT #2;OBUF$;:BYTES=BYTES+M
40 INPUT #1,IBUF$:GOTO 2
100 ? "Uudecode Ver. 1.1":? "Report errors to John Sangster at"
101 ? "(617) 235-8753 or jhs@mitre-bedford.arpa":?
102 REM Modified to count bytes 1/14/86 - JHS
103 POKE 6,1:REM Temporary fix for improved OMNIVIEW/800 compatibility.
104 REM This version modified to take filename from header in .uue file.
```

```
105 DIM OBUF$(80),IBUF$(80),OFILE$(16),IFILE$(16),A$(1)
110 DIM UUDECODE$(400),UUENCODE$(400)
120 UUDADR=ADR(UUDECODE$):UUEADR=ADR(UUENCODE$):IBUF=ADR(IBUF$):OBUF=ADR(OBUF$)
130 OBUFDIM=80:UUDDIM=400
500 REM COMMAND DISPATCHER
520 ? "Encode (E) or Decode (D)";:INPUT A$
521 IF A$<>"D" THEN ? "Sorry, Encode not implemented yet!":GOTO 570
530 ? "INPUT FILE";:INPUT IFILE$:IF LEN(IFILE$)=0 THEN 530
540 ? "OUTPUT FILE";:INPUT OFILE$:L=LEN(OFILE$):IF A$<>"D" AND L=0 THEN 540
550 IF A$="E" THEN 1000
555 IF A$="D" AND L=0 THEN OBUF$="D1:"
560 IF A$="D" THEN 2000
570 SOUND 1,25,12,15:FOR I=1 TO 60:NEXT I:SOUND 1,0,0,0:GOTO 520
1000 GOTO 520
2000 ? "Loading UUDECODE subroutine...":REM (general purpose DATA loader)
2001 RESTORE 4000:POKADR=UUDADR:MAXADR=POKADR+UUDDIM-1:PRGTOP=UUDADR-1
2002 READ X:IF X=255 THEN READ X:IF X=255 THEN 2004
2003 ? "BAD LOAD FILE FOR UUD":END
2004 READ LO1,HI1,LO2,HI2:BYTES=HI2*256+LO2-(HI1*256+LO1)+1:PRGTOP=PRGTOP+BYTES
2005 IF BYTES<0 OR BYTES>UUDDIM THEN ? "BYTE COUNT ERROR FOR UUD":END
2006 FOR I=1 TO BYTES:READ X:POKE POKADR,X:POKADR=POKADR+1:IF POKADR>MAXADR THEN ? "UUD
STRG OVFLOW!":END
2007 NEXT I
2008 TRAP 2009:READ LO1,HI1,LO2,HI2:BYTES=256*HI2+LO2-(256*HI1+LO1)+1
2009 PRGTOP=PRGTOP+BYTES:IF LO1<>224 OR HI1<>2 THEN 2006
2010 ? "Beginning uudecode processing..."
2011 IBUF$(1,1)=" ":M=USR(UUDADR,IBUF,OBUF):IF M<>0 THEN ? "Error in initializing
UUDECODE, line 2011; M=";M:? :END
2019 CLOSE #1:OPEN #1,4,0,IFILE$
2030 INPUT #1,IBUF$:BYTES=0
2035 L=LEN(IBUF$):IF L>5 THEN L=5
2036 IF L=0 THEN L=1:IBUF$=" "
2040 TRAP 2095:IF IBUF$(1,L)<>"begin" THEN 2030:REM skip header
2042 ? IBUF$:REM Print "begin" line to screen & get OFILE$ if default case.
2044 TRAP 2050:IF LEN(OFILE$)<>0 THEN ? "Using ";OFILE$;" as output file.":CLOSE #2:OPEN
#2,8,0,OFILE$:GOTO 40
2046 L=LEN(IBUF$):FOR I=L TO 1 STEP -1
2047 IF IBUF$(I,I)<>" " THEN 2049
2048 OFILE$(4)=IBUF$(I+1,L):GOTO 2044
2049 NEXT I
2050 ? "OUTPUT FILENAME":INPUT OFILE$:IF LEN(OFILE$)=0 THEN 2050
2052 GOTO 2044
2090 INPUT #1,IBUF$:IF IBUF$(1,3)="end" THEN PRINT IBUF$:GOTO 3000
2095 NERR=PEEK(195):IF NERR=136 THEN PRINT "EOF unexpected!":GOTO 3000
2097 ? "Error Code=";NERR
3000 ? "Done!":CLOSE #1:CLOSE #2:? "Output byte count = ";BYTES:END
4000 DATA 255,255,8,6,3,7
4010 DATA 104,240,67,170,56,233
4020 DATA 2,240,14,104,104,202
4030 DATA 208,251,169,254,133,212
```

```
4040 DATA 169,255,133,213,96,104
4050 DATA 141,1,6,104,141,0
4060 DATA 6,104,141,3,6,104
4070 DATA 141,2,6,165,6,240
4080 DATA 100,165,134,133,203,165
4090 DATA 135,133,204,173,2,6
4100 DATA 56,229,140,133,208,173
4110 DATA 3,6,229,141,133,209
4120 DATA 162,128,208,2,240,72
4130 DATA 160,0,177,203,201,129
4140 DATA 208,42,160,2,177,203
4150 DATA 56,229,208,208,33,200
4160 DATA 177,203,229,209,208,26
4170 DATA 165,203,141,6,6,165
4180 DATA 204,141,7,6,160,6
4190 DATA 177,203,141,4,6,200
4200 DATA 177,203,141,5,6,24
4210 DATA 144,22,24,165,203,105
4220 DATA 8,133,203,144,2,230
4230 DATA 204,202,208,192,169,255
4240 DATA 133,212,133,213,96,234
4250 DATA 173,0,6,133,204,173
4260 DATA 1,6,133,205,160,0
4270 DATA 132,213,177,204,56,233
4280 DATA 32,133,212,208,24,165
4290 DATA 6,240,19,173,6,6
4300 DATA 133,208,173,7,6,133
4310 DATA 209,160,4,169,0,145
4320 DATA 208,200,145,208,96,165
4330 DATA 6,240,43,173,4,6
4340 DATA 56,229,212,173,5,6
4350 DATA 229,213,16,9,169,255
4360 DATA 133,212,133,213,32,54
4370 DATA 185,173,6,6,133,208
4380 DATA 173,7,6,133,209,169
4390 DATA 0,160,5,145,208,136
4400 DATA 165,212,145,208,230,204
4410 DATA 208,2,230,205,173,2
4420 DATA 6,133,206,173,3,6
4430 DATA 4,7,102,7,133,207
4440 DATA 166,212,160,1,177,204
4450 DATA 56,233,32,133,203,6
4460 DATA 203,6,203,136,177,204
4470 DATA 56,233,32,6,203,42
4480 DATA 6,203,42,145,206,202
4490 DATA 240,64,169,0,133,208
4500 DATA 160,2,177,204,56,233
4510 DATA 32,74,102,208,74,102
4520 DATA 208,5,203,136,145,206
4530 DATA 202,240,39,160,3,177
```

```
4540 DATA 204,56,233,32,5,208
4550 DATA 136,145,206,202,240,24
4560 DATA 24,165,204,105,4,133
4570 DATA 204,144,2,230,205,24
4580 DATA 165,206,105,3,133,206
4590 DATA 144,166,230,207,176,162
4600 DATA 96,224,2,225,2,0
```

218. Chameleon R: handlers

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-14 04:44:00 UTC
From: IHLS400@INDYCMS.BITNET.UUCP
Message-ID: <8702140632.AA08040@ucbvax.Berkeley.EDU>
Source record: 117822

Chameleon's opening screen offers a selection of modem connections which I have listed here for those of you who want to know before plunking down your $19.95.

0) None (demo mode)
1) 850 interface
2) 850 with Hayes Smartmodem or compatible modem (or in my case semi-compatible)
3) 835
4) 1030
5) 1450xld internal modem

Also, you might be interested to know that V4.03 has a Utilities option which allows you to perform some DOS functions.

Holly Lee Stowe,
Faculty/Staff Consulting
.....
.....
There is nothing more sad or glorious than generations changing hands.
-- John C. Mellencamp, 1985
.....
.....

+---+
| @@@@@@@@@ @@@ @@@ @@@@@@@@ @@@ @@@ @@@@@@@@@ |
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| @@@@@@@@@ @@@@@@@ @@@ @@@@@@@ @@@@@@@@@ |
| Indiana University-Purdue University at Indianapolis |
| |
| Holly Lee Stowe Faculty/Staff Consulting |
| (317) 274-0756 or 0754 IUPUI Computing Services |
| BITNET: IHLS400@INDYCMS 799 West Michigan Street |
| BITNick: LoonyTunes Indianapolis, IN 46202 |
+---+

219. Re: Chameleon R: handlers

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-14 17:22:54 UTC
From: bammi@cwruecmp.UUCP
Message-ID: <1875@cwruecmp.UUCP>
Source record: 117823

In article <8702140632.AA08040@ucbvax.Berkeley.EDU> IHLS400@INDYCMS.BITNET (Holly Lee Stowe) writes:
>
>
>Chameleon's opening screen offers a selection of modem connections which
>I have listed here for those of you who want to know before plunking
>down your $19.95.
>
>0) None (demo mode)
>1) 850 interface
>2) 850 with Hayes Smartmodem or compatible modem (or in my case
> semi-compatible)
>3) 835
>4) 1030
>5) 1450xld internal modem
>
>
>Also, you might be interested to know that V4.03 has a Utilities option
>which allows you to perform some DOS functions.
>
>Holly Lee Stowe,
>Faculty/Staff Consulting
>.............................

two magnifications of what Holly says about chameleon:
1) i have succesfully used chameleon with an xm301 modem by choosing the 835 modem as the default... for some reason, i don't know why, the 1030 didn't seem to work... now i am using it with an avatex hc with the 850 interface option, i have had some luck off and on getting the autodial menu to work that way, but i don't think i've been able to get it to work with the Hayes compatible option... the hc is very compatible... i think i have figured out that in order to get it to autodial you have to go into terminal mode and hit shift-caps to put chameleon in upper case mode... that may be the only problem, and might also make it work with the hayes option...

(the avatex 1200 hc is much better than the avatex 1200... for the extra $50 that the hc costs, you get most of the AT command set, a speaker, no need to switch baud rates manually, and the S register functions...)
2) the chameleon dos utilities menu has most of what you need from the dos 2.x menu world... directory with wildcarding, copying (as we all know by now, using the device names E: and P:, this allows you to view a file or print it by copying it either to

E: or P: respectively)... i have been using it under spartados,
and it works just fine... that John Palevich is/was a great
programmer...

--
usenet: .....!decvax!cwruecmp!bammi jwahar r. bammi
csnet: bammi@case
arpa: bammi%case@csnet-relay
compuServe: 71515,155

220. ?spaces in true uuencoded files...

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-14 19:19:25 UTC
From: btb@ncoast.UUCP
Message-ID: <2068@ncoast.UUCP>
Source record: 117824

i have tried out the uuencode on our unix system here, and it does indeed put spaces into the uuencoded lines... this makes sense, anything else wouldn't be compatible across machines... somebody had mentioned that a turbo basic uuencode program on the ibm pc put something else in place of spaces (i believe it is a grave accent)...

that's (i'm sorry, i meant turbo pascal), turbo pascal & ibm for ya... leaders in screwing up sensible standards for years...

--
Brad Banko
...!decvax!cwruecmp!ncoast!btb
Cleveland, Ohio

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

221. Upgrading 1220xl to 256k

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-16 13:54:55 UTC
From: appelbau@topaz.UUCP
Message-ID: <9276@topaz.RUTGERS.EDU>
Source record: 117825

I'm thinking about upgrading my 1200XL to 256k using the Rambo XL from ICD. I would like to know if anybody has done this? If so how does it work? Also where can I get 256k chips CHEAP???

Thanks,
Marc

--
Marc L. Appelbaum "Insanity is just a state of mind"
Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum

222. Re: Some comments on the "alleatoric music generator".

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-17 15:37:30 UTC
From: jhs@mitre-bedford.ARPA.UUCP
Message-ID: <8702171537.AA03920@mitre-bedford.ARPA>
Source record: 117826

Brad:

No, I don't think I saw ARC for the 8-bitters. Would appreciate a copy. I don't know how I missed it, but I did.

Glad you liked the random music generator. It shouldn't be hard to play around and find even better algorithms for note/chord selection. The present version which uses small steps up and down is far more musical-sounding than the first attempt, which picked the notes at random. The construction of chords was very ad hoc, the key (so to speak) point being that all the available notes are half-tones in the tempered diatonic scale (translation, all frequency ratios are powers of the twelfth root of two). I experimented and found that the rules for picking steps to make a chord that I have in the program sounded pleasant, so that is where it rests. Much improvement is doubtless possible.

I think the best addition now would be some logic that remembers runs of notes and throws in repetitions of one or more of them. Maybe four memories for sequences, and let it pick the length and the sequences at random, but multiples of 4 notes in a sequence (in 4/4 signature). Then assign some different probabilities for starting a repeat. You could even impose patterns like having one of the sequences always show up as a "chorus" the end of each "verse" or whatever the correct terms are. Might also throw in a rule or two to make the final chorus end up on a "tonic" chord, meaning you would have to pick a key -- or the program would, at any rate.

-John S.

223. US DOUBLER SLOWER SOMETIMES??

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-18 14:49:18 UTC
From: curzon@kaoa01.dec.com.UUCP
Message-ID: <8133@decwrl.DEC.COM>
Source record: 117827

Spartados and Action users:

Question for y'all -- before putting bread on the line to buy Spartados/US doubler (mainly for use with Action programming) I want to clear something up:

I have heard that the hi-speed write and read applies only to binary files; and that Sparta with doubler actually works more slowly than other DOS's with other file types.

Specifically, does it really work more slowly reading/writing Action source code files, than say Smartdos etc?

Dick Curzon
Digital Equipment of Canada
PO Box 13000
Kanata Ontario K2K 2A6
Canada.

(DEC E-NET) KAOA01::CURZON
(UUCP) {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA) curzon%kaoa01.DEC@decwrl.ARPA

224. Need much info on Supra 1200at

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-18 22:54:42 UTC
From: mahlen@brahms.Berkeley.EDU.UUCP
Message-ID: <992@cartan.Berkeley.EDU>
Source record: 117828

I just bought a Supra 1200at and darned if the documentation is meagre!
What little there is claims that this is, in fact, an Avatex 1200. It only
came with a piece of software called Smart Terminal, which is neither. I
would really like to be able to edit files remotely, and am sort of willing
to write the emulator (though i'd rather not), but i have no clue as to how
to send the modem commands. The modem came with a single serial -> rs232
converter (it's a serial cable, then a little box, then the rs232 cable).
I've tried making the RS232.COM file from Indus Dos 2.35i the AUTORUN.SYS
file on a disk, but the R: handler either isn't loading or isn't installing
itself. Does anyone have a real terminal program for the Supra 1200 (great!)
or at least know how to let me talk to my modem without using Smart Terminal?
I used to think i was a pretty competant (sp) programmer, but this
tele-communications stuff leaves me baffled. Any ideas?

mahlen

p.s., the modem commands run like ATDTphoneno and >A. Does this protocall
look familiar or have name?

"If you smile too much, your neck will melt."
"If you nech too much, your smile will melt."
Barrington graffiti

p.p.s, Does anyone know the net address of Atari? I think an old friend of mine
works there. Mark Cerny, where are you, this is your past calling....

225. Re: Need much info on Supra 1200at

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-19 16:34:30 UTC
From: hans@umd5.UUCP
Message-ID: <1451@umd5>
Source record: 117829

In article <992@cartan.Berkeley.EDU> mahlen@brahms.Berkeley.EDU (Mahlen Morris) writes:
>I just bought a Supra 1200at and darned if the documentation is meagre!
.....
>I've tried making the RS232.COM file from Indus Dos 2.35i the AUTORUN.SYS
>file on a disk, but the R: handler either isn't loading or isn't installing
>itself. Does anyone have a real terminal program for the Supra 1200 (great!)
>or at least know how to let me talk to my modem without using Smart Terminal?
I have seen two flavors of modem handlers on Ataris: The R: handler, which
is usually downloaded from the 850 interface or equivalent, and the T: handler
which is usually loaded from disk. The AUTORUN.SYS on DOS-XL disks just
loads the R: handler from the 850, and won't help if your interface is not
prepared to download. You did not say if your interface has any recognizable
name. I would check the disk which came with it for any files which look
like a handler (which you would have to append to any modem program you
want to use with it), and maybe even some documentation.

226. Ghost Busters Info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-19 21:55:24 UTC
From: zazam@ihlpa.UUCP
Message-ID: <3029@ihlpa.UUCP>
Source record: 117830

I have a Ghost Busters game for my 8-bit Atari 130XE. I don't have the instructions, Would anyone happen to have any idea what the game is all about.

Hints: It starts off by you selecting a car and some other equipment to capture the ghosts. Then a map of the city comes on and ghost start to appear and then you lose.

I would appreciate any help in this matter.

Z. Azam ihnp4!ihlpa!zazam

227. Ghost Busters Info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-19 23:44:08 UTC
From: zazam@ihlpa.UUCP
Message-ID: <3033@ihlpa.UUCP>
Source record: 117831
Cross-posted to: rec.games.video,comp.sys.atari.8bit

I have a Ghost Busters game for my 8-bit Atari 130XE. I don't have the instructions, Would anyone happen to have any idea what the game is all about.

Hints: It starts off by you selecting a car and some other equipment to capture the ghosts. Then a map of the city comes on and ghost start to appear and then you lose.

I would appreciate any help in this matter.

Z. Azam ihnp4!ihlpa!zazam

228. Re: US DOUBLER SLOWER SOMETIMES??

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-20 15:32:42 UTC
From: tob@inuxm.UUCP
Message-ID: <516@inuxm.UUCP>
Source record: 117832

> Spartados and Action users:
>
> Question for y'all -- before putting bread on the line to buy Spartados/US
> doubler (mainly for use with Action programming) I want to clear something up:
>
> I have heard that the hi-speed write and read applies only to binary files;
> and that Sparta with doubler actually works more slowly than other DOS's with
> other file types.
>

The hispeed read write works on ALL files.
----- BUT -----

In the Action world there are several buts.
When Action reads in a source file, it does not do a binary read. It
reads the file a little slower sector by sector. Remember that the main
part of the hispeed process is in a different sector layout on the disk.
When Action reads a source file it takes a little processing time, which
may allow the diskette to spin past the next sector before the read request
gets to the drive. This will indeed make it a slower read for Action
source code.
A new sector layout for Action disks would help, but not a good idea!
Another problem that comes up is the fact that Action doubles the key
repeat rate AND Sparta DOS doubles the key repeat rate. Unless you
change the key repeat rate with an AUTORUN or something it is almost
unuseable.

I LOVE Action and I like hispeed!!! My solution.

I use MYDOS for all my disks. It is totaly compatable with all my old
DOS 2 stuff. There is a file on Compuserve that is an overlay for the
XE/XL operating system that replaces the cassette handler with the
hispeed handler. Now any DOS uses hispeed. This takes care of the
computer end of the system.
On the Drive end, I use the board from Duplicating Technologies. They
have two versions (two prices) either one gives me what I want. HISPEED.
This is a different method (the Happy upgrade does this too) It adds
extra RAM in the drive so it reads a whole track at a time instead of
a single sector at a time. This allows me to use normal sector layouts
and get hispeed reading. (not writing) When Action reads a source file
the first track gets buffered in the drive and the sectors are ready
as soon as the next read request gets to the drive. This gives you
max speed with an slight delay for each new track. Of course this speed
increase works best on orderly file layouts on the disk. If the file
is scattered all over the disk, this slows down the system.

At work I use the modified OS and a 1050 with the US Doubler and custom sector layout running MYDOS. This is a very nice combination.
But, yea I know, one more BUT. This combination does not allow you to generate the custom sector layout. I use the Archiver in my 810 to generate the fast sector layout that you would normally get from Sparta DOS.

I hope that somewhere in my rambling I have given you some useful info.

Ted Burger
317-835-7635

229. Chameleon and Unix (VI and Termcap)

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-20 20:45:37 UTC
From: lazear@MITRE-GATEWAY.ARPA.UUCP
Message-ID: <8702202045.AA05232@gateway.mitre.org>
Source record: 117833

What terminal type do Chameleon users set themselves to when calling
a Unix system? I haven't been able to find a combination that works
with the VI screen editor (cursor motion, line inserts, etc).
Chameleon doesn't react much at all to the VT52 termcap, with ADM3A
I have to set even parity within Chameleon, but there still is no
cursor movement. I don't know what the IBM flavor is that is supported
in Chameleon. (By the way, the issue arises because I have always
used ED as my editor when dialing in, but decided to use VI now).
Any help is appreciated! (My version of Chameleon is 4.0).

Walt

- -

Walt Lazear _ _ _ _________ _______ ________
/ \ / \ | | |___ ___| | __ \ | _____|
Lazear@GATEWAY.MITRE.ORG / \ \/ /\ \ | | | | | |_> | | |____
7525 Colshire Drive / / \ / \ \ | | | | | _ / | _____|
McLean, VA 2210 / / \/ \ \ | | | | | | \ \ | |____
(703) 883-6515 /_/ _\ |_| |_| |_| _\ |______|

- -

230. Re: Info-Atari8 Digest V87 #4

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-21 04:08:33 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8702210408.AA08228@mitre-bedford.ARPA>
Source record: 117834

The Supra 1200at sounds like the same idea that Nite Lite Systems sells as an interface to the Avatex 1200: a re-invention of the R:Verter concept. Maybe if you can find a driver for the R:Verter, it will work with the Supra as well. Certainly an ordinary RS-232 driver won't work.

Basically, the R:Verter is a TTL to RS232 level converter. (Cheap, huh!?) It sits on the SIO line, which is basically a TTL serial Async interface without all the usual handshake signals. The R:Verter lets you tie it to a device that expects RS-232 levels. All you need is a piece of software (driver) to patch it in to the normal R: interface that the CIO knows about. (Somebody who really knows what they are talking about might care to comment at this point, or better yet, to supply a copy of the R:Verter driver.)

If you are REALLY stuck, you might try to prevail on the good nature of Paul Swanson, owner of Nite Lite Systems, for help. I believe he DOES supply a driver with his modified Avatex. Paul can be reached via BBS at (617) 663-4221. He does have a voice line but doesn't like to be pestered there as he is quite busy trying to make a living as an Atari sales and service dealer and creator of fine hardware/software products for Ataris.
(If you have no way of reaching him via the BBS -- e.g. 'cause you can't get your new modem to work -- let me know and I will send you his voice line number.)

-John Sangster / jhs@mitre-bedford.arpa

231. Re: Chameleon and Unix (VI and Termcap)

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-21 06:53:19 UTC
From: bammi@cwruecmp.UUCP
Message-ID: <1887@cwruecmp.UUCP>
Source record: 117835

walt,
i usually use chameleon only when i need kermit when i dial in
to this Unix system... otherwise, i use vt10^2 (vt ten squared) terminal
emualtor (vt100) which works very well with vi... it is pd, i got it off
of a local bbs...

(brad banko)
(...!decvax!cwruecmp!ncoast!btb)

--
usenet: .....!decvax!cwruecmp!bammi jwahar r. bammi
csnet: bammi@case
arpa: bammi%case@csnet-relay
compuServe: 71515,155

232. Re: US DOUBLER SLOWER SOMETIMES??

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-21 23:20:29 UTC
From: schuster@dasys1.UUCP
Message-ID: <291@dasys1.UUCP>
Source record: 117836

In article <8133@decwrl.DEC.COM>, curzon@kaoa01.dec.com writes:
> I have heard that the hi-speed write and read applies only to binary files;
> and that Sparta with doubler actually works more slowly than other DOS's with
> other file types.
>
> Specifically, does it really work more slowly reading/writing Action source
> code files, than say Smartdos etc?

The USDoubler achieves fast read/writes by a combination of track buffering
and custom disk formatting. The speed is not dependent on the type of files
being read; all that matters is that standard CIO calls be used to do the
i/o. SpartaDos is the _only_ DOS which can achieve optimum disk formatting
by using a special interleave. If you stick to it (and there's no reason
not to these days) you will get rapid i/o regardless of file type.

--
Mike Schuster {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Unix {bellcore,harpo,cmcl2}!cucard!dasys1!schuster
New York, NY, USA {philabs}!tg/

233. Re: Chameleon and Unix (VI and Termcap)

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-22 17:27:34 UTC
From: wrd@tekigm2.UUCP
Message-ID: <1504@tekigm2.TEK.COM>
Source record: 117837

In article <8702202045.AA05232@gateway.mitre.org>, lazear@MITRE-GATEWAY.ARPA (Walt Lazear) writes:
>
> What terminal type do Chameleon users set themselves to when calling
> a Unix system? I haven't been able to find a combination that works
> with the VI screen editor (cursor motion, line inserts, etc).
> Chameleon doesn't react much at all to the VT52 termcap, with ADM3A
> I have to set even parity within Chameleon, but there still is no
> cursor movement.
>
I use the VT52XL emulation all the time with an Atari 130XE/Hayes compatible modem and an 850 interface. Vi works fine, everything that you mention works as if I were on any other terminal.

I use the following setup:

Terminal: VT52-XL
Back space: CTRL-H
Parity: off
Duplex: full
Flow control: ^S/^Q

With this, I get full cursor motion, line insertion/deletion, character insertion/deletion. I have seen similar problems to yours before, it usually is because either parity is on even or odd or flow control is not properly set up.

I have also used an 800XL with the above setup and have had the same results. Have also used a 1030 Atari modem at 300 baud, is slow as all get out, but also works. My Hayes compatible is a U.S. Robiotics Courier which I run at 1200 baud, that I borrow from work. When you are using Chameleon and an Atari computer, you can get { and } by using CNTRL-; and CNTRL-< (^; and ^<). H is your left arrow, J is down arrow, K is up arrow, L is right arrow. Use i, r, R, a, etc. commands for insertion, replacement, Replacement, appending, etc. just as if you were at any normal terminal.

--Bill--
tektronix!tekigm2!wrd

234. Re: Ghost Busters Info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-23 02:40:16 UTC
From: trudel@topaz.UUCP
Message-ID: <9525@topaz.RUTGERS.EDU>
Source record: 117838
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <3033@ihlpa.UUCP> zazam@ihlpa.UUCP (Azam) writes:
> I have a Ghost Busters game for my 8-bit Atari 130XE. I
> don't have the instructions, Would anyone happen to have any
> idea what the game is all about.

Why didn't you keep the directions when you purchased the program?
The directions are quite explicit as to the purpose of the game. Of
course, this is presuming that you *bought* the game...

--
Real net users let other people find the reply path.

235. Transferring archives to LISTSERV

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-23 03:15:44 UTC
From: abrams@MITRE.ARPA.UUCP
Message-ID: <8702230312.AA01554@chance.mitre.org>
Source record: 117839

This is a progress report on the efforts underway to make the info-atari archives available to all subscribers by transfering them to LISTSERV on Bitnet. In order to make this service work, we need additional volunteers.

The mail digests are being made ready; will will be sending out a message concerning them very soon. But now we need to do some work to get ready for program archives. The first task is to set standards for programs. I have some ideas about minimum standards for documentation and testi to make sure that programs work as advertised.

I think it would be a good idea to review all the program files on Score.Stanford before transferring them to Bitnet. I am looking for volunteers to do this reviewing. We would want to separate the 8-bit and 16-bit files at this time.

For steady state, we would need moderators to receive contributions, review them to make sure that they meet the above standards, and to place them into LISTSERV. As I understand the process, it would be necessary to this (these) moderator(s) to be on Bitnet.

Will you please respond to me at Mitre if you would like to volunteer.

Sincerely,

- Marshall D. Abrams, info-atari moderator
phone: (703) 883-6938
The MITRE Corporation, 7525 Colshire Drive
Mail Stop Z670, Mc Lean, VA 22102

236. 8-BITS SUPPORT OR LACK OF IT.

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-23 12:22:00 UTC
From: DFLINT02@ULKYVX.BITNET.UUCP
Message-ID: <8702231323.AA09498@ucbvax.Berkeley.EDU>
Source record: 117840

All

The demise of the 8-bit by atari still seem eminate. When 8-bit users contact atari,thru ATARI BASE,genie,NET or other info nets, Atari does not usually reply. Atari only claims to supporting the 8-bits is the xm301 modem. Though atari has promised the xep80 and the 3.5" drive. One of the reasons atari can't seem to support the 8-bits is the need to enter the IBM PC/clone market. The atari PC and the 68020 take up all of atari's research time and money. I'm sure the 8-bits have been moved to the back burner.

ATARI(Neil and other who might still keep up with the 8-bits)

If Tramiel wants to rake in the allmighty cash from the PC compatible market,or any other market he sees, thats fine. But don't let Atari 8-bits die by lack of action on atari part. If you do the ST user will wonder what will happen to them in the near future(2-3)years, when the next MACHINE is ready. If atari is no longer willing to support the 8-bit. Sell its copyright to ICD or some other company that will do something with it. Disclose the architecture of the 8-bit custom chip. I'm sure atari could do this since the old atari held the patents or copyrights to everything its employees did.

THE AMIGA 2000 is starting to look like it will be my next upgrade!

Mike Buford
DFLINT02@ULKYVX.BITNET

237. Re: Chameleon and Unix (VI and Termcap)

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-23 18:56:23 UTC
From: dlink@udenva.UUCP
Message-ID: <3102@udenva.UUCP>
Source record: 117841

In article <1887@cwruecmp.UUCP> bammi@cwruecmp.UUCP (Jwahar R. Bammi) writes:
>walt,
> i usually use chameleon only when i need kermit when i dial in
>to this Unix system... otherwise, i use vt10^2 (vt ten squared) terminal
>emualtor (vt100) which works very well with vi... it is pd, i got it off
>of a local bbs...
>--
>usenet: .....!decvax!cwruecmp!bammi jwahar r. bammi
>csnet: bammi@case
>arpa: bammi%case@csnet-relay
>compuServe: 71515,155

Would you be willing to post it to this network? I know that I would like
to try this program out and perhaps there are others who would as well.
Thanks!

--
... {hplabs,seismo}!hao---\
... ucbvax!nbires----------> !udenva!dlink
... {boulder, cisden}-----/

238. wanted: 24x24 character fonts to download to a printer (Okimate 20)

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-23 20:10:14 UTC
From: georgew@tekig4.UUCP
Message-ID: <1299@tekig4.TEK.COM>
Source record: 117842
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ibm.pc,comp.graphics,comp.text

I am particularly interested in more exotic fonts, like icons, graphic fonts,
or Old English characters.

I apologize for the wide cross-posting. Please reply ** BY MAIL **. Thanks.

George S. Walker {decvax,ucbvax,...}!tektronix!tekig4!georgew UUCP
Tektronix, Inc. tekig4!georgew@tektronix CSNET
P.O. Box 500, M/S 39-222 tekig4!georgew.tektronix@Udel-Relay ARPANET
Beaverton, OR 97077 503-627-4669

239. vt52 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-23 20:27:27 UTC
From: wilmott@topaz.UUCP
Message-ID: <9556@topaz.RUTGERS.EDU>
Source record: 117843

About a week or two ago someone (joe@ut-sally???) posted a vt-52 terminal emulator they had written and mentioned that they also had a 1030 version of it. Whoever did post it: Could you *please* post the 1030 version sometime in the near future? Thanks in advance.

-Ray

wilmott@topaz.rutgers.edu

240. Re: Chameleon and Unix (VI and Termcap)

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-23 23:27:24 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8702232327.AA10894@mitre-bedford.ARPA>
Source record: 117844

Bill:

You should consider getting one of the Avatex 1200 modems. For under $80
you could own your own modem, or under $120 if you want a built-in speaker and
S-register commands. The $80 one does everything I have needed so far.

-John Sangster / jhs@mitre-bedford.arpa

241. Re: Chameleon and Unix (VI and Termcap)

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-24 14:07:07 UTC
From: appelbau@topaz.UUCP
Message-ID: <9571@topaz.RUTGERS.EDU>
Source record: 117845

In article <8702202045.AA05232@gateway.mitre.org>, lazear@MITRE-GATEWAY.ARPA (Walt Lazear) writes:
>
> What terminal type do Chameleon users set themselves to when calling
> a Unix system? I haven't been able to find a combination that works
> with the VI screen editor (cursor motion, line inserts, etc).
> Chameleon doesn't react much at all to the VT52 termcap, with ADM3A
> I have to set even parity within Chameleon, but there still is no
> cursor movement. I don't know what the IBM flavor is that is supported
> in Chameleon. (By the way, the issue arises because I have always
> used ED as my editor when dialing in, but decided to use VI now).
> Any help is appreciated! (My version of Chameleon is 4.0).

I set my term type to ATARI using the following .termcap

```
'atari|atari|Chameleon VT-52xl:so=\EF:se=\EG:al=\EN:dl=\EO:im:em:ic=\EL:dm:ed:dc=\EM:bs:cd
=\EJ:ce=\EK:cl=\EH\EJ:cm=\EY%+ %+
:co#80:li#24:nd=\EC:pt:sr=\EI:up=\EA:ku=\EA:kd=\EB:kr=\EC:kl=\ED:';
```

Also place the following lines in your .login or .profile:

```
echo -n "Terminal type: "
set term = $<
if ($term == "atari") setenv TERMCAP ~/.termcap
endif
setenv TERM $term
```

Set Chameleon to:
term type:VT-52XL
Backspace:rubout
Parity:None
Flow:^S/^Q

Marc

--
Marc L. Appelbaum "Insanity is just a state of mind"
Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum

242. Re: Chameleon and Unix (VI and Termcap)

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-24 16:02:00 UTC
From: wrd@tekigm2.tek.com.UUCP
Message-ID: <8702241602.AA09132@tekigm2.TEK.COM>
Source record: 117846

Have considered getting an Avatex modem, but since I can borrow the US Robiotics indefinitely have not felt the need. Will probably get around doing it eventually. Right now, my $ are going to my first hobby -- model railroading. Which brings me to a question: do you happen to know any model railroaders who are also good Atari programmers (in any langauage, but preferrably BASIC XE)? Am trying to get a program converted from TRS-80 BASIC for several years and have not been able to get it to work. Would like to have someone of like interests willing to help write a program to do the same thing from scratch. Essentially it is a program to setup waybills and generate traffic for prototype operation of a model railroad layout. Requires a large data base for all industries, cars, commodities, etc. and thus would be ideal to utilize the 130XE extra memory (or better yet a 256K upgrade). The NMRA (National Model Railroad Association) does have a computer SIG, however, most that I have been able to discern is that they are IBM/TRS80/Commodore programmers -- Atari and model railroading seem to have not come together. Why, I do not know, I think we have as much capabilities as anything short of the IBM's and since I use an IBM XT at work, I often wonder about that. I still maintain that there are a lot of things that my Atari 8bitters can do or are set up to do, that I have to get additional boards, set dip switches, etc. on the damn IBM to get the same capability. Still, being able to boothe 130XE, suspect that you can not set up the hard disk to AUTORUN.SYS, however.

--Bill--

(Would also be nice if the 8 bitters could "AUTOEXEC.BAT" -- .BAT files are good IBM invention. I suspect that if I was more getting skilled, I could probably do the same thing with the AUTORUN.SYS file.)

243. March 1987 ANTIC TOC postponed

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-24 17:34:11 UTC
From: store2@ihuxi.UUCP
Message-ID: <1557@ihuxi.ATT.COM>
Source record: 117847
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Due to circumstances beyond my control, I will not be posting my usual table of contents for Antic magazine. I did not receive the magazine until very late because of getting my resubscription check in late and because my wife had a baby last week. We had a 7 and a half pound girl, Sarah Marie Kimes. I have been quite busy for the last week and a half or so and I have just received the April issue of ANTIC. I will be posting the TOC of this issue within the next week. Sorry for the inconvience this might have caused to anyone who likes to know what articles might be in the magazine before they go out and buy it. The March issue was a theme issue on Inside Atari Corp. and had a nice article on the latest at Atari, most of which has already been discussed on the net. It is still available at the news stands if anyone is interested.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!iwvae!kimes

"I'm carrying the weight of all the useless junk a modern man accumulates.
I'm a statistic in a system that a civil servant dominates."
Running On Ice -Billy Joel

244. Re: A friendlier, fixed UUDECODE 0.6F

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-25 02:23:11 UTC
From: bammi@cwruecmp.UUCP
Message-ID: <1892@cwruecmp.UUCP>
Source record: 117848

the protection mode in a uuencoded file is the read write protection mode for Unix uudecode to use for the uudecoded file... (i.e. it sets whether you, your group, and others (everybody else) on a Unix system can read/write/xecute the file). It is included in uuencode.com mainly for compatibility. (The default that I use, 700, means rwx permission for the file owner, no permission for anybody else... I didn't mean to be anti-social, but this seemed to be the safest default to use. If you uudecode such a file on a unix system and want to change its protection mode, see 'man chmod' which tells you how to do it.)

the 'outbytes/line' parameter is in there because it was not clear to me when I wrote uuencode how flexible the length of a uuencoded line is... from what i could tell (and john sanger sent to me) it was typically 45 bytes/line encoded to produce 60 characters plus the leading 'M' (typically) and the trailing 'a' (to protect trailing spaces)... the way i wrote uuencode it seemed that the sensible thing to do was to limit the 'outbytes/line' to be a multiple of 3, so that groups of 3 bytes encoded into 4 characters were always on a single line (i.e., didn't get split across line boundaries). i don't know if standard uuencode is limited this way, but i did find a good use for leaving this parameter in... (particularly while debugging it)... by using an 'outbytes/line' smaller than 45 (but still a multiple of 3) you can create uuencoded files that have less than 40 characters on a line, and hence you can display them on your 40 column screen without the lines annoyingly breaking over at the end of the screen (e.g., outbytes = 27 gives 36 + 2 = 38 characters/uuencoded line...) this makes it more aesthetic if you have some need to edit the uuencode (.uue) file on your 8-bit... which brings me to:

the most recent version of uuencode.com that i posted was 2/6/87. it had all of the fixes that i have know about (particularly related to handling the last line, and putting a blank line before the 'end' line). the only fix i have been made aware of since then is that there are three trailing spaces on the 'end ' line that unix uudecode complains about... i don't know if this leads to a misdecoded file on unix systems, or not, but i am pretty sure that john sanger's uudecode.bas (and my uudecode.com) handle this ok... (come on, unix uudecode! i put the blanks in either by accident, or to distinctly mark 'end'...) i have fixed this, but haven't posted the fixed version, because 1) maybe it really isn't necessary (you can use an editor to remove those trailing blanks before uudecoding, if you need to), and 2) i am pretty sure that john and my uudecode programs handle this case ok.

if this is more than a minor hassle to you, send me mail (DON'T REPLY TO THIS MESSAGE!!! send me mail at the address below, since

I am using a friend's account right now.), and if there is enough
interest, I will post the most recent version of uuencode.com.

I will try to remember to post vt10^2 and the docs soon since there is
interest.
bye :-)

brad banko
cleveburg, ohio
...!decvax!cwruecmp!ncoast!btb

--
usenet: {decvax|cbatt|cbosgd}!cwruecmp!bammi jwahar r. bammi
csnet: bammi@case
arpa: bammi%case@csnet-relay
compuServe: 71515,155

245. Re: vt52 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-25 07:17:13 UTC
From: joe@ut-sally.UUCP
Message-ID: <7270@ut-sally.UUCP>
Source record: 117849

In article <9556@topaz.RUTGERS.EDU>, wilmott@topaz.RUTGERS.EDU (Ray Wilmott) writes:

> About a week or two ago someone (joe@ut-sally???) posted a vt-52
> terminal emulator they had written and mentioned that they also
> had a 1030 version of it. Whoever did post it: Could you *please*
> post the 1030 version sometime in the near future? Thanks in
> advance.
>
> -Ray
>
> wilmott@topaz.rutgers.edu

I will post the 1030 version as soon as I can.
The 1030 version is an addition to the 850 version which I posted.
It will work also with the 850, it's just a little bigger.

j.h.

246. uudecode.bas update - Version 1.2a

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-25 19:44:35 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8702251944.AA12989@mitre-bedford.ARPA>
Source record: 117850

Here is a revised uudecode.bas with some new features. Actually the file appended here is in .lst format and is NOT uuencoded.

Version 1.2a has the following (I hope) improvements.

(1) It checks to see if the input lines are shorter than 61 bytes, and, if so, pads them out to full length. This should fix the trailing blank truncation problem. (This is done in BASIC in Line 40.)

(2) The ML subroutine masks off all but the low 6 bits after subtracting 32 from the input bytes. This should fix problems with uuencoders that encode 0 into $60 instead of $20.

(3) Version 1.2a has fixed a bug by inserting a TRAP 2095 in line 2044. Handling of "ABEND" conditions (God, I love that old IBM jargon!) (abnormal End-Of-File) is now correct. (Guten Abend!)

(4) This version now loads the subroutine just once and asks you if you want to uudecode any more files after doing one. All pretense to including uuencode has been removed (I once planned to combine the functions in one program but now believe that is not desirable).

I am sorry to say I haven't seen the derived version of uudecode with an improved user interface yet, but perhaps the author will update that to incorporate the improvements from version 1.2a.

-John Sangster / jhs@mitre-bedford.arpa

```
------------------c-u-t---h-e-r-e---f-o-r---uudecode.lst---Ver. 1.2a----------
1 GOTO 100:REM jump around time-critical stuff to start up program.
2 M=USR(UUDADR)
10 IF M=0 THEN 2090
20 IF M>OBUFDIM THEN ? "Error at line 20, M=";M:GOTO 3000
30 PRINT #2;OBUF$;:BYTES=BYTES+M
40 INPUT #1,IBUF$:L=LEN(IBUF$)+1:IF L<62 THEN IBUF$(L)=" ":IBUF$(L+1)=IBUF$(L)
50 GOTO 2
100 ? "Uudecode Ver. 1.2a":? "Report errors to John Sangster at"
101 ? "(617) 235-8753/jhs@mitre-bedford.arpa":?
102 POKE 6,1:REM Turn BASIC flag ON.
105 DIM OBUF$(80),IBUF$(62),OFILE$(16),IFILE$(16),A$(1)
110 DIM UUDECODE$(400)
120 UUDADR=ADR(UUDECODE$):IBUF=ADR(IBUF$):OBUF=ADR(OBUF$)
130 OBUFDIM=80:UUDDIM=400:BEEP=150:RETRY=500
140 GOTO 200
149 REM BEEP Subroutine:
150 SOUND 0,85,10,15:FOR I=1 TO 80:NEXT I:SOUND 0,0,0,0:RETURN
199 END
```

```
200 ? "Loading uudecode subroutine..."
201 RESTORE 4000:POKADR=UUDADR:MAXADR=POKADR+UUDDIM-1:PRGTOP=UUDADR-1
202 READ X:IF X=255 THEN READ X:IF X=255 THEN 204
203 ? "BAD LOAD FILE FOR UUD":END
204 READ LO1,HI1,LO2,HI2:BYTES=HI2*256+LO2-(HI1*256+LO1)+1:PRGTOP=PRGTOP+BYTES
205 IF BYTES<0 OR BYTES>UUDDIM THEN ? "BYTE COUNT ERROR FOR UUD":END
206 FOR I=1 TO BYTES:READ X:POKE POKADR,X:POKADR=POKADR+1:IF POKADR>MAXADR THEN ? "UUD
STRG OVFLOW!":END
207 NEXT I
208 TRAP 209:READ LO1,HI1,LO2,HI2:BYTES=256*HI2+LO2-(256*HI1+LO1)+1
209 PRGTOP=PRGTOP+BYTES:IF LO1<>224 OR HI1<>2 THEN 206
500 REM COMMAND DISPATCHER
530 ? :? "INPUT FILE";:INPUT IFILE$:IF LEN(IFILE$)=0 THEN 530
540 ? :? "OUTPUT FILE SPEC OR":? "DEFAULT DEVICE ID";:INPUT OFILE$
550 L=LEN(OFILE$):IF L=0 THEN OFILE$="D1:":? :? "Output to D1: assumed.":?
2000 ? "Beginning uudecode processing..."
2011 IBUF$(1,1)=" ":M=USR(UUDADR,IBUF,OBUF):IF M<>0 THEN ? "Error in initializing
UUDECODE, line 2011; M=";M:? :END
2019 TRAP 2020:CLOSE #1:OPEN #1,4,0,IFILE$:GOTO 2030
2020 ? "INPUT FILE NOT FOUND":GOSUB BEEP:GOTO RETRY
2030 INPUT #1,IBUF$:BYTES=0
2035 L=LEN(IBUF$):IF L>5 THEN L=5
2036 IF L=0 THEN L=1:IBUF$=" "
2040 TRAP 2095:IF IBUF$(1,L)<>"begin" THEN 2030:REM skip header
2042 ? IBUF$:REM Print "begin" line to screen & get OFILE$ if default case.
2043 L=LEN(OFILE$):IF L<=0 OR OFILE$(L)=":" THEN 2046
2044 TRAP 2050:CLOSE #2:OPEN #2,8,0,OFILE$:TRAP 2095:GOTO 40
2046 L=LEN(IBUF$):FOR I=L TO 1 STEP -1
2047 IF IBUF$(I,I)<>" " THEN 2049
2048 OFILE$(4)=IBUF$(I+1,L):GOTO 2044
2049 NEXT I
2050 ? "OUTPUT FILESPEC":INPUT OFILE$:IF LEN(OFILE$)=0 THEN 2050
2052 GOTO 2044
2090 INPUT #1,IBUF$:IF IBUF$(1,3)="end" THEN PRINT IBUF$:GOTO 3000
2095 NERR=PEEK(195):IF NERR=136 THEN PRINT "EOF unexpected!":GOTO 3000
2097 ? "Error Code=";NERR
3000 ? "Done!":CLOSE #1:CLOSE #2:? "Output byte count = ";BYTES:? :?
3010 ? "More files to decode (Y/N)";:INPUT A$:IF A$="Y" OR A$="y" THEN 500
3020 DOS
4000 DATA 255,255,8,6,3,7
4010 DATA 104,240,67,170,56,233
4020 DATA 2,240,14,104,104,202
4030 DATA 208,251,169,254,133,212
4040 DATA 169,255,133,213,96,104
4050 DATA 141,1,6,104,141,0
4060 DATA 6,104,141,3,6,104
4070 DATA 141,2,6,165,6,240
4080 DATA 100,165,134,133,203,165
4090 DATA 135,133,204,173,2,6
4100 DATA 56,229,140,133,208,173
```

```
4110 DATA 3,6,229,141,133,209
4120 DATA 162,128,208,2,240,72
4130 DATA 160,0,177,203,201,129
4140 DATA 208,42,160,2,177,203
4150 DATA 56,229,208,208,33,200
4160 DATA 177,203,229,209,208,26
4170 DATA 165,203,141,6,6,165
4180 DATA 204,141,7,6,160,6
4190 DATA 177,203,141,4,6,200
4200 DATA 177,203,141,5,6,24
4210 DATA 144,22,24,165,203,105
4220 DATA 8,133,203,144,2,230
4230 DATA 204,202,208,192,169,255
4240 DATA 133,212,133,213,96,234
4250 DATA 173,0,6,133,204,173
4260 DATA 1,6,133,205,160,0
4270 DATA 132,213,177,204,56,233
4280 DATA 32,41,63,133,212,208
4290 DATA 24,165,6,240,19,173
4300 DATA 6,6,133,208,173,7
4310 DATA 6,133,209,160,4,169
4320 DATA 0,145,208,200,145,208
4330 DATA 96,165,6,240,43,173
4340 DATA 4,6,56,229,212,173
4350 DATA 5,6,229,213,16,9
4360 DATA 169,255,133,212,133,213
4370 DATA 32,54,185,173,6,6
4380 DATA 133,208,173,7,6,133
4390 DATA 209,169,0,160,5,145
4400 DATA 208,136,165,212,145,208
4410 DATA 230,204,208,2,230,205
4420 DATA 173,2,6,133,206,173
4430 DATA 4,7,108,7,3,6
4440 DATA 133,207,166,212,160,1
4450 DATA 177,204,56,233,32,133
4460 DATA 203,6,203,6,203,136
4470 DATA 177,204,56,233,32,6
4480 DATA 203,42,6,203,42,145
4490 DATA 206,202,240,68,169,0
4500 DATA 133,208,160,2,177,204
4510 DATA 56,233,32,41,63,74
4520 DATA 102,208,74,102,208,5
4530 DATA 203,136,145,206,202,240
4540 DATA 41,160,3,177,204,56
4550 DATA 233,32,41,63,5,208
4560 DATA 136,145,206,202,240,24
4570 DATA 24,165,204,105,4,133
4580 DATA 204,144,2,230,205,24
4590 DATA 165,206,105,3,133,206
4600 DATA 144,162,230,207,176,158
```

```
4610 DATA 96,224,2,225,2,0
```

247. Kitchener-Waterloo Atari User Groups

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-26 14:03:29 UTC
From: daroloson@watmath.UUCP
Message-ID: <5449@watmath.UUCP>
Source record: 117851
Cross-posted to: kw.micro,ont.micro,comp.sys.atari.8bit,comp.sys.atari.st

There are currently 2 Atari user groups in the Kitchener-Waterloo area.
Both consist of 8-bit and 16-bit enthusiasts
(20 to 40 people each meeting), meet monthly, have
special interest groups (SIGs), associated bulletin boards
and public domain libraries.
They are called GTIA (Get Together for Information on Atari) and Vector II.

I am currently vice-president of GTIA
and room-coordinator for Vector II,
so I should be able to handle most questions or
get replies from the rest of executive.
I am also currently giving Basic tutorials, hosting
the 8-bit Machine Language SIG, will be giving a
demo of Action! (language & compiler for 8-bits)
at the next GTIA meeting, and hopefully
starting Action! tutorials and/or SIG afterwards.

Both groups welcome new members and visitors with
8-bits, 16-bits, or those just curious.

Dani Roloson

--
UUCP: ...!{ utzoo,decvax,ihnp4,allegra}!watmath!daroloson
ARPA: daroloson%watmath%waterloo.csnet@csnet-relay.arpa
CSNET: daroloson%watmath@waterloo.CSNET

"I don't need a disclaimer. Nobody will admit to knowing me."

GTIA
****
Usual meeting:
1st Wed of each month

Next meeting:
7:30 pm, Wed March 4, 1987
2nd floor, Waterloo Arena
(behind Waterloo Square)

Vector II
****
Usual meeting:
2nd Tue of each month

Next meeting:
7:00 pm, Tue March 10, 1987
DCS Course Room, Room 2009 (2nd floor)
Math & Computer Building
University of Waterloo

248. turbo basic for 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-26 19:02:19 UTC
From: dales@zaphod.UUCP
Message-ID: <1208@zaphod.UUCP>
Source record: 117852

One more 800 (actually upgraded 400) user here. I would
very, very, much appreciate a copy of the Turbo Basic System and
documentation that runs on the 48K RAM 400/800 systems. I have
seen people talking about it and requesting it. Please can
someone mail a copy to me.

Also, if anyone wants to upgrade a 16K board to 48K I have
a quite explicit article I wrote that I can mail if you provide
a SASE. Be prepared to spend some quite a few hours removing
chips, cutting and retouting traces and piggybacking some chips
back down. It can be done though, requires 3 extra LS TTL chips
plus 8 4164's.

Thanks in advance,

--
/\
|\/ \/| Dale Scott
_|\ | | /|_ Develcon Electronics Ltd.
\ \' `/ / 856 - 51st. St. E
/_ DEVELCON _\ Saskatoon, Saskatchewan, CANADA, S7K 5C7.
\ /
/____ ____\ {ihnp4!alberta}!sask!zaphod!dales
||

249. Re: Chameleon and Unix (VI and Termcap)

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-28 00:06:04 UTC
From: dan@sdcrdcf.UUCP
Message-ID: <4226@sdcrdcf.UUCP>
Source record: 117853

In article <8702232327.AA10894@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes:
>Bill:
>
>You should consider getting one of the Avatex 1200 modems. For under $80
>you could own your own modem, or under $120 if you want a built-in speaker and
>S-register commands. The $80 one does everything I have needed so far.
>
>-John Sangster / jhs@mitre-bedford.arpa

If I have followed this correctly, this Avatex 1200 modem can be used
to access vax unix from an Atari 130x. If not which modem should I get.
Also, will I need a terminal emulator? I am new to PC's and don't
have a clue. Please help!!

Thanks,

Dan Boskovich

250. Model railroading; autorun files

Newsgroup: comp.sys.atari.8bit
Date: 1987-02-28 02:40:29 UTC
From: abrams@MITRE.ARPA.UUCP
Message-ID: <8702280237.AA17271@chance.mitre.org>
Source record: 117854

Here's one more model railroader who also is into Atari. But I'm afraid that I'm not very interested in programming the train order system you mention. I did program a big system on the Atari, namely The Print Tool (RUNOFF), and haven't been too interested in any programming since. However if you have a problem, I'd be happy to discuss it. Also, my equipment is not the newest -- I'm running a 400 with 48K and a detached keyboard.

Concerning AUTORUN, let me make two observations. I have a program which patched DOS 2.0 to change the name of the AUTORUN file. I have no idea if it will work with DOS 2.5. DOS-XL does have an ability to run a COM file upon bootup. I don't remember the details; I used DOS-XL for a while, but reverted to Atari DOS.

Sincerely,

- Marshall D. Abrams, phone: (703) 883-6938
The MITRE Corporation, 7525 Colshire Drive
Mail Stop Z670, Mc Lean, VA 22102

251. Rogue for the 8-Bits in Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-01 06:22:57 UTC
From: ssegan@dasys1.UUCP
Message-ID: <296@dasys1.UUCP>
Source record: 117755

Does anyone on the net have connections to Antic Magazine? I was asking that because in the April Antic they have a preview on May(As usual!) and a certain thing interests me: They say they'll be having ROGUE FOR THE 8-BITS???? What is this?
Thanks,
----Sascha

Sascha Segan {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Unix {bellcore,harpo,cmcl2}!cucard!dasys1!ssegan
New York, NY, USA {philabs}!tg/
--
Sascha Segan {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Unix {bellcore,harpo,cmcl2}!cucard!dasys1!ssegan
New York, NY, USA {philabs}!tg/

252. Re: new user, Needs Help!

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-02 00:24:59 UTC
From: gordon@hpirs.UUCP
Message-ID: <4590004@hpirs.HP.COM>
Source record: 117756

Greetings:

I have some docs that may help you out. Send me an address where I can
get the info to you and I'll see what I can do.
I think the project is a great idea. Please keep us posted as to how
successful you are.

253. Re: technical data request

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-02 00:27:53 UTC
From: gordon@hpirs.UUCP
Message-ID: <4590005@hpirs.HP.COM>
Source record: 117757

```
Art:
See the response that I wrote to Don. If you would like some info,
drop me a line.

Gordon
```

254. Replies to questions in Vol 87 Issue 10..

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-02 05:30:18 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8703020530.AA23475@mitre-bedford.ARPA>
Source record: 117758

Dan Boskovich asks:

"If I have followed this correctly, this Avatex 1200 modem can be used
to access vax unix from an Atari 130x. If not which modem should I get.
Also, will I need a terminal emulator? I am new to PC's and don't
have a clue. Please help!!"

Yes, the Avatex has worked out very well talking to a VAX at 1200 baud from an Atari 800XL. However, any 1200 baud modem would theoretically do the job. The Avatex has the virtue of being about the cheapest 1200 baud unit around, at $75 to $80, especially considering that it has autodial, autoanswer, and autobaud features. Since you are new to all this, let me explain briefly. Autodial capability lets you send commands to the modem which make it dial the phone automatically. The Avatex (or any Hayes compatible) will dial either in Touch Tone or Pulse mode depending on which command you send it. For example you send "ATDT5551212" to it and it dials 555-1212 in Tone mode. The "AT" stands for "Attention" -- gets the modem's attention -- and "DT" means Dial, Tone Mode. The digits are of course the phone number.

Autoanswer means the modem will answer the phone and put out a carrier so you can run a Bulletin Board System from your computer if you wish.

Autobaud means it will automatically switch to the correct baud rate, 300 or 1200, depending on what it sees on the incoming line after it has answered the phone.

There is a more expensive Avatex, the 1200HC which is fully Hayes Compatible. This includes a built-in speaker which lets you follow call progress. With the cheaper unit you have to plug in a phone in the jack on the back if you want to listen. The 1200HC sells for around $110 to $150 depending on your source, and will probably work with a wider assortment of Bulletin Board software than the plain 1200. The $75 Avatex 1200 has done everything I need so far, however.

You will need the modem, an interface, and a terminal emulator to get started. If you want to make the Atari look like a VT100, the VT100 emulator which was posted in the last Info-Atari8 Digest will do the trick. However, if it is as I think it is, it will not help you with downloading files, which you will want to do to benefit from the many fine Public Domain programs posted on this net. Other terminal emulators are available which will help with that. The one I use is CDY's OmniCom, which provides "kermit" and "xmodem", the two most popular protocols for transferring files reliably. OmniCom requires CDY's OMNIVIEW chip, but with that you also get 80-column display capability for word processing and not just for terminal operations.

As for interfaces, the P:R:Connection and the Atari 850 are two of the most versatile choices. Each will let you hook up an industry-standard printer (so-called Centronics style parallel interface) as well as two (P:R:C) or four (850) serial devices, one of which will be the modem. The P:R:Connection has been selling for around $55 and the 850 for around $109 by mail order, though I just noticed the 850 listed for $99 from Electronic One in Columbus, OH. (Phone (614) 864-9994; P.O. Box 13428, Columbus OH 43213.) Though you can get modems with direct Atari interfaces and whatnot, I strongly recommend getting one of the two interfaces mentioned above so you can use standard modems and printers which you can keep and use with another computer that you may upgrade to later on.

From: vax135!art@ucbvax.Berkeley.EDU (Arthur Schmidt)
Subject: technical data request

"If anyone has an answer to Don Brown's request, please forward
the info to me as well. I am interested in where I can get my hands
on technical hardware and software info on all of the atari 800 family..."

Atari Customer Service can sell you both hardware and software manuals on the 400/800 and XL/XE series, as well as peripherals. Included are the schematic diagrams, the Operating System source code, etc. There is also a fine book called de re Atari, which is a must for anyone wanting complete information. Then there is Inside Atari DOS, and the Atari BASIC Source Book, both of which contain source code listings. Finally, you MUST have Mapping The Atari. SAMS ComputerFact manuals are also available with schematics and repair information. THAT should keep you busy for awhile!!!

-John Sangster
jhs@mitre-bedford.arpa

255. Chameleon and termcap entry

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-02 17:44:03 UTC
From: crd9852@ritcv.UUCP
Message-ID: <137@ritcv.UUCP>
Source record: 117759

When I dial in from home with my 800XL and chameleon I have noticed something peculiar with the backspace key. When I have the shell prompt (I guess that's what you call it) the backspace key causes a control H (^H) to be printed to the screen. When I am in vi, the backspace key actually backspaces.

When I dial in from work, I use a Hewlett Packard terminal and the hp2626 termcap. At the shell prompt, the backspace key backspaces and erases. In vi, it just backspaces. In fact, I am using the HP terminal now along with vi to compose this.

It would be nice if chameleon would at least actually backspace when I am at the shell prompt. It would be nice if it erased, too, but that is really not required. Does anyone know of any additions or deletions I can make to the chameleon termcap? I looked at the termcap manual page and the entry for the hp2626. I tried a few things but nothing worked.

Thanks.

Charlie Dennett

{...}!seismo!rochster!ritcv!ritisis!crd9852
^^^^^^^^
Note additional machine for E-mail response.

256. Source for 600XL???

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-02 22:41:30 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8703022241.AA24938@mitre-bedford.ARPA>
Source record: 117760

Can anybody help me find out who was advertising the 600XL for $29.95 recently? I am SURE I saw such an ad within the past few months but cannot for the life of me find it again. I have a couple of applications for dedicated processors, and a 600XL would seem just perfect!

-John S

257. spartados/turbobasic/superdos

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-02 23:06:08 UTC
From: curzon@kaoa01.dec.com.UUCP
Message-ID: <8396@decwrl.DEC.COM>
Source record: 117761

TURBO BASIC

- is there a patch yet to correct the time functions for North
America? (I tried the one someone posted here before, no go)
- how do you load handlers with it?
- anybody got any notes on how it uses memory?

SPARTADOS

Thanks to all those who answered my questions on Spartados
and the US doubler... I bought it and am very pleased.

I would say this is the height of the art of Atari command line DOS's,
with batches, time/date stamp on files, and a few great utilities.

Now I need MORE utilities..anybody got a boot sector, high speed binary
loader? other goodies?

SUPERDOS

I got an 'incidental' copy of this DOS on a traded disk. I have not seen
it advertised... anyone know its origin? It has a high speed skew format
option. You need some additional hardware I guess, because it doesn't work
with the US doubler I have.

The interesting thing is, it works at high speed if you format with
Sparta/US doubler! You only have to copy sector 360 from an empty formatted
Atari DOS disk to your Sparta formatted disk, then you boot Superdos
and write it to the new disk (menu "H"). Then all reads and writes under
Superdos happen at high speed. That's great with Turbo basic, which you
can't use with Spartados (memory conflicts).

Dick Curzon
Digital Equipment of Canada
PO Box 13000
Kanata Ontario K2K 2A6
Canada.

(DEC E-NET) KAOA01::CURZON
(UUCP) {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA) curzon%kaoa01.DEC@decwrl.ARPA

258. Removal from mailing list.

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-03 03:19:50 UTC
From: XYODA@ecncdc.BITNET.UUCP
Message-ID: <8703030321.AA27927@ucbvax.Berkeley.EDU>
Source record: 117762

```
Date: Mon 02 Mar 1987 21:18 CST
From: <XYODA@ECNCDC.BITNET>
Subject: Removal from mailing list.
To: <INFO-ATARI8@SCORE.STANFORD.EDU>

Could you please remove my name from your mailing list?
Bitnet Address: XYODA@IECMICC.BITNET
-or- XYODA@ECNCDC.BITNET

Thanks,
Jim Thomas....
```

259. Re: spartados/turbobasic/superdos

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-03 19:40:20 UTC
From: bammi@cwruecmp.UUCP
Message-ID: <1906@cwruecmp.UUCP>
Source record: 117763

In article <8396@decwrl.DEC.COM> curzon@kaoa01.dec.com writes:
>
>TURBO BASIC
>
> - is there a patch yet to correct the time functions for North
> America? (I tried the one someone posted here before, no go)
> - how do you load handlers with it?
> - anybody got any notes on how it uses memory?
>
>SPARTADOS
>
>Thanks to all those who answered my questions on Spartados
>and the US doubler... I bought it and am very pleased.
>
>I would say this is the height of the art of Atari command line DOS's,
>with batches, time/date stamp on files, and a few great utilities.
>
>Now I need MORE utilities..anybody got a boot sector, high speed binary
>loader? other goodies?
>
>
> Dick Curzon
> Digital Equipment of Canada

dick,
i don't use Turbo BASIC much since it doesn't work with
SPARTADOS, but when I first got TB (before I had SpartaDOS), I remember
that all I need to do to fix the clock program that came with it was to
change a divide by 50 to a divide by 60... granted this was just a call
to a time function... I can't remember if TB has a time$ function, but
I never messed with it...
another reason that I don't use it is that I have deep blue C,
and recently got the ACE C pd C compiler (an extension of dbc and/or
related to it via the original pd C compiler that John Palevich built
dbc from), and I have Kyan Pascal... all of which work with SpartaDOS.
Kyan Pascal also comes with an excellent macro assembler, a real nice
program editor (the only thing it doesn't have is some sort of tabbing,
but that is understandable since you only have a 40 column screen to work
with), AND a neat little mini-Unix environment called KIX that runs
right on top of DOS 2.5 or SPARTADOS with ls, rm, mv, etc. and limited
redirection capability (e.g., ls *.* > file)... well worth the $70.
The pascal compiler is ISO with support for Atari graphics and sound...
I would recommend that you get your hands on dbc or ACE C and
build your own tools... (this is particularly pleasant if you have a

ramdisk to work from).

brad banko
...!decvax!cwruecmp!ncoast!btb
cleveland, ohio

--
usenet: {decvax|cbatt|cbosgd}!cwruecmp!bammi jwahar r. bammi
csnet: bammi@case
arpa: bammi%case@csnet-relay
compuServe: 71515,155

260. repost of docs for vt10^2

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-04 05:11:57 UTC
From: btb@ncoast.UUCP
Message-ID: <2151@ncoast.UUCP>
Source record: 117764
Body handling: HTML body converted to readable text

food for the line eater ???

I thought I had posted this last week, but we have had a queue problem...
(I wondered why I never saw these docs come up in the group!) So here
they are again:

here are the docs for the pd vt100 emulator for the 8-bits...
i debated about posting this as is rather than 'compress'ing it on our
Unix system, and then uuencoding it there..., but i figured that
some of you may not have 'compress' and 'uudecode' on your unix systems,
so here it is.

it would be good to get some idea about how many of us in the 8bit
group have :

1) uuencode & decode on our:
a) unix systems
b) 8bits
2) arc & arc11 for the 8bits
(which i posted recently)
3) compress & uncompress on our unix systems
4) are NOT on a Unix system...

if you all would like to send me mail telling me about your net
access environment, I would be willing to compile this info, and
post a summary to the group. (i hope it's not going to overflow my
mailbox!)

brad banko
cleveland, ohio
...!decvax!cwruecmp!ncoast!btb

****

VT-10-Squared Terminal Emulator Instructions

****

Version 0.7 adds some VT-100 features and corrects some bugs
in order to facilitate operation with UNIX and the vi editor.
It also adds a capability to transmit even or odd parity.

This version of VT-10-Squared operates at either 300 or 1200
baud, and will also operate with the ATARI 835 and 1050
modems (thanks to the Russ Wetmore/Joe Miller R.BIN, and some
consulting from Russ) as well as with the 850 interface
module.

VT-10-Squared emulates a limited, but basic, set of VT-100 functions. It provides a full 80-column screen by use of a software handler which uses a 3-pixel-wide character set. While the characters are not perfect, you will find them quite readable on a crisp monitor or black-and-white TV.

VT-10-Squared requires:

Atari 400/800 with 24 K (requires the translator disk when used with the XL's).
DOS 2.0-compatible disk drive
850 interface module and 300- or 1200-baud modem
OR
835 or 1030 modem
OR
A (compatibile) non-Atari handler--requires a special VT-10-Squared file called VT10NH.XMO
A 'good' monitor

Two different keypad layouts are provided; one is patterned after the normal DEC VT-100 keypad, and the other is tailored for use with IBM's PROFS office automation software. You will probably want to use the DEC keyboard, but read the descriptions and decide for yourself!

VT-10-Squared does not support all VT-100 capability, particularly special graphics characters, special character sizes, and 132-column screen. As a result, it will not work properly with some DEC products.

GENERATING A WORKING DISK FOR ATARI 850, 835, or 1030.
Download the file VT10SQ.XMO using Xmodem transfer protocol. This file should be renamed AUTORUN.SYS. DOS 2.0 must be on the same disk. This single file contains two handlers (for comm. and for the 80-column screen) as well as the main communication program.

GENERATING A WORKING DISK FOR NON-ATARI HANDLERS.
Download the file VT10NH.XMO using Xmodem transfer protocol. This file *does not* have any comm. handler, but only the 80-column handler and the main communication program. With some non-Atari handlers, the next step is to name *your* comm. handler AUTORUN.SYS. Then append the VT10NH.XMO to the AUTORUN.SYS file (C - copy - VT10NH.XMO to AUTORUN.SYS/A using DOS 2.0). If this works, great. If not, you're on your own!

LOADING AND STARTUP.
The disk produced above is self-booting. DOS 2.0 loads the three pieces (comm. handler, 80-col. handler, and emulator), and install the two handlers. After the program is booted, a title screen appears, followed by a setup menu. The setup menu permits choice of 300- or 1200-baud (not available for

835/1030), choice of parity (none, even, or odd), and choice of the DEC or PROFS keypad layout (see description below).

When the setup is satisfactory, pressing begins communication. If you're using the 850, start typing! (Setup your modem, or whatever.) If you're using an 835 or 1030, a new screen will appear so that you can type in the number to be dialed. All non-numerical entries are ignored (spaces, hyphens, etc.). Pressing will abort dialing.
Pressing will also hang up the phone when you are finished.

Don't forget to have your 850, 835, or 1030 or non-Atari device turned on *before* booting VT-10-Squared. There are no error messages!

If you run across any problems, let me know.

-Dave Bailey [71635,1034]

****

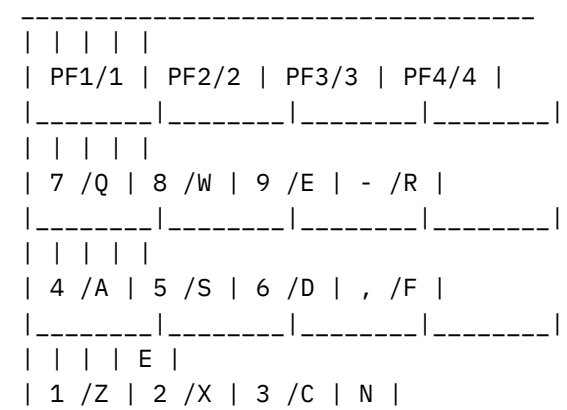
VT-10-Squared DEC keypad configuration

****
The 'DEC' keyboard functions are shown below. This keyboard arrangement is intended to bear a reasonable similarity to the VT100 layout, so that keypad functions can be translated with a minimum of pain.

Entries on the DEC keypad are made using a sequence, where is shown below in the right-hand cell of the VT100 keypad illustration. As an alternative, the keypad entry may be made using the key as a shift key.

Of course, these two-character sequences apply only when the keypad is in 'Keypad Application Mode', and not for normal numeric entry.

VT100/ATARI



```
|________|________|________| T /V |
| | | E |
| 0 /B | . /N | R |
|_________________|________|________|
```

Additional VT100 keyboard entries are as follows:

VT100 ATARI

Backspace

Delete

Escape

Line Feed (Logo)

Grave Accent

Tilde

Left Brace

Right Brace

Cursor control is the normal ATARI .

****

VT-10-Squared PROFS keypad configuration

****

Note: PROFS is an Office Automation program which runs on IBM mainframes under VM/CMS. It is designed to work with an IBM 3270 terminal. There is a protocol converter which runs on a IBM Series 1 minicomputer connected as a front-end to the mainframe which allows VT100 terminals (among others) to use PROFS. Since this protocol converters was first developed at Yale University, it is known by that name.

The following ATARI key sequences are used to represent the equivalent VT100/3270 keys:

Yale Protocol ATARI VT100 keypad Xmitted
Converter Sequence

PF1 <1> PF1

PF2 <2> PF2
PF3 <3> PF3
PF4 <4> 7
PF5 <5> 8
PF6 <6> 9
PF7 <7> 4
PF8 <8> 5

PF9 <9> 6
PF10 <0> 1
PF11 2
PF12 3
PA1 PF4
PA2 -
PA3 ,
NA 0

NEWLINE RETURN <^M>
ENTER (Logo) LF <^J>
CLEAR ENTER
FIELD TAB <^I>
DELETE ($7F)
ERASE EOF
TOGGLE INSERT .
HOME <^H>
RE-DISPLAY <^V>
Escape
Grave Accent <$60>
Tilde <$7E>
Left Brace <$7B>
Right Brace <$7D>

As an alternative, all of the two-key sequences beginning

with can also be accomplished by using the key
as a shift key. (E. g., depressing <1> while holding down the
key will transmit the equivalent of PF1.

-end-

--
Brad Banko
...!decvax!cwruecmp!ncoast!btb
Cleveland, Ohio

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

--
Brad Banko
Cleveland, Ohio ...!decvax!cwruecmp!ncoast!btb

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

261. Happy : formatting DD

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-04 09:16:00 UTC
From: KUYLMAN@HLERUL5.BITNET.UUCP
Message-ID: <8703041820.AA06143@ucbvax.Berkeley.EDU>
Source record: 117765

Dear everybody,
I have a Happy compatible board in my 1050 drive, and I have some
DOS systems that can format double density, but I would like to know
the SIO or CIO commands to do that from a machine language program.
I have De Re Atari and the technical reference manuals, so I know how
to format single density.
Does anybody have information about how to do this?
Please post this to the net, I think there are more people interested
in this.
Thanks anyway,
Frits

Frits Kuijlman Bitnet : KUYLMAN@HLERUL5
University of Leiden Arpanet : KUYLMAN%HLERUL5.BITNET@WISCVM.WISC.EDU
The Netherlands

262. Re: Rogue for the 8-Bits in Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-04 14:17:58 UTC
From: store2@ihuxi.UUCP
Message-ID: <1560@ihuxi.ATT.COM>
Source record: 117766

<**********[Ignore header path]**********>

In article <296@dasys1.UUCP>, ssegan@dasys1.UUCP (Sascha Segan) writes:
> Does anyone on the net have connections to Antic Magazine? I was asking that
> because in the April Antic they have a preview on May(As usual!) and a certain
> thing interests me: They say they'll be having ROGUE FOR THE 8-BITS???? What is
> this?
> Thanks,
> Sascha Segan

I don't have any connections to ANTIC but I should be getting my issue in
2 to 3 weeks (subscribers get them faster). I'll post info as soon as I
get it. I, too, am excited at the prospect. I was disappointed that EPYX
didn't come out with an 8 bit version. Someone on the net a couple of years
ago said they had written an 8 bit version. They never posted it. (A wise
decision, I'm sure since EPYX owns the right to it). I imagine that EPYX
would have had to give their approval to ANTIC before it could be published.
I just hope it comes close to the ST version.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!iwvae!kimes

"I'm carrying the weight of all the useless junk a modern man accumulates.
I'm a statistic in a system that a civil servant dominates."
Running On Ice -Billy Joel

263. Atari support for 8-bit computers

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-04 15:26:42 UTC
From: store2@ihuxi.UUCP
Message-ID: <1561@ihuxi.ATT.COM>
Source record: 117767

<**********[Ignore header path]**********>

The following article and answer from Neil Harris of Atari was carried
in the ST newsgroup. Since many readers here do not read the ST group
and since I knew it would be of interest to all 8-bit owners, I am
reposting it to this group. It is good to see that Atari is still
committed to the 8-bit owners, especially with software. But I'd love to
see the release of the 3.5" disk drive.

-Kit Kimes-

==========

In article <9650@topaz.RUTGERS.EDU>, appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
writes:

> Well that's all well and good, but what about support for the 8-bits.
> When Neil first introduced Alex Leavens he said that Alex knew about
> the 8bit. From what I've seen on the net and GEnie, ATARI is only
> supporting the ST line.
>
> So when are we going to see some real support for the 8-bits???

You asked for it...

Just a few hours ago, I talked to Alex about 8-bit support. He will be
spending quite a bit of time in the GEnie 8-bit conference (called "ATARI").
It will take him a little while to wade through all the messages there
already, but expect to see his presence there on a daily basis.

A further note. I had a meeting last week with TOP management here at
Atari. The topic was also 8-bit support, including ways to get software
produced by outside companies and how to get better presence for 8-bit
software. The subject has yet to be concluded, but we are coming up with
some good ideas.
--
--->Neil @ Atari ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil

BIX: neilharris CIS: 70007,1135 Delphi: NEILHARRIS
GENIE: nharris WELL: neil Atari Corp. BBS 408-745-5308

264. Re: Chameleon and Unix (VI and Termcap)

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-04 17:10:54 UTC
From: appelbau@topaz.UUCP
Message-ID: <9819@topaz.RUTGERS.EDU>
Source record: 117768

In article <4226@sdcrdcf.UUCP>, dan@sdcrdcf.UUCP (Dan Boskovich) writes:

> If I have followed this correctly, this Avatex 1200 modem can be used
> to access vax unix from an Atari 130x. If not which modem should I get.
> Also, will I need a terminal emulator? I am new to PC's and don't
> have a clue. Please help!!
>
> Thanks,
>
> Dan Boskovich

Yes, you'll need a terminal emulator in order to use an editor. All
the modem does is send signals between two computers, it does not
perform any terminal emulation.

I mainly use Chameleon (I think I spelled it right) for working on
mainframes. It is available from ANTIC for $19.95. It also includes
a .termcap for use with the vt-52xl's extended codes.

I've been using Chameloen for about 4 months, and I've been extermly
satisfied with its emulation and file transfers.

--
Marc L. Appelbaum "Insanity is just a state of mind"
Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum
GEnie:M.APPELBAUM

265. Chameleon and termcap

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-04 17:57:37 UTC
From: appelbau@topaz.UUCP
Message-ID: <9821@topaz.RUTGERS.EDU>
Source record: 117769

Charlie Dennett writes:

When I dial in from home with my 800XL and chameleon I have noticed
something peculiar with the backspace key. When I have the shell prompt
(I guess that's what you call it) the backspace key causes a control H
(^H) to be printed to the screen. When I am in vi, the backspace key
actually backspaces.

Try setting Chameleon to RUBOUT instead of ^H.

Also you might considering setting your term type to vt52xl and use
the following .termcap

```
'atari|atari|Chameleon VT-52xl:so=\EF:se=\EG:al=\EN:dl=\EO:im:em:ic=\EL:dm:ed:dc=\EM:bs:cd
=\EJ:ce=\EK:cl=\EH\EJ:cm=\EY%+ %+
:co#80:li#24:nd=\EC:pt:sr=\EI:up=\EA:ku=\EA:kd=\EB:kr=\EC:kl=\ED:';
```

--
Marc L. Appelbaum "Insanity is just a state of mind"
Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum
GEnie:M.APPELBAUM

266. April 1987 ANTIC TOC

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-04 18:48:21 UTC
From: store2@ihuxi.UUCP
Message-ID: <1562@ihuxi.ATT.COM>
Source record: 117770

```
<********************[Ignore header path]********************>

MONTH 1987 ANTIC TOC
Theme: Tax Spreadsheet

page article

6 I/O BOARD
Letters from Readers.
9 DESIGNER LABELS
With this program you can transfer most Print Shop images to
stick-on labels provided you have a dot matrix printer.
16 PAGE 6 GRAB-BAG: PART 2
These two and the ones last month are some short programs
that reside in page 6 and give some immediately available
programs. One nice one this month is SlowList that gives
you one key control to stop or slow the scrolling of program
listings.
20 ALL ABOUT [BREAK] DISABLING
A short BASIC program that prevents crashes if you
accidentally hit the BREAK key.
23 NEW OWNERS COLUMN
This is Lesson 13, Color Commands.
29 ICD BOOSTS 8-BIT
A nice overview of ICD Inc's products such as the Multi I/O
board, SpartaDOS, R-Time 8 Cartridge, etc.
30 BTL HARD DISK SYSTEM
A review of William Lurie & Associates Hard Disk system.
This company has developed a hard drive interface that can
be purchased separately to work with generic hard disk drives.
35 GAME OF THE MONTH: TAXMAN
An arcade style game, wherein you try to collect money, put
it in a secret Swiss bank account and avoid the IRS man.
39 1986 FEDERAL INCOME TAX SPREADSHEET
A set of 1040 Tax spreadsheet templates that work with
Broderbund's Syncalc software.
46 PRODUCT REVIEWS
Software
Video Vegas (Baudville)
Mercenary (Datasoft)
Wizard's Crown (SSI)
Fight Night (Accolade)
Gettysburg (SSI)
49 NEW PRODUCTS
A listing of several newly available products. Most
```

are just press releases.

**********BEGIN THE ST RESOURCE SECTION**********

56 PATHWAYS UNCOVERED
Proper file handling on your ST.
61 ST PRODUCT NEWS AND REVIEWS
Software
The Pinball Factory (Michtron)
Silent Service (MicroProse Software)
Black Cauldron (Sierra On-Line, Inc)
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Universe II (Omnitrend Software)
New Products (description only)
Trivia Challenge (Michtron)
Backup! (Michtron)
HiSoft BASIC Compiler (HiSoft)
DevpacST (HiSoft)
Saved! (HiSoft)
Accounts (Execon Limited)
Invoicing/Order Processing (Execon Limited)
Inventory Control System (Execon Limited)
Business Starter Kit templates (Quickview Systems)
Home Starter Kit templates (Quickview Systems)
Mouse to Joystick converter (State of the Arts Electronics)
Quizam (Electronic Arts)
Dollars and Sense (Monogram)
Space Quest (Sierra On-Line Inc)
LaserType (Softlab)
Fore*Star (Crystal Software)
PayDay (Crystal Software)
KISS (QMS)
Big KISS (QMS)
Big KISS II (QMS)
Smartwriter 80+ (QMS)
Drafix 1 (Foresight Resources Corp)
Fastcom (Atari Corp)
Inagem Agenda+ (Inagem Technologies Inc)
Micro-Time ST (Micro-Time Electronics)
68 TYPESETTER ELITE
A review of this product from XLEnt Software.

**********END THE ST RESOURCE SECTION**********

73 SOFTWARE LIBRARY
This section contains all the program listings for the
articles in this issue.
98 TECH TIPS
This section is a collection of tips and short
programs from readers or collected from various Users
Groups newsletters.

Coming next month: 5th Anniversary Issue containing: 2nd annual ANTIC
Awards, Rogue for the 8-bit computer, Type-In Hall
of Fame, Wild Inventions--Build 'em for pennies.

Comments: Computer Mail Order is now advertising the 800XL for $63.99.
Thanks to all who sent congratulations to me on the birth of
my new daughter, Sarah Marie Kimes. Until next month...

Kit Kimes
AT&T-ISL
1100 E. Warrenville Rd.
Naperville, IL 60566
...!ihnp4!iwvae!kimes

267. dinosaurs, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-05 04:42:00 UTC
From: SULLIVAN@suny-bing.CSNET.UUCP
Message-ID: <8703071904.AA13484@ucbvax.Berkeley.EDU>
Source record: 117771

```
From: IN%"postmast@sh.cs.net" 4-MAR-1987 14:29
To: VX1245@suny-bing.csnet
Subj: FAILED MAIL

Your message could not be delivered --

Reason: (BHST) Unknown host/domain name in "info-atari8@su-score.csnet"

We regret that the return of your message was delayed. The delay was
caused by a software problem, which is now fixed. -- CSNET Staff

----------------------------

Received: from suny-bing by RELAY.CS.NET id ad21659; 12 Feb 87 23:57 EST
Date: Wed, 11 Feb 87 22:01 EST
From: VX1245@suny-bing.csnet
To: info-atari8@su-score.CSNET
Subject: dinosaurs, terminal programs, and turbo basic
X-VMS-To: IN%"info-atari8@su-score.csnet"

> Hello. I'm new on the net,too,and as people have seen,am an avid 800 user
> myself. I'd like to talk to anyone else who owns a 'dinosaur',hopefully in my
> general area. Why does Turbo{ Basic only work on the XL/XE's? Can anyone
> modify it?
> Does anyone even have my computer?
> Thanks a LOT,
> ----Sascha
I think your first question has been answered. The answer to your second is:
yes! I, am hanging on to my dinosaur and will continue to do so until I get
get a real unix box for under 2k$. I am interested in communication, but I
can't figure out how to reply to you. If you'll send me mail directly I can
probably reply.
> I use my Atari 8-bit to access UUCP-net, and wondered if anyone knows of any
> good DEC VT-100 emulators out there for the 48K 800. I'm using a program
> called VT-10-Squared,which doesn't support ANY file transfers --- not even
> ASCII! The program I want should have these features:
> o ASCII Capture
> o 80-column screen with NO extra hardware and NO horizontal scrolling
> o Usable on Avatex 1200(Hayes)
> o Supports DEC VT100 screen control characters
> o Maybe XMODEM????
> Does this exist? If anyone wants to see VT-10-SQR,I might upload it in
> UUENCODE format once someone fixes the decoder so I can decode the encoder.
> Thanks,
> ----Sascha!
I think you will not find a program which satisfies all your wants, but I must
```

join John Sangster in heartily recommending the Omniview board ($50) from CDY computing. I am currently using Omniterm ($10?) on a unix system with vi to compose this message. It also works just fine with Gnu emacs. I run it at 2400 baud, although it is only claimed to work at 1200. (on rare occasions, I get a buffer overflow with emacs, which refuses to understand xon/xoff, but this is not a serious problem.) It gives you both kermit and x-modem, although no ascii capture. The emulation is vt100. Not everything is emulated, but enough to edit and play rogue. (For example, there are no double height/width characters.) It takes about 10 minutes with no soldering to install. My only complaint is that the character set is Atari's, meaning that curly braces, tildes, etc. show up as funny characters. You can generate them from the keyboard. Maybe David Young will come to his senses some day and fix this. The board is a piggyback on the OS board, so it doesn't take up a slot. You can use 80 columns for anything which uses E: or S:. One potential problem: Omniterm and Omniwriter (the word processor which comes with Omniview) won't run with DOS XL. I had to buy MyDos to use them with my double density Percoms. (of course they work fine with Atari DOS.) Imagine, an Atari DOS with subdirectories. Why did no onw ever tell me?

I too, am interested in the 800/dinosaur version of Turbo Basic. Perhaps whoever has it could post it to the net, as there seem to be several people interested.

Fred Sullivan
Dept. Math. Sci.
SUNY at Binghamton
sullivan at suny-bing.csnet

At last I'm a person rather than a number!

268. Re: Chameleon and termcap

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-05 14:15:05 UTC
From: feb@cblpe.UUCP
Message-ID: <448@cblpe.UUCP>
Source record: 117772

In article <9821@topaz.RUTGERS.EDU> appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum) writes:
>Charlie Dennett writes:
>
>When I dial in from home with my 800XL and chameleon I have noticed
>something peculiar with the backspace key. When I have the shell prompt
>(I guess that's what you call it) the backspace key causes a control H
>(^H) to be printed to the screen. When I am in vi, the backspace key
>actually backspaces.
>
>
>
>Try setting Chameleon to RUBOUT instead of ^H.
>
...
>--
> Marc L. Appelbaum "Insanity is just a state of mind"
> Arpa: marc@aim.rutgers.edu Uucp:rutgers!ru-blue!appelbaum
> GEnie:M.APPELBAUM

Sorry, no. Setting Chameleon to RUBOUT will cause it to transmit a delete
character ($7F) instead of backspace ($08). This will not fix the problem
Charlie Dennett asks about: now the shell will interrupt commands when
backspace (now delete) is pressed and vi will stop working.

The problem probably has to do with what character the system thinks is
the 'current' erase character. Type in 'stty' to the shell and you
should get output similar to this:

speed 9600 baud; evenp hupcl
erase = #; swtch = ^`;
brkint -inpck icrnl onlcr
echo echoe echok

By default, the UNIX Operating System uses the '#' character as
the erase character. Unless this is changed in your .profile (or
the system /etc/profile), then the shell will be expecting '#' as
the 'backspace' character. Thus when it sees '^H' it assumes you
really want to enter a '^H' into the command.

To correct this, type this command to the shell:

stty erase ^H

(^H is one keystroke - ok?)

This should fix your problem. If it does, put the above command
into your .profile so it gets executed every time you log in.

PS. the stty command will also show you what character are currently
the interrupt, quit, kill, end-of-file, end-of-line, and switch
commands. Having these messed up is a good way of getting very
confused, fast. (A better way is to mess up the stty so that the
system does not echo back the characters you type. Ouch.)
--
Franco Barber AT&T Bell Laboratories, Columbus, Ohio
..!cbatt!cbuxc!cblpe!feb (614) 860-7803

269. Atari EXPO

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-05 14:53:29 UTC
From: appelbau@topaz.UUCP
Message-ID: <9860@topaz.RUTGERS.EDU>
Source record: 117773
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

The Eastern Pennsylvania ATARI EXPO will be held in Allentown, Pa., on Saturday, March 14th (10am to 6pm) and Sunday March 15th (11am to 5pm). The show will be at the Hilton Convention Center, 9th & Hamilton Streets.

Here is a list of some of the companies that are attending:

Alpha Systems
ANALOG Computing
Atari Corporation
Atari Explorer
Best Electronics
Cal Com, Inc.
Disk Publications, Inc.
Hybrid Arts
ICD, Inc.
J&S Computers
Michtron
Microdraft
Quantum Microsystems, Inc.
Zobian Controls

and many more.

The special guest will be Bill Wilkinson, V.P. of OSS, Inc.

Tickets are $5.00 at the door. For more info call:215-837-1046
--
Marc L. Appelbaum "If life is a game of chess
Arpa:appelbau@topaz.rutgers.edu and you and I are pawns
Uucp:rutgers!topaz!appelbau what happens when we get to
GEnie: M.APPELBAUM the other side of the board?"

270. Let's here it for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-05 15:15:38 UTC
From: appelbau@topaz.UUCP
Message-ID: <9862@topaz.RUTGERS.EDU>
Source record: 117774
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Well I must say that I'm impressed with the amount of support on GEnie, in both the ST and ATARI roundtables. I've been really impressed by Alex Leavans. He seems to know a great deal about both lines of computers. It looks like we will be seeing some great things coming out of Sunnyvale for both the ST and 8bit.

It seems that Neil really does listen to us, even when we complain.

What to go ATARI!

--
Marc L. Appelbaum "If life is a game of chess
Arpa:appelbau@topaz.rutgers.edu and you and I are pawns
Uucp:rutgers!topaz!appelbau what happens when we get to
GEnie: M.APPELBAUM the other side of the board?"

271. Re: US DOUBLER SLOWER SOMETIMES??

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-05 22:53:51 UTC
From: leavens@atari.UUCP
Message-ID: <596@atari.UUCP>
Source record: 117775

in article <8133@decwrl.DEC.COM>, curzon@kaoa01.dec.com says:
>
> Using SpartaDos and Action...

I'd recommend using OSS's DOS XL, because it hides under the
cartridge, and give you about 6K more space to play with.

--alex @ Atari

BIX: alexl. GEnie: ALEXLEAVENS AtariCorp: 408-745-2006

272. Re: Need much info on Supra 1200at

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-05 22:56:38 UTC
From: leavens@atari.UUCP
Message-ID: <597@atari.UUCP>
Source record: 117776

in article <992@cartan.Berkeley.EDU>, mahlen@brahms.Berkeley.EDU (Mahlen Morris) says:
>
> I just bought a Supra 1200at and darned if the documentation is meagre!

ATDT# is a Hayes modem command, which means that you have a Hayes compatable modem. This is the industry standard in modems, so you should be able to find someone with a Hayes who can give you a copy of the command list.

If your modem hooks up to the 850 interface, then any good telecom program (I use HomeTerm) should work fine.

--alex @ Atari

BIX: alexl. GEnie: ALEXLEAVENS Ataricorp: 408-745-2006

273. Re: 8-BITS SUPPORT OR LACK OF IT.

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-05 23:03:27 UTC
From: leavens@atari.UUCP
Message-ID: <598@atari.UUCP>
Source record: 117777

in article <8702231323.AA09498@ucbvax.Berkeley.EDU>, DFLINT02@ULKYVX.BITNET says:
>
> All
>
> The demise of the 8-bit by atari still seem eminate. When 8-bit users contact
> atari,thru ATARI BASE,genie,NET or other info nets, Atari does not usually
> reply. Atari only claims to supporting the 8-bits is the xm301 modem. Though
> atari has promised the xep80 and the 3.5" drive.

The XEP80 is almost ready, along with special versions of Silent Butler and
Atariwriter + which will take advantage of the 80 column card. We are also
readying BattleZone XE, a version of the popular arcade game. The SX212,
our 1200 baud modem, will plug directly into the SIO port on your 8 bit,
in addition to being able to be used by the 850 interface and clones (ape-face,
P:R:Connection). As for the 3.5" drive, wait 'till summer CES (1st week in
June), I think you'll be very nicely surprised. <smile>

--alex @ Atari

BIX: alexl. GEnie: ALEXLEAVENS AtariCorp: 408-745-2006

274. Re: Rogue for the 8-Bits in Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-05 23:09:57 UTC
From: leavens@atari.UUCP
Message-ID: <599@atari.UUCP>
Source record: 117778

in article <296@dasys1.UUCP>, ssegan@dasys1.UUCP (Sascha Segan) says:
> What's Rogue?

Rogue is a very complex multi-level dungeons and dragons style adventure
game. It's what's known as a 'serious time-waster'. <grin>

--alex @ Atari

BIX: alexl. GEnie: ALEXLEAVENS AtariCorp: 408-745-2006

275. Add to mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-05 23:36:17 UTC
From: gordon@hpirs.UUCP
Message-ID: <4590006@hpirs.HP.COM>
Source record: 117779

```
Please add me to the mailing list
Thanks
```

276. mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-06 14:07:17 UTC
From: rgenter@J.BBN.COM
Message-ID: <8703061410.AA16809@ucbvax.Berkeley.EDU>
Source record: 117780

[apologies to the list for posting this, but I have sent mail to
info-atari8-request three times over the past two weeks and the
request action has not been taken, thus drastic measures were
called for]

Please remove me from this list.
- Rick

Rick Genter BBN Laboratories Inc. (until 3/13)
(617) 497-3848 10 Moulton St. 6/512
rgenter@bbn.COM (Internet new) Cambridge, MA 02238
rgenter@bbnj.ARPA (Internet old) seismo!bbn.com!rgenter (UUCP)

277. Ace C

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-06 17:42:00 UTC
From: SULLIVAN@suny-bing.CSNET.UUCP
Message-ID: <8703071905.AA13492@ucbvax.Berkeley.EDU>
Source record: 117781

In response to Kent Schnaith's question:

The author of Ace C is:

Ralph E. Walden
1821 Jefferson
Eugene Oregon 97402

278. Atari Fairs for 1987

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-06 18:16:58 UTC
From: neil@atari.UUCP
Message-ID: <603@atari.UUCP>
Source record: 117782
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

SCHEDULED ATARI FAIRS

MARCH 1987
Hilton Hotel - Allentown, PA
Sat 03/14/87 & Sun 03/15/87
Sponsored by: ABE's ACES
Contact: Shirley Bickert (215) 837-6799
110 Old Forge Dr, Bath, PA 18014

APRIL 1987
Salt Lake City, UT
Fri 04/10/87, Sat 04/11/87
Sponsored by: ACE of Salt Lake
Contact: Chris Christopolus (801) 486-8009
P.O. Box 26664, Salt Lake City, UT 84126

APRIL 1987
Buffalo Convention Center - Buffalo, NY
Sat 04/25/87, Sun 04/26/87
Sponsored by: Western New York Atari User Group
Contact: Bill Beerbower (716) 875-6555
P.O. Box 59, Buffalo, NY 14216

MAY 1987
Infomart - Dallas, TX
Fri 05/08/87, Sat 05/09/87
Sponsored by: DAL-ACE, North Texas ST Users
Contact: Bill Bailey (214) 240-4337
4834 Collingwood, Garland, TX 75043

MAY 1987
Seattle Center, FLAG Pavillion - Seattle, WA
Sat 05/16/87, Sun 05/17/87
Sponsored by: 5 local user groups
Contact: Bruce Noonan (206) 775-0545/745-2867
21700 76 Ave. West, Edmonds, WA 98020

JUNE 1987

JULY 1987
Ramada Hotel O'Hare - Rosemont, IL
Sat 07/25/87, Sun 07/26/87
Sponsors: Consortium of local user groups including SCAT &
LCACE & CL.A.U.G.
Contact: Rich Bollmeier (312) 662-8676

2928 Brookside, Waukegan, IL 60085

AUGUST 1987
Detroit, MI -- Details forthcoming

SEPTEMBER 1987
Glendale Civic Auditorium - Glendale, CA
Sat 09/19/87, Sun 09/20/87
Sponsored by: ACENET
Contact: John King Tarpinian (818) 760-1831
6055 Cahuenga Blvd. #2, N. Hollywood, CA 91606

SEPTEMBER 1987
Worcester Centrum - Worcester, MA
Sat 09/26/87, Sun 09/27/87 - tentative
Sponsored by: Boston Computer Society's Atari SIG
Alan Glick (617) 296-8286
1 Center Plaza, Boston, MA 02108

OCTOBER 1987
Washington D. C. - facility still to be determined
Sat 10/17/87
Sponsored by: NOVATARI
Contact: Joe Waters (703) 450-4761
122 N. Johnson Rd., Sterling, VA 22170

NOVEMBER 1987
Palm Beach, FL - facility not yet determined
Sat 11/21/87, Sun 11/22/87
Sponsored by: Atari Club of the Palm Beaches
Contact: Jim Woodward (305) 736-5532
605 S.W. 1st Court, Boynton Beach, FL 33435

NOVEMBER 1987
San Jose, CA - facility not yet determined

For further information contact; Sandi Austin, Atari Corp, 1196
Borregas Ave, Sunnyvale, CA 94086, (408) 745-2012.

--
--->Neil Harris @ Atari...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil

BIX: neilharris / CIS: 70007,1135 / Delphi: NEILHARRIS / GENIE: NHARRIS
WELL: neil / Atari Corp. BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

279. Re: Let's here it for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-06 19:09:26 UTC
From: leavens@atari.UUCP
Message-ID: <613@atari.UUCP>
Source record: 117783
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

> I've been really impressed by Alex Leavans.
> He seems to know a great deal about both lines of computers.

>>Blush<< Thank you. I hope to continue to be of help to you all.
That's what I'm here for!

--alex @ Atari

BIX: alexl. GEnie: ALEXLEAVENS AtariCorp: 408-745-2006

280. Re: Rogue for the 8-Bits in Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-07 23:14:50 UTC
From: wilmott@topaz.UUCP
Message-ID: <9931@topaz.RUTGERS.EDU>
Source record: 117784

Yeah, I saw the "May Rogue for 8 bits preview" thing too in Antic this month. Originally it was supposed to be out long ago- if you look in like the April 1985 Analog "coming next" section, they had it listed as "soon to be released"!

-Ray

281. Re: turbo basic for 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-09 04:06:28 UTC
From: gordon@hpirs.HP.COM
Message-ID: <4590007@hpirs.HP.COM>
Source record: 117785

```
Dale:
If you know a Kavin up there, please tell him that Gordon Andersen
in California said to say hi.
Thanks.
```

282. Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-09 17:08:00 UTC
From: RMann@HIS-PHOENIX-MULTICS.ARPA.UUCP
Message-ID: <870309170831.508083@HIS-PHOENIX-MULTICS.ARPA>
Source record: 117786

How may one subscribe to ANTIC ?

283. Re: 8-BITS SUPPORT OR LACK OF IT.

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-09 20:51:33 UTC
From: kevin@voder.UUCP
Message-ID: <2864@voder.UUCP>
Source record: 117787

In article <598@atari.UUCP> leavens@atari.UUCP (Alex Leavens) writes:
> We are also
> readying BattleZone XE, a version of the popular arcade game.

Does the XE notation mean that this game will work only on an XL/XE computer
and not an 400/800?

--
Kevin Thompson {ucbvax,pyramid,nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
myself but I'm told they can be very effective."

284. Disk drive emulator

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-09 21:25:00 UTC
From: Farkas@GODZILLA.SCH.SYMBOLICS.COM.UUCP
Message-ID: <870309132546.1.FARKAS@KALI.SCH.Symbolics.COM>
Source record: 117788

I am looking for the software and necessary hardware
modifications to make an Atari 800XL emulate a disk drive.
Any help will be greatly appreaciated.

Michael L. Farkas
FARKAS@SCRC-STONY-BROOK.ARPA
SYMBOLICS, INC.
(818)998-3600

285. Harald Striepe ... & environment poll...

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-11 01:26:34 UTC
From: btb@ncoast.UUCP
Message-ID: <2166@ncoast.UUCP>
Source record: 117789

first, I got some mail forwarded in a weird way from Harald Striepe, and
I have no clue where he is. Harald could you send me something telling
me where you are so I can respond?
(the weird forwarding was due to a mail screw up locally)

second, so far I have gotten about 5 responses to my request for info
about 8bitter's net access environments... I hope to get more!

Brad Banko
Cleveland, Ohio ...!decvax!cwruecmp!ncoast!btb

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

--
Brad Banko
Cleveland, Ohio ...!decvax!cwruecmp!ncoast!btb

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

286. Re: Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-11 01:49:16 UTC
From: leavens@atari.UUCP
Message-ID: <628@atari.UUCP>
Source record: 117790

```
> How may one subscribe to ANTIC ?

ANTIC is at:

544 Second Street
San Francisco, CA 94107
(415)-957-9886

--alex @ Atari
BIX:alexl. GEnie: ALEXLEAVENS AtariCorp: 408-745-2006
.
```

287. Re: 8-BITS SUPPORT OR LACK OF IT.

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-11 01:50:28 UTC
From: leavens@atari.UUCP
Message-ID: <629@atari.UUCP>
Source record: 117791

```
>
> Does the XE notation mean that this game will work only on an XL/XE computer
> and not an 400/800?
>
Don't know, but I don't think so. I think the XE tag is to distinguish
it as an 8 bit product, as opposed to an ST 16 bit product.

--alex @ Atari
BIX:alexl. GEnie: ALEXLEAVENS AtariCorp: 408-745-2006
```

288. ATTN: Matt Kimmel

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-11 13:21:51 UTC
From: cbz@mhuxu.UUCP
Message-ID: <6380@mhuxu.UUCP>
Source record: 117792
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Matt,
I was unable to successfully email to you. Please send me SENDCODE.
Thanks.

Craig Ziemer at AT&T-BL

289. Re: Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-11 13:57:20 UTC
From: store2@ihuxi.UUCP
Message-ID: <1567@ihuxi.ATT.COM>
Source record: 117793

In article <870309170831.508083@HIS-PHOENIX-MULTICS.ARPA>, RMann@HIS-PHOENIX-MULTICS.ARPA (Roger Mann) writes:
>
> How may one subscribe to ANTIC ?

Roger,
I tried to mail this to you but it got bounced. Sorry to rest of net.

****

Roger,
You can call ANTIC toll free to subscribe: 800-443-0100

Rates are: Magazine only Magazine/Disk (programs on disk)

1 year $28 $99.95
2 year $52 $179.90
3 year $72

I enjoy ANTIC but some people think Analog Computing is a better magazine. In some ways, it is. I read both. Both are Atari only magazines, so you don't waste a lot time skipping over articles on computers you have no interest in. Hope this helps...

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!iwvae!kimes

"I'm carrying the weight of all the useless junk a modern man accumulates.
I'm a statistic in a system that a civil servant dominates."
Running On Ice -Billy Joel

290. Re: Info-Atari8 Digest V87 #16

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-11 17:35:58 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8703111736.AA03801@mitre-bedford.ARPA>
Source record: 117794

In answer to Michael Farkas's question about making an 800XL emulate a disk drive, I would suggest the Newell 256KXL board and OMNIVIEW256. The 256KXL is a small logic circuit which figures out what signal to put on the single extra pin that is needed to control a 256K Dynamic RAM chip instead of the standard 64K ones in an unmodified XL. You remove the 8 64K-bit chips, replace them with 8 256K-bit chips (which can be purchased with the 256KXL board), and solder up about six or seven wires to strategic places on the main board, and presto-chango, you now have a 256K machine. Then you replace the standard Atari O/S chip with OMNIVIEW, put the case back together and fire it up. Press "1", then hold down START and press RESET, and suddenly you have an invisible, blindingly fast extra disk drive called D1:, which works just like a normal one except about maybe 50 times as fast. If you prefer, you can set it up as D2: or whatever, but it is especially handy if you put DUP.SYS and your favorite application programs on the RAMdisk, because then switching programs is almost instantaneous. The RAMdisk can be activated also under software control, and CDY gives instructions for how to do that and supplies a short 1-sector machine language program for this purpose.

Of course, putting in OMNIVIEW also gives you 80-column display capability, makes the Translator disk unnecessary, and gets you CDY's OmniWriter 80-column word processor thrown in free, as well as giving you compatibility with the very nice OmniCom VT100 emulator, which CDY also sells (for $10 I believe).

Also, MYDOS is thrown in with the 256KXL board. And by the way, you can run the 256KXL as a "double sided" drive, i.e. with twice the capacity of a normal drive, about 1500 sectors as I recall. Another trick you can do is to use the RAMdisk handler provided with MYDOS to install the standard 499-sector (formatted) 130XE RAMdisk and AT THE SAME TIME you can run a standard 708-sector (formatted) full-sized RAMdisk. I've done it, and it is sometimes very convenient to have two independent RAMdisks!!!

When you consider the cost of a second disk drive ($125 plus shipping if you really shop around), and the speed of operation and the eventual wearout of the physical drive, versus the high speed, zero wear, 80 columns, and free 80-column word processor you get going with the RAMdisk, for less money at that, it isn't hard to decide in favor of the RAMdisk!!!

You'll have to experience it yourself to understand, but all of a sudden, switching from DOS to an application program (or BASIC) and back goes so fast you think you are on a VAX or something. All I can say is "Go for it!"

CDY can be reached at (214) 235-2146 or by mail at 421 Hanbee, Richardson TX 75080. Newell Industries can be reached at 602 E. Hwy 78, Wylie TX 75098. CDY is, by the way, a dealer for the Newell board, so you can order both products (as well as OmniCom) from CDY. I don't know if Newell also sells the CDY products.

-John Sangster/jhs@mitre-bedford.arpa

I am not associated with either company other than as a customer of CDY.

---

291. spreadsheet for atari 1040st

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-11 22:52:00 UTC
From: system@ntsc-74.UUCP.UUCP
Message-ID: <8703120019.AA07902@ucbvax.Berkeley.EDU>
Source record: 117795

I am interested if any of the users on this list have any knowlege, experience,
or whatever, with spreadsheet software for the Atari 1040ST. If so, I would
appreciate any info as to where I might be able to write for further info.

Please send e-mail directly to the following address, as I am not on this mailing list (I
have a hard enough time keeping up with the ones that I'm
already on :^)).
Thanks in advance, ...Sam
Arpa: system@ntsc-74.arpa
P.S. if there is enough interest, I will post a summary of what I received.
------

292. DOS 2.5 vs. DOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-12 22:11:00 UTC
From: Makey@LOGICON.ARPA.UUCP
Message-ID: <8703131002.AA18512@ucbvax.Berkeley.EDU>
Source record: 117796

I am getting ready to buy a 1050 disk drive for my 800XL. One the mail-order ads in ANALOG Computing says that they include DOS 2.5 with the drive, another says they include DOS 3.0, and the rest are silent on the topic. Some questions:

1. Does DOS always come with the 1050 or are those two firms actually providing something special?

2. If I have a choice (and it seems that I do), which DOS should I get and why? (I know that newer does not necessarily mean "better".)

3. Are there any other versions of DOS that I might want to use?

4. If I buy the drive that comes with DOS 2.5 (because it's cheaper), can I *legally* make a copy of someone else's DOS 3.0 and use it?

Thanks for the info.

:: Jeff Makey
Makey@LOGICON.ARPA

293. DOS 2.5 vs. DOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-12 22:11:00 UTC
From: Makey@LOGICON.ARPA.UUCP
Message-ID: <8703131800.AA27415@ucbvax.Berkeley.EDU>
Source record: 117797

I am getting ready to buy a 1050 disk drive for my 800XL. One the mail-order ads in ANALOG Computing says that they include DOS 2.5 with the drive, another says they include DOS 3.0, and the rest are silent on the topic. Some questions:

1. Does DOS always come with the 1050 or are those two firms actually providing something special?

2. If I have a choice (and it seems that I do), which DOS should I get and why? (I know that newer does not necessarily mean "better".)

3. Are there any other versions of DOS that I might want to use?

4. If I buy the drive that comes with DOS 2.5 (because it's cheaper), can I *legally* make a copy of someone else's DOS 3.0 and use it?

Thanks for the info.

:: Jeff Makey
Makey@LOGICON.ARPA

294. Re: DOS 2.5 vs. DOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-13 12:59:23 UTC
From: appelbau@topaz.UUCP
Message-ID: <10073@topaz.RUTGERS.EDU>
Source record: 117798

Atari sells the drive with DOS 2.50, when the drive first came it DOS
3 was included. After a few hundred complaints DOS 3 was discountined
and DOS 2.5 was born. If you have a choice get DOS 2.50!!! If you
can't get 2.50 either your local user group of Atari will give you a
copy DOS 2.50.
--
Marc L. Appelbaum "If life is a game of chess
Arpa:appelbau@topaz.rutgers.edu and you and I are pawns
Uucp:rutgers!topaz!appelbau what happens when we get to
GEnie: M.APPELBAUM the other side of the board?"

295. Re: DOS 2.5 vs. DOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-13 16:59:03 UTC
From: wrd@tekigm2.UUCP
Message-ID: <1555@tekigm2.TEK.COM>
Source record: 117799

In article <8703131002.AA18512@ucbvax.Berkeley.EDU>, Makey@LOGICON.ARPA (Jeff Makey) writes:
. I am getting ready to buy a 1050 disk drive for my 800XL. One the
. mail-order ads in ANALOG Computing says that they include DOS 2.5 with
. the drive, another says they include DOS 3.0, and the rest are silent
. on the topic. Some questions:
.
. 1. Does DOS always come with the 1050 or are those two firms actually
. providing something special?
.
. 2. If I have a choice (and it seems that I do), which DOS should I get
. and why? (I know that newer does not necessarily mean "better".)
.
. 3. Are there any other versions of DOS that I might want to use?
.
. 4. If I buy the drive that comes with DOS 2.5 (because it's cheaper),
. can I *legally* make a copy of someone else's DOS 3.0 and use it?
.
. Thanks for the info.
.
. :: Jeff Makey
. Makey@LOGICON.ARPA

I would strongly recommend that you use DOS 2.5. It is the latest and greatest from Atari. It is an improved version of DOS 2.0S. DOS 3.0 is an aberration and is non-compatible with DOS 2.0/2.5. DOS 3.0 is more or less abandoned by Atari and most users. DOS 2.5 disks have a file on them that will translate DOS 3.0 file to DOS 2.5/2.0S.

There once was a DOS 2.5D for an 815 double density drive -- neither the drive nor the software was ever available to the public. [Yes, I know that some were built and did get out, but Atari essentially yanked the plug before public sales happened.] However, several companies took DOS 2.0D and modified it for commercial purposes. I believe that this is the origin of both MYDOS and SpartaDOS. Both are available by themselves as well as with various upgrade kits, etc. Both allow for mulitiple disk drives (5.25 and 3.5) and hard disks. I personally have only tried MYDOS -- it would not run ANTIC magazine' disks, so I did not try to use it further and stuck with DOS 2.5. However, if you want a truly double density disk drive, you must use either MYDOS or SpartaDOS. (As opposed to the so called double density of the 1050, which is really an enhanced density, more like 1 1/2 density). Personally I stick to straight vanilla 1050 drives, they can be upgraded to true double density, however, with the USDoubler (which also includes SpartaDOS, I think.) And if you upgrade to 256k with a Newell upgrade, you get MYDOS free. CDYoung Associates (CDY anyway) sells various software and hardware updates. J Sangster will probably

tell you about them. To answer you last question, some form of Atari DOS comes with every 1050, they are not including something extra. 1050 drives first came with DOS 3.0, newer ones come with DOS 2.5. (Very early ones may have come with DOS 2.0S.) Finally, between DOS 3.0 and DOS 2.5, another version was created by the pre-Tramiel Atari Inc. (as opposed to Atari Corp.) which was called DOS 4.0. It is available from ANTIC magazine, I am not familar with it except to know that it was being developed for several new Atari computers that were stillborn (i.e. they died before being released, similar to the 815 dd). I think that 4.0 was for the 1450XLD model. Other models not released were the 1400XL and 1600XL, although the latter was not even ever announced to the best of my knowledge. Both the 1400XL and the 1450XLD were announced and advertised, but still died.

--Bill--

296. Rana 1000 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-13 18:48:45 UTC
From: tom@felix.UUCP
Message-ID: <2418@felix.UUCP>
Source record: 117800

Greetings,
I just purchased an Atari 800 with a Rana 1000 disk drive.
They have been unused and are in perfect condition (circa June, 1983).

The Rana manual says they the drive only supports single density with
it's firmware, but double density supporting firmware is coming. Did it?
It appears that Rana Systems is no longer in Chatsworth, Calif.
Does anyone know where they are or how I can get a copy of the firmware?
I assume the DOS 2.? I have doesn't support double density anyway.
What's the latest OS and where is a good place to get it?
Or am I a few years late?

Thanks,
--
Tom Lockwood
hplabs!felix!tom
"We are upping our standards,
...so up yours". Pat Paulsen for President, 1988.

297. Re: DOS 2.5 vs. DOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-13 23:44:43 UTC
From: bammi@cwruecmp.UUCP
Message-ID: <1864@cwruecmp.UUCP>
Source record: 117801

absolutely what marc says... dos 3.0 was a big mistake on atari's part...
among its many features: incompatibility with dos 2.x disks...
dos 2.5 is your best bet for 1050 based systems..., but if you really
want a thrill, go to your local atari dealer, and ask him to install
a usdoubler in your 1050... usdoubler is made by icd out of chicago, and
it is an excellent hardware improvement... by itself, the doubler doesn't
changer your life at all, but with icd's spartados you enter the big
leagues... among the usdoubler/spartados many features are:

1) transparent compatibility with any disk format
2) very well done msdos-like command line dos with
file time/date stamping
3) spartados is also compatible with hard disk drives

one catch: you really need an xl/xe machine to enjoy all that spartados
has to offer... i almost forgot, the usdoubler chipset in a 1050 gives you
true double density capability, and double or triple the speed on disk i/o.

Brad Banko
Cleveland, Ohio
...!decvax!cwruecmp!ncoast!btb

please reply to me at ncoast, and not here (cwruecmp).
i am using a friend's account for news while ncoast's news is being fixed.
--
usenet: {decvax,cbatt,cbosgd,sun}!cwruecmp!bammi jwahar r. bammi
csnet: bammi@case
arpa: bammi%case@csnet-relay
compuServe: 71515,155

298. disk emulator

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-14 00:32:00 UTC
From: Farkas@GODZILLA.SCH.SYMBOLICS.COM.UUCP
Message-ID: <870313163244.1.FARKAS@KALI.SCH.Symbolics.COM>
Source record: 117802

What I am looking for is not a ram-disk, but rather a machine that
actually thinks it is a disk drive and, when other Atari's try
to access it through the atari serial interface, they also think that
it is a disk drive. My objective is to network several Atari computers,
using a supra micronet, and have this chunk of memory available to all
of them.
I am also looking for a copy of the article on the XL parallel bus
interface from the Feb '85 issue of ANTIC. Any help will be greatly
appreciated.
MICHAEL L. FARKAS
FARKAS@SCRC-STONY-BROOK.ARPA
(818)998-3600 (DAY)
(213)851-2507 (EVES)

299. Re: DOS 2.5 vs. DOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-14 22:31:47 UTC
From: akw@osupyr.UUCP
Message-ID: <102@osupyr.UUCP>
Source record: 117803

In article <8703131800.AA27415@ucbvax.Berkeley.EDU> Makey@LOGICON.ARPA (Jeff Makey) writes:
>1. Does DOS always come with the 1050 or are those two firms actually
> providing something special?
>
DOS always comes (well, it should) with all units coming from Atari, and the version should be 2.5.

>2. If I have a choice (and it seems that I do), which DOS should I get
> and why? (I know that newer does not necessarily mean "better".)

Get DOS 2.5. You do *NOT* (I repeat _not_) want version 3.0. Even though the old Atari had good intentions when it wrote this poor program, it is now quite a huge pain-in-the-booty. It is _not_ compatible with the older versions of DOS and not compatible with other third-party DOSs as well.

>3. Are there any other versions of DOS that I might want to use?

I would strongly recommend SpartaDOS from ICD. You might also want to purchase the US Doubler chip from ICD as well, which jumps your standard drive speed by a factor of 3 (300% faster) However, SpartaDOS will work with an unmodified 1050 drive. (The US Doubler itself is a chip enhancement which is installed in your 1050)

>4. If I buy the drive that comes with DOS 2.5 (because it's cheaper),
> can I *legally* make a copy of someone else's DOS 3.0 and use it?
>

Well, I am not sure if DOS 3.0 is PD or not, but I really do not think Atari Corp. will care if you do, considering there is _no_ commercial software that supports or comes with 3.0.

A good reason to avoid 3.0 is this: all other versions of DOS written by Atari format the disk in 128 byte sectors. 3.0 uses a 1024 byte sector routine. So, if you were to, say, write a file that is 1025 bytes long, 3.0 will force the use of two sectors, resulting in the loss of 1023 bytes on your disk (which would be trivial on other systems but since 3.0 can only put ~90,000 bytes on a disk, this eats room FAST.

Good to be talking about the 8bits again even though I have been concentrating on my ST since I bought it last October.

>
> :: Jeff Makey
> Makey@LOGICON.ARPA

| Andy Weaver
--+-- akw@osupyr.UUCP
| The Ohio State University
| Proverbs 25.25 1774 College Rd Cols, OH 43210
|

300. Re: DOS 2.5 vs. DOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-16 00:12:47 UTC
From: markv@uoregon.UUCP
Message-ID: <507@uoregon.UUCP>
Source record: 117804

In article <1555@tekigm2.TEK.COM> wrd@tekigm2.TEK.COM (Bill Dippert) writes:
>In article <8703131002.AA18512@ucbvax.Berkeley.EDU>, Makey@LOGICON.ARPA (Jeff Makey) writes:
>. I am getting ready to buy a 1050 disk drive for my 800XL. One the
>. mail-order ads in ANALOG Computing says that they include DOS 2.5 with
>. the drive, another says they include DOS 3.0, and the rest are silent
>. on the topic. Some questions:

>I would strongly recommend that you use DOS 2.5. It is the latest and greatest
>from Atari. It is an improved version of DOS 2.0S. DOS 3.0 is an aberration
>and is non-compatible with DOS 2.0/2.5. DOS 3.0 is more or less abandoned by
>Atari and most users. DOS 2.5 disks have a file on them that will translate
>DOS 3.0 file to DOS 2.5/2.0S.

I am going to disagree with you on this one. DOS 3 was in many ways a superior DOS to DOS2.5 or DOS2.0. Both 2.5 and 2.0 have the following annoying problems:

1. When you open a file for appending, DOS 2.5 and 2.0 both "round" up to the next sector before they begin writing. In a business program (who uses there Atari for business, me thats who!) I wrote, I appended 17 byte records to the end of a transaction file. The actual filesize increased by a full 128 byte sector however. DOS III does the right thing, adding it directly to the end of the file.

2. Note and Point are both screwy on DOS 2.0 and 2.5. They return the actual PHYSICAL sector and byte number that the head is positoned at. If you implement random access files by maintaining a table, you have two problems. If you copy the file you need to remake the pointer table, and you HAVE to maintain a table. Under DOS 3.0, note and point return LOGICAL addresses from THE BEGINNING OF THE FILE. Now, it is relatively easy to find any record, and files may be copied at whim.

It is a pity that 3.0 wasn't a bigger success. It really is a superior DOS to 2.5. 2.5 never fixed any of the design flaws of 2.0, it only slightly modified it to run with higher density drives.

I can't really recommend you use DOS 3.0, it is incredibly non-standard. I like it alot however, and it offers certain things that have been useful on several projects. My brother uses MYDOS alot, and swears by it.

Has anyone used DOS 4.0? I am interested in hearing about it? Does it suffer from the 2.0 -- 2.5 problems?

--
| Mark VandeWettering |
| member of UO-EXODOS - distributed operating system research group |
| University of Oregon Computer and Information Sciences Department |
| markv@uoregon.edu OR markv@uoregon.uucp |

301. In defense of DOS 3.0 (was DOS 2.5 vs. DOS 3.0)

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-16 07:40:58 UTC
From: markv@uoregon.UUCP
Message-ID: <508@uoregon.UUCP>
Source record: 117705

In article <102@osupyr.UUCP> akw@osupyr.UUCP (FarOff MicroDesigns) writes:

> Get DOS 2.5. You do *NOT* (I repeat _not_) want version 3.0. Even
>though the old Atari had good intentions when it wrote this poor program,
>it is now quite a huge pain-in-the-booty. It is _not_ compatible with the
>older versions of DOS and not compatible with other third-party DOSs as
>well.

Granted. It is certainly not compatible with DOS2.5, 2.0 or
pretty damn near anything else.

> A good reason to avoid 3.0 is this: all other versions of DOS
>written by Atari format the disk in 128 byte sectors. 3.0 uses a
>1024 byte sector routine. So, if you were to, say, write a file that is
>1025 bytes long, 3.0 will force the use of two sectors, resulting in the
>loss of 1023 bytes on your disk (which would be trivial on other systems but
>since 3.0 can only put ~90,000 bytes on a disk, this eats room FAST.

Atari 2.0 does the same thing, except with a finer granularity.
DOS 3.0 kills you if you have lots of teensy files, but really
doesn't hurt much otherwise. If you combine that with the
append bug that I mentioned in an earlier article, it really
gets bad. I have wasted far more space with the append bug than
any other problem.

By all means, use spartados if you have a doubler. Use MYDOS or
2.5 if you need 2.0 compatibility. I still use 3.0 for most of
my programming, and have suffered no ill effects. It really
isn't all that bad.

Long life to the 8-bit users!

--
| Mark VandeWettering |
| member of UO-EXODOS - distributed operating system research group |
| University of Oregon Computer and Information Sciences Department |
| markv@uoregon.edu OR markv@uoregon.uucp |

302. Lack of Atari 8-bit software!

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-16 20:16:40 UTC
From: euloth@dalcsug.UUCP
Message-ID: <19@dalcsug.UUCP>
Source record: 117706

ATTENTION TO ALL THOSE WHO THINK THE ATARI NEEDS MORE SOFTWARE!!!!!!!!!!!

I would like to know why such games as Gunship (Microprose), Bard's
Tale I and II (Electronic Arts), Defender of the Crown (Cinemaware), PHM
Pegasus (Electronic Arts) etc., etc., are not available for the 8-bit Atari!
I am very anxious to purchase software of this calibre but it is very
difficult if it is not made for your machine. If someone from any of these
software companies is listening I would like to see an answer to my
question.
There are a lot of 8-bit owners here in Nova Scotia who would
like to see these games on the market for our machines. Why does the
Commodore 64 get so much attention and the Atari 8-bit get left behind? These
are questions which the software companies must start thinking about. There
are a lot of honest Atari owners which, I hope, the software companies will
hear from. So, those of you who have seen a game advertised and wondered
why the caption said C-64 but not Atari 8-bit speak up and let those software
companies know that you want some good quality software!!!!!!!!!!!!!

Glenn Euloth
Dalhousie University
Halifax, NS
Canada

303. Re: DOS 2.5 vs. DOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-17 01:16:20 UTC
From: leavens@atari.UUCP
Message-ID: <668@atari.UUCP>
Source record: 117707

> 1. Does DOS always come with the 1050 or are those two firms actually
> providing something special?

Older 1050's came with 3.0, newer ones come with 2.5

> 2. If I have a choice (and it seems that I do), which DOS should I get
> and why? (I know that newer does not necessarily mean "better".)

DOS 2.5 is better, because it is more compatible.

> 3. Are there any other versions of DOS that I might want to use?

I like OSS's DOS XL, but I don't think that supports the
higher density in the 1050. I like DOS XL because it's a command
line interface, rather than a menu style.

--alex @ Atari

BIX:alexl. GEnie: ALEXLEAVENS AtariCorp: 408-745-2006

"How can you be in two places at once when you're not anywhere at all."

304. Re: Rana 1000 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-17 01:17:44 UTC
From: leavens@atari.UUCP
Message-ID: <669@atari.UUCP>
Source record: 117708

```
in article <2418@felix.UUCP>, tom@felix.UUCP (Tom Lockwood) says:
>
> The Rana manual says they the drive only supports single density with
> it's firmware, but double density supporting firmware is coming. Did it?
> It appears that Rana Systems is no longer in Chatsworth, Calif.
> Does anyone know where they are or how I can get a copy of the firmware?
> I assume the DOS 2.? I have doesn't support double density anyway.
> What's the latest OS and where is a good place to get it?
> Or am I a few years late?
>
I don't know if Rana ever came out with their firmware upgrade. Our
Rana drive proved to be more trouble than it was worth, and we dumped it.
I think Rana is now out of business.

--alex @ Atari

BIX:alexl. GEnie: ALEXLEAVENS AtariCorp: 408-745-2006

"How can you be in two places at once when you're not anywhere at all."
```

305. Re: Happy DD formatting

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-17 09:38:00 UTC
From: KUYLMAN@HLERUL5.BITNET
Message-ID: <8703171006.AA09845@ucbvax.Berkeley.EDU>
Source record: 117709

To everybody else,
sorry that I have to send this letter through the digest, but our mailer
could not cope with the address in the Charles send me.

To Charles Marslett,
Thanks for your letter on the formatting problem, I think I will
manage now.
Greetings,
Frits

Frits Kuijlman Bitnet : KUYLMAN@HLERUL5
University of Leiden Arpanet : KUYLMAN%HLERUL5.BITNET@WISCVM.WISC.EDU
The Netherlands

306. Re: Lack of Atari 8-bit software!

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-17 15:08:35 UTC
From: appelbau@topaz.RUTGERS.EDU
Message-ID: <10194@topaz.RUTGERS.EDU>
Source record: 117710

At the Eastern Pa. Atari Expo, Bill Wilkinson spoke on the subect of
where software is going to come from. First you must understand
Wilkinson's rule: Software can cost no more than 10% of the cost of
the hardware needed to run it. With this in mind he feels,and I tend
to agree, that we will be seeing more and more of good quality
Shareware and Public Domain Software.
--
Marc L. Appelbaum "If life is a game of chess
Arpa:appelbau@topaz.rutgers.edu and you and I are pawns
Uucp:rutgers!topaz!appelbau what happens when we get to
GEnie: M.APPELBAUM the other side of the board?"

307. Ace C

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-17 16:05:00 UTC
From: SULLIVAN@suny-bing.CSNET
Message-ID: <8703180258.AA26988@ucbvax.Berkeley.EDU>
Source record: 117711

I have had a request for Ace C, of which I own a copy. I obtained mine for $5 by answering a classified ad in Info-World, from an address which I con't remember. There are no copywrite notices on the documentation or the disk.

Does anyone know whether this is public domain software? If it is, and there is sufficient interest, I can post it. In the meantime I will write to the author about the legal status. It seems to be a revision of Deep Blue C, and J. Palevich still appears as one author.

Fred Sullivan
Dept. Math. Sci.
SUNY.Binghamton
sullivan@suny-bing.csnet

At last I'm a person rather than a number!

308. Re: Lack of Atari 8-bit software!

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-17 16:35:04 UTC
From: ray@rochester.ARPA
Message-ID: <26020@rochester.ARPA>
Source record: 117712

In article <19@dalcsug.UUCP> euloth@dalcsug.UUCP (Glenn Euloth) writes:
>
> I would like to know why such games as Gunship (Microprose), Bard's
>Tale I and II (Electronic Arts), Defender of the Crown (Cinemaware), PHM
>Pegasus (Electronic Arts) etc., etc., are not available for the 8-bit Atari!
>
>Glenn Euloth
>Dalhousie University
>Halifax, NS
>Canada

I've found Gunship for the 8-bit Atari. The next time you go looking for atari software browse through the commodore section. Sometimes, the software will be written for both atari and commodore but is put in the commodore. But overall, I agree, the 8-bit atari is being left behind in the availability of new software. I would like to purchase some of the flight simulators that are only available at present for the commodore. I've thought about purchasing a commodore just to be able to buy new software again, like the good ole days when atari was more popular and the 800 series was still being manufactured.

ray

309. OMNIVIEW compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-17 19:47:04 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1013@ihlpm.ATT.COM>
Source record: 117713

Greetings all you 8-bit fans,

I FINALLY got OMNIVIEW XL/XE installed in a 130XE. (This was my second XE; I destroyed the first one with my ham-handed attempt to install a RAMROD board myself; this time, I started with a new machine, the old one being beyond reasonable repair [est. $110 to $120], and REX TV Service socketed the chip for me, for the cost of the socket only [of course it was a $3.50 socket, but I'm not gonna complain!!].)

I have run some simple functional and "compatibilty" testing on it and have a couple of comments.

First, I was pleasanly surprised by the following: The manual states that OMNIVIEW should work with any DOS that doesn't hide "underneath the cartridge" or OS [ROM address space, a/k/a the upper? 16K of an 800XL for one]. Well, I had thought this meant that I wouldn't be able to run DOS XL in the "S" (Supercartridge) or "X" (XL/XE machine) extended mode, because it does just what the manual is talking about (as I interpret it). I tried it anyway just to see what would happen. I booted up my 130XE with OPTION depressed, which running OMNIVIEW, causes BASIC to come up (great if you don't use BASIC a lot, like me). DOS XL came up happy as a clam. I typed CAR to get to BASIC, and then hit <CTRL A> RESET to switch to 80 columns. No problem. (By the way, I don't have the Commodore cable that came with my 1802 monitor fixed up [w/a 5-pin DIN plug, I hope it will work] yet, so I'm "seeing" composite color. I was able to read the display amazingly well, despite the low-res. monitor mode and red smudges from artifacting. I also like the dual-background-color feature, the text colors have been chosen well.)

Then, I hit RESET to switch back to 40 columns; no problem. Now, back to DOS XL. I hit <CTRL A> RESET again, and there I was talking to DOS XL in 80 columns. I hadn't even expected 80 columns to work with BASIC, given that I am running DOS XL in "X" mode (stuffs itself into the 16K given that I was running DOS 2.30[?]X [i.e. renamed DOSXL.XL to DOSXL.SYS when I set up my DOS boot disk]), and therefore was violating what the manual says! Whether I am somewhat ignorant of the truth behind the docs. or whatever, I am very happy with this beastie so far.

I have only found one piece of commercial s/w in my small collection that barfs on my "130XEO" (how's that for shorthand?), and that is the word processor that a nice s/w store owner sold me a couple? of years ago, Datasoft's "Letter Wizard." I really

don't care, because I am going to switch to using OmniWriter which came with OMNIVIEW, but my wife was a bit upset (she has been using L. Wiz. more often than ever lately). I offered to convert her files for her, but it looks like she will be playing "musical computers" with my "old" 800XL (SIO A/B switch, anyone?)

I haven't tried a couple of relatively unimportant programs yet, namely Flight Simulator II which I can't land without a death-defying adventure (I'm not a power pilot anyway, I fly sailplanes [gliders w/long wings]), and a game I bought "long ago" that I never play ("The Eidolon" is much more fun, especially since I got it at Toys R Us for $10. How do they do it? Mine them from a hole in the ground?).

If I notice anything worth commenting on when I try OmniWriter and OmniCom (I can hardly wait), I'll post another article. (Actually, I see that I'm going to miss "snapshot" [capture], I've been using [old APX] Chameleon for a long time! I tried JHP's Kermit + VT52, and ACSTERM, but there's nothing like 80 columns for editing/more-ing etc. on UNIX!)

Sorry if this article is too long for your tastes. (I was born with a hard-coded "-v" option!)

Nick (no more desoldering chips from computer PC boards for me) DiMasi

310. Atari XM301 modem problems

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-17 20:39:40 UTC
From: euloth@dalcsug.UUCP
Message-ID: <21@dalcsug.UUCP>
Source record: 117714

I own an Atari XM301 modem and am very disappointed with the documentation for it! I am trying to write a BBS program for my machine but I am getting stopped constantly by problems dealing with the modem. The technical reference notes may be informative to someone who has been programming with modems for some time but for a seasoned programmer who has never used a modem with anything other than applications software it is very difficult to understand. I dug up an article on the 1030 modem which helped quite a bit but I am still having problems.
The major problems I am encountering right now are: 1) it doesn't want to send Atascii eol's; they are being translated to esc's. I have a feeling that this is the effect of having the high bit (bit 7) being set to 0 on input data. and 2) the suspend and resume commands don't seem to work (maybe -- or should I say probably -- I am doing something wrong). I tell the modem to go into suspend mode...read part of a file from the disk...try to resume modem operations and I get an error 136 - device not present or some such strange thing. It doesn't want to work for me for some reason.
If there is someone out there who can set me off and running with a competent set of instructions and a good set of explanations for a layman please post some info - maybe someone else might like to know about it.
Or send me email to euloth@dal.uucp (I think..I am a little new at this nationwide email service.) Thanks, in advance!

Glenn Euloth

311. DOS's

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-17 23:34:00 UTC
From: IHLS400@INDYCMS.BITNET
Message-ID: <8703180041.AA24382@ucbvax.Berkeley.EDU>
Source record: 117715

What about DOS for the 810? There are those of us that still love our
trusty 810's... (The disk drive that would not die...)

Holly Lee Stowe
.....
.....
"The reason that you tell lies about a wonderful place is that you believe
if you get every detail right, absolutely right, and every character in that
story has exactly as many hairs on his or her head as he's supposed to have,
and that if you get it absolutely perfect, that you will be lifted up in
this life and set down in that wonderful place that you've told lies about,
and all your lies become true. Now, you see, what you don't realize is that
not only is Lake Wobegon made up, but Minnesota is made up too."
-- Garrison Keillor, 1983
.....
.....

312. Atari: We'd like to hear from you.

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-18 06:56:16 UTC
From: akw@osupyr.UUCP
Message-ID: <112@osupyr.UUCP>
Source record: 117716

Since I haven't heard a whole lot from Alex and the gang from Mt. Fuji,
I'd like to put some questions/statements up for grabs.

New products:

The XEP-80:

What is the expected date of shipment on this? We heard about
this device nearly a year ago but no word from Atari. It's too bad that
the "old" Atari didn't put some sort of 80-column mode in the XLs (or the
"new" Atari in the XEs) when they first came out.

Such a bruhaha was made about compatibility with old programs.
Folks, lets look at the Apple //e, //c and][gs. The][and the][+
didn't have any sort of 'stock' 80-column boards, only the ones by
Videx and the like. But when Apple got smart and decided to put a
serious textual display on their micro, software simply was written
for the new hardware. Granted upgrades were somewhat offered to the
old owners (through buying third party boards or buying a //e,c) but
the machine still lives on, with much software.

Now: why can't we have a new XEE (for lack of any other name)
that would be an enhanced XE with built-in 80 column hardware on the
motherboard, with either output on the 5pin DIN or a separate RGB port
out the back? Sure, in the eyes of some this might be too little too
late, but I know for a fact that here in Columbus, Ataris are still
selling like they were in '82-'83 when I bought my 400.

SX-212:

Shame, Atari. A modem. It didn't even take, oh, 6 months after the
XM301 was introduced that it hit market. It wasn't much, but it was small,
cheap and quite fun to use. Why is it taking so long to get a modem to
market? This, however, is not such a point since there are so many
other modems to choose from.

XE Game System:

No, 8bitters, this is NOT a crack on the integrity of our
machine. Even though I currently use an ST as my main machine, I recogize
the 400/800/XL/XE as the de facto 8 bit micro -- years ahead of the Apples
and much nicer than the Vic/64/128. No, this "XE Game System" is what
I saw off of a 8 1/2 x 11 glossy advertisment/blurb a friend obtained.
It includes a "game unit" with four control buttons (read that: reset, option,
select, start), joyports (including a joystick and a light-pistol a'la
Nintendo or Sega home system) cart port (compatible with current 8-bit port)
and an (optional?) separated keyboard.

According to my friend Atari will still sell the XEs but this is directed at a 'different market.' Hmm... I think that I would have been much happier seeing Atari introduce something like this:

Atari 520 XP - the Professional 8 bit micro

512K RAM ... standard serial/parallel/scsi ports ... 2 game ports ... Integrated CPU box/disk drive (5.25 or 3.5in or both) with separated keyboard ... slots a'la Atari 800 ... 80 column 16- or 32-color RGB mode ... fully compatible (upward) with all existing XL/XE software hardware (include the silly Atari SIO for compatibility) ... XP Software including AtariWorkstation, an integrated WP/database/spreadsheet/comm package like MS Works for the Mac ... a desktop oriented DOS (5.0?) with MOUSE input

...just to name a few features (except for the price:) under $300

(goodbye C128 and A500)

Ah, but to dream. But, Alex/Neil/Landon and gang, this is what the 8 bits deserve. I mean, the graphics chipset is superior than that in the ST (not a flame, just a fact). The exterior of the 8bits should somewhat resemble the interior: slick, sporty, sweet.

A last plea: please don't turn it into the 2600 II.

(It's finals week at OSU and I am blowing off studying.... *yawn*.)

Andy Weaver / akw@osupyr.UUCP / 614.293.1195 or .292.1741
The Ohio State University / Columbus, OH / "Go Bucks."
"Like cold water to the bones, so is good news from a distant land." Prov25.25

Disclaimer: If Ohio State knew I
had UseNet access, they would
probably have to ask what
exactly UseNet is.
And how much
they should
charge.

313. oops

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-18 17:01:00 UTC
From: sxt2443@acf3.UUCP
Message-ID: <1460001@acf3.UUCP>
Source record: 117717

```
Relay-Version: version nyu B notes v1.5 12/10/84; site acf3.UUCP
From: spector@acf3.UUCP (David HM Spector)
Date: 19-Mar-87 01:02 EST
Date-Received: 19-Mar-87 01:02 EST
Subject: Re: Macintosh II Stuff
Message-ID: <170002@acf3.UUCP>
Path: acf3!spector
Newsgroups: comp.sys.mac
Posting-Version: version nyu B notes v1.5 12/10/84; site acf3.UUCP
Organization: New York University
References: <3361@osu-eddie.UUCP>

>The bad news is that out of the set { MacTerminal, MacKermit, UW, Microphone },
>only Microphone runs. MacKermit bombs immediately, probably because of
>SUMEX C's funky relocation scheme. This is not a good sign.

Does Microphone work on your Mac+? It doesn't work very well on mine.
{I mean, yech! Its really bad, can't find volumes, their sizes, or anything!}

David.

Spector@NYU.EDU
...!{inhp4,seismo,rocky}!cmcl2!spector
Relay-Version: version nyu B notes v1.5 12/10/84; site acf3.UUCP
From: siritzky@acf2.UUCP (Brian Siritzky)
Date: 18-Mar-87 12:04 EST
Date-Received: 18-Mar-87 12:04 EST
Subject: HAMPSTEAD, LONDON, U.K. RENTAL
Message-ID: <310001@acf2.UUCP>
Path: acf3!acf2!siritzky
Newsgroups: misc.forsale
Posting-Version: version nyu B notes v1.5 12/10/84; site acf2.UUCP
Organization: New York University

HAMPSTEAD, LONDON, U.K. RENTAL

HAMPSTEAD, LONDON

SPACIOUS, COMFORTABLE 4 BEDROOMED APARTMENT
WITH ROOF TERRACE AND GARDEN. AVAILABLE FOR
RENT FROM JULY 25TH TO SEPTEMBER 5TH.

SITUATED ON QUIET, FRIENDLY, VICTORIAN STREET
ADJACENT TO HAMPSTEAD HEATH.

LOCAL SWIMMING, TENNIS, SHOPS, RESTAURANTS,
GOOD PUBLIC TRANSPORT. CENTRAL.
```

IDEAL FOR CAREFUL FAMILY.

PLEASE CONTACT

BARBARA STAFFORD,
14 SHIRLOCK ROAD
LONDON NW3 2HS
UNITED KINGDOM

PHONE (01)-485-9224

==========

Do not contact the person who posted this note. It is
being done as a favour for a friend.
Relay-Version: version nyu B notes v1.5 12/10/84; site acf3.UUCP
From: siritzky@acf2.UUCP (Brian Siritzky)
Date: 18-Mar-87 12:03 EST
Date-Received: 18-Mar-87 12:03 EST
Subject: HAMPSTEAD, LONDON, U.K. RENTAL
Message-ID: <1510001@acf2.UUCP>
Path: acf3!acf2!siritzky
Newsgroups: rec.travel
Posting-Version: version nyu B notes v1.5 12/10/84; site acf2.UUCP
Organization: New York University

HAMPSTEAD, LONDON, U.K. RENTAL
HAMPSTEAD, LONDON, U.K. RENTAL
HAMPSTEAD, LONDON, U.K. RENTAL

HAMPSTEAD, LONDON

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PHONE (01)-485-9224

==========

Do not contact the person who posted this note. It is
being done as a favour for a friend.

314. Engineering Symbols on Panasonic Printer

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-18 18:23:19 UTC
From: cbz@mhuxu.UUCP
Message-ID: <6396@mhuxu.UUCP>
Source record: 117718
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have finally gotten around to writing a "print filter" which
allows my Panasonic KX-P1080 printer to print engineering (read
Greek) symbols through my Habawriter wordprocessor software. If
anyone wants a copy of the filter file let me know. If you don't
have the Habawriter wordprocessor you can still use these codes
to download the special symbols to your Panasonic printer.
The characters I have developed codes for are: big and little
sigma, mew, tau, infinity, alpha, pi, omega, beta, gamma, epsilon,
lamda, delta, angstroms, theta, phe, phi, pho and phum. (:^)

Craig Ziemer at AT&T-BL
mhuxu!cbz

315. Re: DOS 2.5 vs. DOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-18 19:21:45 UTC
From: bammi@cwruecmp.UUCP
Message-ID: <1973@cwruecmp.UUCP>
Source record: 117719

In article <668@atari.UUCP> leavens@atari.UUCP (Alex Leavens) writes:
>> 1. Does DOS always come with the 1050 or are those two firms actually
>> providing something special?
>
> Older 1050's came with 3.0, newer ones come with 2.5
>
>> 2. If I have a choice (and it seems that I do), which DOS should I get
>> and why? (I know that newer does not necessarily mean "better".)
>
> DOS 2.5 is better, because it is more compatible.
>
>> 3. Are there any other versions of DOS that I might want to use?
>
> I like OSS's DOS XL, but I don't think that supports the
> higher density in the 1050. I like DOS XL because it's a command
> line interface, rather than a menu style.
>
>--alex @ Atari
>BIX:alexl. GEnie: ALEXLEAVENS AtariCorp: 408-745-2006
>
>"How can you be in two places at once when you're not anywhere at all."

When I got my second 1050 last year, it came with DOS 3.0. I saw a note
here on the net that if you returned you DOS 3.0 disk to Atari, they
would send you DOS 2.5, unfortunately, they charged me $15 to send me
the DOS 2.5 manual. Get DOS 2.5 for an Atari DOS... for a 'real' dos,
I highly recommend SPARTADOS from ICD... it reads and writes just about
every disk format (transparently!!), except for DOS 2.5 which it (in the
latest release) reads all of, but can't write to the enhanced density
sectors of a DOS 2.5 enhanced format disk (it CAN write to the standard
sectors of an enhanced density disk.)

Brad Banko
Cleveland, Ohio
...!decvax!cwruecmp!ncoast!btb

please reply to me at ncoast, and not here (cwruecmp).
i am using a friend's account for news while ncoast's news is being fixed.

--
usenet: {decvax,cbatt,cbosgd,sun}!cwruecmp!bammi jwahar r. bammi
csnet: bammi@case
arpa: bammi%case@csnet-relay
compuServe: 71515,155

316. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-18 22:55:37 UTC
From: F1.GDM@ISUMVS.BITNET.UUCP
Message-ID: <8703210259.AA03996@ucbvax.Berkeley.EDU>
Source record: 117720

Date: Wed, 18 Mar 87 16:54:38 CST
To: <info-atari8@score.stanford.edu>
From: "GENE MERRITT" <F1.GDM@ISUMVS.BITNET>

I would like to kow if anyone out there has an extra or trashed 800 keyboard that they would be willing to part with. I would like to find a supplier for those old keyboards but no luck yet.

Also, if anyone out there has an old Atari stuffed in a closet (probably eliminates most of us) and would like to free up some of that space please reply. Again I am searching for an 800 keyboard.

Does anyone know anything about robotic arms? I desire to have an arm for my spare 400 to play with. I would like to have a Microbot Mini-Mover-5 but I don't want to part with $600. I am considering modifying an Armatron after they come back down to $15.

I am looking for some expertise in this field...I cannot decide how to attain motion. Should I run cables? use hydraulics? pneumatics? put a separate motor at each joint? I really need some help.

thanks
Gene Merritt, a Pre-Mechanical Eng. student at Iowa State Univ.
F1.GDM @ ISUMVS.bitnet

for anyone who is interested, Radio-Electronics mag has a bbs up 516-293-2283, the board has sections for different interests.

317. please acknowledge file (2356)

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-18 22:56:46 UTC
From: F1.GDM@ISUMVS.BITNET.UUCP
Message-ID: <8703210331.AA04727@ucbvax.Berkeley.EDU>
Source record: 117721

```
Date: Wed, 18 Mar 87 16:56:19 CST
To: <info-atari8@score.stanford.edu>
From: "GENE MERRITT" <F1.GDM@ISUMVS.BITNET>
Subject: please acknowledge file (2356)
```

318. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-18 22:58:29 UTC
From: F1.GDM@ISUMVS.BITNET.UUCP
Message-ID: <8703210259.AA04005@ucbvax.Berkeley.EDU>
Source record: 117722

Date: Wed, 18 Mar 87 16:58:25 CST
To: <info-atari8@score.stanford.edu>
From: "GENE MERRITT" <F1.GDM@ISUMVS.BITNET>

I have heard so much about CDY's OMNIVIEW upgrade that I went out
and bought one. I knew that I could get it for $39.95 COD but I
didn't want to wait for mail to get there and did not want to
call long distance...So I did the most practical, state-of-the-art
thing, I sent mail directly to David Young, via Bitnet.

This worked real well because I asked him a couple of questions
first and then after receiving the answers (via Bitnet) I decided
to order. This process took about a day, which is not bad for
sending two letters and replies each. I have had no problems with my
Omniview 256 except that the free terminal program, Omniterm, does not
work with my xm301...

This brings me to the real purpose of this posting. If XM301's have
been out for over a year now and have been fairly well received
then why do I have trouble finding programs that will work with it?

Every program that I want to use (except 1030 Express!, which I love
dearly) will not work with it without some hard-to-find T: handler.
This problem is further worsened by my desire to Telecommunicate in
80 columns with my new Omniview.

help!

F1.GDM @ ISUMVS. BITNET

319. Re: Ace C

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-18 23:37:20 UTC
From: markv@uoregon.UUCP
Message-ID: <520@uoregon.UUCP>
Source record: 117723

In article <8703180258.AA26988@ucbvax.Berkeley.EDU> SULLIVAN@suny-bing.CSNET writes:
>I have had a request for Ace C, of which I own a copy. I obtained mine for
>$5 by answering a classified ad in Info-World, from an address which I con't
>remember. There are no copywrite notices on the documentation or the disk.

Ralph Walden of Atari Club Enthusiasts in Eugene, Oregon is the other
author of ACE C. I believe that this particular version is in the
public domain. Ralph also has an improved version for the 130XE which
has a built in editor, faster linker, and all sorts of other goodies
which is shareware. (about $30 bucks is what he wanted last I checked,
although he has never made any money on this....) Try contacting him
via the Atari Club Enthusiasts, their address should be in Computer
Shopper, Antic, Analog, or any of the other Atari magazines...

--
| Mark VandeWettering |
| member of UO-EXODOS - distributed operating system research group |
| University of Oregon Computer and Information Sciences Department |
| markv@uoregon.edu OR markv@uoregon.uucp |

320. Re: Lack of Atari 8-bit software!

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-19 13:45:43 UTC
From: euloth@dalcsug.UUCP
Message-ID: <27@dalcsug.UUCP>
Source record: 117724

In article <26020@rochester.ARPA> ray@rochester.UUCP (Ray Frank) writes:
>In article <19@dalcsug.UUCP> euloth@dalcsug.UUCP (Glenn Euloth) writes:
>>
>> I would like to know why such games as Gunship (Microprose), Bard's
>
>I've found Gunship for the 8-bit Atari. The next time you go looking for
>atari software browse through the commodore section. Sometimes, the software
>will be written for both atari and commodore but is put in the commodore. But
>...
>ray

Well, Ray, that would be nice but about the only place that carries Commodore software anymore is Zeller's. The Commodore "piracy racket" is so bad in Halifax (if not all of Canada.) is so bad that most computer stores refuse to carry Commodore software since they can't sell it! And Zeller's doesn't exactly have a good selection of Flippy disks. Thanks for the tip though.

Glenn.

321. 6526 CIA chip problems?

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-20 06:01:45 UTC
From: gail@alberta.UUCP
Message-ID: <1097@cavell.alberta.UUCP>
Source record: 117725
Cross-posted to: sci.electronics,comp.misc,comp.periphs,comp.sys.apple,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

```
An interesting problem:
----------------------
I added a Flash!(tm) disk drive enhancement to my Commodore 64 and 1541
disk drive years ago and have had no problem.... but then....
Recently I have added another 1541 disk drive and purchased the 2nd
Disk Flash and the error rate on data transfer shot WAY UP!
My old disk drive is the long-board model and the new one is a
short-board model with a lever to close the door instead of a flap.

The method:
----------
The method used by the Flash product is to utilize the
serial shift registers (which are unused) in the 6526 CIA chips
in both the 64 and 1541s. New operating ROMs in all machines essentially
redirect the data through new wires that are attached to pins on the chips
(across machines). There are only two lines and a ground to support the
data flow. One line is a sync (CNT), and the other is data (SR). The lines are
bidirectional - so the same serial shifter is capable of sending and
receiving. When attaching a second disk drive, the lines are hooked up
in parallel on the 64 side, so the same shift register
handles data transmission for both drives. According to the specs on the
6526 CIA chip in the 64 Reference Manual this is possible.
The two pins for the shift register are open-collector or open-emitter
(or some other technical term) which allows the shift register to drive more
than one device by simply daisy-chaining the devices.

The symptoms:
------------
However, the world is not perfect, and nothing is that simple.
Attaching the second disk's lines to the 64 cause errors at a rate of
about 1 in every 512 bytes. If I disconnect one drive (either one) then
there is are no errors in data transfer to or from the connected drive.
Only when both drives are attached, errors creep up suddenly. What is
worse is when both drives are connected but one is powered down:
Errors occur at a rate of about 1 in every 5 bytes from the powered up drive!!

The challenge:
-------------
I need help from a hardware-kind-a-guy who knows a little about
6500 series chips, preferably the 6526. I notice (according to the
64's schematic in the reference guide) that although the lines are not
used for the serial shift register in the 64, they are pulled up with
3.3Kohm resisters to +5 volts. Since the recommended method of
installation in the 1541 is to pry a 6526 pin out of its socket and connect
```

a wire to it, I know that there is no pull-up resistor on the 1541 side.
I wonder if this fact is causing a drain on the 64 side
whereby the 6526 cannot daisy-chain to more than one device. Or
is it possible that the 6526 chip in the 64 is defective?
What do you think could cause such a problem? I would be very
pleased to hear (via mail or news) any advice that could solve
this problem, since such a high error rate makes using the dual drives
unacceptable. Bryce Nesbitt (inventor of Flash) are YOU listening?

Thank you,
Scott McPhee

322. Re: Atari: We'd like to hear from you.

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-20 19:11:38 UTC
From: leavens@atari.UUCP
Message-ID: <682@atari.UUCP>
Source record: 117726

in article <112@osupyr.UUCP>, akw@osupyr.UUCP (FarOff MicroDesigns) says:
>
> New products:
>
> The XEP-80:
>
> What is the expected date of shipment on this? We heard about
> this device nearly a year ago but no word from Atari. It's too bad that
> the "old" Atari didn't put some sort of 80-column mode in the XLs (or the
> "new" Atari in the XEs) when they first came out.

Well, the XEP80 is much closer now, we are hopefully going into production
on it sometime next month.

> SX-212:
>
> Shame, Atari. A modem. It didn't even take, oh, 6 months after the
> XM301 was introduced that it hit market. It wasn't much, but it was small,
> cheap and quite fun to use. Why is it taking so long to get a modem to
> market? This, however, is not such a point since there are so many
> other modems to choose from.

It took a bit longer than that for the XM301 to hit the market. The
SX212 is a much more sophisticated modem, and hence is taking longer to do.
BUt it should be coming reasonably soon now.

--
--alex @ Atari {sun,lll-lcc,imagen}!atari!dyer
BIX: alexl. GEnie:ALEXLEAVENS AtariCorp:(408)-745-2006

"Don't crush that dwarf, hand me the pliers."

323. Re: OMNIVIEW compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-21 15:25:58 UTC
From: long@sask.UUCP
Message-ID: <646@sask.UUCP>
Source record: 117727

As a followup to the last note about Omniview, after spending
weeks trying to get vt10sq running (I kept thinking the problem
was with the UUencoded file), I discovered that my version
would run on a friend's unmodified 130XE, but not my 130XEO.

Warren

--
=-=-=-=-=-Warren Long at University of Saskatchewan, Canada-=-=-=-=-
Home: 78 Carleton Dr.,Saskatoon, Sasakatchewan, S7H 3N6
Phone: (306)-955-1237
=-=-=-=-=-U-Email: ...!ihnp4!alberta!sask!long -=-=-=-=-=-=-=-=-

324. 8 bit hard disk question

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-21 21:05:00 UTC
From: wrd@tekigm2.TEK.COM
Message-ID: <1576@tekigm2.TEK.COM>
Source record: 117728

Question: with either the Atari hard disk or the Supra harddisk for the 800/XL/XE series, can the hard drive be configured to be drive 1 such that it can be used for autobooting? Secondly, what DOS comes with the Atari hard disk for the 8bitter machines? A modified DOS 2.5 or what? And please, let's not get into another discussion over non-Atari DOS's, such as MYDOS or SpartaDOS.

Thanks in advance,

--Bill Dippert--

325. Re: Where to find Keyboard for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-23 13:26:13 UTC
From: store2@ihuxi.UUCP
Message-ID: <1570@ihuxi.ATT.COM>
Source record: 117729

In article <8703210259.AA03996@ucbvax.Berkeley.EDU>, F1.GDM@ISUMVS.BITNET writes:
>
> I would like to know if anyone out there has an extra or trashed 800
> keyboard that they would be willing to part with. I would like to
> find a supplier for those old keyboards but no luck yet.
>
> thanks
> Gene Merritt, a Pre-Mechanical Eng. student at Iowa State Univ.

One source of keyboards for the Atari 800 is B&C Computervisions in
California. They carry all the replacement parts for Atari's including
complete boards, individual components and cables, etc. They are charging
$40 for the keyboard according to their Winter mailing list. This may
be more than you want to pay but if you are interested, call them
at (408)-749-1003. Hope this helps...

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!iwvae!kimes

"I'm carrying the weight of all the useless junk a modern man accumulates.
I'm a statistic in a system that a civil servant dominates."
Running On Ice -Billy Joel

326. 8 Bit Hard Disks

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-23 20:19:03 UTC
From: wrd@tekigm2.UUCP
Message-ID: <1579@tekigm2.TEK.COM>
Source record: 117730

This is in reply to my own previously posted questions about Atari hard disk drives for the 8 bit line. I could have sworn that Atari announced a hard disk for the XE/XL/etc. computers and I was trying to get some information on it. In going over my A.N.A.L.O.G. and Antic magazines, I find no mention of any hard disk for the 8bitters from Atari, only from Supra. Can anyone from Atari confirm or deny an Atari 8bit hard disk?

Thanks in advance,
--Bill Dippert--

327. Re: Rana 1000 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-24 15:16:55 UTC
From: jeepcj2a@fluke.UUCP
Message-ID: <1838@vax3.tc.fluke.COM>
Source record: 117731

I bought my Rana in Aug of 1983 and it supports double density 180Kbytes.
I use OSS DOSXL and it works fine. The original Xerox manual which came
with the drive said nothing about double density. Two months later a printed
manual explaining double density operation came in the mail.

328. Add to Mail List

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-24 17:39:00 UTC
From: knott@TYCHO.ARPA.UUCP
Message-ID: <8703241751.AA07910@ucbvax.Berkeley.EDU>
Source record: 117732

Once upon a time, I was on your mailing list. Due to the relocation of
the computer system I apparently was dropped due to lots of return
mailings. Please add me again with this address knott at tycho.
The system seems stable and I should be on-line regularly.
Thanks in advance,
Dwane Knott

P.S. Please to add me to the info-atari16 list too, if this is the proper
place to ask. If I don't hear from it in a while I will post to info-atari16
Again thanks.
----

329. Notice

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-24 19:00:36 UTC
From: neil@atari.UUCP
Message-ID: <686@atari.UUCP>
Source record: 117733
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

It is with some regret that I inform the net that Alex Leavens is no longer with Atari. We are actively looking for someone to take his place on the net and otherwise. In the meantime, mail sent to Alex makes its way to my mailbox.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
BIX: neilharris / CIS: 70007,1135 / Delphi: NEILHARRIS / GENIE: NHARRIS
WELL: neil / Atari Corp. BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

330. Rogue in May ANTIC

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-24 21:46:48 UTC
From: store2@ihuxi.UUCP
Message-ID: <1572@ihuxi.ATT.COM>
Source record: 117734

I received the May issue of ANTIC yesterday. As promised, I wanted to give a little information on the Rogue game that is included with this issue. I have already started to type it in. It will be a few days before I am actually able to give a first hand report. The article says you need a minimum of 48K to play the game. It looks like it keeps track of health, food, weapons, etc. There are several levels (the article doesn't say how many) and you can save a game. When you reload it, though, it is wiped out so you can't use it as the starting point for several games although I suppose you could copy the file to another name and back again. It saves high score and uses a redefined character set for the graphics. It is credited to Robert Jung and is supposedly up on his BBS for on-line game playing. If you want to try before you type, call (213)-732-0229. That is in southern CA.

I will have the game up and running (barring any pesky bugs) in about a week and I'll report again. You use the keyboard only, no joystick. Single letters for commands and arrow keys for movement. If you are on CompuServe, ANTIC will probably make it available for downloading soon so you can save some typing effort. I'll try to review it completely enough to help you determine if it is worth the time and money to download it.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!iwvae!kimes

"I'm carrying the weight of all the useless junk a modern man accumulates.
I'm a statistic in a system that a civil servant dominates."
Running On Ice -Billy Joel

331. Re: 6526 CIA chip problems?

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-25 23:38:00 UTC
From: russ@m-net.UUCP
Message-ID: <1086@m-net.UUCP>
Source record: 117735
Cross-posted to: sci.electronics,comp.periphs,comp.sys.apple,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

In article <1097@cavell.alberta.UUCP> gail@alberta.UUCP (Gail Miklos) writes:
>
>An interesting problem:
[description of how either drive works alone, but how interconnected
drives fail, and a powered-off drive really mungs things.]

This seems like it's not too hard:

1.) When both drives are connected, the open-collector drivers in
one drive suddenly have to sink the current from not one but
two sets of pull-up resistors in order to pull the lines down
to logic 0.

2.) When one drive is off, its pull-up resistor is connected to
ground (or close enough); the lines can't be pulled up to
logic 1, and errors result.

Possible solutions:

1.) a.) Try disconnecting one set of pullups.
b.) Failing this, try increasing the current drain capability
of the line driver by buffering it, so that it can drive
the line even with multiple pullups connected.

2.) a.) Connect diodes (germanium, not silicon) in series with
the pullup resistors so that they can't sink current
when the drive is off.
b.) Don't try running with one drive off!
--
My employer gets all its opinions from me. (My employer *is* me.)
| Russ Cage, Robust Software Inc.
The Moral Majority runs Iran. | ihnp4!itivax!m-net!russ
NSA food> CIA DIA KGB rocket ammunition AK-47 dynamite atomic TEMPEST Hail Eris!

332. New 800xl owner

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-26 19:06:00 UTC
From: poole@convex.UUCP
Message-ID: <67100001@convex>
Source record: 117736

I have just recently received an atari 800xl from someone who said they
had no use for it. Not being one to look a gift horse in the mouth I
took it. All I have is the micro, no joy-sticks or drives. I just priced
a 1050 disk drive and it costs more than the micro did when new. I can't
seem to find a cassette drive for it but I've not been looking long.
I quess what my question for you atari owners is ... Is this worth pursuing?
Should I just try to find games and use it as a video game? How easy is it
find games and programs for the 800xl and how much do they run? Do any of
you have any technical info on it? Who has one and what has been your
experience with it?
Thanks ahead of time for any help you can give me.

Rick Poole

Convex Computer Corporation
701 Plano Road
Richardson,Texas 75081
214-952-0405

"That's interesting I'm using an Apple to design the next Cray."
Seymour Cray.

333. Mailing list?

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-27 22:19:02 UTC
From: ssegan@dasys1.UUCP
Message-ID: <305@dasys1.UUCP>
Source record: 117737

I heard in an article of some sort of Atari 8bit mailing list?
Could you add me to it, whatever it is?
Thanks,
----Sascha!
<Who runs this maillist?>

Sascha Segan {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Unix {bellcore,harpo,cmcl2}!cucard!dasys1!ssegan
New York, NY, USA {philabs}!tg/
--
Sascha Segan {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Unix {bellcore,harpo,cmcl2}!cucard!dasys1!ssegan
New York, NY, USA {philabs}!tg/

334. Re: Info-Atari8 Digest V87 #23

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-30 03:15:26 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8703300315.AA16418@mitre-bedford.ARPA>
Source record: 117738

Re: OMNIVIEW/VT10SQ compatibility. I normally run OMNIVIEW for all operations on my 800XL, and as I recall, I used vt10sq freely with it with no difficulties, switching to CDY's free OmniTerm program for downloading files, since VT10SQ does not support that sort of thing.

I don't know why a 130XE with OMNIVIEW should fail to work right with vt10sq. In fact, I would think you would have to run the TRANSLATOR DISK to get vt10sq to work at all with a standard 130XE but you would NOT need the translator disk to run it with OMNIVIEW. However, all of my OMNIVIEW experience has been with an 800XL with Newell 256KXL upgrade.

-John Sangster

335. Re: Info-Atari8 Digest V87 #23

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-30 03:44:22 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8703300344.AA16578@mitre-bedford.ARPA>
Source record: 117739

Calling all fellow Newell 256KXL board owners:

I have just completed figuring out how to patch a Newell 256KXL board so that it will act almost EXACTLY like a 130XE with respect to control of ANTIC. The patch should allow 256KXL owners to run graphically oriented software such as Xlent's Typesetter program and other "Desktop Publishing" applications without having to add the Newell-suggested manual switch "fix". In fact, I would expect it to run all commercial 130XE software exactly the same as a 130XE would, while allowing the extra 128K of memory to be used for a RAMdisk.

The patch requires cutting two foils and wiring up some unused sections of ICs already on the board, but it DOES NOT require adding any parts other than new wires. My guess is that it should take at most an hour or two to make the modification, given step-by-step instructions.

If anybody is interested in details when this patch has been fully tested, please let me know where I can mail info to you.

-John Sangster John H. Sangster
jhs@mitre-bedford.arpa 9 Bellevue Road
(617) 271-3863 (w) / 235-8753 (h) Wellesley Hills, MA 02181

336. OMNIVIEW, UNIX, vi (HELP!), and misc. compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-30 20:49:37 UTC
From: njd@ihlpm.UUCP
Message-ID: <1035@ihlpm.ATT.COM>
Source record: 117740

I have managed to get CDY's OmniCom (some call it Omniterm) VT100 emulator that uses his OMNIVIEW 80-column chip to work OK, except that I am having a problem. When I login to this UNIX system (essentially System V Rls 2.0, actually UTS 5.?.? on an Amdahl) and bring up vi, as soon as the editor clears the screen, OmniCom "locks up" on me (no cursor or response to keys). The same problem occurs when I'm in "more" and I type 'q' to quit. The most likely cause I can think of is that the emulator is not compatible with the "vt100" termcap/terminfo entry on this system. Can anyone who uses OmniCom with UNIX and vi, more, etc. help me out? (If nothing else, a termcap or terminfo entry to try, compare, etc. would help.) OmniCom is quite happy when I use it to log in to DELPHI (the screen even clears between Forum messages, at least in the Atari SIG where I spend my time).

Thanks in advance.

Re my last posting: I had mis-read the OMNIVIEW manual. It's the RAMDISK that is said not to work with DOSs that "hide themselves," like DOS XL in extended mode. I'll have to try it in UNextended (as-shipped) mode to see if at least that works. Since OmniCom (and OmniWriter also I hear) does not work with DOS XL, (and I don't like Atari DOS 2 much, and I have Percoms,) I am thinking about buying SpartaDos anyway. I am disappointed that the chip works with DOS XL but the programs do not - WHY? Another disappointment that I share with Fred Sullivan is that OmniCom does not map incoming characters properly for UNIX use, i.e. one sees the corresponding ATASCII graphics char's. instead of "{}~`". The doc. for OmniCom says that OMNIVIEW does something with these, and offers an update if needed, but my opinion is that the terminal software, not the chip, should do the translation. Why throw away Atari's characters for ALL applications? "No fair." (Besides, my OMNIVIEW isn't any older than my copy of OmniCom, really. What gives?)

Nick DiMasi ...!ihnp4!{ixlpt | ihlpm}!njd

P.S. I hope that CDY puts a key click into OmniCom in the near future. I never realized how much I depend on it, especially on a 130XE!

337. Re: Info-Atari8 Digest V87 #23

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-31 02:15:00 UTC
From: sxt2443@acf3.UUCP
Message-ID: <1460002@acf3.UUCP>
Source record: 117741

>In fact, I would think you would have to run the TRANSLATOR DISK to
>get vt10sq to work at all with a standard 130XE but you would NOT need
>the translator disk to run it with OMNIVIEW. However, all of my
>OMNIVIEW experience has been with an 800XL with Newell 256KXL upgrade.
>
>-John Sangster

VT10^2 does work with a 130XE. I use it with an MPP-1000E
(Supra 300AT) modem. If you load Matt Ratcliff's (sp?) BASIC Switcher
to knock out BASIC (I hate using <OPTION>), then _Analog's_ Home-Made
Translator (or any other translator I guess) , and finally VT10^2
everything works fine.

I am interested in using OMNIVIEW (with OMNICOM) on my XE.
Does anyone know where I can get more info on it? This month's
Analog and _Antic_ don't seem to have any adds for the company that
makes it (CDY right?). Will it work with an MPP modem? Is it
possible to use the Fastchip without OMNIVIEW?

Live Long and Prosper,
SNAFU
the OMEGAMAN Rocket Scientist
(aka Brian Reynolds)
email: c00.b-reynolds@nyu20 (nyu-gba's dec-20)
or sxt2443@acf3 (this is a friend's account. please send email here only
if you can't reach the dec. sending to this board is
probably best.)

338. Modem For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-31 14:41:23 UTC
From: appelbau@topaz.UUCP
Message-ID: <10579@topaz.RUTGERS.EDU>
Source record: 117742
Cross-posted to: comp.sys.atari.8bit,ru.personals,nj.wanted,misc.forsale

ATARI 1030 MODEM (300 BAUD)

DIRECT CONNECT TO ALL 8 BIT ATARI'S

INCLUDES POWER SUPPLY,SIO CABLE

AND

A DISK FULL OF PD COMMUNICATION PROGRAMS
1030 EXPRESS!
AMODEM
TSCOPE
DLINK

$30.00

CONTACT:MARC at APPELBAU@TOPAZ.RUTGERS.EDU
rutgers!topaz!appelbau--
Marc L. Appelbaum "If life is a game of chess
Arpa:appelbau@topaz.rutgers.edu and you and I are pawns
Uucp:rutgers!topaz!appelbau what happens when we get to
GEnie: M.APPELBAUM the other side of the board?"

339. test

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-31 15:42:47 UTC
From: jerrym@mmintl.UUCP
Message-ID: <2065@mmintl.UUCP>
Source record: 117743

```
this is a test!!!
```

340. 256k upgrade and the future of the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-31 16:03:18 UTC
From: jerrym@mmintl.UUCP
Message-ID: <2066@mmintl.UUCP>
Source record: 117744

I have seen on in the news here, talk of different memory upgrades but little or no mention of the RAMBO XL from ICD. I just installed it on my 800xl and it has given me 256k and 130xe compatibility as well. It is quite inexpensive and easy to install. I am currently running the 130xe version of the Paperclip word processor and have had no problems at all. It gives me a 112k text buffer to work with and in addition I can load the spell checker in memory as well.

Now my point,
this opens up a new arena for development for the 8-bits. With 4 times the memory, a lot of things are possible: mouse/window/gem environment, improved graphics capabilities (enhanced with the new 80 col card), "small monochrome" versions of ST software (highest color resolution on an ST is really graphics 8 on the 8bits) and the list could go on. This would make the 8bits true home computers that could do some real work and a lot cheaper than buying a IBM clone that costs more and have worse graphics and sound!

How does ATARI and the rest of you feel?

Jerry.....

341. ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 1987-03-31 22:31:22 UTC
From: bk0h#@andrew.cmu.edu.UUCP
Message-ID: <4UQ4Cuy00UhBlCI0u5@andrew.cmu.edu>
Source record: 117745

Does anyone own an ATR8000? I recently bought on for my Atari 800, and it is a great and wonderful thing, but I'd like technical information on it (schematics, port addresses, etc). (For those of you who don't know what and ATR is, it's a box that hooks up to the standard IO connectors, and contains a Z80 and (in some cases, mine specifically) an 8088. It lets you hook up 4 standard drives that you can buy from just about anywhere, including 8 inch, 5 1/4 DSDD, etc. It also has an rs232 port, a printer port, and acts as a print buffer. It works with any DOS, but best with MYDOS or SpartaDOS. It also lets you use the Atari as a terminal to the z80 running cp/m or the 8088 running ms-dos. whew....) Anyway, I have the standard SWP docs, but they don't go into much detail on hardware and low-level system stuff. Any help is appreciated.

Brett

342. OmniCom versus OmniTerm; ATR8000 info sources.

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-03 16:15:32 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8704031615.AA25686@mitre-bedford.ARPA>
Source record: 117746

Nick DiMasi said of CDY's OmniCom "Some call it OmniTerm". Actually, OnmiTerm is a different program, which was contributed by an OMNIVIEW owner in Canada and distributed free of charge by CDY. It uses the OMNIVIEW 80-column screen capability effectively, and also provides upload/download capability, which VT10SQ does not have. OmniTerm is a "vanilla" terminal emulator and not a VT100 emulator like OmniCom. Also, OmniCom supports the kermit file transfer protocol and OmniTerm does not.

I used OmniTerm quite a bit before CDY came out with OmniCom, but since I need the VT100 features for the screen editor I normally use, I prefer OmniCom these days.

Brett Kuehner wanted information on the ATR8000. If you don't get all the information you need elsewhere, try my favorite Atari hardware/software guru, Paul Swanson, of NiteLite Systems, Billerica, MA. His phone numbers are: (617) 663-4221 (BBS) and 663-4463 (voice). If possible, use the BBS as Paul prefers not to be interrupted with voice calls unless absolutely necessary. (Paul is an Atari sales/service dealer and designer of proprietary hardware and software. He is an excellent source of help with tricky problems, including repairing things that others have given up on. He is thoroughly familiar with the ATR8000.)

-John Sangster, jhs@mitre-bedford.arpa

343. 6502 Cross Assembler: will post

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-04 13:15:05 UTC
From: dan@srs.UUCP
Message-ID: <146@srs.UUCP>
Source record: 117747
Cross-posted to: comp.sys.ibm.pc,comp.sys.cbm,comp.sys.atari.8bit

There has been strong interest in my offer to post a 6502 cross-assembler
for MS-DOS. I will dig it up and post it as soon as I can.
- Dan Kegel

344. Re: 256k upgrade and the future of the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-04 17:56:45 UTC
From: ses@oliveb.UUCP
Message-ID: <783@oliveb.UUCP>
Source record: 117748

In article <2066@mmintl.UUCP>, jerrym@mmintl.UUCP (Jerry Martinez) writes:
> ...
>
> Now my point,
> this opens up a new arena for development for the 8-bits. With 4 times the
> memory, a lot of things are possible: mouse/window/gem environment, improved
> graphics capabilities (enhanced with the new 80 col card), "small monochrome"
> versions of ST software (highest color resolution on an ST is really graphics
> 8 on the 8bits) and the list could go on. This would make the 8bits true
> home computers that could do some real work and a lot cheaper than buying a
> IBM clone that costs more and have worse graphics and sound!
>
> Jerry.....

LOWEST resolution on the ST is equivalent to the 8 bit's graphics 8.
That's why the 8 bit can only display 40 columns legibly (low res on the ST
is 40 columns). I do agree that 80 columns on the 8 bit would make it a
worthy entry in competition with other home computer word processing/accounting
type machines.

--
Dean Brunette {ucbvax,etc.}!sun!oliveb!olivej!ses
Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

345. Info-atari 8-bit library

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-05 15:48:20 UTC
From: G.ABRAMS@SCORE.STANFORD.EDU.UUCP
Message-ID: <12292104800.11.G.ABRAMS@SCORE.STANFORD.EDU>
Source record: 117749

Work is underway to transfer the program library from Score.Stanford.edu
to a bitnet host which will make it available using LISTSERV. This will
permit everyone to request programs from the library just by sending e-mail.
At present we are waiting for a tape to move the existing files.

However, we are willing to accept new contributions. Contributions will
be reviewed. The standards are evolving, but in general all programs
should be accompanied by .DOC files. The moderator is Arnold de Leon.
His address (from Arpanet -- others please translate) is

ADELEON%HMCVAX.BITNET@WISCVM.WISC.EDU

----

346. Re: 256k upgrade and the future of the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-06 12:53:29 UTC
From: store2@ihuxi.UUCP
Message-ID: <1577@ihuxi.ATT.COM>
Source record: 117750

In article <2066@mmintl.UUCP>, jerrym@mmintl.UUCP (Jerry Martinez) writes:
> Now my point,
> this opens up a new arena for development for the 8-bits. With 4 times the
> memory, a lot of things are possible: mouse/window/gem environment,

There is (was?) a company called Zobian Controls that sold a mouse (they call it a Rat) and an operating system to take advantage of it called RAOS. I have just recently gotten interested in trying to incorporate a mouse for several applications and have tried calling their phone number but do not get an answer. I don't know if they take advantage of extra memory upgrades but it shouldn't be too hard to do. Anyone know if they are still in business? Has anyone tried or currently use their mouse and operating system?

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!iwvae!kimes

"I'm carrying the weight of all the useless junk a modern man accumulates.
I'm a statistic in a system that a civil servant dominates."
Running On Ice -Billy Joel

347. OmniCom, UNIX, and vi

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-07 04:11:13 UTC
From: njd@ihlpm.UUCP
Message-ID: <1052@ihlpm.ATT.COM>
Source record: 117751

In a previous posting, I reported that I was not able to get OmniCom to work properly with vi on this system (ihlpm, an Amdahl UTS system). I since was able to log in to uniqvax at my home office (I am a contractor), a VAX running System V Release 3 (my company ported it) and OmniCom and vi got along fine! Also, I tried a lab support VAX here at Bell Labs and vi worked with OmniCom there. Finally I noticed that whenever a line longer than the screen was output, not in vi, but just when at the "shell level", OmniCom would not wrap it. Instead, the characters just "buzzed" at the end of the 80-column line. I looked over my notes on a hard copy of the dec.ti (terminfo source for DEC terminals) file and realized that what I had was not a "vt100", but a "vt100-nam" according to dec.ti. I tried TERM=vt100-nam, and that caused vi, more, and vnews to work just fine (on this UTS system and another here).

So, I can now join my voice to John Sangster's and others in recommending OMNIVIEW and OmniCom to anyone who wants to use their 8-bit Atari as an 80-column terminal. I am writing this article on it right now, and it is working fine. It does insert and delete line, but no insert/delete character (but "redraw" is tolerable-to-fine at 1200 bps, at least for me). OMNIVIEW and OmniCom were well worth the wait. Now, Mr. Young, about that "ascii capture" and "lostkeyclick (the latter I am beginning to get used to, actually)...

Nick (happily 80-column-ing at last) DiMasi

P.S. Oops, sorry I confused OmniCom and OmniTerm... they really are different (but I haven't tried O'Term so I can't comment on it).

348. New Atari Products Revisited

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-07 07:15:15 UTC
From: akw@osupyr.UUCP
Message-ID: <175@osupyr.UUCP>
Source record: 117752

Attn: Neil and our friends at Atari.

When can we see a shipping date on the following promised
products:

* XEP-80, 80-column adapter for the 8-bit Ataris
(and will it have some software, and will it
support the 400/800s?)

* SX212 3/12 Modem

* 3.5" disk drive
(and will we see SpartaDOS, DOS XL or another such
software support for said beast be packaged with it)

* XE Game Machine (yuk)

and will we be seeing any of the following rumoured products:

* 8-bit mouse

* mouse-based desktop system

Forever in curiosity or confusion,

Andy Weaver / akw@osupyr.UUCP / 614.293.1195 or .292.1741
The Ohio State University / Columbus, OH / "Go Bucks."
"Like cold water to the bones, so is good news from a distant land." Prov25.25

Disclaimer: If Ohio State knew I had UseNet access, they would probably
have to ask what exactly UseNet is. And how much they should charge.

349. May 1987 ANTIC TOC

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-07 17:45:16 UTC
From: store2@ihuxi.UUCP
Message-ID: <1578@ihuxi.ATT.COM>
Source record: 117753

```
May 1987 ANTIC TOC
Theme: Fifth Anniversary

page article

6 I/O BOARD
Letters from Readers.
13 ANTIC AWARDS
ANTIC discusses major changes, advances, new programs, etc.
They award such titles as Programmer of the Year (Tom Hudson),
Outstanding User Group (WAACE), etc.
22 ATARI'S NEW COMPUTERS
A review of the new computers announced at the Winter CES.
30 GAME OF THE MONTH: A-ROGUE
This is the 8-bit version of the mainframe and ST classic
Rogue. BASIC.
35 POKER MACHINE
Turn your Atri into a flashy Las Vegas slot-type draw poker
machine. BASIC.
37 NEW OWNERS COLUMN
This is Lesson 14 on Sound. It is the last lesson in the
series.
42 WORDS ARE FUN
A description of a Wheel of Fortune type game that is
included as a bonus when you get the magazine of disk.
43 DOT-HOPPER
This program uses inputed formulas to create fast, easy
fractal displays.
44 COMMUNICATIONS: TREASURE MAPPING THE NEW ANTIC ONLINE
A discussion of the changes in CompuServe's ANTIC ONLINE
including a new offering, RLE video graphics. Now you can
display hi-res 2 color graphics while logged on to CompuServe.
47 PRODUCT REVIEWS
Software
Lords of Conquest (Electronic Arts)
Triple Pack (Access Software) [Beach-Head, Beach-Head II and
Raid over Moscow]
Cardiac Arrest! (Mad Scientist Software)
Golden Oldies (Electronic Arts) [Eliza,Pong,Adventure,Life]
Wargame Construction Set (SSI)
52 NEW PRODUCTS
A description but not a review of several new products
available for the Atari computers.

**********BEGIN THE ST RESOURCE SECTION**********
```

57 ANTIC TOWERS
An ST version of an 8_bit classic.
63 ST PRODUCT NEWS AND REVIEWS
Software
Ultima III:Exodus (Origin Systems Inc)
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Mind Mine ST Clock (Mind Mine Computer Center)
New Products (description only)
AnsiTerm (Beckemeyer Development Tools)
Hard Disk Accelerator (Beckemeyer Development Tools)
MT C-Shell (Beckemeyer Development Tools)
Star NB-15 Printer (Star Micronics America)
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70 FAST ST BASIC
A review of the first cartridge based ST BASIC from
Computer Concepts.

**********END THE ST RESOURCE SECTION**********

73 SOFTWARE LIBRARY
This section contains all the program listings for the
articles in this issue.
98 TECH TIPS
This section is a collection of tips and short
programs from readers or collected from various Users
Groups newsletters.

Coming next month: ANTIC will start a new series that teaches antimated
graphics and game design. It will replace the New Owners
Column that ran for over a year. Also: 8_bit BASIC's Test
comparison, Spreadsheeting your net worth, Verbot Sound
commands, Page 6 Window into your Atari and Beginner's
GEM Programming in C.

Comments: I have finished typing in Rogue. I will be testing and debugging
if necessary for the next few days and then I'll put a review on
the net.

Kit Kimes
AT&T-ISL
1100 E. Warrenville Rd.
Naperville, IL 60566
...!ihnp4!iwvae!kimes

350. New Version of OmniCom from CDY

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-08 00:50:57 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8704080051.AA26509@mitre-bedford.ARPA>
Source record: 117754

In response to a question by Nick DiMasi which arrived without a return address (and I am often too hasty about deleting earlier messages which might have the return address), yes, CDY *HAS* added ASCII data capture to the latest version of OmniCom, and not only that, but also a very handy "Print Screen" function. The ASCII capture can go to the printer if you have more than a single screenful of data to capture, but for many applications like printing short e-mail messages, the single screen capture mode is more convenient. For one thing, you can decide after the data arrives that you want to print it. Also, all you have to do to print what is on the screen is turn on your printer and press SELECT and OPTION simultaneously.

For those who aren't familiar with it, OmniCom is a vt100 emulator program available as an accessory to CDY's OMNIVIEW 80-column upgrade chip for the 800/XL/XE computers. I believe it to be the most complete vt100 emulation available and it also supports kermit and xmodem for error-free file transfers. With the addition of ASCII data capture and "Print Screen" functions, it is probably the best terminal emulation program around for the 8-bit Ataris, and certainly the best vt100 emulator I have seen.

CDY's mailing address is: CDY Consulting, Inc., 421 Hanbee, Richardson TX 75080. Their phone number is (214) 235-2146. I have no financial interest in CDY Consulting, nor, alas, in most other profit-making companies.

-John Sangster / jhs@mitre-bedford.arpa

351. REMOVE FROM MAILING LIST

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-08 06:42:20 UTC
From: hqsili@RAMSTEIN2-EMH.ARPA.UUCP
Message-ID: <8704080650.AA24036@ucbvax.Berkeley.EDU>
Source record: 117605

```
PLEASE REMOVE THIS ADDRESS FROM THE ATARI 8 MAILING LIST.

HQSILI@RAMSTEIN2-EMH.ARPA

THANK YOU VERY MUCH.

ED CARLSEN
```

352. Re: New Atari Products Revisited

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-08 12:36:27 UTC
From: store2@ihuxi.UUCP
Message-ID: <1580@ihuxi.ATT.COM>
Source record: 117606

In article <175@osupyr.UUCP>, akw@osupyr.UUCP (FarOff MicroDesigns) writes:
>
> and will we be seeing any of the following rumoured products:
>
> * 8-bit mouse
>
> * mouse-based desktop system
>
> Andy Weaver / akw@osupyr.UUCP / 614.293.1195 or .292.1741

There is (was) a company called Zobian Controls in PA that advertized in ANTIC that had a mouse called the SuperRat and an operating system called RAOS (Rat Actuated Operating System) that gives you windowing and icons just like the ST. I would like to have one of these to play with. Does anyone have one or know if the company is still in business? They do not answer their phone (and their ad is not in the May issue of ANTIC). I have written to them but I will not send a check until I can actually talk to someone and confirm that I will receive something in return.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!iwvae!kimes

"I'm carrying the weight of all the useless junk a modern man accumulates.
I'm a statistic in a system that a civil servant dominates."
Running On Ice -Billy Joel

353. Re: New Atari Products Revisited

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-08 18:19:34 UTC
From: neil@atari.UUCP
Message-ID: <699@atari.UUCP>
Source record: 117607

In article <175@osupyr.UUCP>, akw@osupyr.UUCP (FarOff MicroDesigns) writes:

> When can we see a shipping date on the following promised
> products:
>
> * XEP-80, 80-column adapter for the 8-bit Ataris
> (and will it have some software, and will it
> support the 400/800s?)
>
> * SX212 3/12 Modem

Both due sometime in June. Perhaps late May on the modem.

> * 3.5" disk drive

No word on a delivery date.

> (and will we see SpartaDOS, DOS XL or another such
> software support for said beast be packaged with it)

We are working on a DOS project. Looks nice.

> * XE Game Machine (yuk)

June is the schedule on this. Don't say yuk -- it is the best hope we have
for reopening the mass merchants as a distribution channel for 8-bit
products.

> and will we be seeing any of the following rumoured products:
>
> * 8-bit mouse
>
> * mouse-based desktop system

Probably never. Who starts these rumors anyway?
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
BIX: neilharris / CIS: 70007,1135 / Delphi: NEILHARRIS / GENIE: NHARRIS
WELL: neil / Atari Corp. BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

354. HELP! 256K memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-09 12:54:31 UTC
From: store2@ihuxi.UUCP
Message-ID: <1582@ihuxi.ATT.COM>
Source record: 117608

HELP!!!
I have a 600XL that I modified with a 256K memory upgrade that was compatible with the memory upgrade published in BYTE. I have now decided to modify the circuit to make the memory upgrade compatible with the 130XE. I have modified my circuit based on information published in Antic (Feb. 1987) on how the bank switching of memory works in the 130XE. My modification appears to work fine with the software published in this issue of Antic, but does not work with the ramdisk driver in Sparta Dos. The following are the definitions of the bits in PORTB and signals used by my circuit.

PORTB Bits
PB2 & PB3 - determine which 16K bank of 4 is used in extended memory mode
PB4 - extend memory mode bit for CPU (when low CPU is in extended memory mode)
PB5 - extend memory mode bit for ANTIC (when low ANTIC is in extended memory mode)
PB6 - unused
PB0 & PB1 & PB7 - used to bank switch between ram and basic/os/fp rom

Signals used
HALT - when low ANTIC accesses memory, when high CPU accesses memory
MUX - this is the select lead between the ras address (when low) and the cas address (when high)
A15 & A14 & - address bits used (a0 & a7 are for the ras address, A0 & A7 a15 & a14 are for cas address and decoding bank switched area in memory)

My questions are:

Does anybody see a missing registered bit or signal that needs to be added to this list?

Is there a better source of information on the details of using the memory bank switching capabilities of the 130XE?

What other registered bits do the other 256K 130XE compatible upgrades use to get to the additional 128K of memory?

Wayne Wilcox
AT&T-ISL
1100 E. Warrenville Rd.
Naperville, IL 60566
...!ihnp4!ihuxi!store2

355. Re: New Atari Products Revisited

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-09 14:25:37 UTC
From: appelbau@topaz.RUTGERS.EDU
Message-ID: <10876@topaz.RUTGERS.EDU>
Source record: 117609

Neil wants to know who started the rumor about the 8 bit mouse. Well
a while ago Zorban controls was selling a mouse and RAOS (Rat
Operating System). So does ATARI have any plans to release such an
OS? Will the DOS for the 3.5" drive support any "GEM-type", i.e.,
using the cursor, or joystick as a mouse???
--
Marc L. Appelbaum "If life is a game of chess
Arpa:appelbau@topaz.rutgers.edu and you and I are pawns
Uucp:rutgers!topaz!appelbau what happens when we get to
GEnie: M.APPELBAUM the other side of the board?"

356. A-Rogue

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-09 14:49:03 UTC
From: ssegan@dasys1.UUCP
Message-ID: <320@dasys1.UUCP>
Source record: 117610

Okay now. I've had A-Rogue for about a week, having bought the disk at
B. Dalton out of anxiety. This is what -I- think of it.
The BASIC program is 125 sectors, which leaves mucho room for improvement.
And the game could use some.
The character set is a nine sector file and is beautiful. Graphics 0, by the
way.
Now to the program.
A board is small, a bit less than one screen, made smaller by the fact that one
space is a 2x2 to 3x3 character block. There are twenty-eight monsters,
varying only in three attributes: AC, HP, and level they are found on.
You can't see a monster coming. When you step into its square, it attacks
you --- but such a routine would be very hard on such a small level.
(How far can you run?:-)) There are three spells, Heal, Teleport, and
Fireball, and each is instantly identified when you pick it up. There
are also seven potions, which in typical Rogue fashion you must DRINK to
find out whether you'll die or not.:-) The game is fast enough, as it's
mainly strategy.
You have to get to the tenth level and find the Jewel of Taldra. You don't
have to get back up --- the Jewel teleports you home.
And finally, there are no rooms in the typical Rogue sense. There ARE
chambers, however, where passages meet to form a small cavern.
BUT, it's overall a good game, considering the size and language. I'm thinking
of modifying it to make it bigger and better.

I've said my piece.
----Sascha!

--
Sascha Segan {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Unix {bellcore,harpo,cmcl2}!cucard!dasys1!ssegan
New York, NY, USA {philabs}!tg/

357. 256K and 80-column upgrades and little mouses...

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-09 20:26:38 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8704092026.AA26563@mitre-bedford.ARPA>
Source record: 117611

A word about 256K upgrades and 130XE compatibility:

Jerry Martinez reports using the RAMBO-XL with Paper Clip and says that this shows "130XE Compatibility". Actually, the Newell 256KXL board would run this software just fine as well. The incompatibility only shows up when you try to run graphics-oriented software like Xlent Software's "Typesetter" program, which puts ANTIC (the graphics processor in the 8-bitters) up on the new banks of memory. I am not familiar with exactly how a RAMBO board works, but I have been told that it has the same problem the Newell board does with ANTIC modes. The problem arises from a fundamental problem: At first glance there do not seem to be enough bits in the byte at $D301 to select all the banks and still leave Bit 5 free to switch the ANTIC mode, as a 130XE does. Unless ICD came up with a scheme like the one I used in my modification of the Newell board, they also would not have enough bits to work with. Probably the RAMBO board could be modified in a similar way, I don't know. However, the Newell board with my modification is the best that can be done to keep exact 130XE compatibility but still add the extra memory -- I think this is a "mathematically provable" claim. I have also heard that the RAMBO board does not have the "memory protection logic" of the Newell board so is less forgiving of programming errors: it may trash your program by overwriting non-banked memory. The Newell board protects against this, as does my modified version of it.

Re: 80-columns NOW!!!

Dean Brunette says "LOWEST resolution on the ST is equivalent to the 8 bit's graphics 8. That's why the 8 bit can only display 40 columns legibly..."

Actually, you can get a very legible 80-column display RIGHT NOW, for $39.95 from CDY Consulting, and it is the OMNIVIEW upgrade that some of us have talked about. I know it is PATENTLY OBVIOUS that this is IMPOSSIBLE, just as it has been shown that bumblebees can't fly, but all I can say is I have been using OMNIVIEW with a Magnavox amber monitor for most of a year now, and it is just about as satisfactory as using my "real" vt100 at work, though admittedly the resolution is a bit lower. But it is good enough that you quickly forget that it CAN'T POSSIBLY look that good and start enjoying the convenience of true 80 columns and full-screen editing. I even used OMNIVIEW's 80-column mode with a monochrome TV set (an old Sylvania nearly 20 years old), and it worked quite well.

Personally, I think David Young has cheated somehow and slipped in some extra pixels that he isn't talking about, inside that OMNIVIEW chip, or maybe it's a bunch of elves, but however he did it, it works amazingly well.

Re: little mousies for the 8-bitters and interfacing nonstandard disk drives. If you want to do these things NOW, you might contact Paul Swanson, of

NiteLite Systems, Billerica, MA. His phone numbers are: (617) 663-4221 (BBS) and 663-4463 (voice). If possible, use the BBS as Paul prefers not to be interrupted with voice calls unless absolutely necessary. Paul can help you with custom interfaces (e.g. 3.5 inch drives, IBM-PC compatible drives, etc.) and has a nifty little mouse gadget that I won't say any more about but maybe Paul will sell you one if it's into production yet. And if it's not, and you want to become a venture capitalist...

-John Sangster / jhs@mitre-bedford.arpa

358. Gemini 10X printer (Star Micronics)

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-10 04:45:13 UTC
From: gail@alberta.UUCP
Message-ID: <1115@cavell.UUCP>
Source record: 117612
Cross-posted to: comp.misc,comp.periphs,comp.sys.apple,comp.sys.atari.8bit,comp.sys.cbm

I posted news a while ago about a problem that I am having with
the Gemini 10X printer. The problem was a print head jamb to the
left on the odd carriage return. Because I did a little
research and I did get a couple of replies, I will share the scoop.

Star Micronics has good customer support. I have written a few times
and always get prompt replies. I wrote asking if there has been a
bug discovered with there Gemini 10X printer like the one I described.
It turns out that they will send you the newest version of EPROMs free
of charge. Just send in your old ones when you get the new.
But before you all rush out and ask for new ROMs you may already have the
newest version. Open up your Gemini by taking out the two screws on top
at the back. The circuit board is back there and has a CONTROL version
stamped on it near the front edge. If you have control version A, then
the newest EPROMs are GX1.4. There is a pair of EPROMs, but they should
both say 1.4 on them somewhere. If you have control version A and don't
have 1.4's then write and get new ones. The address is in your manual.

If you don't have control version A, then write to see if you have the
newest version of ROMs. Some of the bug fixes in control A are:
super/sub scripts, lower case 'j' descender, ribbon jamb with block
graphics.

I'd like to thank John Linzy at Star Micronics for such friendly service.

Scott McPhee

359. Re: 256K and 80-column upgrades and little mouses...

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-10 15:32:18 UTC
From: ses@oliveb.UUCP
Message-ID: <804@oliveb.UUCP>
Source record: 117613

In article <8704092026.AA26563@mitre-bedford.ARPA>, jhs@MITRE-BEDFORD.ARPA writes:
> ...
> Re: 80-columns NOW!!!
>
> Dean Brunette says "LOWEST resolution on the ST is equivalent to the 8 bit's
> graphics 8. That's why the 8 bit can only display 40 columns legibly..."
>
> Actually, you can get a very legible 80-column display RIGHT NOW, for $39.95
> from CDY Consulting, and it is the OMNIVIEW upgrade that some of us have
> talked about. I know it is PATENTLY OBVIOUS that this is IMPOSSIBLE, just as
> it has been shown that bumblebees can't fly, but all I can say is I have been
> using OMNIVIEW with a Magnavox amber monitor for most of a year now, and it is
> just about as satisfactory as using my "real" vt100 at work, though admittedly
> the resolution is a bit lower. But it is good enough that you quickly forget
> that it CAN'T POSSIBLY look that good and start enjoying the convenience of
> true 80 columns and full-screen editing. I even used OMNIVIEW's 80-column
> mode with a monochrome TV set (an old Sylvania nearly 20 years old), and it
> worked quite well.
>

Thanks for the reply, at least now I know my articles get out! :-)

I guess my line should have read, "...can only display 40 columns legibly
IN MY OPINION..." I can't stand Omniview, and prefer the crispness of the
Atari XEP80 (which is fantastic!) or an ST or an IBM (at even 640x200).
Maybe it's just that I don't like my lower case N's to look like this bit
map:

```
N
N N
NNN
N N
N
```

I'm sorry; I prefer using my Ampex 220 terminal to the Omniview (even
though it has a bit higher resolution, i.e. four times as many pixels).

Send flames to:

--
Dean Brunette {ucbvax,etc.}!sun!oliveb!olivej!ses
Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

360. Re: New Atari Products Revisited

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-10 17:35:44 UTC
From: neil@atari.UUCP
Message-ID: <707@atari.UUCP>
Source record: 117614

In article <10876@topaz.RUTGERS.EDU>, appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum) writes:

> a while ago Zorban controls was selling a mouse and RAOS (Rat
> Operating System).

Actually, while they took out several full-page color ads for the mouse and RAOS, to the best of my information there were none ever shipped. In fact, Zobian had pre-paid for a booth at the Allentown Atari Expo, not far from his home, and was a no-show. I doubt this product is ever going to happen.

On the other hand, if something like this were developed, Atari Corporation would be seriously interested in helping.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

361. Re: New Atari Products Revisited

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-10 17:39:21 UTC
From: neil@atari.UUCP
Message-ID: <708@atari.UUCP>
Source record: 117615

In article <186@osupyr.UUCP>, akw@osupyr.UUCP (FarOff MicroDesigns) writes:

> Neil, will the XE Game Machine come with keyboard expansion, etc. to make
> it a legitamate computer and NOT (I repeat **NOT**) a mutulated 800 like
> the 5200 "Super-dumb System" was?

Not only is there a keyboard expansion, but the keyboard is *included* when
you buy the unit. This is ostensibly to provide a controller for more
sophisticated games that need the keyboard, like Flight Simulator (which
will be one of the three pieces of software bundled with the system).

You also get 64K of RAM, the standard XL/XE OS and BASIC in ROM, and an SIO
port.

Isn't marketing interesting? Mass merchants who won't touch 8-bit computers
with a 10-foot pole are dying to get their hands on this XE game system.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

362. Re: New Atari Products Revisited

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-12 00:00:20 UTC
From: akw@osupyr.UUCP
Message-ID: <198@osupyr.UUCP>
Source record: 117616

In article <708@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>Not only is there a keyboard expansion, but the keyboard is *included* when
>you buy the unit.

Neil -- this is very reassuring... even though I don't prefer the label
'Game System,' at least we won't see the 8-bit line disappear. Will we
see a parallel bus as well?

>sophisticated games that need the keyboard, like Flight Simulator (which
>will be one of the three pieces of software bundled with the system).

Very interesting! Glad to hear about FlightSim!

>Isn't marketing interesting? Mass merchants who won't touch 8-bit computers
>with a 10-foot pole are dying to get their hands on this XE game system.

Yes, marketing is interesting... too bad the rest of the world isn't like
Columbus, where there are *many* Atari 8-bit owners buying *much* software
and hardware. C'est la vie...

Andy Weaver / akw@osupyr.UUCP / 614.293.1195 or .292.1741
The Ohio State University / Columbus, OH / "Go Bucks."
"Like cold water to the bones, so is good news from a distant land." Prov25.25

Disclaimer: If Ohio State knew I had UseNet access, they would probably
have to ask what exactly UseNet is. And how much they should charge.

363. Re: 256K and 80-columns

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-13 07:37:30 UTC
From: conklin@msudoc.UUCP
Message-ID: <1345@msudoc.UUCP>
Source record: 117617

While Omnicom is a better program, I've seen quite enough praise for it. I've been using VT-10^2 for some time now and I'd like to say try before you buy as vt10^2 works pretty well as a VT100 emulator for my uses.

Before you ask, I have 7 computers, and thus anything that's plugged in is a canidate for calling to my Sun at work. As it happens, the most available machine in the house is my 800 XL (in an 80 column mode.) There are several phone lines, so it being close, and having _both_ a 1030 and an 850 interface (which competes for a 1200) I have all sorts of neat terminal progam choices.

So far, that choice has been vt10^2. It's not perfect as an emulator (and that's being generous) in that it doesn't support line deletes and a couple other things, but for the bulk of vt100 work, including using vi to edit this message, it works just fine. Being available free on many BBSes (my Detroit node included) doesn't hurt, nor does the IBM PROFs emulation. (Though I never have occasion to use it, we did just get a 3090.)

In fact, given the source code to vt10^2 I'd love the chance to add features and complete the emulation. I like the fact that it works with either the 850 or the 1030, but it doesn't work with SpartaDOS which is a moral sin. Just remember : SpartaDOS = good, anything else = evil. If anyone has the source to it, send it my way.

This has NOTHING to do with CDY. I certainly want Dave to do business (hell OMNIMON should be in EVERY Atari!) but there's no reason that Atari's, with their LONG history (at this point) of technically oriented programmers, can't have the fine public domain software that you see on IBM's. Some of it is there - Express, Speedscript, DVC/65 C compiler, so lets help it along.

PD to a fault,
Terry Conklin
ihnp4!msudoc!conklin || conklin@mich-state.edu
The Club (517) 372-3131
The Club II (313) 334-8877 <- with lots of Atari 8 bit stuff and 13 Meg free fer more! Quality software only.
The Club III(714) xxx-xxxx <- Just a couple weeks coming

364. 8 bit 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-13 12:47:47 UTC
From: DYOUNG@A.ISI.EDU.UUCP
Message-ID: <8704131253.AA11433@ucbvax.Berkeley.EDU>
Source record: 117618

>I guess my line should have read, "...can only display 40 columns legibly
>IN MY OPINION..." I can't stand Omniview, and prefer the crispness of the
>Atari XEP80 (which is fantastic!) or an ST or an IBM (at even 640x200).
>Maybe it's just that I don't like my lower case N's to look like this bit
>map:
> N
> N N
> NNN
> N N
> N

>I'm sorry; I prefer using my Ampex 220 terminal to the Omniview (even
>though it has a bit higher resolution, i.e. four times as many pixels).

You should have said "in my MISGUIDED SNOOTY opinion". Lower case N's
don't look anything like your representation. I suggest you become
better informed about a subject before expressing such strong opinions
in a public forum. The other comparisons you make are ludicrous. How
are the ST, IBM, or Ampex 220 terminal going to help you get 80 columns
on your 8 bit Atari? Only the XEP80 falls correctly into that category
and it is not even available. The OMNIVIEW on the other hand has been
available for years and has thousands of satisfied users.

David Young

P.S. Do you think Atari is really serious about supporting the XEP80? I
was promised by Richard Frick (I hope that is spelled correctly) of
Atari before Christmas that I would be shipped a prototype XEP80 within
2 weeks so that I could see about converting my 80 column software to
it. Have not heard from them since.
----

365. btb leaving the net

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-13 14:19:02 UTC
From: btb@ncoast.UUCP
Message-ID: <2368@ncoast.UUCP>
Source record: 117619

hello, guys,
I think I may have posted this already, but ...

As of the end of this week, I am leaving the net indefinitely.
I am moving from Cleveland, Ohio to Columbus, Ohio to find a REAL job.
I have really enjoyed meeting many of you, this is a one-of-a-kind forum
for serious 8bit owners, and I think that the future is still very bright
for the 8bits particularly thanks to ICD of Chicago and their excellent
products. Look for new tools like roff and a new REAL C compiler to come
out in the near future.

If any of you would like to contact me, send USnail to my present
address, and hopefully it will get forwarded:

Brad Banko
2085 Cornell RD #407
Cleveland, Ohio 44106
216-229-8758

--
Brad Banko
Cleveland, Ohio ...!decvax!cwruecmp!ncoast!btb

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

366. Re: Info-Atari8 Digest V87 #26

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-13 14:52:06 UTC
From: WSeaver.ElSegundo@XEROX.COM
Message-ID: <870413-093122-1096@Xerox>
Source record: 117620

Hello,

Is there anyone who can tell me where to find a reliable source for
Atari in the greater Los Angles area?

I need some help with an old 800 that has developed some illness.

any information would be appreciated.

Thanks

Wil

367. Re: 8 bit 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-13 19:15:26 UTC
From: dragon@oliveb.UUCP
Message-ID: <820@oliveb.UUCP>
Source record: 117621

In article <8704131253.AA11433@ucbvax.Berkeley.EDU>, DYOUNG@A.ISI.EDU (C. David Young) writes:
> >I guess my line should have read, "...can only display 40 columns legibly
> >IN MY OPINION..." I can't stand Omniview, and prefer the crispness of the
> >Atari XEP80 (which is fantastic!) or an ST or an IBM (at even 640x200).
>
> You should have said "in my MISGUIDED SNOOTY opinion". Lower case N's
> don't look anything like your representation. I suggest you become
> better informed about a subject before expressing such strong opinions
> in a public forum. The other comparisons you make are ludicrous. How
> are the ST, IBM, or Ampex 220 terminal going to help you get 80 columns
> on your 8 bit Atari? Only the XEP80 falls correctly into that category
> and it is not even available. The OMNIVIEW on the other hand has been
> available for years and has thousands of satisfied users.
>
> David Young
>
> P.S. Do you think Atari is really serious about supporting the XEP80? I
> was promised by Richard Frick (I hope that is spelled correctly) of
> Atari before Christmas that I would be shipped a prototype XEP80 within
> 2 weeks so that I could see about converting my 80 column software to
> it. Have not heard from them since.
> -------

I guess all Californians are snooty, eh Dave? I've had an Omniview for about 3 years now, I think I've used it enough to realize I don't really like it. Call it snooty if you will. I can't see how you can blast someone from giving an honest opinion.

And although it's not a supported product, I might add it is quite simple to use a terminal on an 8 bit... use SpartaDOS (an excellent product, and the 80 columns on their MIO board looks quite nice, I might add it is worth waiting for) to redirect to and from the serial port. It's really not effective (costwise and usage) but it isn't as difficult as you point it out to be.

Lastly, Atari lent me an XEP80 to use for display at the West Coast Computer Faire. A nice unit also, and AtariWriter+ for it makes it an easy transition from 40 columns to 80. It also has a standard printer port (ala ST, IBM, etc.) on the back so if you need an interface at least you won't have to hunt down a funky cable. It may be vaporware, but I feel it's worth waiting for as it's a product which will breathe new life into MY 8 bit.

(By the way, I DID go out and get a monochrome monitor to use it with. You want praise? OK, you did a good job making a 4x8 character set. But 4x8 just is not acceptable to me. 'Nuff said.)

368. Re: 8 bit 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-13 19:16:57 UTC
From: dragon@oliveb.UUCP
Message-ID: <821@oliveb.UUCP>
Source record: 117622

Forgot something...

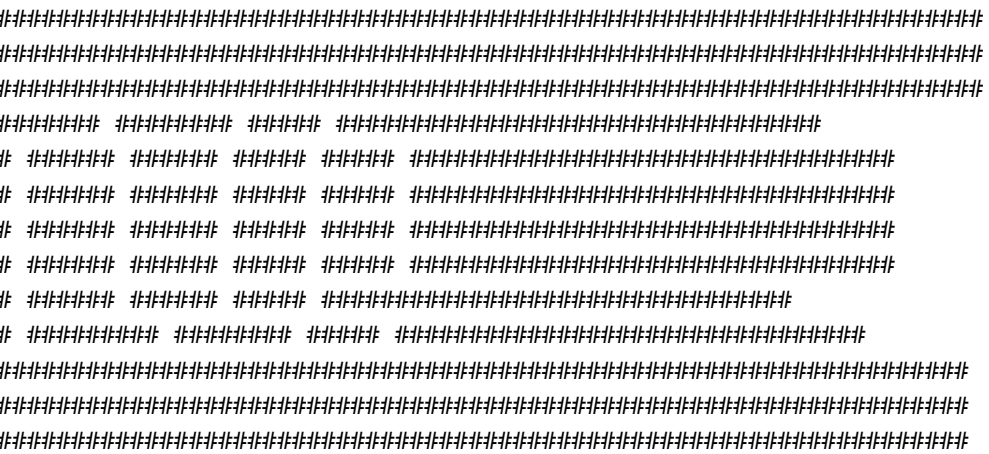
--
Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

369. OMNIVIEW character set

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-15 02:10:35 UTC
From: jhs@mitre-bedford.ARPA.UUCP
Message-ID: <8704150210.AA21650@mitre-bedford.ARPA>
Source record: 117623

Dean Brunette writes:
> I guess my line should have read, "...can only display 40 columns legibly
> IN MY OPINION..." I can't stand Omniview, and prefer the crispness of the
> Atari XEP80 (which is fantastic!) or an ST or an IBM (at even 640x200).
> Maybe it's just that I don't like my lower case N's to look like this bit
> map:
> N
> N N
> NNN
> N N
> N

I was going to reply to this comment earlier, but David Young beat me to the punch. (Darn near literally, at that!) However, he did not get specific: The lowercase n in OMNIVIEW's character set is represented more like the n in the following:



I have tried to make the rendition look accurately like the OMNIVIEW rendition, and I must say the exercise has reinforced my feeling that David Young "stole" some pixels from somewhere. I simply COULD NOT make it look right on a smaller scale. Partly this is because I didn't have solid scan lines to work with. Anyway, the rendition looks quite accurate on my printer, except that in this magnification, the characters look uglier and more "quantized" than the actual OMNIVIEW font on my monitor. Try looking at ANY dot matrix font under a magnifying glass and you will see the same effect. Anyway, the bottom line is, to see what it really looks like, you should stand back from the screen or printout about as far as possible so that the # signs blend into a continuous background and the letters blend into continuous shapes. If you do this, you will see that the "n" really looks like an "n", and bears little resemblance to Mr. Brunette's rendition of it. I can't imagine where his version of an OMNIVIEW "n" came from, perhaps he has a

defective version of OMNIVIEW or something. All I can say is, if your reproduction of the above "now" looks anything like the one I printed on my printer (using OmniCom's nifty new "Print Screen" function, by the way), then you have a FAIRLY ACCURATE rendition of what it would look like with OMNIVIEW on a good monochrome monitor. Except be SURE to stand back far enough to lose the dot matrix effect when you look at it. And I would also say that the image on my monitor of the actual word "now" looks a bit better than the fake version on the printer. Somehow the "n" has a more rounded shape at the top! (Yes, I *KNOW* that this is IMPOSSIBLE!)

I reiterate that OMNIVIEW looks best in dark letters on light background. It appears to me that in this mode, the eye "fools" the brain into seeing the letters as having a rounded shape, seen in silhouette against the bright scan lines of the raster. The brain fills in the rounded segments with more or less complete freedom where the dark silhoutted character passes over a dark interval between bright scan lines. Naturally, the brain computes some magnificently smooth interpolating function where it is free to put the data anywhere it likes (black character passing over black area between scan lines). The end result is a character set that is just plain BETTER LOOKING than it has any right to be!!! If you switch to light characters against a black bacground, then the characters are dotted to begin with because of the dark areas between raster lines, and the brain now HAS TO see just what is there -- the dark stripes hurt rather than helping. You will have to see a real OMNIVIEW font on a real TV or monitor to fully appreciate the above.

OMNIVIEW definitely is a compromise approach, as even David Young would I am sure be the FIRST to agree that more than a 4x8 dot matrix would be far better for creating a "pretty" font. However, David has definitely shown, in my opinion, that a USEABLE font can be constructed in 4x8 format. Since OMNIVIEW is currently available, and comes WITH A WORD PROCESSOR at $39.95 list, and it also gives you a built-in RAMdisk handler and ends the Translator Disk Hassle, I still stand behind my recommendation of it as a reasonable approach to getting 80 columns on your 8-bitter. With the trend to 16-bit machines moving right along, $39.95 sounds to me like a lot more reasonable figure to invest in upgrading an 8-bitter than $80 or so.

Of course if you need a printer interface more than a free 80-column word processor, one of the other products might be a good way to go. Especially if you don't need it for a few (?) months and if you are especially critical of screen fonts and if you plan to keep your 8-bitter forever and WANT to pay for the best resolution you can (someday) get. Ya pays yer money and ya takes yer choice!

-John Sangster / jhs@mitre-bedford.arpa

370. vt10^2 and SpartaDOS (was 256K and 80-columns)

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-15 17:42:32 UTC
From: sharakan@think.UUCP
Message-ID: <3746@think.UUCP>
Source record: 117624

In article <1345@msudoc.UUCP> conklin@msudoc.UUCP (Terry Conklin) writes:
.
.
.
>In fact, given the source code to vt10^2 I'd love the chance to add
>features and complete the emulation. I like the fact that it works with
>either the 850 or the 1030, but it doesn't work with SpartaDOS which is
>a moral sin. Just remember : SpartaDOS = good, anything else = evil.
>If anyone has the source to it, send it my way.
.
.
.
>PD to a fault,
>Terry Conklin

I have vt10sq and it works fine under SpartaDOS. It even works with a
custom RS232 handler (I use the R-VERTER interface), and doesn't require the
translator disk for my 800XL. Yes, I would also love to see it with
complete vt100 emulation, especially line deletes. Unfortunately, I do not
have the source.

Eric Sharakan, Thinking Machines Corporation, Cambridge, Ma., 02142
sharakan@think.com, ihnp4!think!sharakan

371. Re: OMNIVIEW character set

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-15 23:19:23 UTC
From: njd@ihlpm.UUCP
Message-ID: <1078@ihlpm.ATT.COM>
Source record: 117625

In article <8704150210.AA21650@mitre-bedford.ARPA>, jhs@mitre-bedford.ARPA writes:
> I reiterate that OMNIVIEW looks best in dark letters on light background.
> It appears to me that in this mode, the eye "fools" the brain into seeing the
> letters as having a rounded shape, seen in silhouette against the bright scan
> lines of the raster....
>
> -John Sangster / jhs@mitre-bedford.arpa

Dark letters on a light background may look better to you, John, but I don't agree that the display is ALWAYS better that way. In fact, in my case, I tend to go "blind" and/or get a headache when looking at an inverse video display like that. I have my copies of OmniTerm and OmniWriter set up to display light characters on a dark green background (how dark depends on the brightness setting on the monitor). Also, OMNIVIEW from DOS or BASIC is easier for me to read after I use the <SELECT>, <some-char> background-color toggle to switch to light-on-dark.

You may have something there about the brain perceiving the characters as being more rounded than they are, even more so in the dark-on-light mode. I just can't use the latter.

BTW, have you had any trouble changing the text color in OmniCom? I was able to play with the background color, but the text insists on being white (tho last time it was light green).

Nick DiMasi ...!ihnp4!ihlpm!njd

372. unprofessional replies

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-16 01:21:53 UTC
From: DYOUNG@A.ISI.EDU.UUCP
Message-ID: <8704160125.AA16074@ucbvax.Berkeley.EDU>
Source record: 117626

>I find the above response by David C. Young to be offensive and totaly
>unprofessional considering his invested interest in the product
>conserned. If i ever had reservations about buying this product, I
>certinly will not buy it Especialy from someone who has the temperment
>of a three year old (who does not

Gee, too bad the end of your message got cut off (censored?). It was
just getting interesting. But honestly, I am sorry that you were
offended by my reply. I guess I was a little snooty myself. I do not
think it is unprofessional however to defend OMNIVIEW against such
blatant misinformation, even if I do have a vested interest in the
product.

C. David Young
----

373. Atari 1040ST FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-16 01:56:23 UTC
From: jcs@odyssey.UUCP
Message-ID: <173@odyssey.UUCP>
Source record: 117627
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

ATARI 1040ST FOR SALE

Atari 1040 ST (standard 1040 with 1MByte RAM, DS/DD disk drive built in)
very good condition, problem free
Atari SC1224 Color Monitor
Atari SM124 High Resolution Monochrome Monitor
Monitor A/B Switch (with audio output plug)

with the following software:
1ST-WORD
Atari Basic
Neochrome
LOGO
Degas Elite (fantastic paint program)
PC/InterComm (very good VT-100 terminal emulator and communications)
FLASH (terminal emulator)
KERMIT & Remote Control Accessory (FLASH add-on)
ST-Talk
Ultima II
Start Disks (#1,2,3,4)
4 Public Domain Software Disks (From ACES Atari Club, 3/87)
5 Starter Disks (from John Franco)

all for $1000

John C. Schwebel
HR2F030
AT&T Bell Labs
480 Red Hill Rd.
Middletown, NJ 07748
(201)615-4782 HOME: (201)291-5750
odyssey!jcs

374. omnicom miscellany

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-16 12:47:00 UTC
From: SULLIVAN@suny-bing.CSNET
Message-ID: <8704170229.AA21155@ucbvax.Berkeley.EDU>
Source record: 117628

Nick DiMasi writes:

> I have managed to get CDY's OmniCom (some call it Omniterm) VT100
> emulator that uses his OMNIVIEW 80-column chip to work OK, except
> that I am having a problem. When I login to this UNIX system
> (essentially System V Rls 2.0, actually UTS 5.?.? on an Amdahl)
> and bring up vi, as soon as the editor clears the screen, OmniCom
> "locks up" on me (no cursor or response to keys). The same
> problem occurs when I'm in "more" and I type 'q' to quit.

I use OmniCom on an model 800 dinosaur, so I don't know if the following is relevant. I don't have a problem with lockup at the beginning of vi, or after 'q' in more, but I do experience (infrequently) a lockup if the machine sits for a few minutes, or sometimes (seemingly) at random. I discovered that when this happens, doing option - b unlocks things, and everything is back to normal. This is somewhat comforting. Option - b is supposed to send a break, but doesn't send anything which is recognized as a break by either Unix or our resident IBM main-pig. I guess it's only reasonable that it be good for something.

Since your problem occurs when using vi, it may be that the vs and ve entries are doing it. vs is "visual start" (send by vi to initialize) and ve is "visual end". My termcap entries for vt100 don't use these, but maybe yours do. It seems strange that more would send something like this, though. I suggest that you look at the termcap to find these, and experiment if they're defined. You may be able to put in a new termcap entry without whatever the offending string is.

One comment on termcaps -- the only problem I've had is using GNU-Emacs at 2400 baud. When scrolling up, OmniCom just can't keep up. For those who aren't in the GNU, Richard Stallman thinks that x-on x-off is a stupid method of flow control and refuses to use it. If I ever do anything half as impressive as GNU-Emacs, I'll feel qualified to take issue with this viewpoint. In fact, ctrl-s is the key binding for a search. Since I really didn't want to change that key binding, I had to fix things so the old 800 could keep up. I did this by putting reverse-scroll delay in the termcap.

A comment about monitor hookups. It is crucial that the monitor output be hooked to the luminance pin and not the composite pin. This causes some problems with other programs -- you can't distinguish colors at all any more (colors show up as patterns on a green screen with monitor output hooked to composite), but it makes Omniview usable. (The display is terrible otherwise).

Despite any problems or complaints that I have, I still think that Omni... was well worth the $49.95 (yes, dinosaurs are more expensive) I paid for it.

Fred Sullivan
Dept. Math. Sci
SUNY at Binghamton

sullivan@suny-bing.csnet

"At last I'm a person rather than a number!!!"

375. 80 column colors

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-17 14:06:04 UTC
From: fisher@star.dec.com.UUCP
Message-ID: <9371@decwrl.DEC.COM>
Source record: 117629

>>In article <8704150210.AA21650@mitre-bedford.ARPA>, jhs@mitre-bedford.ARPA writes:
>> I reiterate that OMNIVIEW looks best in dark letters on light background.
>> It appears to me that in this mode, the eye "fools" the brain into seeing the
>> letters as having a rounded shape, seen in silhouette against the bright scan
>> lines of the raster....
>>
>> -John Sangster / jhs@mitre-bedford.arpa
>
>Dark letters on a light background may look better to you, John, but I don't

...

>You may have something there about the brain perceiving the characters as
>being more rounded than they are, even more so in the dark-on-light mode.
>I just can't use the latter.
...
>
>Nick DiMasi ...!ihnp4!ihlpm!njd

A few comments: I think that color is a *really* *important* factor in how good people think that Omniview looks. I went into a store in MA looking for an Omniview demo: the people said that they did not have any in stock but they would show me a demo and then see if I still wanted it. They did show me a demo and indeed it looked *really* *terrible*. To the point of illegible. I was bummed and went home wondering how anyone (like jhs) could possible praise this thing.

Then I got ahold of VT10**2 and tried it at home. Essentially the same results. Characters running into each other, rainbows, blurry uck, etc. Finally I tried a different version of VT10**2 (I'm a glutton for punishment) and VOILA! I could not believe how good it looked. At first I had to count the characters to really believe that I had 80 columns. Just for the heck of it, I unplugged my monitor and hooked it up to a regular old color TV. Still not bad! (BTW I have an 800XL and a Commodore 1702 monitor).

Anyway, I started looking at the differences, and noticed that the good looking one was running black characters on a white background. The ukky one was light (white? I don't remember) on black. I don't remember what the Omniview demo colors were, but it was not black on white.

Anyway, my theory is that if you choose the wrong colors, you get all sorts of artifacting causing color stripes across the characters. These stripes then screw up your eye's edge-detection algorithm. My continuing theory is that Omniview is probably as good as VT10**2 (in looks, that is), but I just have not seen it with the right colors. JHS uses an amber monochrome monitor, so he is immune from these problems.

Perhaps David Young or someone can comment on bad and good color combinations?
I'd be interested in knowing how rare good combinations are.

Burns
fisher@star.dec.com

376. c compiler

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-17 14:17:49 UTC
From: jerrym@mmintl.UUCP
Message-ID: <2112@mmintl.UUCP>
Source record: 117630

In a previous message, Terry Conklin wrote of a DVC C compiler for the 8-bits.
Is it a full implementation with pointers,strucs,.....etc? Or is it a subset
of the language like some on the market?

Jerry Martinez....

377. 256k

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-17 14:23:37 UTC
From: jerrym@mmintl.UUCP
Message-ID: <2113@mmintl.UUCP>
Source record: 117631

In my previous message concerning the 256k upgrade:

I wanted to point out that there were some alternatives to the NEWELL board. The RAMBO does in fact have a problem when ANTIC is used while switching between banks. I have not had a chance to write some programs to see how the banking works but plan to. In addition, the RAMBO board was easy to install for a non-hardware person.

Jerry Martinez.....

378. OMNIVIEW 80-column font...

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-17 15:54:08 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8704171554.AA26285@mitre-bedford.ARPA>
Source record: 117632

Nick DiMasi comments:
> ...I tend to go "blind" and/or get a headache when looking at an inverse
> video display like that. I have my copies of OmniTerm and OmniWriter set up
> to display light characters on a dark green background...

This is of course a matter of personal preference, and I can see how you would be less satisfied with OMNIVIEW's font than I am if you start with the firm constraint that you MUST use light letters on a dark background. However, I have heard it alleged that amber monitors produce less eye fatigue than other colors, and that green is especially bad for eyestrain. It may be that you would find dark on light less objectionable on an amber monitor. Even a TV-like white screen might be better than green. I have used both of these colors with OMNIVIEW but I have not tried a green screen. I would certainly recommend that anyone planning to do word processing select an amber rather than a green monitor, independently of choices like whether to use OMNIVIEW.

> BTW, have you had any trouble changing the text color in OmniCom?
> I was able to play with the background color, but the text insists on
> being white (tho last time it was light green).

As I said above, I have used a monochrome TV and an amber monitor, but never a color monitor on my Atari, so I have never observed color effects. I have, however, had no trouble changing the brightness of text or background in OmniCom. By the way, I have never yet seen a color monitor that didn't make text look fuzzy, except for the NEC MultiSync, which I find just barely sharp enough. Anyone comparing OMNIVIEW with the Atari or ICD 80-column display adaptors should be careful to do so on the same monitor they will actually use them on!!! Seeing them on different monitors could make a BIG difference.

-John Sangster / jhs@mitre-bedford.arpa

379. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-23 15:21:24 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8704231521.AA21519@mitre-bedford.ARPA>
Source record: 117633

Joel Plutchak writes:

> ...Koronis Rift ...runs on all kinds of "impossibly slow"
> machines (I have in mind particularly the 6502-based Atari 800 series).

This brings to mind the report some time ago of the "bouncing ball" demo running side-by-side on an Amiga, an ST, and a 130XE. The reporter said that the animation was BY FAR the best on the 130XE. Don't underestimate the power of that little ANTIC chip in the 8-bitters!!! Also, for passing bytes around and controlling things in realtime, don't OVERestimate the advantage of an 8-MHz 68000 over a 1.8-Mhz 6502!!! Many factors are involved in bottom-line performance, and the more than 4 to 1 higher clock speed is ONE of them. Another is the fact that the quickest 6502 instructions take 2 clock cycles, while the 68000's quickest instructions, if I read the book arightly, take 14 or so. (Well maybe 8 in a few cases?) That's SEVEN to one the OTHER WAY, i.e. the 6502 is AHEAD at the moment by nearly TWO TO ONE! Then again, the more flexible addressing modes of the 68000 may require many fewer instructions to do the same thing. For most tasks, the 68000 is probably 3 or 4 times as fast as the 6502. Probably there are tasks where the advantage is greater. And probably there are a small set of tasks where the 6502 can equal or SLIGHTLY EXCEED the speed of the 68000, which it would definitely do if it could use almost exclusively 2-clock-cycle instructions and about the same number of them per loop as the 68000! Then, of course, there are the ANTIC and the POKEY to consider, and if you are talking animated games, they count for A LOT!!! With all of these facts in mind, it is not at all surprising that the 8-bitters can hold their own with the newer 16-bit machines in the limited arena of games.

Long live the 8-bitters!!!! LOAD and STORE forever!!! (Which is what it SEEMS like when your are programming them!!!)

-John Sangster, jhs@mitrebedford.arpa

380. 8-bit ARC

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-23 20:20:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM.UUCP
Message-ID: <870423162033.5.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117634

Has anyone out there managed to get the ARCX that's been posted several times to run on a vanilla 800-XL? I've hauled it down, decoded it, and tried to run it a number of times, without success. I've tried it under DOS and DOS XL. I poked around at it with my debugger, and it looks like it's dying while calling off into high memory (the OS rom) at init time. I currently suspect that it was written for an 800, and the entry points have moved on an XL. Apparently it works under Omniview; but that makes the OS act like the old 800 one. I'm out of ideas. Anybody got any info? Or the sources?

381. Farewell

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-23 23:33:16 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8704232333.AA07796@mitre-bedford.ARPA>
Source record: 117635

Farewell to Brad Banko, whose participation I will miss. I hope he finds a path back to us in the near future. Meanwhile, I have a comment to make on his farewell message.

He writes...

> I have really enjoyed meeting many of you, this is a one-of-a-kind forum
> for serious 8bit owners, and I think that the future is still very bright
> for the 8bits particularly thanks to ICD of Chicago and their excellent
> products. Look for new tools like roff and a new REAL C compiler to come
> out in the near future.

Actually, The PRINT TOOL is an implementation of RUNOFF for the Atari which is ALREADY available. I'm not exactly sure how ROFF and RUNOFF differ, but they are at least different generations of the same idea. This excellent program makes it possible to turn out completely professional-looking reports and book manuscripts, not to mention Vu-graph slides, on your 8-bit Atari. The program is extremely well documented, in my opinion. The manual, which as I recall is some 70 pages long, is itself an example of the professional quality of document that can be produced by The PRINT TOOL. It includes features such as automatic decimal numbering of sections (if you want decimal numbering), and it produces the Table of Contents automatically. Not only that, but if you take the trouble to flag all the items you want mentioned in the Index, it will construct the Index for you also. This product is an unusually good software value at the list price of $20 and has been on sale recently for about $15. You can buy it through ANTIC or directly from the vendor. To order, check your ANTIC catalog or write to:

Computer Educators Inc.
2906 Covington Road
Silver Spring, MD 20910.

You use The PRINT TOOL with any word processor that produces standard ASCII files, such as AtariWriter, Paper Clip, SpeedScript, or OmniWriter (CDY's 80-column WP program). You insert formatting commands as described in the manual, and The PRINT TOOL does the rest.

I am not in any way affiliated with Computer Educators, Inc.

-John Sangster
jhs@mitre-bedford.arpa

382. problems with arc/arcx

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-24 17:12:25 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8704241712.AA00959@mitre-bedford.ARPA>
Source record: 117636

Does anybody know if there is a version of arc/arcx around which works correctly on the modern 8-bitters (XL/XE)? John Dunning reports that the version I sent him does NOT. It does however work fine on his 800 and on my 800XL with OMNIVIEW. Others would probably have to run the Translator Disk. That sounds rather silly, so I would like to get a more compatible version.

-John Sangster / jhs@mitre-bedford.arpa

383. Re: pd turbo basic interpreter for atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-24 21:21:34 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8704242221.AA00786@mitre-bedford.ARPA>
Source record: 117637

I don't have a copy of the compiler for the 800 but only for the XL/XE.
Does anyone else on the net have any info on an 800 version?

I don't know anything about the copyright on any of this software. It was
claimed to be Public Domain, but there is a copyright notice saying the
program belongs to "Happy Computers". I have heard nothing about this from
anywhere but the title screen. Has anyone heard anything to conflict with the
Public Domain status of Turbo BASIC?

-John Sangster / jhs@mitre-bedford.arpa

384. Ace C status and info

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-26 18:29:00 UTC
From: SULLIVAN@suny-bing.CSNET.UUCP
Message-ID: <8704280110.AA05415@ucbvax.Berkeley.EDU>
Source record: 117638

Some time ago there were requests for Ace C. I wrote to the author (Ralph Walden) about the status of Ace C. I will paraphrase his reply.

Deep Blue C was written by Jack Palevich and distributed by APX. When APX died, J. P. gave Ralph Walden permission to place into the public domain an improved version. This version is Ace C. R. W. made further improvements, and released DVC/65 (not in the public domain!) In the meantime Antic bought the APX inventory and started distributing Deep Blue C again. "Due to heavy piracy" (R. W.'s words) R. W. was not able to make any money from DVC/65 and sold the rights to Clearstar Technology. They are now selling it as Lightspeed C. (More about that in a moment). Again quoting R. W. : "Obviously neither Jack Palevich or myself are very happy about ACE C being out there. I am in the unusual situation of having to compete against myself having written both Lightspeed C and ACE C. However, ACE C is in the public domain and you may distribute it as you see fit."

I am posting ACE C (an accompanying message) but, I'll include the following ad for Lightspeed C. L. C. comes with an editor/compiler/linker/executor which, like Turbo Pascal, puts you back into the editor looking at your syntax error if one is found. It is claimed that L. C. will compile and link the sieve example (which I included) in under 5 seconds with a ram-disk. It is available for $39.95 from:

Clearstar Softechnologies
1501 Wood Ave. #36
Sumner, WA 98390
(Usual disclaimer + this info is from a Clearstar ad - I do not own a copy of L. C.)

Note -- None of these compilers compile into native code. They all compile into an intermediate code, (analogous to P-code) and this code gets interpreted at runtime. Also, they do not have such esoteric C constructions as:

structures, unions
multidimensional arrays
float, double
macros with parameters

A few days ago Brad Banko mentioned a forthcoming "real" C compiler. Does anyone have more information? Frankly I'm tired of not having a decent programming language for my machine, and I would welcome such a compiler. (No, I don't regard Basic as a decent language - but I don't have the energy to debate, so please don't flame at me.)

I haven't made too much use of Ace C, but I haven't seen problems other than the lack of language features and the strange syntax -- $(and $) are used for braces since { and } don't exist on the Atari keyboard.

I uuencoded the binaries using Ultrix uuencode. I hope everything is ok.

Fred Sullivan
Dept. Math. Sci.
SUNY at Binghamton
sullivan@suny-bing.csnet

385. Stereo-tek 3d glasses?

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-26 20:55:43 UTC
From: DFLINT02@ULKYVX.BITNET
Message-ID: <8704262054.AA08125@ucbvax.Berkeley.EDU>
Source record: 117639

Date: Sun, 26 Apr 87 16:50 EDT
From: <DFLINT02@ULKYVX.BITNET>
Organization: University of Louisville
Subject: Stereo-tek 3d glasses?
To: info-atari8@su-score.stanford.edu
X-Original-To: info-atari8@su-score.stanford.edu

ST-and-STereo-tek users:

Do the stereo tek glases come with adaquit doccumentation on their use?
Why is the ST so well suited for use of this device? Could an 8-bit interface
for the 3D glasses be constructed?. I want concrete technical facts on why or
why not this would work.

William (mike) Buford
Dflint02@ulkyvx.bitnet

386. flame!

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-26 21:01:20 UTC
From: DFLINT02@ULKYVX.BITNET
Message-ID: <8704262103.AA08196@ucbvax.Berkeley.EDU>
Source record: 117640

Date: Sun, 26 Apr 87 16:46 EDT
From: <DFLINT02@ULKYVX.BITNET>
Organization: University of Louisville
Subject: flame!
To: info-atari8@su-score.stanford.edu
X-Original-To: info-atari8@su-score.stanford.edu

FELLOW ATARI USERS:

Why did 2 of the best micro ever made have to manufacuted and marketed by Atari Inc? Tramiels don't take this to personal. Atari must be a cursed company. they usually have good ideas, but they fail to execute them effectively or on time.

The Atari stock bonanza pumped some capital into the struggling company,but to no avail. Neil did you say that atari would no longer make promises they can't deliver. What happen to the Atari PC 'GEM' bundle. Why is the FCC giving the Mega-ST's such a hard time. I sure Atari did not do anything to add to the FCC's red tape. The Amii chip Did NCR ever produce a working version?
Let's not talk about the 8-bit arena Atari has faired miserable in this area. A large % of the Xm301 modems were slighty defective. About half of the 130XE have inferior keyboards(ultra thin traces).

ST-blitter 1-1/2 yr's late,1040 ST heat problems, Need i say more.

ATARI get you act together!!!!!!

William M. Buford
DFLINT02@ulkyvx.bitnet

387. flame on!!

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-26 21:01:24 UTC
From: DFLINT02@ULKYVX.BITNET
Message-ID: <8704262104.AA08207@ucbvax.Berkeley.EDU>
Source record: 117641

Date: Sun, 26 Apr 87 16:44 EDT
From: <DFLINT02@ULKYVX.BITNET>
Organization: University of Louisville
Subject: flame on!!
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu

FELLOW ATARI USERS:

Why did 2 of the best micro ever made have to manufacuted and marketed by Atari Inc? Tramiels don't take this to personal. Atari must be a cursed company. they usually have good ideas, but they fail to execute them effectively or on time.

The Atari stock bonanza pumped some capital into the struggling company,but to no avail. Neil did you say that atari would no longer make promises they can't deliver. What happen to the Atari PC 'GEM' bundle. Why is the FCC giving the Mega-ST's such a hard time. I sure Atari did not do anything to add to the FCC's red tape. The Amii chip Did NCR ever produce a working version?
Let's not talk about the 8-bit arena Atari has faired miserable in this area. A large % of the Xm301 modems were slighty defective. About half of the 130XE have inferior keyboards(ultra thin traces).

ST-blitter 1-1/2 yr's late,1040 ST heat problems, Need i say more.

ATARI get you act together!!!!!!

William M. Buford
DFLINT02@ulkyvx.bitnet

388. Review of Great Lakes Atari Expo at Buffalo

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-27 05:19:49 UTC
From: bruce@ektools.UUCP
Message-ID: <643@ektools.UUCP>
Source record: 117642
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Following is a review I wrote for the ACORN KERNAL, our user group newsletter, about the Great lakes Atari Expo held this weekend in Buffalo.

--

It wasn't the CES, or COMDEX, or even the Allentown Atarifest, but it was the first major Atari show to be held in western New York State. The Great Lakes Atari Expo at Buffalo was held April 25-26 at the Buffalo Convention center.

After my kids collected the requisite balloons, etc. and talked with COSMO, the Robot, at the entrance, the largest thing I saw was the Atari tent I've heard about. And the first thing I saw in the tent was the long awaited Atari Laser Printer hooked to a 1040ST. Art Morgan of Atari was demonstrating it using 1st Word. He said that it will work on a 520ST in Diablo 630 emulation mode, and on a 2 meg Mega-ST for full bit-image graphics. It will cost as previously announced, and will be available this Summer (although I heard as early as May from other people). According to Neil Harris, this was the first public showing of the laser printer in its final configuration.

Landon Dyer from Atari was showing two 1040 ST's, one with a blitter chip, and one without, both showing the flying bird demo. I thought the demo was really nice without the blitter. But with the blitter, the demo was smoother and noticeably faster. Landon said that the blitter will also be available this Summer in the Mega-ST's and in the late Fall for retro-fitting to current ST's.

He also said there will be some, but not all bug fixes in the blitter roms. The underscore bug is fixed in ROM, but the 40-folder problem is not in ROM. It is fixed by a (pick one: officially to be released, unofficially already released) patch called FOLDRXXX.PRG.

One interesting thing were the PS3000 color monitors with the built-in disk drives which were being used by the Atari people. Evidently, they started to be produced, but never made it to market. I heard more than one visitor ask where they could be bought.

Also being displayed was the XEP80 adaptor for the 8-bit line. It plugs into the joystick port and provides full 80 column text

in black and white on a color or black and white monitor. A driver program is loaded from an AUTOEXEC file to enable the device or without the 80 column mode being enabled.

Easily the loudest and best sounding booth was Bob Collister's Wind Chimes Music midi demo. Bob's Bose speakers were pumping out some of the best computer generated music ever heard. And for those people who wanted to remember the experience, he was selling cassettes of some of his works, including the ACORN ST theme.

Nearby was a long table full of ST's where lines of people were waiting to play Xanth's Midi Maze game, where several ST's are connected via the Midi bus to interactively search out the other players.

Microware Distributing from Albany, who are Atari's official distributers (that means they're the guys our dealers buy from) for our area had an assortment of various synthesizers on display and were marketing the musical capabilities of ST systems.

Royal Software of Eugene, Oregon was introducing their new war strategy game, Great Battles 1789-1865. They were also showing their other programs such as EZ Calc, EZ Data, and Payroll Master.

John DeMar, Bob Dolan, and Clint Parker were at the QMI booth showing the finished versions of DeskCart, the multi-function desk accessory in a plug-in cartridge, and Do-It!, a command line interpreter. Clint was also answering questions on the side about ACTION!, his 8-bit language and talking about his future projects.

Astra Systems was showing their complete line of disk drives, such as the Double-D, two true double side double density drive in a single case for the 8-bits, or the System HD+, which is 20.8 megabyte hard drive and a double side 3.5 inch floppy in the same box.

Atari Explorer Magazine was there with a display of issues all the way from the Warner Atari days to the present. The magazine is owned by Atari Corp., with David Ahl and Betsy Staples (from the now defunct Creative Computing) publishing it.

Charlie Bachand of ANALOG COMPUTING was selling copies of the current ANALOG and ST-LOG magazines and the new 8-bit Extra.

Looking Glass Software of Waterloo, Ontario was showing its ALICE Pascal, an easy-to-use, easy-to-understand version of Pascal which makes it easy, even for a beginner, to start programming. Among its many features, it helps the user input programs by providing templates of Pascal statements to be

filled in, helping to eliminate syntax problems. It fully supports GEM applications.

Desktop Publishing was represented by two of the major players, Migraph, with Easy Draw, and Progressive Computer Applications with Graphic Artist. Both programs were very impressive.

Alpha Systems was displaying their computer graphics products such as ComputerEyes, Magniprint, and Power Print. They had a huge poster of Winston Churchill produced by Power Print.

Michtron was showing its complete line of ST programs including their newest, Match Point, Karate Kid II, and the new GFA Basic.

Logic Ware was presenting its Prolog artificial intelligence systems which have previously been available for mainframes and IBM PC systems, and are now available for the ST.

ICD had a display of its 8-bit products including the US Doubler, the P:R: Connection, Multi-I/O, the 80 Column Adaptor, R-Time 8, and SpartaDos.

The Computer Service Group, a Buffalo based computer repair and supply company, had a demonstration of Tom Hudson's CAD 3-D System and Stereotek 3-D Glasses.

Several hardware and software dealers were at the show. Best Electronics was selling hard-to-find repair parts. Cal Com, Inc. and the Buffalo Computer Center were selling hardware and software items.

Wizztronics was showing their Midi Max interface for the 8-bit line.

Several user's groups were displaying their newsletters, disk libraries, and trading discussions about common problems and concerns. Some of the groups were exchanging the best of their public domain libraries. Among the groups represented were the Genesee Atari Group from Michigan, the Michigan Atari General Information Conference, Atari Computer Owners of Rochester, NY, Toronto Atari Federation, Spectrum Atari Group of Erie, and the host group, the Western New York Atari User's Group.

I was disappointed that some of the big players in the Atari world didn't show up, like David Small with the Magic Sac, or Bill Wilkinson from OSS. But I was happy to be able to chat with Neil Harris, Landon Dyer, and Art Morgan from Atari Corp., Charles Bachand and Lee Pappas of ANALOG Magazine, and Bob Retelle, SIGOP of the Atari SIG on GEnie.

I noticed that there was almost no support for the 8-bit lines except for ICD, Wizztronics, Best Electronics, and Astra. The user group booths did a booming business in 8-bit public domain

software, and many 8-bit questions were being answered by user
group members.

--

Bruce D. Nelson, Sr. Appl. Analyst: Software Maint., Tech. Support Svcs.
EASTMAN KODAK COMPANY, 901 Elmgrove Rd., Rochester, NY 14650, (716)726-7890
UUCP: {allegra, seismo}!rochester!kodak!ektools!bruce
ARPA: kodak!ektools!bruce@rochester.ARPA

389. 6502 vs 68000

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-27 20:15:21 UTC
From: 2FK8ALIN@UKANVAX.BITNET
Message-ID: <8704272022.AA28575@ucbvax.Berkeley.EDU>
Source record: 117643

Date: Mon, 27 Apr 87 12:24 CST
From: <2FK8ALIN@UKANVAX.BITNET>
Subject: 6502 vs 68000
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu, 2FK8ALINE

In his message of 23 Apr 87 John Sangster writes that a 1.8 MHz
6502 might beat an 8.0 MHz 68000 in certain tasks. This is not true.
It is true that the quickest 6502 instruction is only 2 clock cycles,
but it is NOT true that the quickest 68000 instruction is 14. In fact,
the fastest 68000 instruction is but 4 cycles long - the average instruction
is around 12-14 cycles.
Compare this to the 6502's AVERAGE of about 4-5 cycles per instruction
(only CLC, INY, etc. take 2 cycles). At about 4 times slower than the 8.0 MHz
68000, NOTHING is faster on a
6502. I do agree that the 8 bit
machines have many virtues, and I love my 6502 Atari 800, but the 68000
is much more powerful, even if more
complex. One more point: the 6502 accesses memory every clock cycle,
while the 68000 takes a full 4 to do
so. This gives the 6502 a few advantages, but it still cannot outperform
the 68000 unless the clock speeds are much closer to each other.

-Eric Greene

390. ACTION! assistance...

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-28 02:08:36 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8704280208.AA07928@mitre-bedford.ARPA>
Source record: 117644

I have just started writing in ACTION!, so pardon the dumb questions, but can anyone tell me if there is a way to read a block of bytes from a device in ACTION! without taking them one at a time?

Specifically, GetD(channel) returns one byte, InputBD(channel) also returns one byte, and (I assume) InputMD(channel, buffer, maxchars) inputs groups of characters all right, but terminates input on an EOL character. Or does it? What I want to do is to read in a specified number of characters, except if End Of File occurs during the attempt, I want to know how many characters were actually read before that happened. This can be done easily in assembly language -- it is precisely what CIO will do -- but I wonder if there is a way to do it in ACTION, other than doing a CIO call in a "code block" or subroutine call.

Any help will be greatly appreciated.

Thanks,
-John Sangster / jhs@mitre-bedford.arpa

391. Action! versions, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-29 19:01:30 UTC
From: cel@CITHEX.CALTECH.EDU
Message-ID: <870429120112.043@CitHex.Caltech.Edu>
Source record: 117645

I've seen postings about Action! bugs and problems, but I've never been
sure what version my cartridge is. Is there any easy way to tell?
(Now just watch, it's printed somewhere obvious that I never checked, right?)

Also, ran across this one:

```
FOR I = 130 TO 1 STEP -1 DO
PRINTE("It works!!!!!")
OD
```

not working, because negative steps are a no-no, which isn't mentioned in
the manual. You can always work around it, but I wondered whether a more
recent release has fixed some of these things.

--Chuck Lane cel@cithex.bitnet
.caltech.edu
.hepnet/.span

392. Re: Action! versions, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-30 13:55:59 UTC
From: appelbau@topaz.UUCP
Message-ID: <11572@topaz.RUTGERS.EDU>
Source record: 117646

I too would like to know if there is a way to see what version of the cartridge I have. As for bug sheets OSS sells them for something like $5.00, they will also upgrade your cartridge for about $20.00.

--

Marc L. Appelbaum
Arpa:appelbau@topaz.rutgers.edu Bitnet:appelbaum@zodiac.bitnet
Uucp:rutgers!topaz!appelbau GEnie: M.APPELBAUM

393. Re: 68000 at 8 MHz versus 6502 at 1.76 MHz...

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-30 17:57:16 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8704301757.AA03883@mitre-bedford.ARPA>
Source record: 117647

Aha! A good argument is developing... Eric Greene writes:
>the fastest 68000 instruction is but 4 cycles long - the average instruction
>is around 12-14 cycles. Compare this to the 6502's AVERAGE of about 4-5
>cycles per instruction (only CLC, INY, etc. take 2 cycles). At about 4 times
>slower than the 8.0 MHz 68000, NOTHING is faster on a 6502.

I hate to be stubborn (actually I LOVE to!) but Eric's own figures tend to
support my claim, at least to the extent that there are some tasks for which
there wouldn't be a vast difference in speed between a 6502 and a 68000.
If we compare AVERAGE times, based on Eric's figures, then the average time
per instruction for the two machines would be:

```
8-MHz 68000 1.76-MHz 6502
-------------------------------------------------------------

13 cycles (avg) 4.5 cycles (avg)
------------------ = 1.625 usec ------------------ = 2.556 usec
8.0 MHz clock 1.76 MHz clock
```

for a 1.573:1 advantage in favor of the 68000. This is considerably less
than the 4.5:1 ratio of the clock speeds or the "4 times faster" that Eric
alludes to. Probably much of the power of the 68000 comes from getting more
power per instruction rather than more instructions per second.

-John Sangster

394. Re: Is Atari killing the 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1987-04-30 22:14:04 UTC
From: conklin@msudoc.UUCP
Message-ID: <1404@msudoc.UUCP>
Source record: 117648

I have a question, maybe someone from Atari can answer it, or maybe not. Is Atari purposely killing the 8-bits?

This question is, for the most part, brought on by the recent "high" prices put on the XE machines. Coupled with the already low ST prices it's obvious that the decision to go with either an XE or an ST is being made for the buyer. Other things that seem telltale are A.) The "game" title was slapped on the new XE machine, B.) The 3.5" drive and 80 column card do not exist. (Sorry gang, but unless I can _buy_ it, it doesn't exist. That's only fair. I dont buy things with promised money, and I can't purchase promised products.) C.) When ICD wanted more Parallel bus information to build the MIO box, they had to sign non-disclosure agreements. A _FAR_ cry from the open-architecture of Atari past which even distributed the source code to the OS, D.) Atari's recent telling the guy who did the ST's 8-bit emulator that he couldn't touch the OS code.

None of these events are the actions of a company with an interest in the 8-bit's future. That's fine, since they aren't making as much on the 8bit as they are on an ST, but I'd like to know if this is the committed direction. I, and something like 2 or 3 million other people have hundreds (or thousands!) of dollars tied up in 8-bit hardware, and would like to think that if Atari is no longer interested in marketing the machine, they would at least release it to the public domain to allow third party small time vendors support the existing owners of the machine or build compatible upgrades. Like the Commodore-128 or the Coco-3, a new machine that would only really interest existing owners, but would give them a 'full power' machine that they can keep their existing software and periperhals going on.

Terry Conklin
ihnp4!msudoc!conklin The Club (517) 372-3131 now w/2400
conklin@mich-state.edu The Club II (313) 334-8877

395. Re: Atari mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-01 08:05:00 UTC
From: gandalf@bradley.UUCP
Message-ID: <9100004@bradley>
Source record: 117649

ditto on the addition for me as well.

Bob Greenwald
{ihnp4,cepu,uiucdcs}!bradley!gandalf

396. Re: Is Atari killing the 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-01 13:32:04 UTC
From: appelbau@topaz.RUTGERS.EDU
Message-ID: <11606@topaz.RUTGERS.EDU>
Source record: 117650

In article <1404@msudoc.UUCP>, conklin@msudoc.UUCP (Terry Conklin) writes:
> The 3.5" drive and 80 column card do not exist.
> When ICD wanted more Parallel bus information to build the MIO box,
> they had to sign non-disclosure agreements.

As for the 80 column card I saw one working at the Allentown Atari Expo! Recently there was a posting on GEnie from one of the ATARI Base SYSOPS concernig the XEP-80. He said it is in production. He didn't say when it should be out. Also the 1200baud modem it getting ready to come out. As for the 3.5" drive I don't remeber hearing an OFFICIAL announment just a lot of rumors.

Now the non-disclosure agreement is a standard form for all companies. Just because the old Atari didn't make people sign them doesn't mean the NEW Atari should do the same. All the agreement says is that the info we give is not to be given out. Now I'm sure if you had a valid reason for the info they would be glad to give it you.

I really don't think ATARI is killing the 8bit. Things just take time. There are new version of AtariWriter Plus coming out for the XEP-80. Also if you think they're killing it, how about giving some suggestions. All I've seen is complaints!
--
Marc L. Appelbaum
Arpa:appelbau@topaz.rutgers.edu Bitnet:appelbaum@zodiac.bitnet
Uucp:rutgers!topaz!appelbau GEnie: M.APPELBAUM

397. Action!

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-01 14:16:57 UTC
From: curzon@kaoa01.dec.com
Message-ID: <9632@decwrl.DEC.COM>
Source record: 117651

Chuck Lane, cel@cithex.bitnet, writes with some questions about Action!, the "premier" compiled language for the 8 bit Atari. Also John Sangster had some questions, and no doubt some other new Action! users will be interested in this.

Bruce Langdon who used to contribute a lot of Action! code and hints to this newsgroup sent me a lot of material. I will post some of it here--

1) reply on negative steps in DO loops, from the now-defunct Action! BBS written by the author of Action!, Clint Parker. WHILE constructs will let you use negative steps, and Clint explains why DO doesn't allow negative steps.

2) Action! bug sheet number 3; part 2 of this bug sheet tells how to identify the version number of your cartridge.

```
------------------------------------------------------------------------
#: 108 size: 304
Sb: re: #105 - Negative STEPs
Fm: 1 SYSOP

#108 23:14:27 15-May-84

Warren,
No, that isn't the problem. The problem has to do with the code
generated for the ending condition. It is different for positive and negative
step sizes. There is no way to generate it for both cases at compile time
without making the FOR loop code much larger and slower.

- Clint

replies:
114

------------------------------------------------------------------------

ACTION! BUG SHEET #3 - part 1

This document supercedes the previous
two bug sheets published for ACTION!

November 6, 1984

-------------------------------------

GENERAL INFORMATION

Before getting to the bad stuff (the
bugs), here are some goodies about
```

ACTION! which we would like to pass on to you:

ACTION! BULLETIN BOARD

In order to speed the distribution of ACTION!-related information, Clinton Parker (author extrordinaire of ACTION!) has set up a bulletin board system. His company, Action Computer Services, is located in Rochester, New York, and you may try calling his bulletin board at
(716) 235-3394
and hit [RETURN] when asked for a password.

Clinton welcomes comments, suggestions, and praise. Complaints and their perpetrators will be ignored. That is, of course, our joke. But please, if you must offer criticism, keep the remarks construc-tive. And remember that OSS is responsible for distribution, etc. Clinton is the author and is (we feel) generous in making himself so accessible.

TIPS ON TEMPS

The magazine article titled "Lights, Camera, Action!" (by Dave Plotkin) which appeared in the July issue of ANTIC featured a set of routines to facilitate writing ACTION!-based interrupt handlers.

The article gave the listings for two routines (more properly, two DEFINEs) named "SaveTemps" and "GetTemps". These routines are adequate only if no math beyond addition and subtraction is performed in the interrupt service routine. The following versions of these two routines will work properly in the more general case:

Make the following DEFINEs in your program before you declare your interrupt routine (comments may be

```
omitted-- they exist only for clari-
fication):

DEFINE SaveTemps=
"[
$A2 $07 ; LDX #7
$B5 $C0 ; LOOP LDA $C0,X
$48 ; PHA
$B5 $A0 ; LDA $A0,X
$48 ; PHA
$B5 $80 ; LDA $80,X
$48 ; PHA
$B5 $A8 ; LDA $A8,X
$48 ; PHA
$CA ; DEX
$10 $F1 ; BPL LOOP
$A5 $D3 ; LDA $D3
$48 ; PHA
]"

DEFINE GetTemps=
"[
$68 ; PLA
$85 $D3 ; STA $D3
$A2 $00 ; LDX #0
$68 ; LOOP PLA
$95 $A8 ; STA $A8,X
$68 ; PLA
$95 $80 ; STA $80,X
$68 ; PLA
$95 $A0 ; STA $A0,X
$68 ; PLA
$95 $C0 ; STA $C0,X
$E8 ; INX
$E0 $08 ; CPX #8
$D0 $EF ; BNE LOOP
]"

Use these routines inside your
interrupt routine as follows:

; Your interrupt routine.
PROC InterruptRoutine()
; Local declarations, if any.
BYTE a, b, c, etc.

; First line of code within
; procedure
SaveTemps

... ; Your interrupt
; code goes here.
```

```
GetTemps ; Last line of code
; within procedure.
[$6C OldVBI] ; A special way to
; end for VBIs- see
; below.
```

For example, the following program will set up the routine ChangeColor as a vertical blank interrupt routine (hit the START key to exit the program):

```
DEFINE SaveTemps=
"[ $A2 $07 $B5 $C0 $48
$B5 $A0 $48 $B5 $80
$48 $B5 $A8 $48 $CA
$10 $F1 $A5 $D3 $48 ]"

DEFINE GetTemps=
"[ $68 $85 $D3 $A2 $00 $68
$95 $A8 $68 $95 $80 $68
$95 $A0 $68 $95 $C0 $E8
$E0 $08 $D0 $EF ]"

CARD OldVBI ; Will hold previous
; contents of vertical
; blank interrupt
; vector.

; This procedure will change the
; background color to random values.
; The main routine will set up this
; code to operate during the
; deferred vertical blank interrupt.
PROC ChangeColor()
BYTE hue, lum

SaveTemps
hue = Rand( 16 )
lum = Rand( 16 )
SetColor(2,hue,lum)
GetTemps
[ $6C OldVBI ] ; Vertical blank
; interrupts must end
; like this ($6C is a
; 6502 indirect jump
; instruction).

PROC Test() ; Main routine
BYTE critic=$42, ; Critical I/O flag
console=$D01F ; Console key
; hardware location
CARD VBIvec=$224 ; Deferred vertical
```

```
; blank interrupt vector

; You must install a VBI
; routine like this:
critic = 1
OldVBI = VBIvec
VBIvec = ChangeColor
critic = 0

; ChangeColor is now running
; as the vertical blank interrupt
; routine-- since our mainline
; code has nothing more to do,
; we just go into a loop waiting
; for the START key to be
; pressed.
WHILE console&1
DO
OD

; Now turn off the VBI routine.
critic = 1
VBIvec = OldVBI
critic = 0
RETURN

This method of saving and restoring
ACTION zero page variables may also
be used to write BASIC machine
language subroutines in ACTION! Your
main ACTION routine should then have
SaveTemps as the first executable
line, and GetTemps as the last
executable line before the RETURN
statement.

actbug2 508119184 302 52 100600 10553 `
ACTION! BUG SHEET #3 - part 2

-----------------------------------

BUGS IN THE ACTION! CARTRIDGES

The following is a list of all bugs
we currently know exist in the
ACTION! cartridge. We list these
bugs separately from those in the
RunTime library and/or the PAD disk
or ToolKit, which occur in following
pages. Each bug is described in
detail and, when possible, bug fixes
are given. Many of these bugs deal
only with specific versions of
```

ACTION!. To find out which version
of ACTION! you own, type the
following from the ACTION! monitor:

?$B000 [RETURN]

Below is an actual copy of what
printed following that command for
one of our cartridges.

```
45055,$B000 = 0 $0730 48 1840
^
```

To find out the version number, look
at the character to the right of the
equals sign (here printed with a
caret under it). The "0" in this
case implies that the cartridge is
version 3.0. If yours has a "6", you
own version 3.6, etc. As of the date
of this bug sheet, the current
cartridge version is 3.6.

1. OFFSETS -- Using a TYPE
declaration will generate a
spurious error whenever the code
offset (contents of location $B5)
is non-zero.

Affects: All versions of the
cartridge to date. (Presumably
only noticed if using RunTime
disk, though.)

Fix: Make all TYPE declarations
before changing the code offset.

Example:

```
; Beginning of program --
; First, declare TYPEs
TYPE IOCB =
[
BYTE Id, Devnum,
Command, Status
]

; Then, if desired,
; change offset
SET $B5 = $1000
; example: offset=4096
```

2. OFFSETS -- Using a code offset
greater than $7FFF (i.e., a

negative offset, if you consider
it to be of type INT) causes the
compiler to generate improper
code.

Affects: All versions,
especially when used with the
RunTime disk.

Fix: No direct fix, but you may
use the relocator program
described later in this document
(which is also usable with
assembly language).

3. ATARI DOS -- Exiting to Atari DOS
from ACTION! can cause a system
crash if DUP.SYS is not present
on the disk in drive 1.

Affects: All versions, but only
when used with Atari DOS.

Fix: Use DOS XL (or be careful
when exiting to DOS).

4. ARRAYS AND ELSEIF -- We have just
learned that there is a
relatively obscure bug in ACTION!
related to the use of ELSEIF. In
particular, statements similar to
the form
ELSEIF a(i) = 0 THEN ...
(where a is an ARRAY and i is a
CARD OR INT), or statements like
ELSEIF p^ = 0 THEN
(where p is a POINTER) produce
incorrect code.

Affects: All versions

Fix: There is no direct fix at
this time. The best way around
the problem seems to be to code
something like this:
t = a(i) ; t is an INTEGER
...
ELSEIF t=0 THEN ...
This works properly.

5. WRITING OBJECT FILES -- If a
monitor Write command fails
because of a disk error (e.g.,

disk full, 162, or device done, 144), the IOCB is not properly closed. If the disk is changed before another disk operation is performed, the new disk can have invalid data written to it.

Affects: All versions

Fix: If you get an error when writing an ACTION! object file, type the following command to the monitor:
X Close(1) [RETURN]
You can then erase the file which caused the error.

6. HEX ARRAY SIZES -- Hexadecimal values as array dimensions cause incorrect code to be generated.

Affects: All versions

Fix: Use decimal array dimensions.

7. TYPE POINTER ARGUMENTS -- PROC/FUNC declarations with record pointer arguments other than the first don't compile correctly. For example, the following code generates an error 7 (invalid argument list):
TYPE REC=[...]
...
PROC Test(BYTE x, REC POINTER p)

Affects: All versions

Fix: Omit the comma in the argument list for the PROC/FUNC, as in:
PROC Test(BYTE x
REC POINTER p)

As this is just a temporary fix, it may not work in future versions, but the correct declaration (with the comma) will.

8. MONITOR LOCKUP -- Typing the
following command from the
monitor will lock up the system:
R* [RETURN]

Affects: All versions

Fix: Don't do it! If you do
type that command, hit [RESET]

9. PADDLE FUNCTION -- The Paddle
function does not work properly
in all versions of the ACTION!
cartridge.

Affects: Versions 3.0 to 3.5

Fix: Make the following
declaration in your program:
BYTE ARRAY Paddle(4) = 624

10. SOUND ON CHANNELS 3 AND 4 -- If
you use a Sound() procedure call
after having done any disk I/O,
sound channels 3 and 4 will
remain silent. This is because
Atari's OS does not reset some of
the serial control registers
completely.

Affects: Versions 3.0 to 3.5

Fix: Type in and use the
following procedure. You should
call this before doing any
Sound() calls and/or in place of
any SndRst() calls:

```
; Contributed by Michael Ross
PROC SoundOff()
BYTE AudCtl = $D208,
SSKCtl = $232,
SKCtl = $D20F

SSKCtl = 3
SKCtl = 3
AudCtl = 0
SndRst()
RETURN
```

11. TYPE FIELDS AS PARAMETERS --
Using fields of TYPEs as
parameters to PROCs or FUNCs
generates incorrect code. For
example,

```
MoveBlock( rec.addr1,
rec.addr2, length )
```

Affects: Versions 3.0 to 3.5

```
Fix: Assign the TYPE field to a
temporary variable and pass that
as a parameter:
temp1 = rec.addr1
temp2 = rec.addr2
MoveBlock(temp1,temp2,length)
```

```
12. SASSIGN PROBLEMS -- SAssign does
not work properly when the source
string has a length of zero.
```

Affects: Versions 3.0 to 3.5

```
Fix: No fix available at this
time.
```

```
13. CARD FIELDS IN TYPES -- Accessing
CARD fields of TYPEs generates
incorrect code.
```

Affects: Versions 3.0 to 3.2

```
Fix: No fix available at this
time.
```

```
14. MOVEBLOCK PROBLEMS -- MoveBlock
does not move more than 256 bytes
of data.
```

Affects: Versions 3.0 to 3.2

```
Fix: No fix at this time. You
could write an ACTION! routine to
do the equivalent.
```

```
15. CONTROL-SHIFT RETURN -- Using
[CS] RETURN to split a line into
two lines generates garbage in
the second line.
```

Affects: Versions 3.0 and 3.1

```
Fix: No fix available, but not a
disastrous problem.
```

```
16. DIVISION ERRORS -- On old
cartridges, neither the "/"
operator nor the "MOD" operator
works properly under certain
conditions.
```

Affects: Versions 3.0 and 3.1

Fix: Insert the following code
into your program before any of
your own PROCedure or FUNCtion
declarations (this can be done
easily using INCLUDE):

```
; Copyright (c) 1983 by
; Action Computer Services
;
; Permission is granted to
; duplicate and/or distribute
; the contents of this file
; to ACTION! users. Copies of
; this file may not be sold or
; used for monetary gain.

PROC DivI=*()
[$20 $A06C $85 $86 $A2 $10
$26 $82 $26 $83 $26 $86 $26
$87 $38 $A5 $86 $E5 $84 $A8
$A5 $87 $E5 $85 $90 $04 $85
$87 $84 $86 $CA $D0 $E5 $A5
$82 $2A $26 $83 $A6 $83
$4C $A032]

PROC RemI=*()
[$20 DivI $86A5 $87A6 $60]

SET $4EA=DivI
SET $4EC=RemI
```

17. ERROR ROUTINE NOT INITIALIZED --
The address of the Error
PROCedure is not restored by
ACTION! if a user program has
changed it.

Affects: Versions 3.0 and 3.1

Fix: Make sure to restore the
original Error vector upon
exiting a program, if you changed
it.

18. COMPLEX EXPRESSIONS IN UNTIL --
Complex relational expressions in
an UNTIL statement generate
incorrect code. For example,

```
DO
...
UNTIL a>0 AND b=3
OD
```

Affects: Versions 3.0 and 3.1

Fix: Assign the expression to a
temporary variable and test that
variable, instead:

```
DO
...
temp = a>0 AND b=3
UNTIL temp
OD
```

19. BANK SWITCH BUG -- When loading
and running compiled ACTION!
object files from DOS, the system
can crash when using older
cartridges. This is because the
ACTION! library is not
accessible.

Affects: Version 3.0 only

Fix: Put the following program
lines at the VERY BEGINNING of
your main procedure (i.e., the
last procedure in your program):

```
BYTE bank = $D500
; This declares the variable
; 'bank' to reside at $D500.

bank = 0 ; This must be the
; first executable statement.
```

20. .COM PROGRAMS -- Running compiled
ACTION! programs as .COM files
under OS/A+ causes those programs
to execute twice.

Affects: All versions, but only
when using a version of OS/A+.
DOS XL is not affected.

Fix: Insert the following as the
first global variable you
declare:

```
BYTE RTS=[$60]
; This MUST be the first
; line in your program,
; aside from comments and
; SET commands.
```

21. PROC ADDRESSING -- Under certain
conditions, specifying the
address of a procedure (e.g., to

interface to a machine code
routine) causes ACTION! to
generate incorrect code which
could cause your program to
"hang".

Affects: Versions 3.1 and 3.4

Fix: Insert an empty code block
after the declaration of a
procedure whose address is
specified. For example:

```
PROC CIO = $E456() []
; An empty code block!
```

22. ERROR #3 -- If you get an ERROR 3
during a compile, the system
hangs when you return to the
editor.

Affects: All versions

Fix: Do not go to the editor
until you type the following line
to the monitor. This command
resets the ACTION! memory
pointer.

```
SET $E=$491^
```

23. STRING INPUT -- When using the
string input library functions
(InputS, InputSD, and InputMD),
there must be room in the string
for the termination EOL, even
though the resulting string
length will not include it.

Affects: All versions

Fix: Adjust your declaration
appropriately.

actbug3 508119182 302 52 100600 2292 `
ACTION! BUG SHEET #3 - part 3

BUGS IN THE ACTION! RUNTIME LIBRARY

We have found a few bugs in the
original version(s) of the RunTime
Library Disk. Fortunately, they are
all easy to fix. (The RunTime

```
library is independent of the
cartridge, so bugs affect all
versions.)

In the fixes given below, the portion
to be changed (to implement the fix)
is underlined. The rest of the line
remains the same. To make the fixes,
simply load the library file
containing the affected PROCedure,
edit, and save it back to disk.

1. Hex numbers are printed
incorrectly by PrintH and the %H
parameter of PrintF.

Fix: Change second line of CCIO:

PROC CCIO=*()
[$A386$A0A$A0A$AA$A3A5$9D$342 ...
--- ---

2. PrintBDE can cause a spurious
compile time error.

Fix: Change first line of
PrintBDE:

PROC PrintBDE =*(BYTE d,n)[$A0$0]
--
3. A minor error exists in ChkErr.

Fix: Change second line of
ChkErr:

PROC ChkErr=*(BYTE r,b,eC)
[$1610$88C0$8F0
$98$80C0$12F0 ...
---
4. If your program redefines a
library procedure (e.g., one
which declares its own version of
PROC Graphics), it will compile
with no errors using the
cartridge only (because declared
procedures take precedence over
built-in ones). However, since
the RunTime library uses this
same precedence trick to include
its own definitions of library
procedures, your program will
generate Error 6 (doubly defined
name) if you do not delete the
```

appropriate PROCedure (or
FUNCtion) from the RunTime
library before INCLUDEing it.

Fix: Make a custom version of
the RunTime library on a COPY
(please, only on a copy) of your
RunTime disk which does not
contain the routines you wish to
replace.

5. On page 17 of the Reference Guide
for the Runtime Package, the
DEFINE for ROM will cause
incorrect code if you use local
variables.

Fix: Use the following form of
definition, instead:

```
DEFINE ROM = "BYTE ZZQQJUNK
-------------
SET $680 = $E^
SET $B5 = $5800
SET $E = $682^"
actbug4 508119186 302 52 100600 8605 `
```

ACTION! BUG SHEET #3 - part 4

PROBLEMS WITH PAD

We will list the problems (and
solutions) regarding the Programmer's
Aid Disk here in reasonably compact
form.

1. BGET/BPUT PROBLEMS -- The BGet
and BPut routines in the IO.ACT
file do not work properly under
certain conditions. To fix this
bug, replace the BGet and BPut
routines with the following
ACTION! code:

```
;*********************************
;Burst (Block) I/O routines to do
;quick disk I/O, utilizing a call
; to CIO
;*********************************

PROC CIO=$E456( BYTE areg, xreg )

;*********************************
```

```
CARD FUNC Burst( BYTE chan, mode,
CARD addr, buflen )

TYPE IOCB=[BYTE id,num,cmd,stat
CARD badr,padr,blen
BYTE a1,a2,a3,
a4,a5,a6]

IOCB POINTER iptr

chan ==& $07
iptr = $340+(chan LSH 4)
iptr.cmd = mode
iptr.blen = buflen
iptr.badr = addr
CIO( 0, chan LSH 4 )
RETURN( iptr.blen )

;*******************************

CARD FUNC BGet( BYTE chan,
CARD addr, len )
CARD temp

temp = Burst(chan,7,addr,len)
RETURN( temp )

;*******************************

PROC BPut(BYTE chan,
CARD addr,len)
Burst( chan, 11, addr, len )
RETURN
```

2. PRINTF -- The PRINTF routine has a bug which was reported and fixed in the Spring, 1984 newsletter. In the file PRINTF.ACT, use the ACTION! editor to find

```
args ==+ s
```

and change it to

```
args ==+ 2
```

3. PLAYER/MISSILE GRAPHICS -- Because S: uses some memory just below the display list (undocumented), our method of finding the base address for Player/Missile Graphics needs a slight revision. Use the ACTION! editor with the file PMG.ACT to find

```
PM_BaseAdr=(HiMem-
```

```
PM_MemSize(mode))
&PM_AdrMask(mode)
and change it to
PM_BaseAdr=(HiMem-
PM_MemSize(mode)-$80)
&PM_AdrMask(mode)
```

```
4. If you use the PMMove procedure
and specify a vertical movement
of zero, the horizontal movement
does not take place (it should).
To fix this, change the lines in
PMG.ACT which read
IF deltay=0 THEN
RETURN ; do nothing
FI
to the following:
IF deltay=0 THEN
; do horizontal anyway
PMHpos(n)=x
RETURN
FI
```

```
5. PLAYER/MISSILE GRAPHICS -- The
documentation for PMG.ACT states
that you may read the contents of
PMHpos to find the horizontal
position of a player or missile.
This is simply not true. PMHpos
is a set of write-only hardware
registers. (Note that in the
ToolKit we have added a shadow
array and changed the name of the
hardware registers, so this works
correctly. If you wish, you
could consider doing something
similar on your PAD.)
```

```
6. REAL NUMBER ROUTINES -- There are
two discrepancies in PROCedure
names in the REAL.ACT library as
compared to the REAL.DOC
documentation, as follow:
Name in .DOC Name in .ACT
StrR RealToStr
ValR StrToReal
We suggest that you change the
source code in REAL.ACT to
reflect the names given in the
documentation (rather than vice
versa), since this makes the
```

names appear compatibile with the
library's other number-string
conversion routines.

7. REAL NUMBER ROUTINES -- In that
same area, the routine RealToStr
(or should that be StrR?) needs
to change the line which reads
ptr=LBuff
to the following:
ptr=InBuff

8. ALLOC.ACT -- The free list
pointer may not be set up
properly. Also, when freeing a
block, right adjacency is not
handled properly if left
adjacency has already been found.
Fix these problems as follows:

In the PROCedure Free, after the
line reading:
last.size==+nBytes
insert the line:
target=last

Also, in the same procedure,
change the line reading:
IF target+nBytes=current THEN
to read:
IF target+target.size
=current THEN

In the PROCedure AllocInit,
replace the line reading:
FreeList.next=p
with the following lines:
FreeList=p
p==+4
FreeList.next=p

TOOLKIT TROUBLES

It's hard to believe that a product
as new as the ACTION! ToolKit can
already have bug reports. Sigh.
Anyway, there are already three
versions of the ToolKit. Version 1
has 31 free sectors (when you list
its directory). Version 2 has fewer
free sectors and the second line of

the file MUSIC.DEM reads ";Version 2". On version 3, the file ABS.ACT starts with the version number. This last convention will be followed in future versions. The comments here are organized by affected version(s).

VERSION 1 ONLY

1. I/O ROUTINES -- The manual describes a routine called Format (in the IO.ACT library), but no such procedure exists on the disk. However, the routine is there--it's just called Init instead. You should change your disk to match your manual.

2. MUSIC.DEM -- The program called MUSIC.DEM will not work as is on older 400/800 machines. This is because it uses a call to Graphics(15), which is only available on XL machines. You may change the program to use Graphics(8) with no effect except that the true colors of mode 15 become artifact colors in mode 8 instead.

VERSIONS 1 AND 2

1. REAL ROUTINES -- There are two discrepancies in PROCedure names in the REAL.ACT library as compared to the REAL.DOC documentation, as follow:

Name in .DOC Name in .ACT
StrR RealToStr
ValR StrToReal

We suggest that you change the source code in REAL.ACT to reflect the names given in the documentation (rather than vice versa), since this makes the names appear compatibile with the library's other number-string conversion routines.

2. SORT ROUTINES -- There are four discrepancies in PROCecure names

in the SORT.ACT library as
compared to the SORT.ACT
documentation, as follows:

Name in .DOC Name in .ACT
SortB BSort
SortC CSort
SortI ISort
SortS SSort

Please change your disk file to
agree with your manual.

3. PRINTF -- The PRINTF routine has
a bug which was reported and
fixed in the Sprint, 1984
newsletter. In the file
PRINTF.ACT, use the ACTION!
editor to find
args ==+ s
and change it to
args ==+ 2

VERSIONS 1, 2, AND 3.

1. ALLOC ROUTINES -- The manual in-
dicates that the procedure
AllocInit requires that you pass
it the address of the first free
byte of memory (because Alloc
"dispenses" memory from the first
free byte through the top of
memory, as correctly described in
the manual). However, since you
MUST follow the procedure
described in the introduction to
ALLOCATE.ACT (that is, you must
declare in your program a CARD
called EndProg and use the
command
SET EndProg=*
after compiling), the parameter
to AllocInit is not really needed
and so has been eliminated.
(AllocInit uses EndProg just as
Alloc does.) If you pass a
parameter to AllocInit, it will
be ignored.

2. WARP.DEM -- No mention is made in
the Toolkit manual that this file
can only be run when compiled

from disk (unless you are using
DOS XL to gain extra memory).
WARP.DEM is just too big for
ACTION! to hold both the source
and object in memory at one time.

3. ALLOCATE.ACT -- The free list
pointer may not be set up
properly. Also, when freeing a
block, right adjacency is not
handled properly if left
adjacency has already been found.
Fix these problems as follows:

In the PROCedure Free, after the
line reading:
last.size==+nBytes
insert the line:
target=last

Also, in the same procedure,
change the line reading:
IF target+nBytes=current THEN
to read:
IF target+target.size
=current THEN

In the PROCedure AllocInit,
replace the line reading:
p=EndProg
with the following lines:
FreeList=EndProg
p=EndProg+4

actbug5 508119191 302 52 100600 7686 `
ACTION! BUG SHEET #3 - part 5

ACTION MANUAL ERRATA

First of all, you need to know which
version of the manual you have. If
Part III is the Language, then you
have the first version of the manual.
Otherwise, you have the second
(newest) version. Unfortunately,
both manuals contain content as well
as typographical errors. We'll skip
the typos and concentrate on the
content errors, since typos don't
impair your understanding of the
language (although you may wonder

where we learned to spell).

VERSION 1 ERRATA:

PAGE ERROR
2 In the last paragraph, it says
that the library is on the
disk. This is not true. It's
in your cartridge.

23 Under the description of
<BACK-S>, the comparison with
the Atari screen editor is
exactly reversed. If you are
in REPLACE mode, this key
works as in the Atari editor.

26 Under <CTRL><SHIFT>T, it says
you may not use lower-case
characters as tags. This is
untrue.

48 In the NOTE preceeding 4.3,
you should add "The *, /, and
MOD operators result in an
implied INT type. For this
reason, multiplication,
division, and modulus of large
CARD numbers does not always
work properly."

49 Section 4.4 says that you may
only have one special operator
in a complex relational
expression. This is untrue.
For example, the following is
perfectly legal:

(x=7 AND y#10) OR z<100

82 Section 6.2.3 implies that you
may not use a function as a
procedure. This is not true.
You may call a function as
though it were a procedure,
but the value returned from
the function is ignored.

97 Section 8.1.1 states that you
may either initialize a
POINTER to an address or give
it a value. Only the second
is possible, and you should

use this form:

BYTE POINTER x=<value>

Not this:
BYTE POINTER x=[<value>]

99 In example #1 there are two
PrintF statements which have
"ptr" as one parameter. These
should be "bptr", not "ptr".

101 In the last example of ARRAY
declaration (BYTE ARRAY
tests(5)...), the dimension is
overruled by the
initialization options, and so
its dimension is only three.
To fill only the first 3 of 5
elements, do the following:

BYTE ARRAY tests(5)=
[4 7 18 0 0]

104 In example #3 you see the
program line "PrintE(b)".
This should read
"PrintE(barray)".

108 Section 8.3.1.2 states that
you can initialize the fields
of a record when you declare
it. This is untrue; you may
only initialize its address.

110 The program line "rec.level =
InputB()" should read
"rec.level = GetD(7)".

112 Same as previous error.

115 Same as previous error.

112 The program line
"continue=InputB()" should
read "continue=GetD(7)"

120 The program line
"mode=InputB()" should read
"mode=GetD(7)", and the
program line "PrintE(name)"
should read "PrintE(nameptr)".

115 Same as previous error.

122 The program line
"incctr=chgclr" should read
"incclr=chgclr".

142 Section 5.3 states that you
should not use channel 7.
ACTION! uses this channel to
get characters from the
keyboard, and you may use it
to do this also. However,
don't close this channel or
alter its configuration in any
way.

153 The example of declaring an
ACTION! procedure at an
address is wrong! If you do
this, the internal pointer to
the procedure will point to
the specified address, but the
code generated by the
procedure will not be there.
Instead, it will be in with
your main code. Use procedure
and function addressing ONLY
to call machine language
routines.

161 Where the table of contents
lists the routines in section
2.3, it should read:

PrintBD NOT PrintDB
PrintCD NOT PrintDC
PrintID NOT PrintDI

162 Where the table of contents
lists the routines in sections
6.7 and 6.8, it should read:

PeekC NOT CPeek
PokeC NOT CPoke

165 Error in section 2.3. See
changes for pg. 161 and make
similar corrections.

179 Section 6.4 states some
information concerning the
results of misusing the SCopy
routine, detailing that the
routine does string trucation,
etc., to make the procedure
work. This is not true. You

must make sure that the
strings are compatible in
size.

181 Section 6.8 states that the
parameters to Poke and PokeC
consist only of an address.
Instead, they consist of an
address and a value, as
follows:

Poke(<address>,<BYTE value>)
PokeC(<address>,<CARD value>)

182 Section 6.11. MoveBlock will
move a maximum block of 256
bytes in versions 3.0 to 3.4
of ACTION! Versions 3.5 and
up will move any number of
bytes.

191 Some error numbers are wrong.
The corrections are:

14 Out of Space
15 Missing DO
19 Missing OD
24 Illegal FOR statement
26 Nesting Too Deep
27 Illegal TYPE reference
28 Illegal RETURN
128 BREAK key abort

Also, error 62 is error 61,
and 54 & 56 do not exist.

197 In the PrintF statement, %D
should be changed to %U.

VERSION 2 ERRATA:

PAGE ERROR
38 Section 2.7, paragraph 3. The
last sentence states that you
can RUN compiled ACTION!
programs from disk. This is
untrue. The RUN command will
only compile and run ACTION!
source files. Use DOS to run
compiled object files.

39 The last RUN example (RUN
PrintE()) will not work, since

RUN expects a file name. Use
the "Xecute" command instead.

63 In the TECHNICAL NOTE
preceeding section 4.3, "*"
should be changed to "*, /, or
MOD".

126 The last assignment on the
page makes newrecord point to
the current record in the
array, not the end of the
array.

132 The program line
"mode=InputB()" should be
changed to "mode=GetD(7)".

138 The program line "IF
sub(1)=str(ctr)" should read
"IF sub(1)=str(ctrl)".

163 The PutDE procedure requires
only a channel as a parameter,
and does not put out both a
character and a <RETURN>.
Rather, it puts out a <RETURN>
only.

172 In graphics mode 0 and all
text windows, color 1 is the
character luminance, color 2
is the background color, and
color 3 is unused.

174 In section 5.6, references to
the "lower right corner"
should instead be "lower left
corner".

180 Section 6.1.2 states some
information concerning the
results of misusing the SCopy
routine, detailing that the
routine does string
truncating, etc. This is not
true. You must make sure that
the strings are compatible in
size.

182 Section 6.11. MoveBlock will
move a maximum block of 256
bytes in versions 3.0 to 3.4

of ACTION! Versions 3.5 and
up will move any number of
bytes.
actbug6 508119194 302 52 100600 1251 `
ACTION! BUG SHEET #3 - part 6

ACTION OBJECT CODE RELOCATION PROGRAM

The program SIMPLREL.ACT on this BBS may be used to cause an ACTION! program to load and run at a different address than that address at which it was compiled. The same program will also work for assembly language object files, providing you also follow the given instructions.

The program takes two object files as input and produces a third file which will load and run at a desired address. The relocating program prompts the user for the two input files, which must have been compiled one page (256 bytes) apart. It then prompts for an output file name (the relocated file), the page number of the starting address of the first file, and the page number of the desired destination address. Both page numbers must be decimal values. For example, specifying 32 as the destination page will cause the output file to load at address 32*256 ($2000), not $3200.

See part V, "The ACTION! Compiler", chapter 2, page 144, for information on compiling programs to a specified address (Used to compile the two object files one page apart).

In order to use the relocating program, download SIMPLEREL.ACT and read the instructions therein.
---

398. ACTION! BLOCK I/O ROUTINE

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-01 15:18:58 UTC
From: curzon@kaoa01.dec.com
Message-ID: <9636@decwrl.DEC.COM>
Source record: 117652

For John Sangster and any others interested, here is a short Action! module
for block i/o (originally posted by Clint Parker on his BBS system)

NOTE: re prior bugsheet posting: the Action! BBS is no longer up...

```
MODULE ; BLKIO.ACT

; Copyright (c) 1983, 1984, 1985
; by Action Computer Services (ACS)
;
; This software may be incorporated in
; other software packages providing
; that this copyright notice is also
; incorporated as well.

; version 1.1
; last modified May 8, 1985

BYTE CIO_status

CHAR FUNC CIO=*(BYTE dev, CARD addr,
size, BYTE cmd, aux1, aux2)
; see hardware manual for description
; of CIOV.
; IOCB# = dev
; ICCOM = cmd
; ICBA = addr
; ICBL = size
; ICAX1 = aux1
; ICAX2 = aux2
; ICAX1 and ICAX2 are not set if aux1=0
; The first byte of addr is passed to
; CIO in the A register. The status
; on return from CIO is stored in
; CIO_status. If status=$88 then
; EOF(dev) is set to a non-zero value.
; No other error checking is performed
; and the result of the CIOV call is
; returned as the result of this FUNC.
[$29$F$85$A0$86$A1$A$A$A$A$AA$A5$A5
$9D$342$A5$A3$9D$348$A5$A4$9D$349
$A5$A6$F0$8$9D$34A$A5$A7$9D$34B$98
$9D$345$A5$A1$9D$344$20$E456
$8C CIO_status$C0$88$D0$6$98$A4$A0
```

```
$99 EOF$A085$60]

CARD FUNC ReadBlock=*(BYTE dev,
CARD addr, size)
; Reads size bytes from dev into addr.
; Returns number of bytes read (may
; be < size if EOF). Set EOF flag if
; EOF is encountered. Status is
; saved in CIO_status.
[$48$A9$7$85$A5$A9$0$85$A6$A5$A3$5$A4
$D0$6$85$A0$85$A1$68$60$68$20 CIO
$BD$348$85$A0$BD$349$85$A1$60]

PROC WriteBlock=*(BYTE dev,
CARD addr, size)
; Writes size bytes from addr to dev.
; Status is saved in CIO_status.
[$48$A9$B$85$A5$A9$0$85$A6$A5$A3$5$A4
$D0$2$68$60$68$4C CIO]

PROC PutCD=*(BYTE chan, CARD n)
BYTE c=$AA, lo=$AB, hi=$AC

; save args
[
$85 c
$86 lo
$84 hi
]

; PutD(c, lo)
; PutD(c, hi)
CIO(c,lo,0,11,0)
CIO(c,hi,0,11,0)
RETURN

CARD FUNC GetCD(BYTE chan)
CARD out
BYTE lo=out, hi=out+1

; lo = GetD(chan)
; hi = GetD(chan)
lo = CIO(chan,0,0,7,0)
hi = CIO(chan,0,0,7,0)
RETURN(out)

MODULE ; for user
```

Dick Curzon
Digital Equipment of Canada
PO Box 13000

Kanata Ontario K2K 2A6
Canada.

(DEC E-NET) KAOA01::CURZON
(UUCP) {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA) curzon%kaoa01.DEC@decwrl.ARPA

399. ACTION! BLOCK I/O ROUTINE

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-01 15:19:01 UTC
From: curzon@kaoa01.dec.com
Message-ID: <9637@decwrl.DEC.COM>
Source record: 117653

For John Sangster and any others interested, here is a short Action! module
for block i/o (originally posted by Clint Parker on his BBS system)

NOTE: re prior bugsheet posting: the Action! BBS is no longer up...

```
MODULE ; BLKIO.ACT

; Copyright (c) 1983, 1984, 1985
; by Action Computer Services (ACS)
;
; This software may be incorporated in
; other software packages providing
; that this copyright notice is also
; incorporated as well.

; version 1.1
; last modified May 8, 1985

BYTE CIO_status

CHAR FUNC CIO=*(BYTE dev, CARD addr,
size, BYTE cmd, aux1, aux2)
; see hardware manual for description
; of CIOV.
; IOCB# = dev
; ICCOM = cmd
; ICBA = addr
; ICBL = size
; ICAX1 = aux1
; ICAX2 = aux2
; ICAX1 and ICAX2 are not set if aux1=0
; The first byte of addr is passed to
; CIO in the A register. The status
; on return from CIO is stored in
; CIO_status. If status=$88 then
; EOF(dev) is set to a non-zero value.
; No other error checking is performed
; and the result of the CIOV call is
; returned as the result of this FUNC.
[$29$F$85$A0$86$A1$A$A$A$A$AA$A5$A5
$9D$342$A5$A3$9D$348$A5$A4$9D$349
$A5$A6$F0$8$9D$34A$A5$A7$9D$34B$98
$9D$345$A5$A1$9D$344$20$E456
$8C CIO_status$C0$88$D0$6$98$A4$A0
```

```
$99 EOF$A085$60]

CARD FUNC ReadBlock=*(BYTE dev,
CARD addr, size)
; Reads size bytes from dev into addr.
; Returns number of bytes read (may
; be < size if EOF). Set EOF flag if
; EOF is encountered. Status is
; saved in CIO_status.
[$48$A9$7$85$A5$A9$0$85$A6$A5$A3$5$A4
$D0$6$85$A0$85$A1$68$60$68$20 CIO
$BD$348$85$A0$BD$349$85$A1$60]

PROC WriteBlock=*(BYTE dev,
CARD addr, size)
; Writes size bytes from addr to dev.
; Status is saved in CIO_status.
[$48$A9$B$85$A5$A9$0$85$A6$A5$A3$5$A4
$D0$2$68$60$68$4C CIO]

PROC PutCD=*(BYTE chan, CARD n)
BYTE c=$AA, lo=$AB, hi=$AC

; save args
[
$85 c
$86 lo
$84 hi
]

; PutD(c, lo)
; PutD(c, hi)
CIO(c,lo,0,11,0)
CIO(c,hi,0,11,0)
RETURN

CARD FUNC GetCD(BYTE chan)
CARD out
BYTE lo=out, hi=out+1

; lo = GetD(chan)
; hi = GetD(chan)
lo = CIO(chan,0,0,7,0)
hi = CIO(chan,0,0,7,0)
RETURN(out)

MODULE ; for user
```

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Kanata Ontario K2K 2A6
Canada.

(DEC E-NET) KAOA01::CURZON
(UUCP) {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA) curzon%kaoa01.DEC@decwrl.ARPA

400. Re: Ace C status and info

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-01 17:20:33 UTC
From: btb@ncoast.UUCP
Message-ID: <2451@ncoast.UUCP>
Source record: 117654

the real C that I mentioned recently was an allusion to some work that steve kennedy has been doing with the dbc sources to extend them. i don't know what he plans to do with it when he gets it going, but he has an Atari simulator running on a Vax which has given him plenty of productivity to extend dbc... his problems, the last i talked to him, involved shrinking this improved C to fit in the Atari...

let's get on him to try to convince him to bring this out pd or sell it! he is adding structures and some other neat stuff.

the difference between what he has done and what Ralph Walden has done is that in the course of developing ACE C and Lightspeed C, Ralph added some nonstandard features to the C such as comments that cannot cross line boundaries and some other stuff. (I have also talked to ralph) don't get me wrong, ralph has done a very good job with several programs (including ACE C) for the Atari's, but isn't it time that we stand up and demand a standard (for once) language? i think so.

steve is smk on the net... i don't know his address at this moment.

--
Brad Banko
Cleveland, Ohio ...!decvax!cwruecmp!ncoast!btb

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

401. Turbo BASIC's Public Domain status confirmed...

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-01 18:08:06 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8705011808.AA06574@mitre-bedford.ARPA>
Source record: 117655

Users of Turbo BASIC should be pleased to have confirmation of the fact that Turbo BASIC is indeed a Public Domain package. The following is the most detailed reply I received from a recent query to the net on this point.

------- Forwarded Message
From: mcvax!nikhefh!n06@seismo.CSS.GOV (Jos Groenland)
To: jhs
Subject: Turbo basic

"Happy Computer" is a German montly magazine for home computing. The writer of Turbo Basic is Frank Ostrowsky who won a competetion with it (Program of the Year or something like that). Happy computer published the interpreter as a "type-in" program for the XL/XE in 1985. They have a 800 version as well, it was possible to order it. It was also possible to order the XL version of the interpreter (and later the Compiler as well) for a minimal amount of money, (i.e. disk & posting costs) in Germany. It was allowed to copy the programs freely, so it is public domain.

The USA representative of "Markt und Technik" publishing is:
M&T Publishing inc.
501 Galveston Drive
Redwood City CA94063
tel: (415) 366-3600
Perhaps you can ask them for more information.

- --Jos Groenland Nikhef-H, Amsterdam, The Netherlands

------- End of Forwarded Message

402. Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-01 18:16:00 UTC
From: 8440827@wwu.EDU.UUCP
Message-ID: <8705100614.AA18812@ucbvax.Berkeley.EDU>
Source record: 117656

I need to find a terminal program to use with my modem. It's not a direct connect and works at 300/1200 baud. I want to be able to download, upload and all that fun stuff. My one major restriction is that I only have 32K. I would prefer something in the PD or Freeware area. Any help would be appreciated.

Dave am am ar

403. graphics on the 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-01 20:10:09 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8705012010.AA11370@mitre-bedford.ARPA>
Source record: 117657

I would appreciate a little tutorial from someone on the net who knows a lot about graphics, on the following subject:

What is the "correct" way to translate from ordinary geometric dimensions into pixel counts, to get undistorted screen images of geometric figures which exist "in the computer's mind"? I am specifically interested in the highest-resolution mode (Graphics 8?) which displays 320 pixels horizontally by 192 vertically. I note that this is exactly in the ratio 5:3, and is somewhat less than the full screen size in both directions. I also know from expert broadcast television sources that the TV "raster" (the whole thing, which one normally does not see because it extends beyond the edges of the consumer TV screen) is in the ratio 4:3. I also know that the vertical scan is 262.5 lines high, so the 192-line active area the Atari uses is 192/262.5 or about 0.73 of the full raster height. I am not sure what fraction of the horizontal scan line is represented by the 320 pixels, or equivalently, how many pixels there would be from edge to edge of the raster if the same spacing were used.

I would like to work with a monitor or TV which is set up correctly (4:3 for the whole raster) and get geometrically correct images from the Atari. Can I assume that one pixel spacing horizontally is the same distance as one pixel spacing vertically? If not, what correction factor should I use and how should I apply it?

Any (factual) help will be greatly appreciated.

-John Sangster / jhs@mitre-bedford.arpa

404. Re: Is Atari killing the 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-01 23:29:55 UTC
From: hans@umd5.umd.edu
Message-ID: <1605@umd5.umd.edu>
Source record: 117658

In article <11606@topaz.RUTGERS.EDU> appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum) writes:
>..... Now I'm sure if you had a valid
>reason for the info they would be glad to give it you.
>
A very kind and pious thought, but the fact that nobody (except Ian Chadwick, the author of "Mapping the Atari") has been able to get listings or documentation for the XL operating system would appear to be cause for disagreement with this.

405. Re: pd turbo basic interpreter for atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-02 16:56:17 UTC
From: ssegan@dasys1.UUCP
Message-ID: <343@dasys1.UUCP>
Source record: 117659

In a recent message, jhs asked about urbo Basic-800. This is what I know:
Turbo Basic-800 -does- exist. Unfortunately, it is not very widely
distributed, as opposed to Turbo Basic XL. The Happy Computer message
refers to the developers of the program --- all Turbo modules are totally P/D.
[By the way, I know a local Bulletin Board that has Turbo Basic 800, but
the SysOp -doesn't want- to put it up!! :-( ]
As for ARC and ARCX, all I can say is to try the Translator.
----Sascha

--
Sascha Segan {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Unix {bellcore,harpo,cmcl2}!cucard!dasys1!ssegan
New York, NY, USA {philabs}!tg/

406. ACEC questions

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-04 21:11:43 UTC
From: greg@cvl.umd.edu
Message-ID: <2198@cvl.umd.edu>
Source record: 117660

Thanks to Fred Sullivan for posting the ACE C package! I've been hoping to get hold of a decent language utility for my 8-bit ever since I got it, but being a poor student, I couldn't afford the Kyan Pascal system, and there just didn't appear to be any C packages at all out for the 8-bit machines. Lightspeed sounds like a good implementation for development, but I'm not sure I want to buy an incomplete C compiler; one can get very used to conveniences like structures and multidimensional arrays.:) Maybe if enough of us tell Clearsoft that we want a full implementation, they will get one out. I was thinking I would have to learn about compiler design, and write one myself, but I really don't have the time.

Now for my queries: I can't get the 'pmdemo' program to run at all; it compiles, but all my attempts to link it and the graphics library (graphics.c) end with a spectacular bomb, lots of mixed graphics modes and a console lockup. Anybody get this working? Also, I was wondering if there is a way to prevent the compiled programs from blanking the screen upon exit. I appreciate any and all help.

Greg Koolbeck
Computer Vision Laboratory (cvl)
UMCP, College Park

407. 8 and 16 bit atari - some thoughts

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-05 02:29:38 UTC
From: daryl@ihlpe.ATT.COM
Message-ID: <1726@ihlpe.ATT.COM>
Source record: 117661
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I wanted to share some of my thoughts on where the 8 vs 16 bit atari machines is going.

I have owned an atari 8 bit machine since 1980 and have loved every minute of it. I am now at a crossroads, however, in upgrading. As background, I have an 130XE, 810 drive, monitor, and an MX80 printer. Consider the following data (near best price from magazines):

Upgrading the XE: ATARI ST (new):
SpartaDOS 3.2 $40 1040ST/mono $820
RTIME8 (clock) $50 Clock/cal $50
MIO (1meg) +20Meg HD $970 (ATARI) 20 Meg HD $650
MIDI (Hybrid Arts) $200 (midi built in)
----- -----
$1360 $1520

(Mono ST vs. Color XE is not totally fair, but read on)

I simply cannot bring myself to spending like that on a dead end machine. However, after giving it some thought, I concluded that the 8 bit machines ARE NOT DEAD. Why? They still do many things very well. Also I have noticed that a lot of 8 bit software is VERY CHEAP!

So here is where I think things are going based on my needs as a model (ha)

Keep the 8 bit machine. Let my child use it sometimes (he is currently 3). I went out and bought a second disk drive for it (a $130 1050) to eliminate the disk swapping head aches. I will continue to buy software for it since that is usually priced below the new machines. For example, recently I got
ARCHON II <$10
Miner 2049 <$5
Millipede $2.50
Can't beat that.

Get an ST. I intend on using it for synthesizer control and a genealogy data base project. If ATARI gets its TT act together, who knows? A sun (near) equivalent machine at home!

I leave you with this summary. The 8 bit machines are NOT dead, but the future holds limited interest and growth. The machine prices are getting so low that you cannot significantly expand an 8 bit for much less than an ST.

Comments are indeed welcome. I am not spending any money on these things yet until I have a chance to think about this for a while.

8 bits forever,
16 bits for the future too.

Daryl Monge UUCP: ...!ihnp4!iheds!dlm
AT&T CIS: 72717,65
Bell Labs, Naperville, Ill AT&T 312-979-3603

408. reading bytes in Action!

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-05 04:46:00 UTC
From: SULLIVAN@suny-bing.CSNET
Message-ID: <8705050735.AA01631@ucbvax.Berkeley.EDU>
Source record: 117662

John Sangster writes:

>I have just started writing in ACTION!, so pardon the dumb questions, but can
>anyone tell me if there is a way to read a block of bytes from a device in
>ACTION! without taking them one at a time?
>
>Specifically, GetD(channel) returns one byte, InputBD(channel) also returns
>one byte, and (I assume) InputMD(channel, buffer, maxchars) inputs groups
>of characters all right, but terminates input on an EOL character. Or does
>it? What I want to do is to read in a specified number of characters, except
>if End Of File occurs during the attempt, I want to know how many characters
>were actually read before that happened. This can be done easily in assembly
>language -- it is precisely what CIO will do -- but I wonder if there is a way
>to do it in ACTION, other than doing a CIO call in a "code block" or
>subroutine call.

The following routine is a real kluge, but it does what you want. I don't think that this a dumb question. xio was obviously intended to copy the BASIC command of the same name. This is quite unfortunate, since the result is to give the programmer access to only a part of the cio facility. It would have made much more sense to give the programmer full access to the cio functions. (As I am sure you've figured out, it is quite easy to write a procedure which does this. The record facility comes in handy in setting up the cio block.) I wasn't at all sure that this would work until I tried it.

```
proc get_bytes(byte channel,
byte length,
byte array buffer)
buffer(0) = length
xio(channel,0,7,0,0,buffer)
return
```

xio takes the length byte from the string and stores it in the byte count/ buffer length location in the cio block. In the above, the buffer must be a array of size length + 1, and length must be < 256. This is because Action! is expecting an ordinary Action! string. I don't think it is possible to make this work with longer buffers. If you set the buffer length entry in the cio block, xio will reset it with a high byte of 0. Also, I think that the only way to find out how many characters were actually read is to read the buffer length/byte count field directly from the cio block after the call to xio. Still, this might be useful if you know that the size of the file is a multiple of some number. Otherwise, it's probably worthwhile to do it from scratch, calling cio. I hope that this is helpful.

Fred Sullivan
Dept. Math. Sci.

SUNY @ Binghamton
sullivan @ suny-bing.csnet

I used to have a Televideo 950 on my desk. I almost think that I'd rather look at the Omniview character set. Anyway, the extra space on my desk is well worth 4 by 8 characters. (Even if braces are a little funny.)

Append your favorite disclaimer here!

409. ARCX problems

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-05 17:03:56 UTC
From: cel@CITHEX.CALTECH.EDU.UUCP
Message-ID: <870505095823.0a8@CitHex.Caltech.Edu>
Source record: 117663

I've been trying to get the ARCX program that was posted going on my
800, with only a certain amount of luck. The program as posted
uudecodes to a binary load file that looks like:

$FFFF binary file flag
$2416 - $4D38 part1
$0400 - $0510 part2
$02E0 - $02E1 starting address = $3000
$FF1A - $FFFF ?? all $FF's ??

the last segment won't load properly on my system, and it looks like a
control-Z followed by $FF's. I truncated the last piece, and the program
at least loads and starts running, asking for an archive file, and
doing a disk directory properly. When I uudecode JUMBO and have ARCX
work on it, it starts to extract ARC.COM,

(paraphrasing)
<Enter filename or + for directory>
>JUMBO.ARC
DRIVE #1
SCREEN OFF?: N
<Extracting ARC.COM> ... 196 bytes <squeezed>

and just hangs there. Checksums match for uudecoded JUMBO and ARCX when
uudecoded on my 800 and VAX/VMS, so I think they uudecoded okay. Are there
some system dependencies? I have a 48K `plain vanilla' 800, running
OSS's DOSXL. I've also tried Atari DOS 2.0, with the exact same results.

-- Chuck Lane
cel@cithex.caltech.edu
@cithex.bitnet
@cithex.span/.hepnet

410. Disk drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-05 22:35:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM.UUCP
Message-ID: <870505183507.6.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117664

A couple of questions:

I've got a fairly old Astra 1620 disk drive, which has this annoying habit of writing bad sectors periodically. It seems to happen only when the machine's been reading from drive 2, and then goes to write on drive 1 immediately. Sometimes (not always) when that's been happening, a bad sector or two shows up right in the middle of the file on drive two that it was reading. Not nice. It seems to work fine if there's a delay between reading and writing. Has anyone ever seen this sort of lossage, and if so, what can I do about it?

Second question, which shouldn't come as a surprise in light of the first, is what recommendations does anyone have about disk drives these days? I'm looking for single/double density, dual disk models preferred.

Any information appreciated.

411. C on the Atari.

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-06 15:36:35 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8705061536.AA23286@mitre-bedford.ARPA>
Source record: 117665

Did I miss the posting of Ace C to the net? I didn't see it go by, but am seeing messages of appreciation. Why, oh why, does my host have to pick the worst possible times to be down? (I know, Murphy's Law, of course.)

Could somebody re-post it or mail it to me directly? Thanks!

Also, can anybody comment on the following: It appears to me that ACTION! is MANY TIMES faster at compilation than any C compiler around. E.g., my wife, who has used C compilers on WANG's IBM-PC clones, about fell off her chair when she saw how fast ACTION! compiled a 2-page program -- around 0.75 second, as I recall, by the way. Now, it appears to me that ACTION! is a lot like C, and probably a C implemented with the same kind of approach would compile just about as fast. I understand that ACTION! also produces mind bogglingly efficient code. We will all have a chance to see how true this is if I ever finish my C version of uuencode and uudecode and we can compare with the Deep Blue C and BASIC/ML versions that now exist. My question is this: Would it be possible to implement C with ACTION! technology, and would it indeed run as fast and compile as fast as ACTION! does? If so, why doesn't somebody up and do this? (Clint Parker, where are you?!)

While I have the floor, let me also ask why in all these years nobody has come up with a standard for "relocatable object code" for the Atari? Usually when I ask people this, they say "it's hard to write relocatable code for a 6502". In my mind, that is the very reason that we NEED a relocatable object code format. This is not an executable format, but one which can easily be relocated to the desired memory segment and the absolute references filled in. What is needed is an assembler which preserves the relocatable versus absolute semantics of its input and marks those values in the output which need to be relocated so that the linker can identify them at link time. So the relocatable intermediate object code format plus the availability of an automatic linker and (hopefully) "librarian" utility, would COMPENSATE FOR the limitations of the 6502 instruction set and let us develop really decent language environments -- all ending up in the same relocatable format. If we could readily develop reusable software libraries, with the performance that languages like ACTION! and MAC65 give, we could greatly reduce the effort involved in developing high-performance application programs on the 8-bitters.

By the way, I understand that there is a recently-announced assembler that DOES produce relocatable object code, but unfortunately does not (yet) have macro capabilities. I can't locate the name and address I was given but will post it if I find it. Maybe their format will become the standard!

-John Sangster

P.S. Thanks to Sascha Segan for his reply about Turbo BASIC for the 800. Also, thanks to Fred Sullivan for his help with the ACTION! Block Read

question, and to the several others who also responded privately.

I wanted to share some of my thoughts on where the 8 vs 16 bit atari machines is going.

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Daryl Monge UUCP: ...!ihnp4!iheds!dlm
AT&T CIS: 72717,65
Bell Labs, Naperville, Ill AT&T 312-979-3603

Date: Tue, 5 May 87 10:03:56 PDT
From: cel@CitHex.Caltech.Edu (Chuck Lane)
Subject: ARCX problems
To: linus!philabs!tg!dasys1!ssegan@husc6.harvard.edu,

I've been trying to get the ARCX program that was posted going on my
800, with only a certain amount of luck. The program as posted
uudecodes to a binary load file that looks like:

$FFFF binary file flag
$2416 - $4D38 part1
$0400 - $0510 part2
$02E0 - $02E1 starting address = $3000
$FF1A - $FFFF ?? all $FF's ??

the last segment won't load properly on my system, and it looks like a
control-Z followed by $FF's. I truncated the last piece, and the program
at least loads and starts running, asking for an archive file, and
doing a disk directory properly. When I uudecode JUMBO and have ARCX
work on it, it starts to extract ARC.COM,

(paraphrasing)
<Enter filename or + for directory>
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DRIVE #1
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and just hangs there. Checksums match for uudecoded JUMBO and ARCX when
uudecoded on my 800 and VAX/VMS, so I think they uudecoded okay. Are there
some system dependencies? I have a 48K `plain vanilla' 800, running
OSS's DOSXL. I've also tried Atari DOS 2.0, with the exact same results.

-- Chuck Lane
cel@cithex.caltech.edu
@cithex.bitnet
@cithex.span/.hepnet

Date: Tue, 5 May 87 18:35 EDT
From: John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>
Subject: Disk drive questions
To: info-atari8@score.stanford.edu

A couple of questions:

I've got a fairly old Astra 1620 disk drive, which has this annoying
habit of writing bad sectors periodically. It seems to happen only when
the machine's been reading from drive 2, and then goes to write on drive
1 immediately. Sometimes (not always) when that's been happening, a bad
sector or two shows up right in the middle of the file on drive two that
it was reading. Not nice. It seems to work fine if there's a delay

between reading and writing. Has anyone ever seen this sort of lossage, and if so, what can I do about it?

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Any information appreciated.

End of Info-Atari8 Digest
****
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412. C on the Atari.

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-06 15:39:39 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8705061539.AA23436@mitre-bedford.ARPA>
Source record: 117666

****** A T T E N T I O N A-8 D I G E S T E D I T O R **********
***** OOPS! Bill Westfield Please use this version instead of the one I accidentally sent with half of the Digest hanging on!!! *******
****

Did I miss the posting of Ace C to the net? I didn't see it go by, but am seeing messages of appreciation. Why, oh why, does my host have to pick the worst possible times to be down? (I know, Murphy's Law, of course.)

Could somebody re-post it or mail it to me directly? Thanks!

Also, can anybody comment on the following: It appears to me that ACTION! is MANY TIMES faster at compilation than any C compiler around. E.g., my wife, who has used C compilers on WANG's IBM-PC clones, about fell off her chair when she saw how fast ACTION! compiled a 2-page program -- around 0.75 second, as I recall, by the way. Now, it appears to me that ACTION! is a lot like C, and probably a C implemented with the same kind of approach would compile just about as fast. I understand that ACTION! also produces mind bogglingly efficient code. We will all have a chance to see how true this is if I ever finish my C version of uuencode and uudecode and we can compare with the Deep Blue C and BASIC/ML versions that now exist. My question is this: Would it be possible to implement C with ACTION! technology, and would it indeed run as fast and compile as fast as ACTION! does? If so, why doesn't somebody up and do this? (Clint Parker, where are you?!)

While I have the floor, let me also ask why in all these years nobody has come up with a standard for "relocatable object code" for the Atari? Usually when I ask people this, they say "it's hard to write relocatable code for a 6502". In my mind, that is the very reason that we NEED a relocatable object code format. This is not an executable format, but one which can easily be relocated to the desired memory segment and the absolute references filled in. What is needed is an assembler which preserves the relocatable versus absolute semantics of its input and marks those values in the output which need to be relocated so that the linker can identify them at link time. So the relocatable intermediate object code format plus the availability of an automatic linker and (hopefully) "librarian" utility, would COMPENSATE FOR the limitations of the 6502 instruction set and let us develop really decent language environments -- all ending up in the same relocatable format. If we could readily develop reusable software libraries, with the performance that languages like ACTION! and MAC65 give, we could greatly reduce the effort involved in developing high-performance application programs on the 8-bitters.

By the way, I understand that there is a recently-announced assembler that DOES produce relocatable object code, but unfortunately does not (yet) have macro capabilities. I can't locate the name and address I was given but will post it if I find it. Maybe their format will become the standard!

-John Sangster

P.S. Thanks to Sascha Segan for his reply about Turbo BASIC for the 800. Also, thanks to Fred Sullivan for his help with the ACTION! Block Read question, and to the several others who also responded privately.

413. Volksmodem 12

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-06 15:55:00 UTC
From: IHLS400@INDYCMS.BITNET
Message-ID: <8705061809.AA26203@ucbvax.Berkeley.EDU>
Source record: 117667

Re: Volksmodem 12 and cables

I own a Volksmodem 12 and have had no problems with it whatsoever. I did have to call Anchor in California in order to order cables to attach through the 850 interface. They cost $14.95 (as opposed to $9.95 for standard Volks->IBM cables here in town) and were here within a week and a half. The only incompatibility I have found is with Chameleon not believing that it can dial the Volks when it actually has done that. It only means that Chameleon won't through itself into terminal mode automatically on connection. You have to escape to the main menu and then START into terminal mode. Most of the time I don't bother with the dialing menu anyway since I call numbers I know off the top of my head. I do wish it had a speaker, however.

Anchor also makes a modem for the 520ST at the same price (about $130) which does have a speaker. My best friend has it and has seemed to be very pleased with it.

Feel free to send any questions regarding the Volks to me directly. I will try to find the return path back through the network if I can.

Bitnet: IHLS400 at INDYCMS

-Holly
.....
.....
The opposite of Progress is Congress.
.....
.....

414. Atari 20Meg for ST

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-06 16:02:00 UTC
From: IHLS400@INDYCMS.BITNET
Message-ID: <8705061814.AA26341@ucbvax.Berkeley.EDU>
Source record: 117668

This may be more appropriate for Atari16, but when checking the cost of upgrading from 8 to 16 bit machines, don't overlook local stores in favor of mail order. Even with only two stores here that handle Atari, one was selling the SH204 for $575, the other for $600. (The higher priced store gives better service, I have always thought.) The same store is also carrying SF354 SS/DD drives for $99. You can't find those prices easily even mail order, and you don't get the technical assistance from most mail order places that you can get from walk-in. Certainly not all the prices are like this, but if you look or are in the position of being able to wait for a sale, you can find them.

Please feel free to contact me directly if you have any questions.

Bitnet: IHLS400 at INDYCMS

-Holly
.....
.....
"Here is a test to find whether your mission on earth is finished.
If you're alive, it isn't." -- Richard Bach, "Illusions"
.....
.....

415. O.S.S. Bulletin Board

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-06 17:26:36 UTC
From: benw@packard.UUCP
Message-ID: <568@packard.UUCP>
Source record: 117669

O.S.S, publishers of Action! and other Atari goodies, has recently started a public Bulletin Board. It contains files pertaining to all their products, and especially contains many Tips and utilities for and written in Action!. Their number is

1-408-446-3451

It's worth a call. By the way, it also includes the Action! bugsheets...I have'em, and will post them to the net if anyone wants them.

Ben Weber

AT&T Technologies,
Liberty Corner NJ

ficit!benw
or
packard!benw

****
Back in the net life again! *
****

416. MPP-1000C/E Vs Turbo Basic and Rana disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-06 18:21:00 UTC
From: Farkas@GODZILLA.SCH.SYMBOLICS.COM
Message-ID: <870506112156.2.FARKAS@KALI.SCH.Symbolics.COM>
Source record: 117670

I just got a copy of Turbo Basic and I love it!!!
I am having a problem using it with the MPP driver
program I got from Microbits. When I load the driver,
the appropriate message appears on the screen. I then
load Turbo Basic, which loads with no problem. Then,
whenever I try to access the modem, it either comes
back with a no such device error or it locks up.
Has anyone else had this problem and come up with
a solution? I called Supra and they said that Turbo
must be doing something wrong because that driver
was done "by the book".

Also, does anyone have any information (schematics,
service book, etc...) on the Rana 1000 disk drive?
I started having trouble with mine just after they
went belly up!
Thanks...
Michael L. Farkas
FARKAS@SCRC-STONY-BROOK.ARPA
(818)998-3600 WORK
(213)851-2507 HOME

417. Re: 68000 vs. 6502, help with Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-06 21:12:03 UTC
From: 2FK8ALIN@UKANVAX.BITNET.UUCP
Message-ID: <8705062112.AA00312@ucbvax.Berkeley.EDU>
Source record: 117671

Date: Wed, 6 May 87 15:43 CST
From: <2FK8ALIN@UKANVAX.BITNET>
Subject: Re: 68000 vs. 6502, help with Turbo Basic
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu, 2FK8ALINE

Well, you do have a point about the 8.0 MHz 68000
being near 1.5 times as fast (in instructions per second
as a comparison) as a 1.8 MHz 6502. BUT...

The original point of the argument was that a 6502
might beat a 68000 at certain tasks given the above clock
speeds. Again, not true! As you yourself said, it would
be about 1.5 times faster given the data I supplied.
I need to clear up another point also. This stuff about
averages (in clock cycles) is too misleading. I have the
official MC68000 reference card in front of me at this
very moment, which includes all clock cycle data. Given
direct translation (as near as possible) from 6502 to
68000, there is not a single instruction quicker on the
6502 given the above clock speeds. For instance, look
at:

6502 inst. cycles 68000 inst. cycles 68000 speed inc
---------- ------ ----------- ------ --------------
INY 2 ADDQ.B #1, Dn 4 *2.23
JMP abso 3 JMP abso.W 10 *1.34
LDA abso 4 MOVE.W abso.W, Dn 12 *1.49

So, you say, 1.34 times is not very much. But as it turns
out, all instruction conversions turn out with the 68000
being faster at 8.0 MHz vs. those on a 1.8 MHz 6502.
By simple deduction, then, no task can be faster on a 6502, no
no matter how trivial or contrived. You can then take into
account the increased power of the addressing modes of
the 68000 (and, in fact, other instructions such as the
DIVS and MULS, divide signed and multiply signed) and
see how a "normal" program, such as a typical game or
assembler, would run much faster than 1.5 to 2 times that
of the 6502. Need I also mention the ability to
use 16 bit and 32 bit quantities with the processor?
Or maybe the 8 data registers AND 8 address registers?
Compare this to the 6502's 8 bit only quantities and its
three 8 bit data registers, which can't even be used in
uniform ways (INA does not exist, for instance).

By now it must appear that I am a lover of the 68000.
Believe it or not, this is not so! I only
defend the thing because it is FASTER than the 6502
and it lends itself to more powerful applications such
as multitasking/multiuser systems, relocatable coding, etc.
So, do I like the 6502 better? Yes, I think so. This
is because, I suspect, that I have programmed the little
thing since about 1981 (I got my Atari a little before then)
and the 68000 does have weaknesses. Some of these are:

I. Odd address errors. You cannot put words/longwords
on odd byte addresses or a processor trap occurs,
meaning program crash (and on the horrible Corvus
I have programmed, the system just dies without
any diagnostics!) It seems the designer thought
that 23 processor pins would do for 24 bit addressing.
8 bit quantities may be put on any address, however.

II. Bus access time slow. As I said before, it takes
4 cycles to access memory. It would be sooooo much
faster if it accessed every cycle as does the 6502.

III. LARGE instructions. The smallest instruction size
is 16 bits, the largest is 80 bits (gulp). The
6502 instruction sizes range from 8 to 24 bits.

I must admit that I really would love an ST
so I do have some divided loyalties, but I have had such
a time with my 800 over the years that I can't even think
of getting rid of it or giving up on it.

Concerning Turbo Basic for the 800:

I would really be interested in hearing more about this.
Unfortunately, I am just a Kansas University student and
my VAX account is about to die. I will be halting my
subscription to this newsletter until next year (I am a
CS major, so I will get one as soon as next year
begins). The point is: is anyone willing to send me
information, when found, on how to get it? My home
address is:

Eric Greene
169 Terrace Trail West
Lake Quivira, KS 66106

I would really appreciate it. I look forward to subscribing
again next year.

---- Eric Greene

418. Ace C posting

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-07 01:46:00 UTC
From: SULLIVAN@suny-bing.CSNET
Message-ID: <8705070756.AA12465@ucbvax.Berkeley.EDU>
Source record: 117672

I recently posted Ace C, but never saw it come back. John Sangster says he never saw it, either. There have been acknowledgements, so a few people got it. Should I post it again. (If no one says yes, John, I'll send you a copy directly.)

Along there lines, my last digest was garbled. (The last half was repeated.) Perhaps our moderator can shed some light on these problems.

Fred Sullivan
Dept. Math. Sci.
SUNY @ Binghamton
sullivan @ suny-bing.csnet

419. languages and compilers

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-07 02:39:00 UTC
From: SULLIVAN@suny-bing.CSNET
Message-ID: <8705070756.AA12474@ucbvax.Berkeley.EDU>
Source record: 117673

John Sangster asks why Action! compiles so quickly. I'm not sure there is
a simple answer, but I'll give it a shot.
1. Everything, including compiler and source, is typically in memory
rather than on disk. Also, the compiled code is loaded directly into
memory. The lack of disk access makes a HUGE speed difference. I don't
have a ramdisk, so I really notice this. Rumor has it that Ace C compiles
quickly with a ramdisk, but I haven't tried this.
2. Action! is a very minimal language. The following (and, of course, more)
don't exist in Action!
a. sophisticated data types, e.g. floating point numbers, multi-
dimensional arrays, files, arrays of records, arrays as fields of
records, recursively defined types, ...
b. recursion
c. strong type checking -- card can often be used interchangeably
with pointer types, for example
d. parameter passing by reference -- also true of C, of course
e. dynamic storage allocation -- ok, strictly speaking this is true
of C, but almost all C's (except those that run on Atari's) have
this available as an external procedure. sure, sure, I can write
one in Action.
f. good error messages. Although the language is so small, it is
usuall easy to find the syntax error
g. macros -- with parameters
h. conveniently usable functions -- the most annoying thing about
Action! to me (if anyone from OSS reads this - take note - I really
really really hate this) is that function values cannot be used in
expressions.
Of course, all of the above except b. and h. also apply to the C's which
are available on Atari machines. In addition, the C compilers don't produce
6502 code. They produce a sort of P-code which is interpreted at run-time.
Thus execution speeds suffer.
3. OSS, or whoever wrote it, did a good job. I have my gripes, but
compared to other languages available, I can't complain too much. On the
other hand, I still regard Action! as a "toy language". I would hate to
have to produce software professionally using this compiler, or any other
on Atari machines. The mental comparison I keep making is with Turbo Pascal.
Note -- I am not an IBM PC advocate. I only touch them when I'm forced to.
Turbo Pascal is similar to Action! in speed, convenience (built-in editor, etc),and size of
machine (it runs in 64K) but it is a full Pascal implementation.

A query - (I've asked before, but no-one answered):
How is Kyan Pascal. How fast? How many bugs? Is it a full implementation?

Fred Sullivan
Dept. Math. Sci.

SUNY @ Binghamton
sullivan @ suny-bing

420. Re: Volksmodem 12

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-07 16:29:07 UTC
From: pirc2499@csd4.milw.wisc.edu
Message-ID: <2121@uwmcsd1.UUCP>
Source record: 117674

Could you please give the address to Anchor? I couldn't find it in the manual.

Also, my chameleon doesn't work. Could it be my homemade cable or possibly my XL/XE (with and without the translator)?

James

421. ace c

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-07 17:48:52 UTC
From: HAL@USU.BITNET.UUCP
Message-ID: <8705071757.AA21025@ucbvax.Berkeley.EDU>
Source record: 117675

Date: Thu, 7 May 87 11:48 MST
From: <HAL@USU.BITNET>
Subject: ace c
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu, HAL

Along with jhs I somehow missed the posting of ACE c. Would
someone be kind enough to it to me? Thanks in advance.

hal

Arpa: HAL%USU.BITNET@WISCVM.WISC.EDU
Bitnet: HAL@USU
Phone: (801) 750-2380
U.S. Mail: Hal Lynch
Utah State Univ. UMC 4410
Logan, UTAH 84322

422. Re: Ace C posting

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-07 20:39:59 UTC
From: hans@umd5.umd.edu
Message-ID: <1672@umd5.umd.edu>
Source record: 117676

In article <8705070756.AA12465@ucbvax.Berkeley.EDU> SULLIVAN@suny-bing.CSNET writes:
>I recently posted Ace C, but never saw it come back. John Sangster says

I did not see it either, and vote for re-posting.

423. Kayan Pascal

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-08 00:12:42 UTC
From: 2FKKAPSE@UKANVAX.BITNET
Message-ID: <8705080019.AA28750@ucbvax.Berkeley.EDU>
Source record: 117677

Date: Thu, 7 May 87 19:11 CST
From: <2FKKAPSE@UKANVAX.BITNET>
Subject: Kayan Pascal
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu, 2FKKAPSE

As a parting remark in his comments about ACTION!, Fred Sullivan
asked how good Kayan Pascal is.

I have been using Kayan now since before Christmas and it works
fairly well. It is a full implementation of the ISO standard.

Beware, however. Kayan Pascal produces HUGE code. Typical of
most non-optimized code written by pascal compilers, the
Kayan code appears upon disassembly to be filled wtih run-time
error checking, which some consider a useless distraction.
Needless to say, the finished product will be SLOW.

Kayan's best feature is the ability to stick assembly routines
directly in the code. This appears to be the best way around
the run-time error checking.

If you want optimal compiled code, stick with ACTION! (or assembly.)
If you want the best (in my opinion) implementation of ISO pascal
available for the 8-bits and are really not concerned wtih how big your
object files get, Kayan is definitley worth it.

One final comment: The combination of Kayan Pascal and a good code
optimizer would make a terrific programming tool. Hint, hint:
has anybody beaten me to it, or do I have to do all the work myself?

--Jim Sisul
The University of Kansas

424. Misc

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-08 03:08:00 UTC
From: 8440827@wwu.EDU.UUCP
Message-ID: <8705080919.AA08937@ucbvax.Berkeley.EDU>
Source record: 117678

I have been told that the Atari 400 is incapable of supporting a 1200 baud modem. Anyone know if this is true or not. I don't see why it wouldn't.

Does anyone know what the pin configuration for a standard RS-232 25 pin connector is? I.e. pin 4 data send etc.

Finally, I see adverts all the time from Radio Shack for replacement keyboards, however I have yet to see one that they make that will connect to my 400. Can you alter the output pins from the keyboard to match the Atari? Is there a full stroke keyboard around that will connect to the 400? (Other than the b-key).

Dave

425. Re: Misc

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-08 12:26:32 UTC
From: appelbau@topaz.RUTGERS.EDU
Message-ID: <11819@topaz.RUTGERS.EDU>
Source record: 117679

```
The 400 does support a 1200 baud modem, currently you need either the
ATARI 850 or PR connection.
--
Marc L. Appelbaum
Arpa:appelbau@topaz.rutgers.edu Bitnet:appelbaum@zodiac.bitnet
Uucp:...!rutgers!topaz.rutgers.edu!appelbau GEnie: M.APPELBAUM
```

426. Re: Info-Atari8 Digest V87 #39

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-08 14:29:47 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8705081429.AA05586@mitre-bedford.ARPA>
Source record: 117680

Thanks to Eric Greene for his more careful comparison of 6502 and 68000 instruction timing. I bow to his greater knowledge of the 68000 (and probably the 6502 also) and agree that his data proves that the best a 6502 could hope to do is come within 1/1.34 or about 74% of the speed of a 68000 with the respective clock speeds used in the 800XL and the ST (1.76 MHz and 8 MHz respectively). Had I noticed that there are 68000 instructions that execute in only 4 clock cycles, and looked as closely as Eric has at which instructions are that quick, I would not have suggested that the 6502 might win on some benchmarks. I hope the exercise in comparing the two processors has been enlightening to others as well as to me.

Of course, we still have the ANTIC and POKEY to contend with in the 8-bit Ataris. I won't contest the fact that the ST is a more powerful machine overall, but I will expect the 8-bitters to continue to hold their own in animated graphics and sound generation, at least until the much-awaited Blitter (and maybe a sound chip with more voices) arrives in the ST line. Considering the price difference and the age of the 8-bit technology, Atari deserves great credit for the performance they got from the 8-bit architecture, lo those many years ago!

-John Sangster / jhs@mitre-bedford.arpa

427. ACTION! BugSheets 1-6 (Complete Set)

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-08 14:39:58 UTC
From: benw@packard.UUCP
Message-ID: <569@packard.UUCP>
Source record: 117681

```
Since the response to my offer to post the ACTION!
bug sheets from the OSS bulletin board was
very positive, here they are.

There are 6 bug sheets; they're all concatenated here.
They were D/Led on May 6, again, from the OSS board.

In addition, another "fix" file has been added to the
end of this list, describing a fix for the printF
routine.

Enjoy

Ben Weber
AT&T Technologies
Liberty Corner, NJ
ficit!benw or packard!benw

================================================================================

ACTION! BUG SHEET #3 - part 1

This document supercedes the previous
two bug sheets published for ACTION!

November 6, 1984

-----------------------------------

GENERAL INFORMATION

Before getting to the bad stuff (the
bugs), here are some goodies about
ACTION! which we would like to pass
on to you:

TIPS ON TEMPS

A magazine article titled "Lights,
Camera, Action!" (by Dave Plotkin)
which appeared in the July 1984 issue
of ANTIC featured a set of routines
to facilitate writing ACTION!-based
interrupt handlers.

The article gave the listings for two
routines (more properly, two DEFINEs)
named "SaveTemps" and "GetTemps".
These routines are adequate only if
```

no math beyond addition and
subtraction is performed in the
interrupt service routine. The
following versions of these two
routines will work properly in the
more general case:

Make the following DEFINEs in your
program before you declare your
interrupt routine (comments may be
omitted-- they exist only for clari-
fication):

```
DEFINE SaveTemps=
"[
$A2 $07 ; LDX #7
$B5 $C0 ; LOOP LDA $C0,X
$48 ; PHA
$B5 $A0 ; LDA $A0,X
$48 ; PHA
$B5 $80 ; LDA $80,X
$48 ; PHA
$B5 $A8 ; LDA $A8,X
$48 ; PHA
$CA ; DEX
$10 $F1 ; BPL LOOP
$A5 $D3 ; LDA $D3
$48 ; PHA
]"

DEFINE GetTemps=
"[
$68 ; PLA
$85 $D3 ; STA $D3
$A2 $00 ; LDX #0
$68 ; LOOP PLA
$95 $A8 ; STA $A8,X
$68 ; PLA
$95 $80 ; STA $80,X
$68 ; PLA
$95 $A0 ; STA $A0,X
$68 ; PLA
$95 $C0 ; STA $C0,X
$E8 ; INX
$E0 $08 ; CPX #8
$D0 $EF ; BNE LOOP
]"
```

Use these routines inside your
interrupt routine as follows:

```
; Your interrupt routine.
PROC InterruptRoutine()
; Local declarations, if any.
BYTE a, b, c, etc.

; First line of code within
; procedure
SaveTemps

... ; Your interrupt
; code goes here.

GetTemps ; Last line of code
; within procedure.
[$6C OldVBI] ; A special way to
; end for VBIs- see
; below.
```

For example, the following program will set up the routine ChangeColor as a vertical blank interrupt routine (hit the START key to exit the program):

```
DEFINE SaveTemps=
"[ $A2 $07 $B5 $C0 $48
$B5 $A0 $48 $B5 $80
$48 $B5 $A8 $48 $CA
$10 $F1 $A5 $D3 $48 ]"

DEFINE GetTemps=
"[ $68 $85 $D3 $A2 $00 $68
$95 $A8 $68 $95 $80 $68
$95 $A0 $68 $95 $C0 $E8
$E0 $08 $D0 $EF ]"

CARD OldVBI ; Will hold previous
; contents of vertical
; blank interrupt
; vector.

; This procedure will change the
; background color to random values.
; The main routine will set up this
; code to operate during the
; deferred vertical blank interrupt.
PROC ChangeColor()
BYTE hue, lum

SaveTemps
hue = Rand( 16 )
lum = Rand( 16 )
SetColor(2,hue,lum)
GetTemps
```

```
[ $6C OldVBI ] ; Vertical blank
; interrupts must end
; like this ($6C is a
; 6502 indirect jump
; instruction).

PROC Test() ; Main routine
BYTE critic=$42, ; Critical I/O flag
console=$D01F ; Console key
; hardware location
CARD VBIvec=$224 ; Deferred vertical
; blank interrupt vector

; You must install a VBI
; routine like this:
critic = 1
OldVBI = VBIvec
VBIvec = ChangeColor
critic = 0

; ChangeColor is now running
; as the vertical blank interrupt
; routine-- since our mainline
; code has nothing more to do,
; we just go into a loop waiting
; for the START key to be
; pressed.
WHILE consoleVISITOR DO
OD

; Now turn off the VBI routine.
critic = 1
VBIvec = OldVBI
critic = 0
RETURN

This method of saving and restoring
ACTION zero page variables may also
be used to write BASIC machine
language subroutines in ACTION! Your
main ACTION routine should then have
SaveTemps as the first executable
line, and GetTemps as the last
executable line before the RETURN
statement.
--------------------------------------------------------------------------
ACTION! BUG SHEET #3 - part 2

-------------------------------------

BUGS IN THE ACTION! CARTRIDGES
```

The following is a list of all bugs we currently know exist in the ACTION! cartridge. We list these bugs separately from those in the RunTime library and/or the PAD disk or ToolKit, which occur in following pages. Each bug is described in detail and, when possible, bug fixes are given. Many of these bugs deal only with specific versions of ACTION!. To find out which version of ACTION! you own, type the following from the ACTION! monitor:

?$B000 [RETURN]

Below is an actual copy of what printed following that command for one of our cartridges.

```
45055,$B000 = 0 $0730 48 1840
^
```

To find out the version number, look at the character to the right of the equals sign (here printed with a caret under it). The "0" in this case implies that the cartridge is version 3.0. If yours has a "6", you own version 3.6, etc. As of the date of this bug sheet, the current cartridge version is 3.6.

1. OFFSETS -- Using a TYPE declaration will generate a spurious error whenever the code offset (contents of location $B5) is non-zero.

Affects: All versions of the cartridge to date. (Presumably only noticed if using RunTime disk, though.)

Fix: Make all TYPE declarations before changing the code offset.

Example:

```
; Beginning of program --
; First, declare TYPEs
TYPE IOCB =
[
BYTE Id, Devnum,
Command, Status
```

```
]

; Then, if desired,
; change offset
SET $B5 = $1000
; example: offset=4096
```

2. OFFSETS -- Using a code offset greater than $7FFF (i.e., a negative offset, if you consider it to be of type INT) causes the compiler to generate improper code.

Affects: All versions, especially when used with the RunTime disk.

Fix: No direct fix, but you may use the relocator program described later in this document (which is also usable with assembly language).

3. ATARI DOS -- Exiting to Atari DOS from ACTION! can cause a system crash if DUP.SYS is not present on the disk in drive 1.

Affects: All versions, but only when used with Atari DOS.

Fix: Use DOS XL (or be careful when exiting to DOS).

4. ARRAYS AND ELSEIF -- We have just learned that there is a relatively obscure bug in ACTION! related to the use of ELSEIF. In particular, statements similar to the form
ELSEIF a(i) = 0 THEN ...
(where a is an ARRAY and i is a CARD OR INT), or statements like
ELSEIF p^ = 0 THEN
(where p is a POINTER) produce incorrect code.

Affects: All versions

Fix: There is no direct fix at this time. The best way around the problem seems to be to code

something like this:
t = a(i) ; t is an INTEGER
...
ELSEIF t=0 THEN ...
This works properly.

5. WRITING OBJECT FILES -- If a monitor Write command fails because of a disk error (e.g., disk full, 162, or device done, 144), the IOCB is not properly closed. If the disk is changed before another disk operation is performed, the new disk can have invalid data written to it.

Affects: All versions

Fix: If you get an error when writing an ACTION! object file, type the following command to the monitor:
X Close(1) [RETURN]
You can then erase the file which caused the error.

6. HEX ARRAY SIZES -- Hexadecimal values as array dimensions cause incorrect code to be generated.

Affects: All versions

Fix: Use decimal array dimensions.

7. TYPE POINTER ARGUMENTS -- PROC/FUNC declarations with record pointer arguments other than the first don't compile correctly. For example, the following code generates an error 7 (invalid argument list):
TYPE REC=[...]
...
PROC Test(BYTE x, REC POINTER p)

Affects: All versions

Fix: Omit the comma in the argument list for the PROC/FUNC, as in:
PROC Test(BYTE x

```
REC POINTER p )
```

As this is just a temporary fix, it may not work in future versions, but the correct declaration (with the comma) will.

8. MONITOR LOCKUP -- Typing the following command from the monitor will lock up the system:
R* [RETURN]

Affects: All versions

Fix: Don't do it! If you do type that command, hit [RESET]

9. PADDLE FUNCTION -- The Paddle function does not work properly in all versions of the ACTION! cartridge.

Affects: Versions 3.0 to 3.5

Fix: Make the following declaration in your program:
BYTE ARRAY Paddle(4) = 624

10. SOUND ON CHANNELS 3 AND 4 -- If you use a Sound() procedure call after having done any disk I/O, sound channels 3 and 4 will remain silent. This is because Atari's OS does not reset some of the serial control registers completely.

Affects: Versions 3.0 to 3.5

Fix: Type in and use the following procedure. You should call this before doing any Sound() calls and/or in place of any SndRst() calls:

```
; Contributed by Michael Ross
PROC SoundOff()
BYTE AudCtl = $D208,
SSKCtl = $232,
SKCtl = $D20F

SSKCtl = 3
SKCtl = 3
```

```
AudCtl = 0
SndRst()
RETURN
```

11. TYPE FIELDS AS PARAMETERS -- Using fields of TYPEs as parameters to PROCs or FUNCs generates incorrect code. For example,

```
MoveBlock( rec.addr1,
rec.addr2, length )
```

Affects: Versions 3.0 to 3.5

Fix: Assign the TYPE field to a temporary variable and pass that as a parameter:

```
temp1 = rec.addr1
temp2 = rec.addr2
MoveBlock(temp1,temp2,length)
```

12. SASSIGN PROBLEMS -- SAssign does not work properly when the source string has a length of zero.

Affects: Versions 3.0 to 3.5

Fix: No fix available at this time.

13. CARD FIELDS IN TYPES -- Accessing CARD fields of TYPEs generates incorrect code.

Affects: Versions 3.0 to 3.2

Fix: No fix available at this time.

14. MOVEBLOCK PROBLEMS -- MoveBlock does not move more than 256 bytes of data.

Affects: Versions 3.0 to 3.2

Fix: No fix at this time. You could write an ACTION! routine to do the equivalent.

15. CONTROL-SHIFT RETURN -- Using [CS] RETURN to split a line into two lines generates garbage in the second line.

Affects: Versions 3.0 and 3.1

Fix: No fix available, but not a disastrous problem.

16. DIVISION ERRORS -- On old cartridges, neither the "/" operator nor the "MOD" operator works properly under certain conditions.

Affects: Versions 3.0 and 3.1

Fix: Insert the following code into your program before any of your own PROCedure or FUNCtion declarations (this can be done easily using INCLUDE):

```
; Copyright (c) 1983 by
; Action Computer Services
;
; Permission is granted to
; duplicate and/or distribute
; the contents of this file
; to ACTION! users. Copies of
; this file may not be sold or
; used for monetary gain.

PROC DivI=*()
[$20 $A06C $85 $86 $A2 $10
$26 $82 $26 $83 $26 $86 $26
$87 $38 $A5 $86 $E5 $84 $A8
$A5 $87 $E5 $85 $90 $04 $85
$87 $84 $86 $CA $D0 $E5 $A5
$82 $2A $26 $83 $A6 $83
$4C $A032]

PROC RemI=*()
[$20 DivI $86A5 $87A6 $60]

SET $4EA=DivI
SET $4EC=RemI
```

17. ERROR ROUTINE NOT INITIALIZED -- The address of the Error PROCedure is not restored by ACTION! if a user program has changed it.

Affects: Versions 3.0 and 3.1

Fix: Make sure to restore the original Error vector upon exiting a program, if you changed it.

18. COMPLEX EXPRESSIONS IN UNTIL --
Complex relational expressions in
an UNTIL statement generate
incorrect code. For example,

```
DO
...
UNTIL a>0 AND b=3
OD
```

Affects: Versions 3.0 and 3.1

Fix: Assign the expression to a
temporary variable and test that
variable, instead:

```
DO
...
temp = a>0 AND b=3
UNTIL temp
OD
```

19. BANK SWITCH BUG -- When loading
and running compiled ACTION!
object files from DOS, the system
can crash when using older
cartridges. This is because the
ACTION! library is not
accessible.

Affects: Version 3.0 only

Fix: Put the following program
lines at the VERY BEGINNING of
your main procedure (i.e., the
last procedure in your program):

```
BYTE bank = $D500
; This declares the variable
; 'bank' to reside at $D500.

bank = 0 ; This must be the
; first executable statement.
```

20. .COM PROGRAMS -- Running compiled
ACTION! programs as .COM files
under OS/A+ causes those programs
to execute twice.

Affects: All versions, but only
when using a version of OS/A+.
DOS XL is not affected.

Fix: Insert the following as the
first global variable you
declare:

```
BYTE RTS=[$60]
; This MUST be the first
; line in your program,
; aside from comments and
; SET commands.
```

21. PROC ADDRESSING -- Under certain conditions, specifying the address of a procedure (e.g., to interface to a machine code routine) causes ACTION! to generate incorrect code which could cause your program to "hang".

Affects: Versions 3.1 and 3.4

Fix: Insert an empty code block after the declaration of a procedure whose address is specified. For example:

```
PROC CIO = $E456() []
; An empty code block!
```

22. ERROR #3 -- If you get an ERROR 3 during a compile, the system hangs when you return to the editor.

Affects: All versions

Fix: Do not go to the editor until you type the following line to the monitor. This command resets the ACTION! memory pointer.

```
SET $E=$491^
```

23. STRING INPUT -- When using the string input library functions (InputS, InputSD, and InputMD), there must be room in the string for the termination EOL, even though the resulting string length will not include it.

Affects: All versions

Fix: Adjust your declaration appropriately.

ACTION! BUG SHEET #3 - part 3

```
-------------------------------------

BUGS IN THE ACTION! RUNTIME LIBRARY

We have found a few bugs in the
original version(s) of the RunTime
Library Disk. Fortunately, they are
all easy to fix. (The RunTime
library is independent of the
cartridge, so bugs affect all
versions.)

In the fixes given below, the portion
to be changed (to implement the fix)
is underlined. The rest of the line
remains the same. To make the fixes,
simply load the library file
containing the affected PROCedure,
edit, and save it back to disk.

1. Hex numbers are printed
incorrectly by PrintH and the %H
parameter of PrintF.

Fix: Change second line of CCIO:

PROC CCIO=*()
[$A386$A0A$A0A$AA$A3A5$9D$342 ...
--- ---

2. PrintBDE can cause a spurious
compile time error.

Fix: Change first line of
PrintBDE:

PROC PrintBDE =*(BYTE d,n)[$A0$0]
--
3. A minor error exists in ChkErr.

Fix: Change second line of
ChkErr:

PROC ChkErr=*(BYTE r,b,eC)
[$1610$88C0$8F0
$98$80C0$12F0 ...
---
4. If your program redefines a
library procedure (e.g., one
which declares its own version of
PROC Graphics), it will compile
with no errors using the
cartridge only (because declared
procedures take precedence over
built-in ones). However, since
```

the RunTime library uses this
same precedence trick to include
its own definitions of library
procedures, your program will
generate Error 6 (doubly defined
name) if you do not delete the
appropriate PROCedure (or
FUNCtion) from the RunTime
library before INCLUDEing it.

Fix: Make a custom version of
the RunTime library on a COPY
(please, only on a copy) of your
RunTime disk which does not
contain the routines you wish to
replace.

5. On page 17 of the Reference Guide
for the Runtime Package, the
DEFINE for ROM will cause
incorrect code if you use local
variables.

Fix: Use the following form of
definition, instead:

```
DEFINE ROM = "BYTE ZZQQJUNK
-------------
SET $680 = $E^
SET $B5 = $5800
SET $E = $682^"
```

ACTION! BUG SHEET #3 - part 4

PROBLEMS WITH PAD

We will list the problems (and
solutions) regarding the Programmer's
Aid Disk here in reasonably compact
form.

1. BGET/BPUT PROBLEMS -- The BGet
and BPut routines in the IO.ACT
file do not work properly under
certain conditions. To fix this
bug, replace the BGet and BPut
routines with the following
ACTION! code:

```
;*******************************
;Burst (Block) I/O routines to do
;quick disk I/O, utilizing a call
; to CIO
;*******************************

PROC CIO=$E456( BYTE areg, xreg )

;*******************************

CARD FUNC Burst( BYTE chan, mode,
CARD addr, buflen )

TYPE IOCB=[BYTE id,num,cmd,stat
CARD badr,padr,blen
BYTE a1,a2,a3,
a4,a5,a6]

IOCB POINTER iptr

chan ==07
iptr = $340+(chan LSH 4)
iptr.cmd = mode
iptr.blen = buflen
iptr.badr = addr
CIO( 0, chan LSH 4 )
RETURN( iptr.blen )

;*******************************

CARD FUNC BGet( BYTE chan,
CARD addr, len )
CARD temp

temp = Burst(chan,7,addr,len)
RETURN( temp )

;*******************************

PROC BPut(BYTE chan,
CARD addr,len)
Burst( chan, 11, addr, len )
RETURN
```

2. PRINTF -- The PRINTF routine has a bug which was reported and fixed in the Spring, 1984 newsletter. In the file PRINTF.ACT, use the ACTION! editor to find

```
args ==+ s
```

and change it to

```
args ==+ 2
```

3. PLAYER/MISSILE GRAPHICS --
Because S: uses some memory just
below the display list
(undocumented), our method of
finding the base address for
Player/Missile Graphics needs a
slight revision. Use the ACTION!
editor with the file PMG.ACT to
find
PM_BaseAdr=(HiMem-
PM_MemSize(mode))
_AdrMask(mode)
and change it to
PM_BaseAdr=(HiMem-
PM_MemSize(mode)-$80)
_AdrMask(mode)

4. If you use the PMMove procedure
and specify a vertical movement
of zero, the horizontal movement
does not take place (it should).
To fix this, change the lines in
PMG.ACT which read
IF deltay=0 THEN
RETURN ; do nothing
FI
to the following:
IF deltay=0 THEN
; do horizontal anyway
PMHpos(n)=x
RETURN
FI

5. PLAYER/MISSILE GRAPHICS -- The
documentation for PMG.ACT states
that you may read the contents of
PMHpos to find the horizontal
position of a player or missile.
This is simply not true. PMHpos
is a set of write-only hardware
registers. (Note that in the
ToolKit we have added a shadow
array and changed the name of the
hardware registers, so this works
correctly. If you wish, you
could consider doing something
similar on your PAD.)

6. REAL NUMBER ROUTINES -- There are
two discrepancies in PROCedure
names in the REAL.ACT library as
compared to the REAL.DOC

documentation, as follow:
Name in .DOC Name in .ACT
StrR RealToStr
ValR StrToReal
We suggest that you change the
source code in REAL.ACT to
reflect the names given in the
documentation (rather than vice
versa), since this makes the
names appear compatibile with the
library's other number-string
conversion routines.

7. REAL NUMBER ROUTINES -- In that
same area, the routine RealToStr
(or should that be StrR?) needs
to change the line which reads
ptr=LBuff
to the following:
ptr=InBuff

8. ALLOC.ACT -- The free list
pointer may not be set up
properly. Also, when freeing a
block, right adjacency is not
handled properly if left
adjacency has already been found.
Fix these problems as follows:

In the PROCedure Free, after the
line reading:
last.size==+nBytes
insert the line:
target=last

Also, in the same procedure,
change the line reading:
IF target+nBytes=current THEN
to read:
IF target+target.size
=current THEN

In the PROCedure AllocInit,
replace the line reading:
FreeList.next=p
with the following lines:
FreeList=p
p==+4
FreeList.next=p

TOOLKIT TROUBLES

It's hard to believe that a product as new as the ACTION! ToolKit can already have bug reports. Sigh. Anyway, there are already three versions of the ToolKit. Version 1 has 31 free sectors (when you list its directory). Version 2 has fewer free sectors and the second line of the file MUSIC.DEM reads ";Version 2". On version 3, the file ABS.ACT starts with the version number. This last convention will be followed in future versions. The comments here are organized by affected version(s).

VERSION 1 ONLY

1. I/O ROUTINES -- The manual describes a routine called Format (in the IO.ACT library), but no such procedure exists on the disk. However, the routine is there--it's just called Init instead. You should change your disk to match your manual.

2. MUSIC.DEM -- The program called MUSIC.DEM will not work as is on older 400/800 machines. This is because it uses a call to Graphics(15), which is only available on XL machines. You may change the program to use Graphics(8) with no effect except that the true colors of mode 15 become artifact colors in mode 8 instead.

VERSIONS 1 AND 2

1. REAL ROUTINES -- There are two discrepancies in PROCedure names in the REAL.ACT library as compared to the REAL.DOC documentation, as follow:

Name in .DOC Name in .ACT
StrR RealToStr
ValR StrToReal

We suggest that you change the source code in REAL.ACT to

reflect the names given in the documentation (rather than vice versa), since this makes the names appear compatibile with the library's other number-string conversion routines.

2. SORT ROUTINES -- There are four discrepancies in PROCecure names in the SORT.ACT library as compared to the SORT.ACT documentation, as follows:

Name in .DOC Name in .ACT
SortB BSort
SortC CSort
SortI ISort
SortS SSort

Please change your disk file to agree with your manual.

3. PRINTF -- The PRINTF routine has a bug which was reported and fixed in the Sprint, 1984 newsletter. In the file PRINTF.ACT, use the ACTION! editor to find
args ==+ s
and change it to
args ==+ 2

VERSIONS 1, 2, AND 3.

1. ALLOC ROUTINES -- The manual indicates that the procedure AllocInit requires that you pass it the address of the first free byte of memory (because Alloc "dispenses" memory from the first free byte through the top of memory, as correctly described in the manual). However, since you MUST follow the procedure described in the introduction to ALLOCATE.ACT (that is, you must declare in your program a CARD called EndProg and use the command
SET EndProg=*
after compiling), the parameter to AllocInit is not really needed

and so has been eliminated.
(AllocInit uses EndProg just as
Alloc does.) If you pass a
parameter to AllocInit, it will
be ignored.

2. WARP.DEM -- No mention is made in
the Toolkit manual that this file
can only be run when compiled
from disk (unless you are using
DOS XL to gain extra memory).
WARP.DEM is just too big for
ACTION! to hold both the source
and object in memory at one time.

3. ALLOCATE.ACT -- The free list
pointer may not be set up
properly. Also, when freeing a
block, right adjacency is not
handled properly if left
adjacency has already been found.
Fix these problems as follows:

In the PROCedure Free, after the
line reading:
last.size==+nBytes
insert the line:
target=last

Also, in the same procedure,
change the line reading:
IF target+nBytes=current THEN
to read:
IF target+target.size
=current THEN

In the PROCedure AllocInit,
replace the line reading:
p=EndProg
with the following lines:
FreeList=EndProg
p=EndProg+4

ACTION! BUG SHEET #3 - part 5

ACTION MANUAL ERRATA

First of all, you need to know which
version of the manual you have. If
Part III is the Language, then you

have the first version of the manual.
Otherwise, you have the second
(newest) version. Unfortunately,
both manuals contain content as well
as typographical errors. We'll skip
the typos and concentrate on the
content errors, since typos don't
impair your understanding of the
language (although you may wonder
where we learned to spell).

VERSION 1 ERRATA:

PAGE ERROR
2 In the last paragraph, it says
that the library is on the
disk. This is not true. It's
in your cartridge.

23 Under the description of
<BACK-S>, the comparison with
the Atari screen editor is
exactly reversed. If you are
in REPLACE mode, this key
works as in the Atari editor.

26 Under <CTRL><SHIFT>T, it says
you may not use lower-case
characters as tags. This is
untrue.

48 In the NOTE preceeding 4.3,
you should add "The *, /, and
MOD operators result in an
implied INT type. For this
reason, multiplication,
division, and modulus of large
CARD numbers does not always
work properly."

49 Section 4.4 says that you may
only have one special operator
in a complex relational
expression. This is untrue.
For example, the following is
perfectly legal:

(x=7 AND y#10) OR z<100

82 Section 6.2.3 implies that you
may not use a function as a
procedure. This is not true.
You may call a function as

though it were a procedure,
but the value returned from
the function is ignored.

97 Section 8.1.1 states that you
may either initialize a
POINTER to an address or give
it a value. Only the second
is possible, and you should
use this form:

BYTE POINTER x=<value>

Not this:
BYTE POINTER x=[<value>]

99 In example #1 there are two
PrintF statements which have
"ptr" as one parameter. These
should be "bptr", not "ptr".

101 In the last example of ARRAY
declaration (BYTE ARRAY
tests(5)...), the dimension is
overruled by the
initialization options, and so
its dimension is only three.
To fill only the first 3 of 5
elements, do the following:

BYTE ARRAY tests(5)=
[4 7 18 0 0]

104 In example #3 you see the
program line "PrintE(b)".
This should read
"PrintE(barray)".

108 Section 8.3.1.2 states that
you can initialize the fields
of a record when you declare
it. This is untrue; you may
only initialize its address.

110 The program line "rec.level =
InputB()" should read
"rec.level = GetD(7)".

112 Same as previous error.

115 Same as previous error.

112 The program line
"continue=InputB()" should

read "continue=GetD(7)"

120 The program line
"mode=InputB()" should read
"mode=GetD(7)", and the
program line "PrintE(name)"
should read "PrintE(nameptr)".

115 Same as previous error.

122 The program line
"incctr=chgclr" should read
"incclr=chgclr".

142 Section 5.3 states that you
should not use channel 7.
ACTION! uses this channel to
get characters from the
keyboard, and you may use it
to do this also. However,
don't close this channel or
alter its configuration in any
way.

153 The example of declaring an
ACTION! procedure at an
address is wrong! If you do
this, the internal pointer to
the procedure will point to
the specified address, but the
code generated by the
procedure will not be there.
Instead, it will be in with
your main code. Use procedure
and function addressing ONLY
to call machine language
routines.

161 Where the table of contents
lists the routines in section
2.3, it should read:

PrintBD NOT PrintDB
PrintCD NOT PrintDC
PrintID NOT PrintDI

162 Where the table of contents
lists the routines in sections
6.7 and 6.8, it should read:

PeekC NOT CPeek
PokeC NOT CPoke

165 Error in section 2.3. See changes for pg. 161 and make similar corrections.

179 Section 6.4 states some information concerning the results of misusing the SCopy routine, detailing that the routine does string trucation, etc., to make the procedure work. This is not true. You must make sure that the strings are compatible in size.

181 Section 6.8 states that the parameters to Poke and PokeC consist only of an address. Instead, they consist of an address and a value, as follows:

Poke(<address>,<BYTE value>)
PokeC(<address>,<CARD value>)

182 Section 6.11. MoveBlock will move a maximum block of 256 bytes in versions 3.0 to 3.4 of ACTION! Versions 3.5 and up will move any number of bytes.

191 Some error numbers are wrong. The corrections are:

14 Out of Space
15 Missing DO
19 Missing OD
24 Illegal FOR statement
26 Nesting Too Deep
27 Illegal TYPE reference
28 Illegal RETURN
128 BREAK key abort

Also, error 62 is error 61, and 54 NONE6 do not exist.

197 In the PrintF statement, %D should be changed to %U.

VERSION 2 ERRATA:

PAGE ERROR
38 Section 2.7, paragraph 3. The

last sentence states that you can RUN compiled ACTION! programs from disk. This is untrue. The RUN command will only compile and run ACTION! source files. Use DOS to run compiled object files.

39 The last RUN example (RUN PrintE()) will not work, since RUN expects a file name. Use the "Xecute" command instead.

63 In the TECHNICAL NOTE preceeding section 4.3, "*" should be changed to "*, /, or MOD".

126 The last assignment on the page makes newrecord point to the current record in the array, not the end of the array.

132 The program line "mode=InputB()" should be changed to "mode=GetD(7)".

138 The program line "IF sub(1)=str(ctr)" should read "IF sub(1)=str(ctrl)".

163 The PutDE procedure requires only a channel as a parameter, and does not put out both a character and a <RETURN>. Rather, it puts out a <RETURN> only.

172 In graphics mode 0 and all text windows, color 1 is the character luminance, color 2 is the background color, and color 3 is unused.

174 In section 5.6, references to the "lower right corner" should instead be "lower left corner".

180 Section 6.1.2 states some information concerning the results of misusing the SCopy

routine, detailing that the
routine does string
truncating, etc. This is not
true. You must make sure that
the strings are compatible in
size.

182 Section 6.11. MoveBlock will
move a maximum block of 256
bytes in versions 3.0 to 3.4
of ACTION! Versions 3.5 and
up will move any number of
bytes.

ACTION! BUG SHEET #3 - part 6

ACTION OBJECT CODE RELOCATION PROGRAM

The program SIMPLREL.ACT on this BBS
may be used to cause an ACTION!
program to load and run at a
different address than that address
at which it was compiled. The same
program will also work for assembly
language object files, providing you
also follow the given instructions.

The program takes two object files as
input and produces a third file which
will load and run at a desired
address. The relocating program
prompts the user for the two input
files, which must have been compiled
one page (256 bytes) apart. It then
prompts for an output file name (the
relocated file), the page number of
the starting address of the first
file, and the page number of the
desired destination address. Both
page numbers must be decimal values.
For example, specifying 32 as the
destination page will cause the
output file to load at address 32*256
($2000), not $3200.

See part V, "The ACTION! Compiler",
chapter 2, page 144, for information
on compiling programs to a specified
address (Used to compile the two

object files one page apart).

In order to use the relocating
program, download SIMPLEREL.ACT and
read the instructions therein.

==========

Fix for PrintF on Action! Toolkit

The PrintF routine on the Action!
Toolkit works great unless you try to
print a CARD value greater than
32767, or try to print the INT value
-32768. The reason these problems
occur is that the PROC PF_NBase in
the PRINTF.ACT file uses the "/" and
"MOD" operators, which call the
cartridge divide routine. The divide
routine is a SIGNED divide, so it
doesn't work for large card values.
The solution is to insert an UNSIGED
divide routine into the PRINTF.ACT
file and use it, instead. First,
insert the following code at the
beginning of PRINTF.ACT:

```
CARD Quotient, Remainder

PROC UDiv( CARD a, divisor )
DEFINE GETCARRY="[$2E carry]"
BYTE carry, i
CARD temp

Remainder = 0
FOR i = 1 TO 16
DO
Remainder ==LSH 1
Quotient ==LSH 1
IF (a000)#0 THEN
Remainder ==% 1
FI
a ==LSH 1
temp = Remainder - divisor
GETCARRY
IF (carryVISITOR#0 THEN
Remainder = temp
Quotient ==+ 1
FI
OD
RETURN
```

Some code in the PROCedure PF_NBase
must also be changed. Find the
section of code that reads as
follows:

```
WHILE n>0
DO
d=n MOD base <-
IF d<10 THEN
d==+'0
ELSE
d==+55
FI
s(ptr)=d
ptr==-1
length==+1
n=n/base <-
OD
```

And change the two lines indicated so
the code reads like this:

```
WHILE n>0
DO
UDiv( n, base ) <-
d=Remainder <-
IF d<10 THEN
d==+'0
ELSE
d==+55
FI
s(ptr)=d
ptr==-1
length==+1
n=Quotient <-
OD
```

The resulting PrintF routine will
work properly for all CARD and
INTeger numbers.

428. Chameleon vs Volksmodem

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-08 16:54:23 UTC
From: wrd@tekigm2.TEK.COM
Message-ID: <1728@tekigm2.TEK.COM>
Source record: 117682

```
Date: Fri, 8 May 87 09:37:05 PDT
From: MAILER-DAEMON@tektronix.TEK.COM (Mail Delivery Subsystem)
Subject: Returned mail: Host unknown
----- Transcript of session follows -----
System csd4.milw.wisc not found in network map
550 <pirc2499@csd4.milw.wisc.edu.UUCP>... Host unknown

Chameleon will work with a generic Hayes compatible modem and the 850. What it
will do with a Volksmodem, I am not certain. However, you must adjust several
of the settings depending upon what your mainframe wants. I.e. parity,
xon/xoff, and various other settings. If you do not, then Chameleon will do
strange and wonderful things. Also, I have found that the termcap for the
vt52XL seems to work the best. Lots of luck!
```

429. Re: Misc

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-08 17:47:04 UTC
From: hzatz@tybalt.caltech.edu
Message-ID: <2620@cit-vax.Caltech.Edu>
Source record: 117683

In article <8705080919.AA08937@ucbvax.Berkeley.EDU> 8440827@wwu.EDU (lafitup!) writes:
>
> Finally, I see adverts all the time from Radio Shack for replacement
>keyboards, however I have yet to see one that they make that will connect
>to my 400. Can you alter the output pins from the keyboard to match the
>Atari? Is there a full stroke keyboard around that will connect to the 400?
>(Other than the b-key).

In general, no. I purchased one of the Radio Shack Keyboards once-- when they had ADAM remnants. The reason you can't do it easily is that all keyboards, in general, are matrixed differently. Computers send a certain number of lines out to their keyboards, and require a certain number of lines of responses. These lines vary from computer to computer. For example, an Atari Keyboard might sense a letter "J" when it sends out on it's first line and receives a signal on its first input line. Another Keyboard might put "J" somewhere else entirely. Furthermore, even writing a translator program is difficult, because different keyboards have different numbers of input and output lines.

Does this mean you're stuck? Of course not. There are lots of mail order places that you can order real Atari keyboards from. I'm sure the other people on the net who know what these places are would be happy to tell you.

Good luck!
--"H"

"Twas brillig and the slithy toves BITnet: hzatz@citromeo.bitnet
Did gyre and gimble in the wabe; UUCP: !ucbvax!hzatz@romeo.caltech.edu
All mimsy were the Borogroves, ARPAnet: hzatz@romeo.caltech.edu
And the mome raths, outgrabe..." USmail: Dabney House 1-58 / Caltech
I'm Harold R. Zatz, a.k.a. "H". Pasadena, CA 91126

430. A C Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-08 19:40:57 UTC
From: smk@cbosgd.ATT.COM
Message-ID: <3592@cbosgd.ATT.COM>
Source record: 117684

I am currently putting the finishing touches on a custom version of
Deep Blue C (DBC). New features currently supported are:

1. aggregate types: structs, unions, and arrays (including multi-
dimensional arrays). (No fields, sorry!)

2. combinations of types, i.e., "pointer to pointer to function
returning pointer to ..."

a. functions may return int, char, and pointers to anything

b. indirect function calls properly supported, i.e., "(*pfunc)()"

3. sizeof and type cast operators.

4. . and -> operators.

5. goto statement.

6. "static" declarations.

7. #define "functions", #ifdef, #else, and #endif.

8. Compiles a little bit more than 2.5 times faster than DBC. Even
faster if program contains a significant number of defines, as
DBC macro processing is horrific. Don't know how it compares to
ACE C. Definitely slower than Lightspeed C (from what I can
tell from the ANALOG article).

Some limitations (off the top of my head):

1. Only two pools of identifier names: global and local. The "global"
pool includes anything declared at the outer level, struct/union tags,
and struct/union component names. The "local" pool includes
function arguments, local variables, and labels.

2. No strong type checking (yet, at least).

3. Code produced by new compiler is only slightly more optimal than
that produced by the old DBC compiler. Sigh.

4. Any limitations DBC had that exist.

The object code produced is compatible with the original DBC linker but
not with the original DBC.OBJ. The new version of DBC.OBJ will run anything
produced by the original DBC compiler.

Is anyone interested in this? I'd like to post it, but I'm not sure of
the legalities involved. Any advice?

Steve Kennedy {umm...err...}!cbosgd!smk

431. Re: Ace C posting (correction to my previous posting)

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-08 20:13:11 UTC
From: hans@umd5.umd.edu
Message-ID: <1676@umd5.umd.edu>
Source record: 117685

In article <1672@umd5.umd.edu> hans@umd5.umd.edu.UUCP (Hans Breitenlohner) writes:
>In article <8705070756.AA12465@ucbvax.Berkeley.EDU> SULLIVAN@suny-bing.CSNET writes:
>>I recently posted Ace C, but never saw it come back. John Sangster says
>
>I did not see it either, and vote for re-posting.

Well, this is quite embarrassing. Looking through old news items I dis-
covered that Ace-C did in fact show up here. Many apologies for casting
aspersions onto the news system or whatever.

To atone for my sins I will send one copy each to John Sangster and to
Hal@usu.bitnet. If anybody else needs it, let me know, and I will see
what I can do.

432. Request for information

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-09 22:44:22 UTC
From: ravi@mcnc.UUCP
Message-ID: <2260@alvin.mcnc.UUCP>
Source record: 117686

Please help this guy. Reply directly to him or post to the group.
(I'm just forwarding the message, please don't reply to me).
- -

From: lafitup! <8440827%wwu.edu@RELAY.CS.NET>
To: info-atari8-request@SCORE.STANFORD.EDU
Subject: Modem Software

I need to find a terminal program to use with my modem. It's not
a direct connect and works at 300/1200 baud. I want to be able to
download, upload and all that fun stuff. My one major restriction
is that I only have 32K. I would prefer something in the PD or Freeware
area. Any help would be appreciated.

Dave Kinsman

From: lafitup! <8440827%wwu.edu@RELAY.CS.NET>
To: INFO-ATARI8-REQUEST@SCORE.STANFORD.EDU
Subject: Atari 400 & baud rate / keyboards

I've got two questions:

1) can the Atari 400 handle a 1200 baud modem. I've been told by the
local Atari guy here in Bellingham that the hardware of the old 400
is such that it can't handle a 1200 baud modem. Anybody out there
know for sure if this is true or not?

2) Is there an external keyboard that can be attached to the 400. I had
the membrane board and then upgraded to the b-key keyboard. I see
all the time adverts for replacement keyboards and was wodering if
there was one that would connect or that you could make connect to
the 400.

Dave Kinsman

433. Re: Misc

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-10 03:54:28 UTC
From: ma179abl@sdcc3.ucsd.EDU
Message-ID: <3951@sdcc3.ucsd.EDU>
Source record: 117687

You can buy any keyboard with spst switching and rewire it according to the schematic for the atari keyboard. While a bit tedious it does work.

434. Arc, ArcX, C compilers, whatnot

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-10 14:31:52 UTC
From: ssegan@dasys1.UUCP
Message-ID: <376@dasys1.UUCP>
Source record: 117688

Recently, I've heard of a few problems with my programs.
Ugh. Seems like the Net has slightly 'altered' them in transit.
Since right now I'm calling on V10SQR, I'll repost everything in under
three days. And the files will NOT be arced.
About this custom version of C --- when will it be ready? Will it have
docs? Okay......WILL YOU POST IT ON THE NET?
(By the way, if possible, make it compatible with ACE C's FASTC.COM. This
program does the P-code optimizing for you.)
----Sascha!

--
Sascha Segan {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Unix {bellcore,harpo,cmcl2}!cucard!dasys1!ssegan
New York, NY, USA {philabs}!tg/

435. 1200 bps on a 400

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-11 13:32:48 UTC
From: abrams@COMMUNITY-CHEST.MITRE.ORG
Message-ID: <8705111330.AA03700@chance.mitre.org>
Source record: 117689

In response to Dave's note: I have a 400 with 48K memory and a detached keyboard on a ribbon cable. I also have a Ven Tel 1200 bps modem connected through an 850.

I run VT10SQ extensively, and AMODEM when I need file transfer. I would be interested in getting a working Kermit. I tried Chameleon and found that it didn't work perfectly and that I couldn't get used to the horizontal scrolling.

I have wiring diagrams etc somewhere in my files from when I added the keyboard and would be willing to share them with anyone who needs them. Please contact me directly about this.

Concerning VT10SQ: The author retired from MITRE and moved to a trailer park in Florida. I have his address and will write him (USPS) concerning the availability of source code. Will those people who expressed an interest in adding file transfer also please get in touch with me.

Sincerely,

- Marshall D. Abrams, phone: (703) 883-6938
The MITRE Corporation, 7525 Colshire Drive
Mail Stop Z670, Mc Lean, VA 22102
alternate e-mail address: abrams@mitre.arpa

436. New ATARI Drives

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-11 14:00:38 UTC
From: appelbau@topaz.RUTGERS.EDU
Message-ID: <11893@topaz.RUTGERS.EDU>
Source record: 117690

In the May issue of ANALOG there was a little note about the 3.5" disk drive. According to ANALOG ATARI scrapped the 3.5" in favor of a 5 1/4". The drive will be a DS/DD, and compatiable with the Indus, Rana, Trak, etc. Also the ADOS that was being written for the 3.5" in now being rewritten for the 5 1/4" dirve.

Neil, can you confirm or deny this? Please confirm it, as a 5 1/4" DSDD drive would really add more power to my already powerful 1200XL.
--
-Marc L. Appelbaum
Arpa:appelbau@topaz.rutgers.edu
Uucp:{ames, cbosgd, harvard, moss, seismo}!rutgers!topaz.rutgers.edu!appelbau
Bitnet:appelbaum@zodiac.bitnet

437. Audio question

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-11 20:39:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM.UUCP
Message-ID: <870511163943.4.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117691

Does anyone know if there are any funny interactions between the 4 "voices" on an 800 and it's handling of devices out on the serial bus? I know they're both handled by POKEY, but can't find anything in any of my doc that says they're not independent. Nonetheless, when I've got a serial line open (thru an 850), and try to make noises, the serial line parameters, ie baud rate, and perhaps other things, seem to get completely screwed. Data to/from the port gets garbled, needless to say. Closing and opening the port cleans it up. By picking different voices, I've been able to screw up keyboard reading as well.

Anybody run into anything like this?

438. Re: New ATARI Drives

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-12 17:15:53 UTC
From: neil@atari.UUCP
Message-ID: <729@atari.UUCP>
Source record: 117692

In article <11893@topaz.RUTGERS.EDU>, appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum) writes:

> In the May issue of ANALOG there was a little note about the 3.5" disk
> drive. According to ANALOG ATARI scrapped the 3.5" in favor of a 5
> 1/4". The drive will be a DS/DD, and compatiable with the Indus,
> Rana, Trak, etc. Also the ADOS that was being written for the 3.5" in
> now being rewritten for the 5 1/4" dirve.
>
> Neil, can you confirm or deny this? Please confirm it, as a 5 1/4"

If we redesign the disk drive for the 8-bits (possible but not yet definite), it will be done much as described. This makes much more sense than doing a 3.5" drive for the 8-bits -- how would you load existing 8-bit software into a 3.5" drive? By folding the disk in half, perhaps? :-)

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

439. Re: Is Atari killing the 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-12 17:57:38 UTC
From: neil@atari.UUCP
Message-ID: <730@atari.UUCP>
Source record: 117693

We come again to that perpetual question: is Atari intent on killing the 8-bits?

One way to answer that would be to give you a tour of our warehouse. If you could see the number of 8-bit computers and software in inventory, you'd know we are highly motivated to keep the line going.

Regarding the new XE Game System, which on the first glance is a slap in the face to those who know how powerful the 8-bitters are -- this system is purely a strategic move on our part. In order to keep the 8-bit line going, we must do two things:

1. Get the computers available in more stores, and
2. Get new software developed for them.

Software is not being developed by and large because of problem #1. So which stores do we go to? The mass merchants, who sold the bulk of the hundreds of thousands (not, unfortunately, millions) of Atari 8-bit computers out there, are currently retreating from the computer business. K-Mart carries NO computers. Ditto for Montgomery Wards. And for J.C. Penney's.

On the other hand, these same stores are doing a fabulous business in game systems like Nintendo, Sega, and, of course, Atari.

The solution, from a business point of view, was to develop a product that would be appealing to the mass merchants (and also to the public which buys there), one that also accomplishes the corporate objective of revitalizing the 8-bit line.

So what we have with the XE Game System is essentially a 65XE in disguise. Internally it contains 64K of RAM, the standard OS and BASIC in ROM, two joystick ports, SIO port, etc. It is completely compatible with the current 8-bit line, including software.

Physically it is more appealing to those who don't want a computer but who do want to play games. The main console simply has the 4 console keys from the XE (Start, Select, Option, and Reset), plus the cartridge port and connectors. The keyboard is a separate unit which plugs into the console.

When someone buys the XE Game System, they get the complete package -- console, keyboard, light gun, and 3 programs (including a new version of Sublogic's Flight Simulator including scenery, all on a single cartridge).

We expect stores to do a great business in these. We'll make available the current library of cartridge software, plus we're converting some disk programs into cartridge format for this system. As time goes by, we expect

to see dramatic increases in sales for 8-bit software -- hopefully, this will also include practical applications as well as games. This should in turn encourage developers to create new titles for the 8-bits.

Once things get moving again in the mass merchants, the current supply of 8-bit computers should also get moving through the dealers -- after all, they make a better value than the game systems, and take up less space.

So, those few of you out there who are looking at Atari management as the evil group who are plotting to quash the 8-bit line, you have it all wrong. We're trying hard to keep things moving forward. Without the distribution and the software, no amount of advertising and new hardware development could work. The XE Game System is our best hope to keep things moving.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

440. Re: Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-12 20:57:25 UTC
From: benw@packard.UUCP
Message-ID: <570@packard.UUCP>
Source record: 117694

The best PD terminal program I've used is Express (in 1030, 850 and MPP flavors...you'd need 850 Express). It was written by Keith Ledbetter and is available on Compuserve (and, I imagine, most bulletin boards and online services). If you can't get it, let me know and I'll try to get a copy to you.

Ben Weber
ficit!benw

441. For sale: Atari merchandise

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-13 04:20:34 UTC
From: pirc2499@csd4.milw.wisc.edu.UUCP
Message-ID: <2139@uwmcsd1.UUCP>
Source record: 117695
Cross-posted to: misc.forsale,comp.sys.atari.8bit

```
My friend selling some Atari equipment. If interested leave me mail
on the net or on GEnie.

Atari 800 (64K)
Atari 800XL
Atari 1050 (unmodified)
Indus GT drive
Atari cassette recorder (not the 1010)
(and an Alien voice box if he can find the software)

Please leave an offer.

He is getting desparate so he may take just about anything (reasonable).

James

_________________________________
/ \
|UUCP: pirc2499@csd4.milw.wi.edu |
|Genie: JIM.PIRC |
\_________________________________/
```

442. Re: keyboard for a 400

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-13 12:47:10 UTC
From: abrams@COMMUNITY-CHEST.MITRE.ORG
Message-ID: <8705131246.AA08799@chance.mitre.org>
Source record: 117696

The source of my keyboard is out of business, but I think you can probably use one of those offered by Radio Shack after a little work.

The first requirement is that it must be an unencoded keyboard. That is, pressing a key closes a contact between a pair of wires, as compared to causing a bit stream to be transmitted. If you can't find a keyboard without the keys already wired in the switching matrix, it may be necessary to remove all the wiring from the back of the keys.

Select a keyboard with enough keys. You may find that some of the special function keys, such as TAB, ESC, and CTRL are in a different physical position than on the Atari keyboard. That doesn't bother me. If there aren't enough keys for START, BREAK, etc, these can be implemented off the keyboard with push buttons.

I have the wiring diagrams for the key matrix and will be happy to supply it on request.

- Marshall D. Abrams, phone: (703) 883-6938
The MITRE Corporation, 7525 Colshire Drive
Mail Stop Z670, Mc Lean, VA 22102

443. ACTION! Bug Sheets in Printer Format

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-13 21:51:37 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8705132151.AA23469@mitre-bedford.ARPA>
Source record: 117697

I have edited a copy of the recent ACTION! Bug Sheets posting into 80-column format, suitable for printing on a 12-pitch printer. If anybody wants a copy I can e-mail it. It's a little more compact than the 40-column version and makes a nice printed reference manual. The code examples are left in their original format.

-John Sangster / jhs@mitre-bedford.arpa

444. Flames!!!

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-14 00:40:58 UTC
From: DFLINT02@ULKYVX.BITNET
Message-ID: <8705140048.AA10264@ucbvax.Berkeley.EDU>
Source record: 117698

Date: Wed, 13 May 87 20:34 EDT
From: <DFLINT02@ULKYVX.BITNET>
Organization: University of Louisville
Subject: Flames!!!
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu

FELLOW ATARI USERS:

Why did 2 of the best micro ever made have to manufacuted and marketed by Atari Inc? Tramiels don't take this to personal. Atari must be a cursed company. they usually have good ideas, but they fail to execute them effectively or on time.

The Atari stock bonanza pumped some capital into the struggling company,but to no avail. Neil did you say that atari would no longer make promises they can't deliver. What happen to the Atari PC 'GEM' bundle. Why is the FCC giving the Mega-ST's such a hard time. I sure Atari did not do anything to add to the FCC's red tape. The Amii chip Did NCR ever produce a working version?
Let's not talk about the 8-bit arena Atari has faired miserable in this area. A large % of the Xm301 modems were slighty defective. About half of the 130XE have inferior keyboards(ultra thin traces).

ST-blitter 1-1/2 yr's late,1040 ST heat problems, Need i say more.

ATARI get you act together!!!!!!

William M. Buford
DFLINT02@ulkyvx.bitnet

445. Stereo-tek 3D-glasses

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-14 00:41:04 UTC
From: DFLINT02@ULKYVX.BITNET
Message-ID: <8705140050.AA10290@ucbvax.Berkeley.EDU>
Source record: 117699

Date: Wed, 13 May 87 20:33 EDT
From: <DFLINT02@ULKYVX.BITNET>
Organization: University of Louisville
Subject: Stereo-tek 3D-glasses
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu

ST-and-STereo-tek users:

Do the stereo tek glases come with adaquit doccumentation on their use?
Why is the ST so well suited for use of this device? Could an 8-bit interface
for the 3D glasses be constructed?. I want concrete technical facts on why or
why not this would work.

William (mike) Buford
Dflint02@ulkyvx.bitnet

446. Re: New ATARI Drives

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-14 01:07:27 UTC
From: hah@omepd.UUCP
Message-ID: <671@omepd>
Source record: 117700

In article <729@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>In article <11893@topaz.RUTGERS.EDU>, appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum) writes:
>>
>> In the May issue of ANALOG there was a little note about the 3.5" disk
>> drive. According to ANALOG ATARI scrapped the 3.5" in favor of a 5
>> 1/4". The drive will be a DS/DD, and compatiable with the Indus,
>> Rana, Trak, etc. Also the ADOS that was being written for the 3.5" in
>> now being rewritten for the 5 1/4" dirve.
>>
>> Neil, can you confirm or deny this? Please confirm it, as a 5 1/4"
>
>If we redesign the disk drive for the 8-bits (possible but not yet
>definite), it will be done much as described. This makes much more sense
>than doing a 3.5" drive for the 8-bits -- how would you load existing 8-bit
>software into a 3.5" drive? By folding the disk in half, perhaps? :-)
>
>--->Neil Harris, Director of Marketing Communications, Atari Corporation

How about a little thingie called a TOOL. This TOOL has just one function
in life... to copy files from a disk written under one file format onto
a second disk written using a MUCH improved file format. The Atari 810
file format IS the worst disk format in the industry.

Hans

447. Re: C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-14 03:25:08 UTC
From: smk@cbosgd.ATT.COM
Message-ID: <3602@cbosgd.ATT.COM>
Source record: 117701

In article <376@dasys1.UUCP> ssegan@dasys1.UUCP (Sascha Segan) writes:
>
>About this custom version of C --- when will it be ready?

I'm getting married on May 30th, so if it's not ready by then, well...
Right now, I have a working version of the compiler, though it's not
been thoroughly tested yet, I still have two non-trivial things left on my
"goodies" list: constant expressions and decent error handling. I'd
really like to do constant expressions, e.g., "int arry[SIZE+1];" (50/50
at this point). I'm definitely going to punt on the error handling (sorry).

Brad Banko originally volunteered to test a preliminary version of the
compiler, but since he's off the net now, would someone else like to
step in? (First offer goes to Marc Appelbaum unless Brad is out there
somewhere...)

>Will it have
>docs?

Sure, "The C Programming Language" by Kernighan and Ritchie :-). But
seriously, apart from a page or two describing new features and their
limitations, no. That along with the Deep Blue C manual should get you
through.

>Okay......WILL YOU POST IT ON THE NET?

I will, unless someone gives me reason why I shouldn't...

>(By the way, if possible, make it compatible with ACE C's FASTC.COM. This
>program does the P-code optimizing for you.)

This sounds like a great idea. Can anyone tell me if FASTC.COM is compatible
with the P-code described in the documentation that came with Deep Blue
Secrets?

I'm not going to post the sources at first. Maybe later...

By the way, I forgot to mention the compiler does initializers too (static
variables only).

Steve Kennedy cbosgd!smk

448. kermit and vt10sq

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-15 02:23:29 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8705150223.AA25938@mitre-bedford.ARPA>
Source record: 117702

Marshall:

As you probably know, I run CDY's OMNIVIEW (on an 800XL) here, and use CDY's OmniCom these days, mostly because it includes kermit, xmodem, and most recently, ASCII file capture and built-in Print Screen functions. (And of course you can "capture" to the file named "P:", i.e. the printer, if you wish.) With the current price of OMNIVIEW with 80-column word processor down at $39.95 last I heard, you and others wishing VT100 emulation with kermit ought to consider OMNIVIEW/OmniCom. Incidentally, the graphics emulation is quite a bit more complete, and in my opinion, the character font a little more pleasing, than VT10SQ.

The kermit in OmniCom has worked very well both with VAX kermit and with kermit on a local Zenith-PC based BBS, which are the only two cases I've tried. I've used the xmodem on a couple of other BBSs which don't support kermit, and that has worked very well also.

I believe OMNIVIEW is also available for the 400/800, and of course you could run OmniCom too, since it is disk-based. Should you wish to go this way, you could be "on the air" with kermit almost immediately, as well as having a true 80-column word processor.

Nevertheless, with VT10SQ a Public Domain program I applaud the idea of enhancing it ultimately to have similar features. And by the way, thanks for sending it to me lo those many months ago. I got a lot of use out of it as a vanilla VT100 emulator before I bought OMNIVIEW, but it's a lot more convenient to have everything built into a single program like OmniCom.

-John Sangster/jhs@mitre-bedford.arpa

449. 1050 disk drive problem

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-15 14:25:01 UTC
From: david1@mhuxu.UUCP
Message-ID: <6492@mhuxu.UUCP>
Source record: 117703

My 3 year old 1050 disk drive died. The on/off led comes on when you turn the switch on, but nothing else happens. Has this happened to anyone else out there? Would something like this be worth getting fixed or are these drives throw away items?

Thanks for any useful info.

Rick Nelson
mhuxu!david1

450. Re: Audio problem

Newsgroup: comp.sys.atari.8bit
Date: 1987-05-15 14:44:34 UTC
From: ekijak@ARDEC.ARPA
Message-ID: <8705151044.aa29727@ARDEC-3.ARDEC.ARPA>
Source record: 117704

In response to: John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>
The 'voices' on the 800 and the serial bus ARE controlled by the same chip.
If I remember correctly, one voice channel is used in sending serial data out to the serial output pin, and another is used in receiving data from the serial input pin. I was going to say that this still leaves two voices left for making noises, but I think the voices are linked together two at a time in order to get better frequency resolution for the serial bus frequencies.
So you can't use the voices for making sounds without screwing up the serial bus setup, i.e., they're not independent. Details are given in the hardware (or operating system manual) if you can locate a copy of that.

451. driver loader for atari 835 modem OR cheaper 850 replacement

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-07 13:00:05 UTC
From: feb@cblpe.ATT.COM
Message-ID: <596@cblpe.ATT.COM>
Source record: 117505

I've been using Chameleon with my 800 and an atari 835 modem, but now I'd like to switch to the new Kermit-65 that was just posted. I don't think this will work because the driver for the 835 doesn't get loaded when the system boots, a program has to cause it to be loaded (ie, it does NOT behave like an 850.)

So, what I'd like to know is, does anyone have a driver loader for the 835 that I can 'prepend' to Kermit-65 to use it with the 835 modem?

An even better question is: what the best alternative to getting a real 850 (they're what, $130 now? way too much) ?

I'm not in love with the 835 and I'll switch at the first hint of a cheaper serial interface (no printer interface required, there's one in my disk drive ; anyone remember Trak drives?)

Anyone want to buy a lightly used, slightly useless (I mean we're talking 300 baud!) 835 modem. Comes complete with Telelink II cartridge. Works with version ?? (I forgot) of chameleon.

--
Franco Barber AT&T Bell Laboratories, Columbus, Ohio
..!cbosgd!cblpf!cblpe!feb (614) 860-7803

452. Re: More Info on CC8

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-07 13:54:38 UTC
From: swklassen@watmath.waterloo.edu
Message-ID: <14209@watmath.waterloo.edu>
Source record: 117506

In article <3682@cbterra.ATT.COM> smk@cbosgd.UUCP (Steve Kennedy) writes:
>
> o The compiler understands "left curly", "right curly", and
> "tilde" (meaning whatever graphic or control character they
> happen to map to in ATASCII).
>
Does anyone happen to know what these characters would be on the Atari?
I would like to know so that I can redefine them on my text editor.
Post any reply to the net or send directly to me.

453. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-08 17:34:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8708081803.AA02119@ucbvax.Berkeley.EDU>
Source record: 117507
Body handling: 1 inline base64-encoded payload block was not displayed

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:

Received: from score.stanford.edu by BBN.COM id aa26960; 7 Aug 87 22:39 EDT
Date: Fri 7 Aug 87 13:12:48 PDT
Subject: Info-Atari8 Digest V87 #66
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Friday, August 7, 1987 Volume 87 : Issue 66

This weeks Editor: Bill Westfield

Today's Topics:

Impending Post of C Compiler
Re: Impending release of Kermit-65
Interfaces for the Atari...
New Atari Products
More Info on CC8
SHRINK, the one that works!

Date: 3 Aug 87 17:34:13 GMT
From: cbosgd!cbterra!smk@ucbvax.Berkeley.EDU (Stephen Kennedy)
Subject: Impending Post of C Compiler
To: info-atari8@score.stanford.edu

For real this time :-)

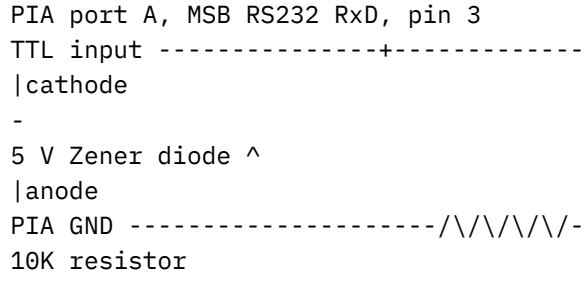
This is to notify everyone that the 8 bit C compiler I threatened to
post last May will be posted in the next day or two (1 doc + 1 uuencoded
binary).

Steve Kennedy cbosgd!smk

Date: 4 Aug 87 23:59:13 GMT
From: hanley@nyu.arpa (John Hanley)
Subject: Re: Impending release of Kermit-65
To: info-atari8@score.stanford.edu
```

In private correspondence with John Dunning the chicken-and-egg problem
came up of getting _a_ Kermit, any Kermit, onto a micro that doesn't have
one. Once you have even the most kludgeful ancient copy you can always
use it to snag a different version. Experienced modem users will have
at least one program that can capture stuff coming off the modem and dump
it to disk files; these people will have no problem reading UUDECODE.BAS
and the encoded KERMIT.UUE, and running uudecode to create KERMIT.COM (or
whatever the filenames are). These people are not who I'm concerned about.
A fair number of people will be relatively new to modeming and will have
only dumb-terminal software, either booted off the modem or from a disk
that came with the modem. What they need is something that will vacuum
characters off the modem port and tuck them away in memory, and then
write that large buffer out to disk at the end. The right way to do this,
of course, is to figure out how to get characters back from the modem and
embed that in the main program's loop, but the variety of modems and
interfaces means that you will have to deal variously with packetized/
serialized/parallelized/nybblized data and be able to provide simple
instructions (remember, this is supposed to be a novice user) that say,
here, type in this one-screen BASIC program and do thus-and-so to get
KERMIT.UUE and UUDECODE.BAS onto disk. Then you're home free. But
the instructions are bound to miss somebody's modem or interface or be
not quite debugged so that Joe_luser is guaranteed to understand them
and do the right thing, or some exception will pop up, or whatever.
Basically, this would be easier if we had a standard environment. Hmmmm.

Everyone has a PIA. And just about everyone reading this newsgroup is
reading it using an account on either a university or company computer.
This computer almost certainly has at least _one_ RS232 port that could
be borrowed at least _once_ for a special occasion when you bring in
your Atari to download Kermit to it. ('Course, you probably have a
perfectly good 232 snaking up to your desk even as you read this and
using it for other purposes it would be _no_ _big_ _deal_.)
SOOooo, having justified my reasoning in the hope of warding off
massive flames about all the rules I'm about to break below, on to
the meat of the article. This is my proposal: Have someone write
a short 6502 routine that shifts bits in from port A of the PIA and
on cue calls CIO to write the whole mess out to disk. Or let BASIC
do the disk I/O, I really don't care. Following is the level-shifter
that prompted all these musings:



1E3 apologies for not posting the joyport pinouts! John Dunning said he'd
look them up tonight; I just don't have that info, here.

I messed around with this circuit a fair amount before posting it and am
pretty confident that it shouldn't damage any equipment, but don't blame me
when you kill your Atari or your host's terminal driver. Be particularly
careful that you don't short out the 10K or insert the Zener backwards.
The band on the +----++ |\-+
diode marks the -----| ||------- -----| >|-------
cathode end: anode +----++ cathode anode |/ +- cathode
I don't see how I could make it much clearer than that. You've been warned.

The 10K simply protects the RS232 driver from having to drive too much
current. I initially tried it between RxD and the diode but found that
I couldn't drive the TTL input to ground: the diode would open up and the
input would just float high. It currently limits current to a little over
a mA. Feel free to use larger values.

The Zener protects the TTL input from ever seeing any voltage outside the
range (5V, -0.7V). I used Radio Shack Cat. No. 276-565, a 5.1V Zener, and
had no problems. Presenting a -0.7V input isn't actually quite Kosher
(you're theoretically never supposed to go below either 0 or -0.3V), but it's
no great stress either. Ideally you should pick about a 4.2V Zener that
turns on at 0.3V instead of 0.7V. Don't go above 5.1.

Theory of operation: When pin 3 is between -12V and -0.7V, the diode
conducts and the TTL input is connected to ground (actually it sees -0.7,
not 0 -- I measured -0.5 for my Zener). The -12V or whatever is across a
10K, so ~1mA flows. This is the normal (no data) case. When pin 3 is
between -0.7V and 5V, the Zener is an open circuit and the TTL input is
connected to pin 3. Somewhere in this region the TTL will discriminate
between logic low and logic high (my 7400 turned on at pin 3= 0.7V; it also
exhibited a little hysteresis: it didn't turn off until pin 3 dropped to
about 0.2V). When pin 3 is between 5V and 12V, the diode zeners, preventing
the voltage across it from _ever_ going above 5V. Excess voltage goes
across the 10K, letting as much as 0.6mA of current flow. This is the
case for data bits being sent or break being held.

I should mention that I haven't actually hooked this up to a PIA (because
I'm living about 60 miles away from my Atari and we don't have any PIA's
around here), but I _have_ tested this with real 12V RS232's and real low
power Schottkey TTL circuits: a 7400, with input going to a NAND gate and
another one used to double-invert to drive a LED. Never fried the '00,
and it seemed to work fine from 110 to 9600 baud (use a small (~40 ohm)
resistor on the LED to catch those 9600 flashes).

So, there's the hardware part: 2 whole parts and probably way more explanation
than was necessary. Now will someone out there with better access to an Atari
than me hack out the timing needed to shift bits in from the PIA and buffer
them up? No need to do spiffy autobauding or anything. To get the inital
timing down, I suggest you run a tight loop of fetch data-bit from PIA,
store, increment address to store to, loop. Looking at how long values
repeat for will give you an idea of how many instructions you can execute
before the bit changes, and how stable that number is.

Good luck!

--John Hanley,
/ / ____ __ __ System Programmer, Manhattan College [..cmcl2!mc3b2!jh]
/__/ /__ / /-< /-/ Researcher, NYU Ultracomputer Labs [Hanley@NYU.arpa]

"The Ultracomputer: to boldly go in log N time where no N processors have
gone before."

Date: 5 Aug 87 16:44:07 GMT
From: nysernic!itsgw!leah!jtj040@RUTGERS.EDU (John Thomas Jaster)
Subject: Interfaces for the Atari...
To: info-atari8@score.stanford.edu

I would like to know if anyone has any information about inexpensive
Modems for an Atari 800 xl and an Avatex 1200 hc.. I would also like to
if the Supra mpp 1150 is compatible to the Atari 850.
John Bunch

ARPA-Internet: J.Bunch@UACSC1.ALBANY.EDU
BITNET: JBB665@ALBNY1VX.BITNET

Date: 6 Aug 87 07:52:53 GMT
From: super.upenn.edu!eecae!nancy!msudoc!conklin@RUTGERS.EDU (Terry Conklin)
Subject: New Atari Products
To: info-atari8@score.stanford.edu

Hi. I'm interested in keeping my Atari 8bits useful in my home with it's
new Unix machine. I have been putting up with VT10-squared and that's
simply not acceptable. I would like to get an 80-column box as soon as
possible, assuming it has about the quality of an IBM mono display.

(PS. For the record, I checked, character by character, bit by bit, the char]
sets of Omnicom and VT10sq and they are virtually identical, at least what we
have, so any comments to "easier readability" of one or the other are
completely in the minds of the viewer. Then again, how many ways can you
MAKE a 3 bit wide character set!)

Also, the 1200-baud modem was announced some time ago and we haven't
heard much since, so can we safely assume this is not coming out?

Meanwhile, I kinda expected to see the new 8bit drive a lot sooner than
this, since Atari has been selling an "XL look" drive to go with it's
XEs and they _can't_ like that. Does anyone know where I can pick this
up as well? I'd like to retire my 810 to the kitchen with the 400 as a
local drive.

Please filter out any vaporware places. We've already discovered a few
advertising vapor-software and hardware who will take your money but
have nothing to ship. Any field comments on the quality of the 80-col
output versus "industry standard" 640 X 400 output on other mono-text
systems (IBM, ST) would be appreciated.

Terry Conklin
conklin@cps.msu.edu
ihnp4!msudoc!conklin

Date: 6 Aug 87 18:54:01 GMT
From: cbosgd!cbterra!smk@ucbvax.Berkeley.EDU (Stephen Kennedy)
Subject: More Info on CC8
To: info-atari8@score.stanford.edu

A few more things about this version of the compiler:

I've noticed a couple of "features" CC8 has inherited from Deep Blue
C. One is that the "for" statement will not accept null expressions.
Thus,

for (; ;)

needs to be written

for (0; 1; 0)

Ugh! Will be fixed next version...

The other is that the compiler also insists that the expression to the
left of a [be of type pointer or array. However, the definition of C
states that the expression "a[23]" is the same as "23[a]" (since it is
also equivalent to "*(a + 23)"). This may not get fixed.

A couple of other tidbits:

o the maximum number of array bound that can be declared is 6 (7
if "array of ... array of int|char"). More and the compiler
runs out of space for type descriptors. Don't tell me 6 isn't
enough! :-)

o The compiler understands "left curly", "right curly", and
"tilde" (meaning whatever graphic or control character they
happen to map to in ATASCII).

o add "Constant expression may be used as case label" to the
future features list.

Steve Kennedy ...!cbosgd!smk

Date: 6 Aug 87 17:26:26 GMT
From: mtune!codas!novavax!potpourri!pkopp@RUTGERS.EDU (Paul Kopp)
Subject: SHRINK, the one that works!
To: info-atari8@score.stanford.edu

Just great. The uuencoded "shrink" program I posted doesn't work! I'm
destined to make it up to everyone. (I hate uuencode anyway.) What
I've done here is written a "C" program that encodes/decodes binary
files (the program's mine but I got the algorithm from _Unix_World_).
Just split this posting up into seperate files, compile the encode/decode
program, and run it on the coded "shrink" file below. I made sure it
works this time, it does! Have Fun!
BTW...I put a ----CUT HERE--- at the end of this posting so you'll know
that you got the complete file.

Gould Inc., Computer Systems Division, in Sunny South Florida
** The opinions (if any) expressed are my own. **
...seismo!gould!pkopp OR ...akgua!ucf-cs!novavax!gould!pkopp

And remember: A path is a thing that you have running
between two shrubberies of slightly different heights.

The encode/decode program:

```
#include<stdio.h>

main(argc,argv)

int argc;
char *argv[];

{
FILE *fopen(),*in,*out;
int c;
int i=0;
int choice;

if(argc < 4)
{
printf("\nusage: %s [-e -d] in_file out_file\n",argv[0]);
printf("where: -e = encode file\n");
printf(" -d = decode file\n");
exit();
}

if((in=fopen(argv[2],"r")) == NULL)
{
printf("Error opening input file\n");
exit();
}
if((out=fopen(argv[3],"w")) == NULL)
{
printf("Error opening output file\n");
exit();
}

if(!strcmp(argv[1],"-e")) /* Encode File */
{
while ((c = fgetc(in)) != EOF)
{
fprintf(out,"%02x", c);
if (++i == 30)
{
fprintf(out," \n");
i = 0;
}
}
fprintf(out," \n");
exit();
```

```
}

else if(!strcmp(argv[1],"-d")) /* Decode File */
{
while(fscanf(in,"%2x", &c) != EOF)
fputc(c,out);
exit();
}
fclose(in);
fclose(out);
}
```

And now, the coded version of "shrink":

[Inline base64-encoded payload not displayed]

End of Info-Atari8 Digest
****

454. Re: driver loader for atari 835 modem OR cheaper 850 replacement

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-09 17:07:16 UTC
From: pkopp@potpourri.UUCP
Message-ID: <546@potpourri.UUCP>
Source record: 117508

in article <596@cblpe.ATT.COM>, feb@cblpe.ATT.COM (Franco Barber) says:
->
-> I've been using Chameleon with my 800 and an atari 835 modem.

Same here! Version 4.03 to be exact.

-> I'd like to switch to the new Kermit-65 that was just posted. I don't
-> think this will work because the driver for the 835 doesn't get loaded
-> when the system boots, a program has to cause it to be loaded (ie, it
-> does NOT behave like an 850.)
->
-> So, what I'd like to know is, does anyone have a driver loader for the
-> 835 that I can 'prepend' to Kermit-65 to use it with the 835 modem?
->

I've tried. Kermit-65 won't work with the 835 modem. I downloaded the
'bare' version of Kermit-65 and prepended the 835's "T" handler onto it
with DOS (copy using the /a option). NO GO! It's too bad...it looks
like a well written program. It loaded ok; I even managed to browse
around and play with some of the functions (80 column screen, status,
set, etc.). It didn't like it too much when I tried "connect."

Oh well, someday I'll break down and invest in some kind of RS232 hardware
and a REAL (I can't even set word size or parity) modem.

Gould Inc., Computer Systems Division, in Sunny South Florida
** The opinions (if any) expressed are my own. **
Mail paths?, oh yea mail paths:
...!{seismo,sun,pur-ee,brl-bmd}!gould!pkopp
...!{ihnp4!codas,allegra}!novavax!gould!pkopp

Remember: A path is just a thing that you have running
between two shrubberies of slightly different heights.

455. Re: More Info on CC8

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-09 18:11:27 UTC
From: rmrin@inuxh.UUCP
Message-ID: <597@inuxh.UUCP>
Source record: 117509

> In article <3682@cbterra.ATT.COM> smk@cbosgd.UUCP (Steve Kennedy) writes:
> >
> > o The compiler understands "left curly", "right curly", and
> > "tilde" (meaning whatever graphic or control character they
> > happen to map to in ATASCII).
> >
> Does anyone happen to know what these characters would be on the Atari?
> I would like to know so that I can redefine them on my text editor.
> Post any reply to the net or send directly to me.

Please post to net if you know. I also
need to generate tildes and the 800astenery ressed Harw

456. Atari 2600 specs/instruction set/programming

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-10 02:49:25 UTC
From: tedi@mmintl.UUCP
Message-ID: <2296@mmintl.UUCP>
Source record: 117510
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple,comp.sys.ibm.pc

I am posting this for a friend.

This is all concerning the Atari 2600 VCS (you know, the old atari
video game system).

Does anyone know where I can find information about:

a.) The hardware (i.e. specs on the chips, instruction sets, etc.)

b.) How to program it, i.e. is there any assembler, or do people just use
eproms or what?

I am basically interested in finding out how the whole thing works, with an
eye to maybe writing a game for it.

Thank you in advance for any pointers you might have,
Chris Michael

P.S. You can reply to {seismo!ashtate,ihnp4!pwa-b}!mmintl!tedi, or
maybe just post a reply, or call Chris at 203-633-8868 if you get the
urge.
- Ted Ives
Ashton-Tate East Hartford Product Center
203-522-2116 ext. 297

457. Good news and bad news

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-10 15:07:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <870810110707.0.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117511

The good news is that my post of Kermit-65 got out to the world intact, and seems to be going over pretty well. The bad news is that a couple of bugs (one quite serious; binary mode transfers are busted) have already surfaced.

The question of the day: What's a happy medium between getting these bugs fixed in a timely fashion (desirable) and bombarding the net with 100K postings (not desirable)? I think my preference would be to wait a while before posting a revised version, in order to really get some things fixed. Assuming the concensus agrees, but some of you out there really need to get that binary bug fixed for the thing to be usable, I'd be willing to ship individual copies to people on request.

As usual, any feedback is welcome.

458. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-10 19:48:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8708101958.AA08262@ucbvax.Berkeley.EDU>
Source record: 117512

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 10 Aug 87 19:41:08 GMT
Received-2: from score.stanford.edu by BBN.COM id aa00642; 10 Aug 87 15:35 EDT
Date: Mon 10 Aug 87 10:21:14 PDT
Subject: Info-Atari8 Digest V87 #67
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Monday, August 10, 1987 Volume 87 : Issue 67

This weeks Editor: Bill Westfield

Today's Topics:

Re: New Atari Products
driver loader for atari 835 modem OR cheaper 850 replacement
Re: More Info on CC8
Revised information about info-atari
new welcome message
Re: More Info on CC8
Re: driver loader for atari 835 modem OR cheaper 850 replacement
Good news and bad news

------------------------------------------------------------------------

Date: 7 Aug 87 06:34:17 GMT
From: ihnp4!chinet!cabbie@ucbvax.Berkeley.EDU (Richard Andrews)
Subject: Re: New Atari Products
To: info-atari8@score.stanford.edu

In article <24@nancy.UUCP> conklin@msudoc.UUCP writes:
-
>Also, the 1200-baud modem was announced some time ago and we haven't
>heard much since, so can we safely assume this is not coming out?

I would not assume that at all.

>Meanwhile, I kinda expected to see the new 8bit drive a lot sooner than
>this, since Atari has been selling an "XL look" drive to go with it's
>XEs and they _can't_ like that. Does anyone know where I can pick this
```

>up as well? I'd like to retire my 810 to the kitchen with the 400 as a
>local drive.

no comment here as I don't know...have heard that the new drive is
needed badly because 1050's are dwindling fast.

>Please filter out any vaporware places. We've already discovered a few
>advertising vapor-software and hardware who will take your money but
>have nothing to ship. Any field comments on the quality of the 80-col
>output versus "industry standard" 640 X 400 output on other mono-text
>systems (IBM, ST) would be appreciated.

I have a XEP80 here (got because of my developer status) and can say it is
as good as any true 80 column display can get. One comment though...
the XEP will support underline, inverse video, flashing, and graphics, but
will not support any combination of the above. In other words you can't
have flashing text and underlined text on the same screen. One character
in missing in the XEP...the tilde! oops.

--
****
Any opinions expressed above are my own. Rich Andrews
They can be yours too. Please send $19.95 to.....ihnp4!chinet!cabbie

---

Date: 7 Aug 87 13:00:05 GMT
From: cbosgd!cblpf!cblpe!feb@ucbvax.Berkeley.EDU (Franco Barber)
Subject: driver loader for atari 835 modem OR cheaper 850 replacement
To: info-atari8@score.stanford.edu

I've been using Chameleon with my 800 and an atari 835 modem, but now
I'd like to switch to the new Kermit-65 that was just posted. I don't
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An even better question is: what the best alternative to getting a real
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I'm not in love with the 835 and I'll switch at the first hint of a
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my disk drive ; anyone remember Trak drives?)

Anyone want to buy a lightly used, slightly useless (I mean we're talking
300 baud!) 835 modem. Comes complete with Telelink II cartridge. Works
with version ?? (I forgot) of chameleon.
--
Franco Barber AT&T Bell Laboratories, Columbus, Ohio
..!cbosgd!cblpf!cblpe!feb (614) 860-7803

Date: 7 Aug 87 13:54:38 GMT
From: decvax!watmath!swklassen@ucbvax.Berkeley.EDU (Steve Klassen)
Subject: Re: More Info on CC8
To: info-atari8@score.stanford.edu

In article <3682@cbterra.ATT.COM> smk@cbosgd.UUCP (Steve Kennedy) writes:
>
> o The compiler understands "left curly", "right curly", and
> "tilde" (meaning whatever graphic or control character they
> happen to map to in ATASCII).
>
Does anyone happen to know what these characters would be on the Atari?
I would like to know so that I can redefine them on my text editor.
Post any reply to the net or send directly to me.

Mail-From: G.ABRAMS created at 9-Aug-87 14:19:15
Date: Sun 9 Aug 87 14:19:15-PDT
From: Info-Atari Moderator <G.ABRAMS@SCORE.STANFORD.EDU>
Subject: Revised information about info-atari
To: info-atari8@SCORE.STANFORD.EDU, info-atari16@SCORE.STANFORD.EDU

The WELCOME message for info-atari has been revised to reflect new
status (or aspirations). Please retain this message in your files for
future reference.

The archives in directory info-atari on score.stanford.edu still exist;
but I can't guarantee for how long. Older archives are in directory
score/info-atari on labrea.stanford.edu . Note that Score runs under
TOPS-20 and Labrea is a UNIX system.

1. Welcome

- -------

Welcome to info-atari.

2. Sending Messages

- ------- --------

You may send messages to all "subscribers" by address-
ing it to
info-atari8@score.stanford.edu
and/or
info-atari16@score.stanford.edu

Administrative messages should be sent to
info-atari{8,16}-request.

Please do NOT send general messages to this address. Your
moderators get enough mail as it is!

3. Ground Rules

All messages should be in good taste. Commercial messages and advertisements are not permitted. When answering a question, please consider carefully whether the answer should go to the whole list, or just to the person who asked the question.

The following ground rules should make the use of this (or of any other) mailing list much easier:

* never send a message that a totally irrelevant to the mailing list's purpose to a mailing list. This especially includes any expressions of irritation at another list member.

* never forward a message that is totally irrelevant to the mailing list's purpose to a mailing list.

* when replying to a message on a mailing list, reply only to the sender of the message unless the reply is of interest to the entire mailing list.

* avoid inserting the message being replied to in a reply, especially in a message going to a mailing list. The context of the reply should be clear from *your* reply and from various mailer functionalities such as Message-ID.

* when replying to an earlier reply that violates the previous rule, ABSOLUTELY DO NOT make matters worse by adding your own violation.

4. LISTSERV

LISTSERV provides a number of features which you can access by sending mail (note) to LISTSERV. Only the barest minimum are described herein. On Bitnet messages should be sent to your nearest LISTSERV (the one from which you receive the info-atari digests). (If your address is not on Bitnet, an address for file servers is given below.) All mail sent to LISTSERV contains command lines. LISTSERV will respond by return mail. No subject is necessary in such mail. For more information send the command
INFO

4.1. List Names

The list_name for 16-bit Ataris is INFO-A16. The list_name for 8-bit Ataris is INFO-A8. These list names are used by Bitnet addressees for subscribing and unsubscribing and by everyone for obtaining back copies of news digests.

The list_names for programs stored in the archives are
PROG-A16 and PROG-A8.

4.2. (Un)Subscribing

If you are on Bitnet you may add or remove yourself
from the distribution list. It would greatly convenience
the moderators if you would do so when you no longer wish to
receive digests.

The command to join the list is
SUBSCRIBE list_name User_name

The command to remove yourself from the list is
UNSUBSCRIBE list_name

Note that the list was established with all user_names
unknown. To enter your name, send a SUBSCRIBE command.

It would be most convenient if users took care of their
own subscribing and unsubscribing, but messages to INFO-
ATARI-REQUEST{8,16}@SCORE.STANFORD.EDU will still be
accepted.

4.3. File Server (Archives)

The following service is being installed beginning
February 1987; we will announce when everything is in place
and "known" to be working.

All messages are in the archives. In addition, some
contributed programs are also there. You can obtain copies
of files from LISTSERV by sending a message in the specified
format.

If you are on ARPAnet (or gatewayed to it), your mail
should be addressed to
LISTSERV%CANADA01.BITNET@WISCVM.WISC.EDU

To obtain a list of files in the file server, the com-
mand is
INDEX list_name

The command to obtain a specific file is
GET list_name file_name

for example,
GET INFO-A16 87-00076

If you want to learn more, send the message
HELP

Date: Sun, 9 Aug 87 17:00:37 EDT
From: abrams%community-chest.mitre.org@gateway.mitre.org
To: g.abrams@score.stanford.edu
Subject: new welcome message

1. Welcome

– -------

Welcome to info-atari.

2. Sending Messages

– ------- --------

You may send messages to all "subscribers" by address-
ing it to
info-atari8@score.stanford.edu
and/or
info-atari16@score.stanford.edu

Administrative messages should be sent to
info-atari{8,16}-request.

Please do NOT send general messages to this address. Your
moderators get enough mail as it is!

3. Ground Rules

– ------ -----

All messages should be in good taste. Commercial mes-
sages and advertisements are not permitted. When answering a
question, please consider carefully whether the answer
should go to the whole list, or just to the person who asked
the question.

The following ground rules should make the use of this
(or of any other) mailing list much easier:

* never send a message that a totally irrelevant to
the mailing list's purpose to a mailing list. This
especially includes any expressions of irritation at
another list member.

* never forward a message that is totally irrelevant
to the mailing list's purpose to a mailing list.

* when replying to a message on a mailing list, reply
only to the sender of the message unless the reply
is of interest to the entire mailing list.

* avoid inserting the message being replied to in a
reply, especially in a message going to a mailing
list. The context of the reply should be clear from
your reply and from various mailer functionalities
such as Message-ID.

* when replying to an earlier reply that violates the
previous rule, ABSOLUTELY DO NOT make matters worse
by adding your own violation.

4. Archives

Archives are kept in several places in formats avail-
able to everyone. As described below, if you are on
ARPANET/DDN you will probably find it more convenient to
retrieve files from the archive on radc-softvax.arpa using
FTP. If you are not on ARPANET/DDN, or are unable to use
FTP, you will be able to retrieve files from archives dis-
tributed over several Bitnet hosts by sending mail (notes)
to a program called LISTSERV.

4.1. Archives on radc-softvax.arpa

Files from radc-softvax.arpa are available by FTP. FTP
will work only for hosts directly connected to ARPANET/DDN.
Please obtain local documentation and advice for the FTP
user programming running on your host. There are two direc-
tories under the anonymous account. One for atari8 and one
for atari16.

FTP to radc-softvax using login:guest and
password:guest. To get the current list of available atari16
files do a 'get atari16/files.doc'. All of the atari16 files
are stored in the atari16 subdirectory. If you need any
other information, contact Marc Poulin.

The archive is maintained by Rodney Peck (Peck@radc-
multics.arpa) and Marc Poulin (Poulin@radc-multics.arpa or
Archives@radc-softvax.arpa).

4.2. LISTSERV

LISTSERV provides access to files for everyone who can
send mail, independent of their location. Note, however,
that intermediate notes have been known to refuse to handle
long messages or have damaged them in transit. LISTSERV
provides a number of features which you can access by send-
ing mail (note) to LISTSERV. Only the barest minimum are
described herein. On Bitnet messages should be sent to your
nearest LISTSERV (the one from which you receive the info-
atari digests). (If your address is not on Bitnet, an
address for file servers is given below.) All mail sent to
LISTSERV contains command lines. LISTSERV will respond by
return mail. No subject is necessary in such mail. For
more information send the command
INFO

4.2.1. List Names

The list_name for 16-bit Ataris is INFO-A16. The list_name for 8-bit Ataris is INFO-A8. These list names are used by Bitnet addressees for subscribing and unsubscribing and by everyone for obtaining back copies of news digests. The list_names for programs stored in the archives are PROG-A16 and PROG-A8.

4.2.2. (Un)Subscribing

If you are on Bitnet you may add or remove yourself from the distribution list. It would greatly convenience the moderators if you would do so when you no longer wish to receive digests.

The command to join the list is
SUBSCRIBE list_name User_name

The command to remove yourself from the list is
UNSUBSCRIBE list_name

It would be most convenient if users took care of their own subscribing and unsubscribing, but messages to INFO-ATARI-REQUEST{8,16}@SCORE.STANFORD.EDU will still be accepted.

4.2.3. Accessing Program & Digest Archives

All digests are in the archives. There is a separate program library. You can obtain copies of files from LIST-SERV by sending a message in the specified format.

If you are on ARPAnet (or gatewayed to it), your mail concernin 16-bit Atari information should be addressed to
LISTSERV%CANADA01.BITNET@WISCVM.WISC.EDU

Mail concernin 8-bit Atari information should be addressed to
LISTSERV%TCSVM.BITNET@WISCVM.WISC.EDU

To obtain a list of files in the file server, the com-mand is
INDEX list_name

The command to obtain a specific file is
GET list_name file_name

for example,
GET INFO-A16 87-00076

If you want to learn more, send the message
HELP

4.2.4. LISTSERV Moderators

The person to contact if you are having problems (un)subscribing is Harry Williams (harry@marist.bitnet). The moderator of the 16-bit digest archives is Peter Jasper-Fayer (sofpjf@uoguelph.bitnet). The moderator of the 16-bit program archives is Richard Werezak (carson@mcmaster.bitnet). The moderator of the 8-bit archives is John Voigt (sysbjav@tcsvm.bitnet). The moderator of the 8-bit program archives is Arnold de Leon (adeleon@hmcvax.bitnet).

4.2.5. Information Concerning 16-bit Archive Organization

The digests are numbered sequentially as they come in. Sometimes the files arrive here out of order, or with missing ones, or with extra ones or with mail from BITNET users requesting information. Often the moderator has to logon to LISTSERV and re-name the files according to the "Subject:" line within it. Those "Subject:" lines are what end up in the indexes (in both "-A16" lists)

The program files are largely extracts from the digests (INFO-A16). As far as possible, they are numbered the same as the digests they came from. Other programs were inserted somewhere in the list. The numbers of these "inserted" files were selected so that they would appear in the index at about the correct CHRONOLOGICAL sequence. If no programs were included in the digests, and nocontributions were received, then those spaces in the index numbers were left blank.

Date: 9 Aug 87 18:11:27 GMT
From: ihnp4!inuxc!inuxh!rmrin@ucbvax.Berkeley.EDU (D Rickert)
Subject: Re: More Info on CC8
To: info-atari8@score.stanford.edu

> In article <3682@cbterra.ATT.COM> smk@cbosgd.UUCP (Steve Kennedy) writes:
> >
> > o The compiler understands "left curly", "right curly", and
> > "tilde" (meaning whatever graphic or control character they
> > happen to map to in ATASCII).
> >
> Does anyone happen to know what these characters would be on the Atari?
> I would like to know so that I can redefine them on my text editor.
> Post any reply to the net or send directly to me.

Please post to net if you know. I also
need to generate tildes and the 800XL
is missing them.

Date: 9 Aug 87 17:07:16 GMT
From: mtune!codas!novavax!potpourri!pkopp@RUTGERS.EDU (Paul Kopp)
Subject: Re: driver loader for atari 835 modem OR cheaper 850 replacement
To: info-atari8@score.stanford.edu

in article <596@cblpe.ATT.COM>, feb@cblpe.ATT.COM (Franco Barber) says:
->
-> I've been using Chameleon with my 800 and an atari 835 modem.

Same here! Version 4.03 to be exact.

-> I'd like to switch to the new Kermit-65 that was just posted. I don't
-> think this will work because the driver for the 835 doesn't get loaded
-> when the system boots, a program has to cause it to be loaded (ie, it
-> does NOT behave like an 850.)
->
-> So, what I'd like to know is, does anyone have a driver loader for the
-> 835 that I can 'prepend' to Kermit-65 to use it with the 835 modem?
->

I've tried. Kermit-65 won't work with the 835 modem. I downloaded the
'bare' version of Kermit-65 and prepended the 835's "T" handler onto it
with DOS (copy using the /a option). NO GO! It's too bad...it looks
like a well written program. It loaded ok; I even managed to browse
around and play with some of the functions (80 column screen, status,
set, etc.). It didn't like it too much when I tried "connect."

Oh well, someday I'll break down and invest in some kind of RS232 hardware
and a REAL (I can't even set word size or parity) modem.

Gould Inc., Computer Systems Division, in Sunny South Florida
** The opinions (if any) expressed are my own. **
Mail paths?, oh yea mail paths:
...!{seismo,sun,pur-ee,brl-bmd}!gould!pkopp
...!{ihnp4!codas,allegra}!novavax!gould!pkopp

Remember: A path is just a thing that you have running
between two shrubberies of slightly different heights.

Date: Mon, 10 Aug 87 11:07 EDT
From: John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>
Subject: Good news and bad news
To: Info-Atari8@SCORE.STANFORD.EDU

The good news is that my post of Kermit-65 got out to the world intact,
and seems to be going over pretty well. The bad news is that a couple
of bugs (one quite serious; binary mode transfers are busted) have
already surfaced.

The question of the day: What's a happy medium between getting these
bugs fixed in a timely fashion (desirable) and bombarding the net with

100K postings (not desirable)? I think my preference would be to wait a while before posting a revised version, in order to really get some things fixed. Assuming the concensus agrees, but some of you out there really need to get that binary bug fixed for the thing to be usable, I'd be willing to ship individual copies to people on request.

As usual, any feedback is welcome.

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

459. CC8?

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-10 20:41:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <870810164134.0.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117513

I've seen a bunch of references to CC8 being posted recently, but haven't seen it show up anywhere. I've looked in the archives on Score, on RADC-SOFTVAX, and asked some LISTSERVs about it, to no avail. Am I missing something obvious?

460. Re: Vote about new news group called comp.copy-protect

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-10 23:40:20 UTC
From: tower@bu-cs.BU.EDU
Message-ID: <10727@bu-cs.BU.EDU>
Source record: 117514
Cross-posted to:
news.groups,comp.misc,comp.sys.cbm,comp.sys.apple,comp.sys.dec,comp.sys.hp,comp.sys.ibm.pc,comp.sys.atari.8bit

comp.society.copy-protect would be a better name.

-len
--
Len Tower, Distributed Systems Group, Boston University,
111 Cummington Street, Boston, MA 02215, USA +1 (617) 353-2780
Home: 36 Porter Street, Somerville, MA 02143, USA +1 (617) 623-7739
UUCP: {}!harvard!bu-cs!tower INTERNET: tower@bu-cs.bu.edu

461. Re: More Info on CC8

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-11 00:54:06 UTC
From: tpcharron@watmath.UUCP
Message-ID: <14245@watmath.waterloo.edu>
Source record: 117515

```
>> > o The compiler understands "left curly", "right curly", and
>> > "tilde" (meaning whatever graphic or control character they
>> > happen to map to in ATASCII).
>> >
>> Does anyone happen to know what these characters would be on the Atari?
>> I would like to know so that I can redefine them on my text editor.
>> Post any reply to the net or send directly to me.

The only help I can add here is that the right bracket is the clear screen
character (esc-clear), and the left curly is the spade symbol
(CTRL- [colon]). I don't know what the tildes are.

--Tim
tpcharron@watmath.waterloo.edu
```

462. Re: More Info on CC8

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-11 02:03:42 UTC
From: sullivan@marge.math.binghamton.edu
Message-ID: <629@bingvaxu.cc.binghamton.edu>
Source record: 117516

In article <14209@watmath.waterloo.edu> swklassen@watmath.waterloo.edu (Steve Klassen) writes:
>In article <3682@cbterra.ATT.COM> smk@cbosgd.UUCP (Steve Kennedy) writes:
>>
>> o The compiler understands "left curly", "right curly", and
>> "tilde" (meaning whatever graphic or control character they
>> happen to map to in ATASCII).
>>
>Does anyone happen to know what these characters would be on the Atari?
>I would like to know so that I can redefine them on my text editor.

character ascii code atari keystroke atari graphics character
------------ ---------- -------------- ------------------------
left curly { 123 ctrl-; club?
right curly } 125 esc ctrl-< arrow pointing north-west?
tilde ~ 126 esc backspace triangle pointing left?

I'm not sure my descriptions are useful, to see what they look like use the keystrokes to generate them.

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903
Email: sullivan@marge.math.binghamton.edu

463. Re: Info-Atari8 Digest V87 #57

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-11 03:39:23 UTC
From: hpai%austin.uucp@utah-cs.UUCP
Message-ID: <4815@utah-cs.UUCP>
Source record: 117517

Does anyone have a UUDECODE program that works properly so that I
can decode the Kermit-65?

Please send replies to either the network or to me at u-jleigh@ug.utah.edu.
(Not to HPAI@AUSTIN.UUCP)

:

:

464. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-11 20:02:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA.UUCP
Message-ID: <8708112012.AA02789@ucbvax.Berkeley.EDU>
Source record: 117518

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 11 Aug 87 19:57:36 GMT
Received-2: from score.stanford.edu by BBN.COM id aa26455; 11 Aug 87 15:34 EDT
Date: Tue 11 Aug 87 10:13:32 PDT
Subject: Info-Atari8 Digest V87 #68
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Tuesday, August 11, 1987 Volume 87 : Issue 68

This weeks Editor: Bill Westfield

Today's Topics:

CC8?
Need short help on reading strings -- Atari 6000X?
Re: More Info on CC8
Re: More Info on CC8
Re: Info-Atari8 Digest V87 #57
More than 16K on a 600XL?
Re: More than 16K on a 600XL?

------------------------------------------------------------------------

Date: Mon, 10 Aug 87 16:41 EDT
From: John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>
Subject: CC8?
To: Info-Atari8@SCORE.STANFORD.EDU

I've seen a bunch of references to CC8 being posted recently, but
haven't seen it show up anywhere. I've looked in the archives on Score,
on RADC-SOFTVAX, and asked some LISTSERVs about it, to no avail. Am I
missing something obvious?

------------------------------

Date: 10 Aug 87 14:31:11 GMT
From: dayton!joe@RUTGERS.EDU (Joseph P. Larson)
Subject: Need short help on reading strings -- Atari 6000X?
To: info-atari8@score.stanford.edu
```

Please excuse my ignorance (and all that). A friend of mine recently
purchased an Atari-6000-X-something-or-other. He's trying to get it to
do stuff in Basic (of course).

Now, he can get it to read integers from the keyboard ("input i"), but
he says he can't get it to read strings at all ("input a$" does NOT work).

I personally haven't touched a line of basic in about 3 years or so (and
that was under extreme protest) and I don't think I've even SEEN an
Atari (well, I probably have, but....), so I don't know the idiosyncracies
of his machine.

So -- who out there can send me mail with an example of how to read a
string on this machine? Please -- if you program on this machine and
know how to read a string, email me an example and I'll send it down
to him.

Don't bother to followup here -- I don't subscribe to this newsgroup.
--
UUCP: rutgers!dayton!joe Dayton Hudson Department Store Company
ATT : (612) 375-3537 Joe Larson/MIS 1060
(standard disclaimer...) 700 on the Mall Mpls, Mn. 55408

Date: 11 Aug 87 02:03:42 GMT
From: sunybcs!bingvaxu!marge.math.binghamton.edu!sullivan@ames.arpa (fred sullivan)
Subject: Re: More Info on CC8
To: info-atari8@score.stanford.edu

In article <14209@watmath.waterloo.edu> swklassen@watmath.waterloo.edu (Steve Klassen)
writes:
>In article <3682@cbterra.ATT.COM> smk@cbosgd.UUCP (Steve Kennedy) writes:
>>
>> o The compiler understands "left curly", "right curly", and
>> "tilde" (meaning whatever graphic or control character they
>> happen to map to in ATASCII).
>>
>Does anyone happen to know what these characters would be on the Atari?
>I would like to know so that I can redefine them on my text editor.

character ascii code atari keystroke atari graphics character
------------ ---------- --------------- ------------------------
left curly { 123 ctrl-; club?
right curly } 125 esc ctrl-< arrow pointing north-west?
tilde ~ 126 esc backspace triangle pointing left?

I'm not sure my descriptions are useful, to see what they look like use the
keystrokes to generate them.

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903

Email: sullivan@marge.math.binghamton.edu

Date: 11 Aug 87 00:54:06 GMT
From: decvax!watmath!tpcharron@ucbvax.Berkeley.EDU (Tim Charron)
Subject: Re: More Info on CC8
To: info-atari8@score.stanford.edu

>> > o The compiler understands "left curly", "right curly", and
>> > "tilde" (meaning whatever graphic or control character they
>> > happen to map to in ATASCII).
>> >
>> Does anyone happen to know what these characters would be on the Atari?
>> I would like to know so that I can redefine them on my text editor.
>> Post any reply to the net or send directly to me.

The only help I can add here is that the right bracket is the clear screen
character (esc-clear), and the left curly is the spade symbol
(CTRL- [colon]). I don't know what the tildes are.

--Tim
tpcharron@watmath.waterloo.edu

Date: 11 Aug 87 03:39:23 GMT
From: austin!hpai@cs.utah.edu (HP AI User)
Subject: Re: Info-Atari8 Digest V87 #57
To: info-atari8@score.stanford.edu

Does anyone have a UUDECODE program that works properly so that I
can decode the Kermit-65?

Please send replies to either the network or to me at u-jleigh@ug.utah.edu.
(Not to HPAI@AUSTIN.UUCP)

Date: 10 Aug 87 16:33:19 GMT
From: ssc-vax!bcsaic!ray@beaver.cs.washington.edu (Ray Allis)
Subject: More than 16K on a 600XL?
To: info-atari8@score.stanford.edu

What is the most reasonable way to increase my 600XL's memory
to a size useable with Atariwriter or other word processors?

--
CSNET: ray@boeing.com
UUCP: uw-june!bcsaic!ray

Date: 11 Aug 87 12:18:46 GMT
From: topaz.rutgers.edu!appelbau@RUTGERS.EDU (Marc L. Appelbaum)

Subject: Re: More than 16K on a 600XL?
To: info-atari8@score.stanford.edu

In article <1830@bcsaic.UUCP> ray@bcsaic.UUCP (Ray Allis) writes:

> What is the most reasonable way to increase my 600XL's memory
> to a size useable with Atariwriter or other word processors?
>
> --
> CSNET: ray@boeing.com
> UUCP: uw-june!bcsaic!ray

You can buy an expansion board that plugs into the Parallel Bus on
the back of the 600XL, this would bring the 600XL to 64K. I believe
Atari still sells them. Your best bet would be to write to Atari
Customer Service.
--
-Marc L. Appelbaum
Arpa:appelbau@topaz.rutgers.edu
Uucp:{ames, cbosgd, harvard, moss, seismo}!rutgers!topaz.rutgers.edu!appelbau
Bitnet:appelbaum@zodiac.bitnet
GEnie:M.APPELBAUM
MOM's BBS:(201)-938-6906

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

465. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-11 20:16:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8708112027.AA03059@ucbvax.Berkeley.EDU>
Source record: 117519

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 11 Aug 87 20:10:31 GMT
Received-2: from score.stanford.edu by BBN.COM id aa26455; 11 Aug 87 15:34 EDT
Date: Tue 11 Aug 87 10:13:32 PDT
Subject: Info-Atari8 Digest V87 #68
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Tuesday, August 11, 1987 Volume 87 : Issue 68

This weeks Editor: Bill Westfield

Today's Topics:

CC8?
Need short help on reading strings -- Atari 6000X?
Re: More Info on CC8
Re: More Info on CC8
Re: Info-Atari8 Digest V87 #57
More than 16K on a 600XL?
Re: More than 16K on a 600XL?

------------------------------------------------------------------------

Date: Mon, 10 Aug 87 16:41 EDT
From: John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>
Subject: CC8?
To: Info-Atari8@SCORE.STANFORD.EDU

I've seen a bunch of references to CC8 being posted recently, but
haven't seen it show up anywhere. I've looked in the archives on Score,
on RADC-SOFTVAX, and asked some LISTSERVs about it, to no avail. Am I
missing something obvious?

------------------------------

Date: 10 Aug 87 14:31:11 GMT
From: dayton!joe@RUTGERS.EDU (Joseph P. Larson)
Subject: Need short help on reading strings -- Atari 6000X?
To: info-atari8@score.stanford.edu
```

Please excuse my ignorance (and all that). A friend of mine recently
purchased an Atari-6000-X-something-or-other. He's trying to get it to
do stuff in Basic (of course).

Now, he can get it to read integers from the keyboard ("input i"), but
he says he can't get it to read strings at all ("input a$" does NOT work).

I personally haven't touched a line of basic in about 3 years or so (and
that was under extreme protest) and I don't think I've even SEEN an
Atari (well, I probably have, but....), so I don't know the idiosyncracies
of his machine.

So -- who out there can send me mail with an example of how to read a
string on this machine? Please -- if you program on this machine and
know how to read a string, email me an example and I'll send it down
to him.

Don't bother to followup here -- I don't subscribe to this newsgroup.
--
UUCP: rutgers!dayton!joe Dayton Hudson Department Store Company
ATT : (612) 375-3537 Joe Larson/MIS 1060
(standard disclaimer...) 700 on the Mall Mpls, Mn. 55408

Date: 11 Aug 87 02:03:42 GMT
From: sunybcs!bingvaxu!marge.math.binghamton.edu!sullivan@ames.arpa (fred sullivan)
Subject: Re: More Info on CC8
To: info-atari8@score.stanford.edu

In article <14209@watmath.waterloo.edu> swklassen@watmath.waterloo.edu (Steve Klassen)
writes:
>In article <3682@cbterra.ATT.COM> smk@cbosgd.UUCP (Steve Kennedy) writes:
>>
>> o The compiler understands "left curly", "right curly", and
>> "tilde" (meaning whatever graphic or control character they
>> happen to map to in ATASCII).
>>
>Does anyone happen to know what these characters would be on the Atari?
>I would like to know so that I can redefine them on my text editor.

character ascii code atari keystroke atari graphics character
------------ ---------- -------------- ------------------------
left curly { 123 ctrl-; club?
right curly } 125 esc ctrl-< arrow pointing north-west?
tilde ~ 126 esc backspace triangle pointing left?

I'm not sure my descriptions are useful, to see what they look like use the
keystrokes to generate them.

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903

Email: sullivan@marge.math.binghamton.edu

Date: 11 Aug 87 00:54:06 GMT
From: decvax!watmath!tpcharron@ucbvax.Berkeley.EDU (Tim Charron)
Subject: Re: More Info on CC8
To: info-atari8@score.stanford.edu

>> > o The compiler understands "left curly", "right curly", and
>> > "tilde" (meaning whatever graphic or control character they
>> > happen to map to in ATASCII).
>> >
>> Does anyone happen to know what these characters would be on the Atari?
>> I would like to know so that I can redefine them on my text editor.
>> Post any reply to the net or send directly to me.

The only help I can add here is that the right bracket is the clear screen
character (esc-clear), and the left curly is the spade symbol
(CTRL- [colon]). I don't know what the tildes are.

--Tim
tpcharron@watmath.waterloo.edu

Date: 11 Aug 87 03:39:23 GMT
From: austin!hpai@cs.utah.edu (HP AI User)
Subject: Re: Info-Atari8 Digest V87 #57
To: info-atari8@score.stanford.edu

Does anyone have a UUDECODE program that works properly so that I
can decode the Kermit-65?

Please send replies to either the network or to me at u-jleigh@ug.utah.edu.
(Not to HPAI@AUSTIN.UUCP)

Date: 10 Aug 87 16:33:19 GMT
From: ssc-vax!bcsaic!ray@beaver.cs.washington.edu (Ray Allis)
Subject: More than 16K on a 600XL?
To: info-atari8@score.stanford.edu

What is the most reasonable way to increase my 600XL's memory
to a size useable with Atariwriter or other word processors?

--
CSNET: ray@boeing.com
UUCP: uw-june!bcsaic!ray

Date: 11 Aug 87 12:18:46 GMT
From: topaz.rutgers.edu!appelbau@RUTGERS.EDU (Marc L. Appelbaum)

Subject: Re: More than 16K on a 600XL?
To: info-atari8@score.stanford.edu

In article <1830@bcsaic.UUCP> ray@bcsaic.UUCP (Ray Allis) writes:

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> --
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You can buy an expansion board that plugs into the Parallel Bus on
the back of the 600XL, this would bring the 600XL to 64K. I believe
Atari still sells them. Your best bet would be to write to Atari
Customer Service.
--
-Marc L. Appelbaum
Arpa:appelbau@topaz.rutgers.edu
Uucp:{ames, cbosgd, harvard, moss, seismo}!rutgers!topaz.rutgers.edu!appelbau
Bitnet:appelbaum@zodiac.bitnet
GEnie:M.APPELBAUM
MOM's BBS:(201)-938-6906

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

466. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-11 21:04:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8708112127.AA04208@ucbvax.Berkeley.EDU>
Source record: 117520

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 11 Aug 87 20:57:22 GMT
Received-2: from score.stanford.edu by BBN.COM id aa26455; 11 Aug 87 15:34 EDT
Date: Tue 11 Aug 87 10:13:32 PDT
Subject: Info-Atari8 Digest V87 #68
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Tuesday, August 11, 1987 Volume 87 : Issue 68

This weeks Editor: Bill Westfield

Today's Topics:

CC8?
Need short help on reading strings -- Atari 6000X?
Re: More Info on CC8
Re: More Info on CC8
Re: Info-Atari8 Digest V87 #57
More than 16K on a 600XL?
Re: More than 16K on a 600XL?

------------------------------------------------------------------------

Date: Mon, 10 Aug 87 16:41 EDT
From: John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>
Subject: CC8?
To: Info-Atari8@SCORE.STANFORD.EDU

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> CSNET: ray@boeing.com
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You can buy an expansion board that plugs into the Parallel Bus on
the back of the 600XL, this would bring the 600XL to 64K. I believe
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--
-Marc L. Appelbaum
Arpa:appelbau@topaz.rutgers.edu
Uucp:{ames, cbosgd, harvard, moss, seismo}!rutgers!topaz.rutgers.edu!appelbau
Bitnet:appelbaum@zodiac.bitnet
GEnie:M.APPELBAUM
MOM's BBS:(201)-938-6906

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

467. Where is/was Kermit-65?

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-11 21:55:00 UTC
From: Makey@LOGICON.ARPA
Message-ID: <8708111455.9427.Makey@LOGICON.ARPA>
Source record: 117521

I give up. Where was Kermit-65 posted? I am not missing any recent Info-Atari8 digests. Where can I get it from? (DON'T just send it to me! My mailbox is full enough as it is.)

:: Jeff Makey
Makey@LOGICON.ARPA

468. Re: Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-12 12:41:50 UTC
From: sullivan@marge.math.binghamton.edu
Message-ID: <632@bingvaxu.cc.binghamton.edu>
Source record: 117522

In article <8708112027.AA03059@ucbvax.Berkeley.EDU> InfoMail-Mailer@WALKER-EMH.ARPA writes:
>Mail was not delivered to the following users because
>there were bad address(es) in TO and/or CC field(s):
> info-atari
>UNDELIVERED-MESSAGE:
>--
>Received: from BBN.COM by WALKER-EMH.ARPA ; 11 Aug 87 20:10:31 GMT
...
>Info-Atari8 Digest Tuesday, August 11, 1987 Volume 87 : Issue 68
...

Surely the undelivered digests from the info-atari mailing list
don't have to be posted on the news. I got at least two this morning
and one yesterday!

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903
Email: sullivan@marge.math.binghamton.edu

469. Re: Atari 2600 specs/instruction set/programming

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-12 15:26:42 UTC
From: dyer@atari.UUCP
Message-ID: <814@atari.UUCP>
Source record: 117523

In article <2296@mmintl.UUCP>, tedi@mmintl.UUCP (ted ives) writes:
> This is all concerning the Atari 2600 VCS (you know, the old atari
> video game system).
>
> Does anyone know where I can find information about:
> a.) The hardware (i.e. specs on the chips, instruction sets, etc.)
> b.) How to program it, i.e. is there any assembler, or do people just use
> eproms or what?
> I am basically interested in finding out how the whole thing works, with an
> eye to maybe writing a game for it.

I don't /know/ of any public documentation on 2600 internals, but that
doesn't mean there isn't any. But most of the documentation was
'stolen' from Atari, or reverse-engineered, and was kept secret. You
still need to sign a non-disclosure to get the official docs from Atari.

The machine is INCREDIBLY difficult to program. It's a 6507 with 128
bytes of RAMa PIA, abaroque video chip, and next to nothing else.
The keyword here is PAIN. But there are a lot of base units out there....

--
-Landon Dyer, Atari Corporation {sun,amdcad,lll-lcc,imagen}!atari!dyer
The views expressed here do not necessarily reflect those BUSINESS
of Atari or the AI software that has taken over my brain. IS
Yow! I am waiting for my warranty-expired interrupt! HELL

470. pd editors

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-12 22:31:33 UTC
From: curzon@kaoa01.dec.com
Message-ID: <11427@decwrl.DEC.COM>
Source record: 117524

re: PD wordprocessors for Atari:

Textpro is another PD wordprocessor based on the Speedscript program someone already mentionned. Textpro has some features that no other Atari text processor has. I am not intimately familiar with it yet, but it has a keyboard macro feature, so that strings of keystrokes INCLUDING EDITOR COMMANDS can be assigned to single keys. That can be a very powerful feature. There is a version that allows room for modem handlers so it can be run while a modem is active. And it features an exit to DOS for users of command line DOS's.

Speedscript itself has a good point that should be mentionned: it has a uniquely legible text, using the special Antic mode 6 (I think), with an exceptionally clear character set. It is the easiest on the eyes of all Atari 8bit word processors in my opinion -- not bad at all, for limited word processor use.

Dick Curzon
Digital Equipment of Canada
PO Box 13000
Kanata Ontario K2K 2A6
Canada.

(DEC E-NET) KAOA01::CURZON
(UUCP) {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA) curzon%kaoa01.DEC@decwrl.ARPA

471. Re: Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-12 23:41:19 UTC
From: mark@lakesys.UUCP
Message-ID: <169@lakesys.UUCP>
Source record: 117525

In article <632@bingvaxu.cc.binghamton.edu> sullivan@marge.math.binghamton.edu (fred sullivan) writes:
>In article <8708112027.AA03059@ucbvax.Berkeley.EDU> InfoMail-Mailer@WALKER-EMH.ARPA writes:
>
>Surely the undelivered digests from the info-atari mailing list
>don't have to be posted on the news. I got at least two this morning
>and one yesterday!
>

We got THREE copies of the same digest. What gives?

--
Mark A. Storin | These opinions are my own,
Lake Systems, Milw., WI | you can't have them!
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!mark |

472. FROST BASIC (Turbo BASIC for the 800).

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-13 02:51:03 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8708130251.AA05589@mitre-bedford.ARPA>
Source record: 117526

At last, I have FROST BASIC online, in uuencoded, SHRUNK form.
Because of the large number of requests, I will post it. The file is
about 100K bytes long, so I have broken it into four parts. They will
appear, hopefully, as the next four messages from me to the net.

Part 1 includes instructions for assembling the four parts. Basically
(so to speak) you have put the parts back together, uudecode, and unSHRINK.
However, the full uuencoded file is over 100K bytes, which WILL NOT FIT on
a Single Density disk. So you will have to use enhanced density or double
density, or else you will have to uudecode the four parts separately and
only then reassemble them. That can be done with DOS using the /A "Append"
switch as you copy Parts 2, 3, and 4 in succession onto the tail end of the
file you are assembling. Part 1 contains slightly more explicit instructions.
By the way, if you use the second method, it might be a good idea to
copy the assembled file to another file to get the "bubbles" out. I.e.
when you copy with append, there typically are less than full sectors at
the junctions (except with the smarter DOSes), and when you copy the file
this gets corrected.

Owners of the XL or XE machines may want to capture this program (a) for
friends with an 800, or (b) in case YOU later get an 800, or (c) in case you
want to run Turbo BASIC with a DOS like SpartaDOS or DOS-XL or OS/A+, which
need space under the ROM and so are incompatible with Turbo BASIC XL.

Enjoy! And thanks again to Ulrich Lang of West Germany, who very kindly
mailed the disk version of FROST BASIC across the Atlantic for our benefit.

Anybody who absolutely has to have a disk version mailed to them, please
notify me again and I will try to get it mailed in a few days. I'll check my
files to see if anybody already told me they had to have a disk. Please
try to manage to get the program via the net, perhaps with the help of a
local friend, but if you MUST have it mailed, I'll be glad to help you out.

-John Sangster / jhs@mitre-bedford.arpa

473. Re: Atari 2600 specs/instruction set/programming

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-13 05:21:30 UTC
From: cabbie@chinet.UUCP
Message-ID: <1401@chinet.UUCP>
Source record: 117527

In article <2296@mmintl.UUCP> tedi@mmintl.UUCP (ted ives) writes:
>Does anyone know where I can find information about:
>
>a.) The hardware (i.e. specs on the chips, instruction sets, etc.)
>
>b.) How to program it, i.e. is there any assembler, or do people just use
> eproms or what?

The way to develop for the system is to use a 1200XL and a few odds and
ends that you make yourself. (a static ram chip on a cart board that the
2600 would see as a ROM is a good place to start.) Use MAC-65.
That is the only assembler that will cut it.

>
>I am basically interested in finding out how the whole thing works, with an
>eye to maybe writing a game for it.
>
> Thank you in advance for any pointers you might have,
> Chris Michael

I have successfully obtained a set of documents from Atari on programming the
2600 game system. It mostly covers programming the TIA but gives a general
overview of the system. Also you will find my notes on the 2600 helpful.
I will post these to the net. The person that you want to talk to
at Atari is Tom Sloper. Hope this helps.

Rich A.

P.S. If you do write a game for it, Tom Sloper would be very interested in it.

--
****
Any opinions expressed above are my own. Rich Andrews
They can be yours too. Please send $19.95 to.....ihnp4!chinet!cabbie
****

474. Address of Future Systems

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-13 12:01:39 UTC
From: appelbau@topaz.rutgers.edu
Message-ID: <13942@topaz.rutgers.edu>
Source record: 117528

A while ago Indus (the makers of the Indus GT disk drive), was taken
over by Future systems, does anybody have there address?

Thanks,
Marc
--
-Marc L. Appelbaum
Arpa:appelbau@topaz.rutgers.edu
Uucp:{ames, cbosgd, harvard, moss, seismo}!rutgers!topaz.rutgers.edu!appelbau
Bitnet:appelbaum@zodiac.bitnet
GEnie:M.APPELBAUM
MOM's BBS:(201)-938-6906

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Newsgroup: comp.sys.atari.8bit
Date: 1987-08-13 12:38:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8708131248.AA12057@ucbvax.Berkeley.EDU>
Source record: 117529

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 13 Aug 87 12:30:31 GMT
Received-2: from score.stanford.edu by BBN.COM id aa13235; 13 Aug 87 8:23 EDT
Date: Thu 13 Aug 87 04:13:01 PDT
Subject: Info-Atari8 Digest V87 #69
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Thursday, August 13, 1987 Volume 87 : Issue 69

This weeks Editor: Bill Westfield

Today's Topics:

WISCVM.WISC.EDU
Where is/was Kermit-65?
FROST BASIC (Turbo BASIC for the 800).
Re: Atari 2600 specs/instruction set/programming
Re: More than 16K on a 600XL?

------------------------------------------------------------------------

Date: Tue, 11 Aug 1987 11:36 EST
From: Holly Lee Stowe <IHLS400%INDYCMS.BITNET@wiscvm.wisc.edu>
Subject: WISCVM.WISC.EDU
To: <INFO-ATARI16@SCORE.STANFORD.EDU>,

Recently notification has been made over Bitnet that the gateway
between Bitnet and Arpanet at WISCVM.WISC.EDU will be closed as of
December 1, 1987. I have no other information at this time as to
an alternate gateway.

-Holly
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
This page left intentionally blank.

------------------------------

Date: 11 Aug 87 14:55 PDT
From: Jeff Makey <Makey@LOGICON.ARPA>
```

To: INFO-ATARI8@SCORE.STANFORD.EDU
Subject: Where is/was Kermit-65?

I give up. Where was Kermit-65 posted? I am not missing any recent
Info-Atari8 digests. Where can I get it from? (DON'T just send it to
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:: Jeff Makey
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Date: Wed, 12 Aug 87 22:51:03 EDT
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Enjoy! And thanks again to Ulrich Lang of West Germany, who very kindly
mailed the disk version of FROST BASIC across the Atlantic for our benefit.

Anybody who absolutely has to have a disk version mailed to them, please
notify me again and I will try to get it mailed in a few days. I'll check my
files to see if anybody already told me they had to have a disk. Please
try to manage to get the program via the net, perhaps with the help of a
local friend, but if you MUST have it mailed, I'll be glad to help you out.

-John Sangster / jhs@mitre-bedford.arpa

[On score as <info-atari>forst-basic.ntxt (mail file format)]

Date: 12 Aug 87 15:26:42 GMT
From: imagen!atari!dyer@ucbvax.Berkeley.EDU (Landon Dyer)
Subject: Re: Atari 2600 specs/instruction set/programming
To: info-atari8@score.stanford.edu

In article <2296@mmintl.UUCP>, tedi@mmintl.UUCP (ted ives) writes:
> This is all concerning the Atari 2600 VCS (you know, the old atari
> video game system).
>
> Does anyone know where I can find information about:
> a.) The hardware (i.e. specs on the chips, instruction sets, etc.)
> b.) How to program it, i.e. is there any assembler, or do people just use
> eproms or what?
> I am basically interested in finding out how the whole thing works, with an
> eye to maybe writing a game for it.

I don't /know/ of any public documentation on 2600 internals, but that
doesn't mean there isn't any. But most of the documentation was
'stolen' from Atari, or reverse-engineered, and was kept secret. You
still need to sign a non-disclosure to get the official docs from Atari.

The machine is INCREDIBLY difficult to program. It's a 6507 with 128
bytes of RAMa PIA, abaroque video chip, and next to nothing else.
The keyword here is PAIN. But there are a lot of base units out there....

--
-Landon Dyer, Atari Corporation {sun,amdcad,lll-lcc,imagen}!atari!dyer
The views expressed here do not necessarily reflect those BUSINESS
of Atari or the AI software that has taken over my brain. IS
Yow! I am waiting for my warranty-expired interrupt! HELL

Date: 12 Aug 87 12:42:23 GMT
From: ihnp4!ihlpf!store2@ucbvax.Berkeley.EDU (Kit Kimes)
Subject: Re: More than 16K on a 600XL?
To: info-atari8@score.stanford.edu

In article <13860@topaz.rutgers.edu>, appelbau@topaz.rutgers.edu (Marc L. Appelbaum)
writes:
> In article <1830@bcsaic.UUCP> ray@bcsaic.UUCP (Ray Allis) writes:
>
> > What is the most reasonable way to increase my 600XL's memory
> > to a size useable with Atariwriter or other word processors?
> >
>
> You can buy an expansion board that plugs into the Parallel Bus on
> the back of the 600XL, this would bring the 600XL to 64K. I believe
> Atari still sells them. Your best bet would be to write to Atari
> Customer Service.
> --
I know of at least one source for the 64K upgrade. American Techna-vision

advertizes it in their ad in the August ANTIC magazine for $29.95.
Their mailing address is:
American Techna-Vision
15338 Inverness St.
San Leandro, CA 94579
(415)-352-3787

orders: 1-800-551-9995

Hope this helps...

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!iwvae!kimes

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

476. WISCVM going away?

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-13 13:43:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <870813094353.1.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117530

What effect will the threatened disappearance of WISCVM have on the distribution of mail, and, more important to me, the program archives? Is the implication that there really will be a *complete* separately maintained archive on RADC-SOFTVAX or Score or something, as opposed to relying on LISTSERVs?

477. Monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-13 13:46:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <870813094639.2.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117531

What, if any, recommendations can anyone give me about decent monitors for 8-bitters? I'd much prefer color, though I'd like to hear what's good in mono, too. Thanks.

478. Is there a vi editor for the 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-13 16:03:51 UTC
From: pkopp@potpourri.UUCP
Message-ID: <558@potpourri.UUCP>
Source record: 117532

I just saw a posting in comp.sys.atari.st. The poster asked if there was a "vi" style/type editor for the st. I've had the same question in mind for quite awhile but I would like to know if one exists for the 8 bits. I know there's one for the IBM PCs but that's the *only* one I've ever seen on micros. I don't expect a full featured vi editor...even someones hack in assy. language (or even better, in ACTION!) would be nice.

Gould Inc., Computer Systems Division, in Sunny South Florida
** The opinions (if any) expressed are my own. **
Mail paths?, oh yea mail paths:
...!{seismo,sun,pur-ee,brl-bmd}!gould!pkopp
...!{ihnp4!codas,allegra}!novavax!gould!pkopp

479. September 1987 ANTIC TOC

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-13 19:22:26 UTC
From: store2@ihlpf.ATT.COM
Message-ID: <1953@ihlpf.ATT.COM>
Source record: 117533

SEPTEMBER 1987 ANTIC TOC
Theme: Work and Play

page article

6 I/O BOARD
Letters from Readers.
15 HALL OF FAME: ATTACK ON THE DOOMSTAR
An update on David Plotkin's PD game from 1982. This arcade
style game is patterned after the attack in Star Wars.
20 ATARI ANIMATION: LESSON 4
This lesson covers artifacting to give the impression of
more colors and shades.
26 DESKTOP NUMBER-CRUNCHER
This BASIC program gives you the ability to use your 8bit
Atari as a desktop calculator, add text and then print the
whole page out. It also supports the CX85 keypad.
30 MIGHTY MAILER
A powerful, versatile, easy to use mailing list program
that allows you to search on any part of the name/address,
print on labels, envelopes or letters and update entries
easily.
35 GAME OF THE MONTH: BE THE EGGMAN
An intriguing, non-war game that appeals to players of all
ages. BASIC.
36 PRODUCT REVIEWS
Software
Hardback (Orion Micro Systems)
System-80 V2 (Small Systems Innovation)
Trailblazer (Mindscape Inc.)
39 DISK BONUS: MAXIMILLIAN B
The latest game from J. D. Casten. ANTIC felt this was too
complex for readers to type in, so they added it as their
bonus program this month.
40 ANNUAL % RATE
Figure out the real percentage of gain you're earning from
your savings and investments. BASIC.

**********BEGIN THE ST RESOURCE SECTION**********

50 DOLLARS AND SENSE
A review of this home financial management program
from Monogram Software. (Version 1.1)
53 PURSUIT OF THE GRAF STRIVIAL
A trivia game for your ST written in GFA BASIC. Easily

modified for ST BASIC.
55 ST PRODUCT NEWS AND REVIEWS
Software
MIDI Recording Studio (Dr. T's Music Software)
Phantasie II (SSI Software)
Books
Introduction to MIDI programming (Abacus Software, Inc)
New Products (description only)
Wizard's Crown (SSI), Rings of Zilfin (SSI), Colonial Conquest (SSI), Minigolf (Artworx), Bridge 5.0 (Artworx), MasterPlan (ISD Marketing), Shuttle II (MichTron), Perfect Match (MichTron), GFA Draft (MichTron), SuperConductor (MichTron), The Copyist (Dr. T's), 4-OP Deluxe (Dr. T's), Barbarian (Psygnosis Limited), Terrorpods (Psygnosis Limited), True BASIC V2.2 (True BASIC Inc), Advanced Business System (Beckemeyer Development tools), ST Toolbox (Navarone Industries), Clip Art [four disks] (The Font Factory), K-Roget (Kuma Software), Big Mike's Slot Machine Parlor (Michael Nowicki), Filesafe (Michael Nowicki), Real BASIC (Computer Crossware Labs), Home Casino Poker (Dubl Dubl Funware), Borrowed Time (Activision), My Letters, Numbers and Words (Stone and Associates), News Station ST (Reeve Software), Disk Master (Reeve Software), World Class Hockey (Reeve Software).

**********END THE ST RESOURCE SECTION**********

61 SOFTWARE LIBRARY
This section contains all the program listings for the articles in this issue.
82 TECH TIPS
This section is a collection of tips and short programs from readers or collected from various Users Groups newsletters.

Coming next month: Football Predictor, Antic TelePrompter, Checkbook Balancer & Educational Bonus Games.

Comments: Regarding my comments last month, I'm happy to report that Analog Computing did ship a combined July/August issue about the end of July. They still deny that they have any financial difficulty and claim that this will help bring the release date ahead of the cover date. I don't see how it changes anything since they were a month late in getting it out. Maybe going back to a bi-monthly publication schedule would help both ANTIC and Analog Computing, but I know they wouldn't want to do it.

Kit Kimes
AT&T-ISL
1100 E. Warrenville Rd.
Naperville, IL 60566
...!ihnp4!iwvae!kimes

480. Requesting information about the 800 compatible computers

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-13 19:57:34 UTC
From: daves@brspyr1.BRS.Com
Message-ID: <1597@brspyr1.BRS.Com>
Source record: 117534

I own a 48K Atari 800 system with an 850 interface, 810 single density disk drive, and about 50 disks worth of programs. (Also a Gemini printer and modem, but they're attached to my Zenith Z-150 right now...)

The 800 was damaged when I was travelling. It exhibits the following symptoms; the bottom row of keys on the left-hand side of the keyboard (Z,X,C,V) give no response when pressed, and pressing either shift key causes the cursor to do a "carriage return -- linefeed" sequence.

I have taken the machine apart, reseated everything I could, and cleaned the contacts on the keyboard's pc board, but to no avail. As it is now, the 800 is useless for anything except bootable games that use the joystick.

As I see it, I have several options;

1) Try to get it repaired. I've seen ads in Antic for a company that will repair (or replace) an Atari 800 for 39.95 inclusive. Has anyone dealt with this company? (They also sell replacement chips boards, and repair manuals.)

2) Scrap the current 800 and buy a used 800. Around here (Albany, New York area), complete systems are going for $200-500 depending on what's included. I don't really need a complete system (even though another disk drive or two would be nice...), and $200 is stretching my intended budget for this.

3) Scrap the current 800 and buy a compatible machine such as an 800XL, 65XE, or 130XE. Are all of these compatible with the 800? Will they work with my existing hardware peripherals? Will my software work on these machines? What are the advantages and disadvantages of each machine? I understand that the extra memory in the 130XE can be used as a ram disk. Is this true? I've seen prices in Antic ranging from $79-139 depending on the machine.

I was also told that Atari was/is running some kind of promotion where they will send you a NEW 800XL if you send them $35.00 and and your broken 800 or 400. Does anyone know if this is still true, and if so, is an 800XL what I want? (I already bought a used 400 with 32K so that my daughter can play some games, but a lot of the software that I want to use is 48K only, and therefore useless on the 400).

In summary, I would appreciate any information that you have about my problem and the potential solutions that I've outlined.

Thanks in advance......
--

Dave Schubmehl	UUCP Map: daves@brspyr1.UUCP
BRS	UUCP Path: seismo!rochester!steinmetz!brspyr1!daves
Latham, NY 12110	or: ihnp4!dartvax!brspyr1!daves
(518) 783-1161 ----------

481. DOS Detective

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-13 23:51:47 UTC
From: curzon@kaoa01.dec.com
Message-ID: <11438@decwrl.DEC.COM>
Source record: 117535

A while ago I asked how you test which DOS is loaded into memory. I got no answers, but a couple of requests to post an answer if I found one. Here's what seems to work so far.

DOSVEC ($0A) memory location points to what SpartaDOS refers to as COMTAB. ICD has documented its use of COMTAB memory, here are the relevant bytes to test:

1. COMTAB + 0 - jump instruction ($4C)
2. COMTAB + 3 - jump instruction ($4C)
3. COMTAB + 6 - vector (NOT a jump instruction)

Atari DOS's, as well as SuperDOS, SmartDOS, will fail test 1 and 2. Test 3 is necessary because MachDOS passes test 1 and 2; but MachDOS DOES have a jump instruction at COMTAB + 6. SpartaDOS and DOS XL will pass all three tests.

PS:

One of the Sparta COMTAB vectors is to a file crunch routine which returns the next word on the file line in a small buffer in COMTAB. However, this is the usual Atari machine language format, incompatible with Action strings. I did a filename cruncher which returns the filenames in Action strings, if anyone thinks it will save them time send me mail (I don't receive the newsgroup distribution at present). The routine works with SpartaDOS and DOS XL.

Dick Curzon
Digital Equipment of Canada
PO Box 13000
Kanata Ontario K2K 2A6
Canada.

(DEC E-NET) KAOA01::CURZON
(UUCP) {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA) curzon%kaoa01.DEC@decwrl.ARPA

482. 1200 baud modem wanted

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-15 01:33:21 UTC
From: tpcharron@watmath.UUCP
Message-ID: <14339@watmath.waterloo.edu>
Source record: 117536

I'm looking to buy a good cheap or used modem for my 8-bit atari. I have an XM-301 modem now, but am tired of waiting for it constantly. Any suggestions are welcome. I KNOW that this question is boring to those users who could care less, so I ask that you e-mail me. Thanks.

Tim Charron
tpcharron@Watmath.waterloo.edu

p.s. I'm going to be in Toronto the start of September, and if anyone in the area has a modem they're willing to sell, give me a call (after Sept. 8). I'm in the phone book.

483. vt52em Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-16 15:03:21 UTC
From: mark@lakesys.UUCP
Message-ID: <175@lakesys.UUCP>
Source record: 117537

VT52EM Documentation

Vt52em is a vt52 emulator for the Atari 8-bit computers with an RS232 interface and Hayes compatible modem. It was written in ACTION! and compiled with the run-time libraries, therefore the ACTION! cartridge is not necessary to run this program. I am unable to distribute the source code at this time as the code for the 80 column driver is copyrighted.

The program emulates 80 columns by using the Graphics 8 mode. I find the font quite readable, more so than some other 80 column emulations I have seen. To use it I suggest you have either a monochrome monitor or a good B/W TV set. It is all but unreadable on a color set due to artifacting.

The program has been tested on a 130XE using Atari DOS 2.0, 2.5 and SpartDOS 3.2 under both the XE/XL OS and the old 800 OS (version B) loaded in from a Translator disk. If you experience any compatibility problems please let me know.

Vt52em supports a subset of the vt52 terminal capabilities. These include cursor positioning, most of the edit and erase funtions (insert line and delete line, erase to end of line, etc., etc.), and inverse video (standout mode). Some things it does not support are blinking and half-intensity text, graphics mode, and status/25th lines. It also does not support hard tabs or a DEL/Rubout key (ascii 127). These are slated for a future release. IF connected to a Unix/Xenix system do an 'stty -tabs' to have all tabs converted to spaces (soft tabs).

The program also does not include any form of file transfer. I wrote it primarily as a means to use Unix/Xenix programs requiring terminal emulation. Included below is a Unix termcap entry that will supplement the standard vt52 entry and take advantage of the added features of vt52em:

```
a1|atari|atari vt52em:\
:am:al=\EL:dl=\EM:so=\Ep:se=\Eq:tc=vt52:
```

If using an Atari DOS (2.0 or 2.5) you must pre-append the program to an RS232 loader, rename it AUTORUN.SYS, and boot the disk with Basic disabled. With SpartaDOS you may run it from the command line as long as the RS232 handler has already been loaded in.

Using the Program

After booting the program, and passing the title screen, you are placed in a command mode. Typing a '?' followed by RETURN will display a list of all the commands and their usage. Most of the commands should be self explanatory. The program implements control-S/Q flow control to prevent buffer overflow at bauds of 1200 and 2400 (screen writing in Graphics 8 is

SLOW, about 1200 baud max). This feature may be turned off or the start and stop characters may be changed if the system you are on uses different ones.

Pressing <START> when in command mode will put you in Terminal mode.
Pressing <SELECT> when in Terminal mode puts you back in command mode.
Pressing <OPTION> in either mode will flip the screen colors (i.e. from black on white to white on black).

The 'QUIT' command will do a Cold Start (reboot the machine). I will add a more graceful exit in a future release.

The terminal mode supports generation of braces, tilda, and the grave accent. Key presses to generate them are as follows:

(note: CNTL-SHIFT denotes holding both the CONTROL and SHIFT keys down simultaneously while pressing another key)

CNTL-SHIFT t = tilda
CNTL-SHIFT g = grave accent
CNTL-SHIFT [= left brace
CNTL-SHIFT] = right brace

A final note: this program is released into the Public Domain. The author makes no quarentees implied or otherwise. The program may be freely distributed but remains the property of the author. The program may not be sold or in any way exchanged for profit. If any are aware of this happening I would appreciate them notifying me.

Mark A. Storin
2955 N. Weil St.
Milw., WI 52312
MilAtari BBS: (414)-781-5710
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!mark
Lake Systems: (414)-483-6607
SUE:(414)-762-6411

--
Mark A. Storin | These opinions are my own,
Lake Systems, Milw., WI | you can't have them!
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!mark |

484. Re: Monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-17 14:19:00 UTC
From: sullivan@marge.math.binghamton.edu
Message-ID: <641@bingvaxu.cc.binghamton.edu>
Source record: 117538

In article <870813094639.2.JRD@GRACKLE.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>What, if any, recommendations can anyone give me about decent monitors
>for 8-bitters? I'd much prefer color, though I'd like to hear what's
>good in mono, too. Thanks.

I have used a NEC green-screen for a few years. I have no objections to it at all. It cost me $80 used. I frequently use it in 80 column mode as a terminal, and the characters are clear and crisp. The only problem (and I think this is a generic problem with monochrome monitors) is that if the chroma signal is hooked up, so that colors appear as line shading, then the 80 column display is unreadable. With chroma disconnected, there is no distinction between different colors.

Note: the real problem here is that the default background color is blue. If it were black, there would be no problem.

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903
Email: sullivan@marge.math.binghamton.edu

485. a demo to play with

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-19 03:02:53 UTC
From: brian@csufresno.EDU.UUCP
Message-ID: <8708190716.AA12966@ucbvax.Berkeley.EDU>
Source record: 117539

Here's a demo quicky demo I wrote a few years back but never gave
to anyone. Try it out and let me know what you think. I've got
another one ready to send if there is interest (and this one makes it
through intact.)

-brian BITNET: FETPC19@CALSTATE
UUCP: ... ucbvax!ucdavis!csufres!brian
ARPA: fetpc19%calstate.bitnet@wiscvm.wisc.edu

~~~~~~~~~~~~~~~~~~ cut chop etc. ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

```
1 GOSUB 1000
2 GO TO 5000
100 POKE 1543,PRI
101 PLOT 0,0
110 POKE 1555,SEC
120 POKE 1786,0
140 POKE 204,LO:POKE 205,HI
150 D=USR(1696):RETURN
160 REM -- - - - - - - - - - - - - -
1000 FOR R=1536 TO 1570
1010 READ CODE:POKE R,CODE
1020 NEXT R
2000 DATA 104,173,250,6,160,0
2001 DATA 105,255,145,204,200,192,40
2002 DATA 208,247,173,250,6,105,255
2003 DATA 141,250,6,165,204,24,105,40
2004 DATA 133,204,144,2,230,205,96
2010 FOR R=1696 TO 1707
2020 READ CODE:POKE R,CODE
2030 NEXT R:RETURN
2501 DATA 104,162,0,32,1,6,232,224,193
2503 DATA 208,248,96
2999 REM - - - - - - - - - - - - - - -
3000 POKE 764,255:FOR WX=1 TO 100 STEP 0.1:IF PEEK(764)<>255 THEN WX=100
3010 NEXT WX:RETURN
4000 PLOT 0,0:GRAPHICS GR+32:LUM=6:IF GR=9 THEN LUM=0
4010 SETCOLOR 4,0,LUM:HI=PEEK(89):LOW=PEEK(88):RETURN
4999 REM - - - - - - - - - - - - - - -
5000 GRAPHICS 11:REM demo1
5005 GR=11:LUM=6:GOSUB 4000
6000 SEC=0:FOR PRI=220 TO 255:GOSUB 100:NEXT PRI
6010 FOR PRI=0 TO 35:GOSUB 100:NEXT PRI:GOSUB 3000
6499 REM demo2
6500 SEC=14:FOR PRI=10 TO 45:GOSUB 100:NEXT PRI:GOSUB 3000
6999 REM - - - - - - - - - - - - - - -
```
~~~~~~~~~~~~~~~~~~

```
7000 REM more demos
7010 RESTORE 9000:TRAP 7999
7020 READ GR,PRI,SEC
7025 IF LAST<>GR THEN GOSUB 4000
7027 LAST=GR
7030 GOSUB 100:GOSUB 3000
7040 GO TO 7020
7999 TRAP 40000:GO TO 5000
9000 DATA 11,14,14
9010 DATA 11,15,240
9020 DATA 9,1,240
9030 DATA 9,65,239
9040 DATA 9,220,247
9050 DATA 9,176,247
9060 DATA 11,255,119
9070 DATA 11,1,84
9080 DATA 9,139,238
9090 DATA 11,255,151
9100 DATA 11,113,122
9110 DATA 9,44,14
9130 DATA 11,75,119
9140 DATA 9,15,0
9150 DATA 11,62,224
9180 DATA 9,107,29
9190 DATA 9,107,14
9200 DATA 11,15,44
9510 DATA PLAIDS.BAS
9520 DATA BY BRIAN WARKENTINE
9530 DATA 5 / 23 / 1985
32700 GRAPHICS 0:POKE 710,160:END
```

486. Re: More than 16K on a 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-19 23:47:13 UTC
From: hans@umd5.umd.edu
Message-ID: <1860@umd5.umd.edu>
Source record: 117540

In article <1830@bcsaic.UUCP> ray@bcsaic.UUCP (Ray Allis) writes:
>What is the most reasonable way to increase my 600XL's memory
>to a size useable with Atariwriter or other word processors?
>
>--
>CSNET: ray@boeing.com
>UUCP: uw-june!bcsaic!ray

Following are instructions for upgrading a 600XL to 64k. I promised to write this up and post it some time ago. Thanks for giving me another incentive, and apologies to all who have waited for this.

Upgrading an ATARI 600 XL to 64k memory

Hans Breitenlohner
Computer Science Center
University of Maryland

It is fairly simple to upgrade a 600XL computer to 64k memory. Parts required are two 64k by 4 RAM chips (TMS 4464 or equivalent), a 14 pin dip header (optional) and three pieces of hookup wire. Tools required are screwdrivers, pliers, soldering iron, etc. No special tools of any kind are required.

Having said this much, I feel that I should include the following DISCLAIMER: This project requires that you open your computer, and solder and maybe cut traces on the circuit board. If the thought of this makes you uncomfortable, if you have no experience with this kind of work, or don't have access to suitable soldering equipment, then this job is NOT for you! You will definitely void your warranty, and if your computer does not work you will be on your own. You may have problems getting it fixed if the need should arise in the future. (Of course, if you are willing to pay someone 50-60 dollars to fix a 600XL, talk to me, and I would love to help you out!)

No warranty, expressed or implied, including but not limited to ....
If you try this, however, and have problems, send me mail and I will try to help, within the constraints of available resources.

Commercial alternatives: American TV advertises a 64k expansion for the 600XL. I do not know if it is similar to this, or if it is the plug in unit which Atari advertised at one time. Closer to home (for me, anyway) Computer Service Land (14506-B Lee Road, Chantilly, Va., 22021, 703-631-4949) offers an upgrade kit for around 30-40 dollars. I have not seen it, but have been told that it is very similar to what I have. The extra money may buy you better documentation or after-the-fact support.

A. A brief description of the 600XL

The 600XL is a stripped down version of the 800XL. With a few exceptions
the circuitry is the same as in the 800XL. The case and circuit board
are smaller, as a result the layout had to be changed, and things are squeezed
together more tightly. Memory consists of two 16k by 4 chips, and there is
an extra IC in the memory logic (more on that later). There is no video out.
However, all the traces for it seem to be on the circuit board, and if you
remove the channel 2/3 switch, put in a 5-pin DIN socket, and plug in
all the resistors, caps, and transistors, it should be possible to get
the video output just as in the 800XL.
Along with the layout, the numbering of the ICs was changed, and different
sections of multi-section ICs may be used than in the 800XL.

B. Schematics

I used the Sams Computerfacts for the 800XL when I worked this out. They are
not inspired (especially in their use of logic symbols for some of the standard
74LS circuits) but do appear to be complete and correct. I am not aware of
any specific 600XL schematics. I will explain this project so that you
do not need schematics to complete it.

C. The Upgrade

Take apart your computer and remove the shielding from the circuit board. If
you need step by step instructions on which screws to loosen, and when, read
the second paragraph of this again, now, before it is too late.
Two small warnings, though: You can't fold the top of the case to one side
without disconnecting the keyboard cable, as you can on an 800XL. Pull the
small circuit board out of the socket on the main board. I do not think
the cable is meant to be removed from its socket. Secondly, there is one
screw holding the circuit board to the case inside the shield (near the
modulator). It is fairly easy to remove, but requires lots of care when
reassembling.

I have done this project once, and the circuit board had the following
identification (on the bottom):
ATARI INC.
MADE IN HONG KONG
CO61677 7/1983
REV. X9A
If yours is significantly different, your mileage on this project may vary!
The ANTIC chip (u9) should be a CO21697, and not a CO12296. I think all 600XLs
have the correct one.

Replace the two memory chips (u11, u12) with TMS4464 or equivalent. I ordered
mine from Microprocessors Unlimited. I paid less than $12.50 then (about
a year and a half ago), and received them within 2-3 days of ordering.

The address multiplexers, u5 and u6 (74LS158) are not connected to the address
bits A14 and A15. u6 pin 10 and u5-3 are grounded. They need to be connected
to the two address signals. It does not matter which pin is connected to which
of the signals. This may be done by cutting the traces on the
bottom of the board feeding those two pins, or by removing the pins from the
sockets (assuming the board is socketed, mine is). There are four feed-through

holes on the board about halfway between u9-21 and u14-1. The rightmost two are connected to A14 and A15, and I ran wires from there to the two legs of U5 and U6 which I pulled out of their sockets. If you decide to cut traces and do the wiring on the bottom of the board, there may be better ways. A14 is available at the CPU u10-24, the ANTIC chip u9-19, at the second feed through from the right, and at u15-9. A15 is available at u10-25, u9-20, rightmost feed through, and u15-15.

After either of the previous steps you may want to run memory tests. To do this you need to plug in the keyboard and power supply, being careful not to short anything, etc. In either case you should see 16k of good RAM.

There is circuitry in the 600XL to prevent references to RAM above 16k. Half of the 74LS375 (unused in the 800XL) is used to latch A14 and A15. The extra circuit, a 74S32 at u18, combines these (latched A14 at pin 5, latched A15 at pin 4, OR of the two at pin 6), and ORs the original CAS signal (pin 10) with the result (pin 9) to produce the actual CAS signal to the memories. To complete the upgrade, remove the 74S32 from location u18, and either insert a DIP header with a jumper from pin 8 to pin 10, or solder a jumper to the board between the two pins. If you perform this step before the previous two, you will not be able to run memory tests, or use it in any other way.

Reassemble the computer. If you run memory tests now, you should see 40 or 48k of good RAM, depending on whether Basic is enabled. The computer should act exactly like an 800XL in all respects.

P.S.: I have noticed that the picture quality from my 600XL is somewhat worse than from 800XLs. In particular there are six or seven vertical bars near the left edge of the screen, probably related to memory refresh signals. I do not know if that is a problem with 600XLs in general, perhaps caused by the different layout, or if the problem is unique to my system. I also do not recall if the problem was there before I did this upgrade. If anybody does this and can answer either of these questions, please let me know.

P.P.S.: Now that 256k by 4 memories are available at somewhat reasonable prices, the way is open to take one of the 256k upgrades for the 800XL and adapt it to the 600XL.

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487. Re: Atari 2600 specs/instruction set/programming

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-20 00:44:45 UTC
From: long@sask.UUCP
Message-ID: <823@sask.UUCP>
Source record: 117541

Once upon a time, about 1 yr. ago, someone posted a whole pile of information about the 2600. I believe it contained virtually everything you could want to know about the machine (Ops, wiring, and hints). I had it saved for about 8 months, (for interests' sake) but then decided that realistically, I was never going to look at it again, so I deleted the file.

However, I know it existed once, and therefore, someone must have a copy, even if only the guy who posted it!!

Warren

--
=-=-=-=-=-Warren Long at University of Saskatchewan, Canada-=-=-=-=-
Home: 78 Carleton Dr.,Saskatoon, Sasakatchewan, S7H 3N6
Phone: (306)-955-1237
=-=-=-=-=-U-Email: ...!ihnp4!alberta!sask!long -=-=-=-=-=-=-=-=-

488. More wierd questions...

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-20 18:57:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <870820145709.7.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117542

I've been looking at the little typeahead frob posted by u-jleigh recently. It WON'T work as is with Kermit-65, as was previously alleged, but it can easily be hacked to make it work. However, there are two ways to go here: either load it external to kermit, as the posted version requires, or build it into kermit, and have kermit turn it on at init time, and off at exit time (or maybe make it switchable or something). However, since it hacks on interrupt vectors, it'd be nice if the embedded version could detect the presence of the separately loaded version, and not preempt it.

So, the questions before the house are: 1) Would the listening audience like to see this feature added to kermit, and 2) is there any good place in OS ram for storing facts like "The typeahead handler is already in place, dummy!"?

489. Re: More wierd questions...

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-21 07:39:41 UTC
From: conklin@msudoc.ee.mich-state.edu
Message-ID: <53@nancy.UUCP>
Source record: 117543

I for one would not like to see Kermit-65 do any type ahead buffering. I'm using it exclusively. (Hey, just for the record, this is a GREAT program!!! Where can I tell FTD to send the wreath of achievement? Or do you have a local party store that takes Visa & delivers.) SpartaDOS already does wonderful type-ahead buffering.

More importantly, the Atari OS is a great piece of work. Device Independence is an important feature that puts it with today's efforts. In the nature of this work, it is better to make an external load-once type ahead program that works with everything than to lock you into using this Kermit to achieve it. Given a good general purpose modified K:, you could offer typeahead to everything, all the time.

It's this kind of technojunk that keeps my 8bit a competetive tool with the IBM PC I hang on my wall.

Terry Conklin
...ihnp4!msudoc!conklin
conklin@cps.msu.edu (ARPA)
(517) 372-3131 3/12/24 (Club Lansing)
(313) 334-8877 3/12 (Club II. Has all known extended memory software (256K XL) online. Please help keep it that way.)

490. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-21 08:59:05 UTC
From: F1.GDM@ISUMVS.BITNET
Message-ID: <8708210900.AA29270@ucbvax.Berkeley.EDU>
Source record: 117544

Does anyone know the easiest way to contact Keith Ledbetter?

He is the author of my favorite term prog, Express! 1030/xm301. I do not have a CompuSpend account or a GEnie or even delphi accnt. I would like to find out if he uses Bitnet or one of the other major (free) networks.

My main reason is this: I would like to see Exp! converted to 80 col.
Has anyone done this?

I have Omniview...should I just get a copy of Omnicom? Has anyone used Omnicom? Will it support a Hayes compat 1200 baud modem? Does it do up/downloading? What is the general reaction to this piece of software? It is of good quality or is it "just what is available?"

F1.GDM @ ISUMVS.bitnet

"It was the kind of crowd that would make the Fool Killer lower his club, shake his head and walk away, frustrated at the sheer magnitude of the opportunity."

491. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-21 13:38:07 UTC
From: appelbau@topaz.rutgers.edu
Message-ID: <14124@topaz.rutgers.edu>
Source record: 117545

In article <8708210900.AA29270@ucbvax.Berkeley.EDU> F1.GDM@ISUMVS.BITNET ("Gene Merritt") writes:

> Does anyone know the easiest way to contact Keith Ledbetter?
> He is the author of my favorite term prog, Express! 1030/xm301. I do not have
> a CompuSpend account or a GEnie or even delphi accnt. I would like to find
> out if he uses Bitnet or one of the other major (free) networks.
> My main reason is this: I would like to see Exp!converted to 80 col.
> Has anyone done this?

Keith is working for ICD Inc, as a programmer, you can write to him in care of ICD or try calling the ICD BBS (I don't have their address or number with me now.)

As far as I know the only networks Keith has access to is Compuserve and GEnie.

I wonder if the new program SX Express!, which Keith is writing for the new SX212 modem supports 80 columns? Any comments Neil???

--
-Marc L. Appelbaum
Arpa:appelbau@topaz.rutgers.edu
Uucp:{ames, cbosgd, harvard, moss, seismo}!rutgers!topaz.rutgers.edu!appelbau
Bitnet:appelbaum@zodiac.bitnet
GEnie:M.APPELBAUM
MOM's BBS:(201)-938-6906

492. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-21 14:24:47 UTC
From: sullivan@marge.math.binghamton.edu
Message-ID: <652@bingvaxu.cc.binghamton.edu>
Source record: 117546

In article <8708210900.AA29270@ucbvax.Berkeley.EDU> F1.GDM@ISUMVS.BITNET ("Gene Merritt") writes:
>I have Omniview...should I just get a copy of Omnicom? Has anyone used Omnicom?
>Will it support a Hayes compat 1200 baud modem? Does it do up/downloading?
>What is the general reaction to this piece of software? It is of good quality or
>is it "just what is available?"

I have omnicom for the 800, and I have heard of newer versions with more features. At any rate:
1. My copy has no explicit support for "Hayes" compatable modems. (If you want to know why Hayes is in quotes, read the fine print on the outside of a Hayes box. On the other hand, I can type atds pretty quickly.

2. It does kermit file transfers.

3. It is ok, but would be improved if: all ascii characters were correct (curly braces and such are displayed as the corresponding atascii graphics character), if the screen didn't permanently change colors when you do file transfers, and if you didn't have to refer to the 850 manual for special numbers when setting it to 2400 baud. I'll give it a better than "just what's available" but not really a polished product rating. Incidentally, until recently I used it extensively as a terminal, and it worked fine with vi and Gnu emacs (although I did have to put in a termcap with delays on reverse scroll to use it with emacs at 2400 baud).

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903
Email: sullivan@marge.math.binghamton.edu

493. Re: More than 16K on a 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-21 19:16:37 UTC
From: hans@umd5.umd.edu
Message-ID: <1874@umd5.umd.edu>
Source record: 117547

Here are two brief followups to my recent posting:

1. Feel free to pass the article to any bulletin board, network, newsletter, etc.

2. If you install any 600XL upgrade which uses 64k by 4 RAMs, you should be aware that these are 256k RAM technology. 256k RAMs are much more forgiving about refresh than 64k RAMs. While this is generally a good thing, it causes problems with the way the XL distinguishes between cold start and warm start. Especially when the machine is cold, you may have to power it down for 10-15 seconds to convince it to do a cold start. There was a posting of a ROM patch to force cold starts from the keyboard, and I have developed something similar (better, of course, IMHO :-). Let me know if you want either.

For more info, I can be reached in the following ways:
UUCP !umd5!hans
ARPA hans@umd2.umd.edu (preferred) or hans@umd5.umd.edu
Bitnet hans@umd2
AT&T-net 301-454-2946
usnail-net Computer Science Center, Univ. of Maryland, College Park, Md, 20742

494. new express bbs

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-23 03:54:00 UTC
From: Cothrell@DOCKMASTER.ARPA
Message-ID: <870823035442.553401@DOCKMASTER.ARPA>
Source record: 117548
Body handling: HTML body converted to readable text

Interview with Kieth Ledbetter about the new Express! BBS Professional

Network: Atari and the Hard Disk User Group have recently had the distinct pleasure of interviewing Keith Ledbetter Author of the highly successful Express! series of Terminal and BBS Programs. This interview centers on the newest of his BBS programs:

BBS Express! Professional

Chuck: Welcome Keith and we are honored to have this opportunity to talk with you about you current efforts.

Keith: Thank you Chuck. It's nice to have support like yours.

Chuck: Believe me Keith there are hundreds more that support your work. I'm not alone. Well I have a pretty exhaustive list of questions about your newest version of BBS Express! and I'm sure the readers will be glad to hear about it.

Let me start out by asking one of the most frequently asked questions I get here. Will you allow other SysOps and programmers the opportunity to write their own files as utilities games and other things for this version?

Keith: Absolutely. This new version is dramatically different than all the others. I'll supply a list of equates for those wishing to write nice utilities for the BBS. There will also be some example programs. some source code will be on the disk

All the system vectors and variable names that point to commonly used routines will be supplied so that the bulk of utilities folks write that utilize SpartaDOS [3.2d] functions will be easier to write. You don't ha ve to write all that stuff now just use the routines already provided while writing your program around them.

Things like input/output from/to the modem etc. will be user accessible for people who want to write their own external commands.

Chuck: Which language did you use to write the new version?

Keith: Well I used my own ST and a cross assembler and ported over to the 8-Bit Atari system.

Chuck: Then which language do the programmers use to add these other options?

Keith: MAC/65 or any other machine language as long as the addressing corresponds to the correct vectors I'll supply. Probably MAC/65 will be the best for this. Anybody having experience in ML can write files for the BBS. It's real simple. Real easy for folks to write their own commands.

Chuck: What are some of the new things we can expect...Changes in format etc.?

Keith: Well you are really going to need a ramdisk or a hard disk to run this version. Most of the commands are external commands [separate files] and using a floppy will be slow to say the least. It can be done but will be very slow. You might be able to get by with a US Doubled 1050 but you're still talking about accessing the drive for every command.

You get to basically use the commands supplied and if you don't like those you can write your own. It's a real simple task.

Chuck: Whew! Let's jump ahead for a second and let me ask when this gem will be up for sale.

Keith: Oh that's really hard to say. Right now I'd say...

Chuck: ...Before this newsletter hits the stands in October???

Keith: No. right now I'd say it's about 80% complete. I'm hoping to get into Beta test by the end of this month [August] and it might be possible by October but it's really hard to say. I'll let Network: Atari and the Mouse BBS do the Beta testing.

Chuck: Music to my ears....

Keith: I figured it would be.

Chuck: OK back to configuration. I had one of my users ask if you were going to support Kermit Protocol.

Keith: No we'll support XMODEM CRC and YMODEM but not Kermit.

Chuck: You mentioned SpartaDOS 3.2d and I was wondering which other DOS's can be used.

Keith: The new system absolutely requires SpartaDOS 3.2d. No other DOS. You can use the R-TIME8 or run off of the internal software clock in SpartadOS.

Chuck: What about the Sparta-X Cartridge?

Kei th: It's being worked on right now. It should work with that because we are going to try to preserve all of the system vectors all the time/date vectors and all of that.

Chuck: Are there any forseeable problems running off of an MIO or P: R: Connection?

Keith: No I'm running it off of an MIO right now. Should be no problems at all.

Chuck: Ok how many columns support are we to expect? 38? 40? 80?

Keith: There are basically 4 sets of menus under HELP40 and HELP80 Pathnames. Support for the ST for sure and maybe VT-52. I'm still thinking about the VT-52 though. We'll see about that one. It's possible but I'm not sure at the moment.

Chuck: What about the high baud rate? What's the limit this time?

Keith: 300 through 9600 Baud.

Chuck: Will it actually do 9600?

Keith: Yes but you have to have the exact same type of modem on each end to have it work. There's not much call for it but it's there.

Chuck: I figure there's only 2 other folks out there in modem land pushing 9600 at any rate so I'm sure we don't really need it. I'm not going to go out to buy 9600 unless it becomes standard.

Keith: Right but it's in there for those that want it.

Chuck: Basically 2400 baud max will be used. Great.

Keith: Right.

Chuck: Ok What else?

Keith: Well before I let the SysOp define his/her own pathnames and such but this version has them all Hard-Coded.

You have to CREDIR each of those since they are hard-coded. All of the Sub-Directories have been set up the same. Hard-Coded. There are COMMANDS> HELP40> HELP80> BASES> USERLOG> FILES> and other subs that need creation. Also the Message Bases 32 of them are Hard-Coded. BASE01 BASE02 etc.

4000 Bytes maximum P/Message and 250 Messages P/Base. Plenty to go around I guess. That's roughly 50 lines @ 80 Columns P/Line. A short novel.

Chuck: That should make everyone happy. Is there a good Message Base Editor?

Keith: Absolutely but it's set up a bit different. Previously we had all those commands before you entered the Base but now the sub-commands come after that. I found it was easier that way.

Chuck: How about the Menu's? Will they be set-up the same? Can I use my old menu's from the old system?

Keith: No because they are set-up a little different however I may write a quick converter program to change all those over. Maybe even one for the userlog.

Chuck: Are the "letter-commands" still going to be the same?

Keith: Sure but there may be "word" command support too. The way it is now and the way it'll probably enter Beta test will be with the letter options.

Chuck: Ok. What did I forget?

Keith: You have to ask me about download files!!!

Chuck: Hehe..ok hey Keith what have you done about the 8 Pathname limit in the download section?

Keith: Well I'm glad you asked me about that. There are now 516 128 available filenames that you can have in your Massive download section!

It's set up like this: I have Hard-Coded the program to read sub-director ies FILES_01> through FILES_32>. Under each of those sub-directories are all the sub-directories that you want scanned. Figure 127 SysOp-Chosen Sub-directories under each of these FILES_xx> sub-directories and each containing 127 downloadable files you come up with the big picture.

Another way to put it is you can have sub-directories FILES_01> through FILES_32> each containing 127 sub-directories apiece and each of those containing 127 files.

Chuck: Alright! You shouldn't have any more complaints about that!

Keith: Nope. I took care of that one for a while.

Chuck: That was probably your biggest complaint true?

Keith: Yeah that was the big one. The people that have switched to the other BBS switched because of that problem. Well now we've made the whole BBS better so I expect most of those to come back.

Chuck: I hate to admit it Keith but I was one of those that switched. I'm so ashamed. But now that we have a new toy I'll gladly switch over again to see the changes you've made. I really have to say that personally I don't care which BBS I operate but it has to suit the system I run. With 120 Meg to play with I need flexibility.

Keith: Gotta do what you gotta do.

Chuck: Sigh.

Keith: Getting back to the Downloads. Each file on the system will have a 240 character description space allotted to it just like the ST Express! BBS.

Chuck: That also takes up disk space. I can see why you need a large system.

Keith: Yes I figure everyone will go with double density and that'S why I went with 240. Each will only take up 2 sectors on the disk P/Description. But that is at the SysOps approval. If you don't want to use the descriptions you can set that up in the SYSDATA.DAT

file.

Chuck: Does it have a catalog command? Like the ST version?

Keith: Better than the ST version. It will allow a catalog of the files you specify with wildcards. There will be 15 names P/Page and each one downloadable with the press of a single key.

Chuck: That sounds like it's going to take some dedicated effort by a SysOp to set it up. But once it is done you can have a class act.

Keith: Sure. And all the file descriptions are editable from the SysOp but really all you'll have to do to set it up is just to copy all your files over and then go through and do a rowse. It will tell you "Description not available" and you just hit dit to write up a short description. It's only a lot of work if you have a lot of files like you.

Chuck: I'm having typer's cramps already. However it costs to be the boss so I can't complain.

On to another subject. How about the logon data. will that still be setup the same? Selectable to go either to the printer or a disk file?

Keith: Yes it's the same as the older versions. You'll be able to use handles and such and the initial logon sequence asks quite a lot of questions so if it goes to a disk file it will take up a bit of space. You have plenty. The rest is similar to the other versions.

Chuck: Does that include download ratio's?

Keith: Yes. It saves all that data to the logfile.

Chuck: What are you going to charge for this?

Keith: I'm n ot really sure yet. It won't be much though.

Chuck: Ok what's the maximum number of active users we can have?

Keith: Well over 65 000 but Realistically you have a logical limit. See SpartaDOS can handle a single file 8 Megabytes in length. Take that number of bytes and divide it by 256 bytes [the number of bytes each userlog takes up] and you come out with around 30 000 or so.

Chuck: Well I don't think that anyone will have that many user. Even Atari Base would find it tough.

Keith: Right and that would be almost a whole Hard Drive partition just for the userlog.

Chuck: Time to buy a mainframe!

Keith: Yeah no kidding.

Chuck: What about Passwords?

Keith: On this new version the passwords are user supplied.

Chuck: Great. How many characters?

Keith: From 1 to 15 characters I believe. Again though just like the ST version...the user will be assigned a record number and if they logon with that number then the look-up time will be almost immediate.

Now they can optionally key in their Handle along with their password and then the board will search for it much like it does when you send E-Mail to somebody. It looks to see that they exist. So there are multiple ways to logon.

Chuck: Ok would you please explain again if you will the equate functions that you're supplying with the disk?

Keith: Sure. Really there's 2 sets of equates. One is the MAC/65 source code equates to all of the "Global Variables" including the SYSDATA data the USER record data Current date current time and whatever. Then there are also a set of vectors that are jump vectors. These help you control data within the program itself.

[ZNOTE: An indepth description was given concerning these equates but this will come on the disk so we won't waste the space here going into detail.]

Chuck: Then any Atari assembler will be functional for these mods.

Keith: Correct. Yes. It's all very simple because most of the data you need is already in the shell of the program. You don't have to come up with a lot of the user input. It's already there.

Even when you're talking about really indepth utilities or games like adventures and such those things are readily accessible.

Chuck: Then are we limited to the size of these external commands?

Keith: Yes. Somewhere around 16K is the limit. That's even bigger than SpartaDOS itself so those are really involved. The shell really takes all the kluge work out of writing an assembler program. It's totally possible to write a game like Zork(tm) for on-line use if that's what you wanted to do.

Chuck: Where can the folks purchase the p rogram?

Keith: This will be through Orion Micro Systems as always. The main support/sales board will remain there.

Chuck: Can the Hard Disk User Group members get a special price on it?

Keith: I'm sure we can work something out for your members. T hose are probably the people most likely to purchase it. Sure.

Chuck: Ok I'll send Chris King at Orion a list of my members.

Keith: That'll do it.

Chuck: Next question. How many security levels are allowed on the new system?

Keith: About 320. See there are 32 Msg Bases 32 File areas [SIGS] and 32 command levels. So basically each user record has 32 flags for each of those things. Then there are other things that you would need to read the documentation to see.

Chuck: Is there an option on the new board to allow survey's?

Keith: Yes. Up to 32 trackable surveys with an un limited number of questions.

Chuck: Unlimited?

Keith: Well by disk space only.

Chuck: Superior!

Keith: Again we're talking about a BBS designed for a really big system. So by now you can probably see that this is really for a Hard Disk configuration.

Chuck: I was seriously hoping for these kinds of modifications and trvthfully there are a lot of folks going to hard disk systems. Therefore this is quite a marketable product in that sense.

Keith: Right. You can still run it from floppy but you'll be severely limited in the options allowed. Even with the use of a ramdisk.

Chuck: I see. Those folks running Megabytes and larger RAMdisks will be able to apply most of the available options.

Keith: Correct.

Chuck: Ok here's one. I know this is an important issue. Are the folks that have purchased the other express! programs going to be able to trade in their old versions for the new one?

Keith: Yes they can. Trading in the master disk for a replacement. Even tho ugh this version is being called BBS Express! Professional [Express! PRO] it is a version 2.0 upgrade of the 850 version. So those that are currently owners will be able to upgrade it for a fee that has not been set yet.

There is also going to be a 1030 version of BBS Express! Professional so that news should make everyone happy. This will be released sometime after the 850 version.

Originally we were not going to write a 1030 version. We figured hey...if you want to keep up with us you should upgrade to an 850 but we figured hey...it was really the 1030's that got us started so we'll support them too.

Chuck: I'm not sure how many folks run 1030's and Hard Drives but it's there if needed.

Keith: Right. It has now gotten to the point now where we're going to have to talk to the folks a little more now to determine what kind of system they want. We have to be sure they get the version that they can use best. With so many version out it may confuse a few.

Chuck: To be sure they don't get a Hard Disk version to run off a single drive...etc.

Keith: Right.

Chuck: Hey! Do you know what just happened?

Keith: What's that.

Chuck: I just ran out of questions!

Keith: Ha!!

Chuck: Well I sure do appreciate all this good information and I'm sure my readers do too.

So now's your chance to ramble and tell the folks what I've neglected to ask.

Keith: Well the most important thing to get across is that this is really a large system BBS program and it really does act that way.

There's 5 different logon sequences that the SysOp can use. There are a LOT of one-key commands available for the SysOp. See this version is different in that it was written more for the SysOps editability and still allows more things for the users. It's simply a better all-around program.

The nice part about it is the fact that it's what the SysOp wants.

A lot of the program isn't even written yet and I'm not really sure which way i want to go on some of the things. Sorta flying by the seat of my pants. That's why I needed some suggestions from your users. I've basically added all the features that everyone has asked for.

Chuck: Well...ending an interview especially this one is a hard thing to do but I suppose we have to do it.

Keith: Ok well let's do this... give me a call in a few minutes. I'll boot up the new version and let you take a look at what I've got completed. This way you can get a general idea of the new system.

Chuck: I'm shakin' all over! Ok and I want to thank you VERY much for this exclusive interview today!

Keith: My pleasure. No problem.

Chuck: Fantastic. Take care Keith.

Keith: See you later.

[ZNOTE: I called Keith and saw the new version a t work. I want one! I figure with all the changes that he has made it will be worth whatever he asks for it. And the option to trade in your old master for the new version is a great deal!

Plan to call Network: Atari HD Express! BBS in the next few weeks to see this version at work!

I will guarantee you wil l be impressed with his efforts and continue to support him in his endeavors.

And last but certainly not least Keith... You've done it again!

495. new express bbs trailer

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-23 04:02:00 UTC
From: Cothrell@DOCKMASTER.ARPA
Message-ID: <870823040211.112961@DOCKMASTER.ARPA>
Source record: 117549

somewhere out there is a file i sent to info-atari8. it concerns an interview of Keith Ledbetter by Chuck Leazott of ZBBS in San Antonio TX about Keiths new EXPRESS BBS Professional. The transcript is due to be released in the Hard drive Users Group (run by Chuck Leazott) newsletter. Since most people probably dont belong to that users group, I have put it on this network as a public service. Replies and questions can be directed to me, and I will forward them on to Chuck. Chuck runs a BBS, but I do not have his number handy on this terminal...If you are interested, send me a mail-gram and I will copy out the info to you. I can remember that his bbs is ZBBS in the above mentioned location. it has a 1 Meg MIO and 1 or 2 Hard disk...I think 120 Meg total...and its a 130xe...thats all I remember.. oh yah...300/1200/2400. Cothrell -at Dockmaster.arpa

496. Re: More wierd questions...

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-23 05:45:36 UTC
From: vaughan@canisius.UUCP
Message-ID: <1720@canisius.UUCP>
Source record: 117550

Would someone please tell me where I can get a good VT100
emulator for my Atari? I have just joined this news group
and missed the parent articles about the emulator and Kermit.
It woul be most appreciated!

Tom

-------------- --------------
DEC VAX 11/750; 4.3 BSD UNIX & DEC VAX 8650; VMS 4.5

UUCP : {cmc12,hao,harpo}!seismo!rochester!rocksvax!sunybcs!canisius!vaughan
or
...{allegra,decvax,watmath}!sunybcs!canisius!vaughan
CSNET : vaughan%canisius@CSNET-relay
US MAIL: Thomas Vaughan/ Dept. of Comp. Sci./ Canisius College/
2001 Main St./ Buffalo N.Y. 14208
-------------- --------------

497. Re: More than 16K on a 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-23 05:57:51 UTC
From: vaughan@canisius.UUCP
Message-ID: <1721@canisius.UUCP>
Source record: 117551

would like to get some objective opinions of the pro's and con' of
the P:R: connector. Is it worth it? Or should I hunnt down an 850 and
be done with it.

Thanks in advance

-------------- --------------
DEC VAX 11/750; 4.3 BSD UNIX & DEC VAX 8650; VMS 4.5

UUCP : {cmc12,hao,harpo}!seismo!rochester!rocksvax!sunybcs!canisius!vaughan
or
...{allegra,decvax,watmath}!sunybcs!canisius!vaughan
CSNET : vaughan%canisius@CSNET-relay
US MAIL: Thomas Vaughan/ Dept. of Comp. Sci./ Canisius College/
2001 Main St./ Buffalo N.Y. 14208
-------------- --------------

498. ACTION! vs. 850 handler

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-23 21:23:19 UTC
From: ehs@jumbo.dec.com
Message-ID: <903@jumbo.dec.com>
Source record: 117552

I am trying to turn a compiled ACTION! program into an AUTORUN.SYS file. It needs the R: handlers that are downloaded from the 850. When I use the standard AUTORUN.SYS file to load these handlers, then compile and run the program, everything is ok.

When I save the compiled program, using the ACTION! monitor's WRITE command, and append the binary to the standard AUTORUN.SYS, I get a file that doesn't seem to work. Immediately after loading it from DOS, I get a garbage screen and the keyboard locks up.

Since I have been able to save and run other ACTION! binaries that don't need these handlers, I tried dumping the downloader, disassembling it to verify that it looked relatively innocuous, and embedding it into my ACTION! program as a ML insert. This seems to work fine when I compile and run from memory, without needing the old AUTORUN.SYS file, but the saved binary does not seem to work any better.

I vaguely recall some discussion in this newsgroup of some sort of bad interaction between ACTION! binaries and the 850 handlers. Can anyone explain the problem and/or suggest a workaround.

Much thanks for any help.

Ed Satterthwaite
DEC SRC, Palo Alto, CA
Arpa: ehs@src.dec.com
UUCP: (...)!decwrl!ehs

499. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-24 14:29:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8708241438.AA25773@ucbvax.Berkeley.EDU>
Source record: 117553

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 24 Aug 87 14:22:49 GMT
Received-2: from score.stanford.edu by BBN.COM id aa17519; 24 Aug 87 5:38 EDT
Date: Fri 21 Aug 87 22:44:07 PDT
Subject: Info-Atari8 Digest V87 #73
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Friday, August 21, 1987 Volume 87 : Issue 73

This weeks Editor: Bill Westfield

Today's Topics:

Keyboard Buffer for Kermit 65
Re: More than 16K on a 600XL?
More wierd questions...
Re: Keyboard Buffer for Kermit 65
Re: More wierd questions...
Re: Atari 2600 specs/instruction set/programming
Re: (none)
Re: (none)
Re: More than 16K on a 600XL?

------------------------------------------------------------------------

Date: 19 Aug 87 19:07:09 GMT
From: austin!hpai@cs.utah.edu (HP AI User)
Subject: Keyboard Buffer for Kermit 65
To: info-atari8@score.stanford.edu

I have been told by John Dunning that his Kermit 65 uses page 6
of memory as a buffer and it so happens that the keyboard buffer also
resides in page 6. Why it still works remains a mystery.
In any case, I caution using the keyboard buffer in Kermit 65 until John
has installed it in a safe location in his new version of Kermit 65.
You may still of course use the keyboard buffer for other programs that
don't use page 6.
```

Jason Leigh
u-jleigh@ug.utah.edu

Disclaimer: What I gotta say, ain't go nuttin' ta do with the University
of Utah.

Date: 19 Aug 87 23:47:13 GMT
From: hans@umd5.umd.edu (Hans Breitenlohner)
Subject: Re: More than 16K on a 600XL?
To: info-atari8@score.stanford.edu

In article <1830@bcsaic.UUCP> ray@bcsaic.UUCP (Ray Allis) writes:
>What is the most reasonable way to increase my 600XL's memory
>to a size useable with Atariwriter or other word processors?
>
>--
>CSNET: ray@boeing.com
>UUCP: uw-june!bcsaic!ray

Following are instructions for upgrading a 600XL to 64k. I promised to write
this up and post it some time ago. Thanks for giving me another incentive,
and apologies to all who have waited for this.

Upgrading an ATARI 600 XL to 64k memory

Hans Breitenlohner
Computer Science Center
University of Maryland

It is fairly simple to upgrade a 600XL computer to 64k memory. Parts required
are two 64k by 4 RAM chips (TMS 4464 or equivalent), a 14 pin dip header
(optional) and three pieces of hookup wire. Tools required are screwdrivers,
pliers, soldering iron, etc. No special tools of any kind are required.

Having said this much, I feel that I should include the following DISCLAIMER:
This project requires that you open your computer, and solder and maybe cut
traces on the circuit board. If the thought of this makes you uncomfortable,
if you have no experience with this kind of work, or don't have access to
suitable soldering equipment, then this job is NOT for you! You will
definitely void your warranty, and if your computer does not work you will be
on your own. You may have problems getting it fixed if the need should arise
in the future. (Of course, if you are willing to pay someone 50-60 dollars
to fix a 600XL, talk to me, and I would love to help you out!)

No warranty, expressed or implied, including but not limited to ....
If you try this, however, and have problems, send me mail and I will try to
help, within the constraints of available resources.

Commercial alternatives: American TV advertises a 64k expansion for the
600XL. I do not know if it is similar to this, or if it is the plug in unit
which Atari advertised at one time. Closer to home (for me, anyway) Computer

Service Land (14506-B Lee Road, Chantilly, Va., 22021, 703-631-4949)
offers an upgrade kit for around 30-40 dollars. I have not seen it, but have
been told that it is very similar to what I have. The extra money may buy
you better documentation or after-the-fact support.

A. A brief description of the 600XL

The 600XL is a stripped down version of the 800XL. With a few exceptions
the circuitry is the same as in the 800XL. The case and circuit board
are smaller, as a result the layout had to be changed, and things are squeezed
together more tightly. Memory consists of two 16k by 4 chips, and there is
an extra IC in the memory logic (more on that later). There is no video out.
However, all the traces for it seem to be on the circuit board, and if you
remove the channel 2/3 switch, put in a 5-pin DIN socket, and plug in
all the resistors, caps, and transistors, it should be possible to get
the video output just as in the 800XL.
Along with the layout, the numbering of the ICs was changed, and different
sections of multi-section ICs may be used than in the 800XL.

B. Schematics

I used the Sams Computerfacts for the 800XL when I worked this out. They are
not inspired (especially in their use of logic symbols for some of the standard
74LS circuits) but do appear to be complete and correct. I am not aware of
any specific 600XL schematics. I will explain this project so that you
do not need schematics to complete it.

C. The Upgrade

Take apart your computer and remove the shielding from the circuit board. If
you need step by step instructions on which screws to loosen, and when, read
the second paragraph of this again, now, before it is too late.
Two small warnings, though: You can't fold the top of the case to one side
without disconnecting the keyboard cable, as you can on an 800XL. Pull the
small circuit board out of the socket on the main board. I do not think
the cable is meant to be removed from its socket. Secondly, there is one
screw holding the circuit board to the case inside the shield (near the
modulator). It is fairly easy to remove, but requires lots of care when
reassembling.

I have done this project once, and the circuit board had the following
identification (on the bottom):
ATARI INC.
MADE IN HONG KONG
CO61677 7/1983
REV. X9A
If yours is significantly different, your mileage on this project may vary!
The ANTIC chip (u9) should be a CO21697, and not a CO12296. I think all 600XLs
have the correct one.

Replace the two memory chips (u11, u12) with TMS4464 or equivalent. I ordered
mine from Microprocessors Unlimited. I paid less than $12.50 then (about
a year and a half ago), and received them within 2-3 days of ordering.

The address multiplexers, u5 and u6 (74LS158) are not connected to the address bits A14 and A15. u6 pin 10 and u5-3 are grounded. They need to be connected to the two address signals. It does not matter which pin is connected to which of the signals. This may be done by cutting the traces on the bottom of the board feeding those two pins, or by removing the pins from the sockets (assuming the board is socketed, mine is). There are four feed-through holes on the board about halfway between u9-21 and u14-1. The rightmost two are connected to A14 and A15, and I ran wires from there to the two legs of U5 and U6 which I pulled out of their sockets. If you decide to cut traces and do the wiring on the bottom of the board, there may be better ways. A14 is available at the CPU u10-24, the ANTIC chip u9-19, at the second feed through from the right, and at u15-9. A15 is available at u10-25, u9-20, rightmost feed through, and u15-15.

After either of the previous steps you may want to run memory tests. To do this you need to plug in the keyboard and power supply, being careful not to short anything, etc. In either case you should see 16k of good RAM.

There is circuitry in the 600XL to prevent references to RAM above 16k. Half of the 74LS375 (unused in the 800XL) is used to latch A14 and A15. The extra circuit, a 74S32 at u18, combines these (latched A14 at pin 5, latched A15 at pin 4, OR of the two at pin 6), and ORs the original CAS signal (pin 10) with the result (pin 9) to produce the actual CAS signal to the memories. To complete the upgrade, remove the 74S32 from location u18, and either insert a DIP header with a jumper from pin 8 to pin 10, or solder a jumper to the board between the two pins. If you perform this step before the previous two, you will not be able to run memory tests, or use it in any other way.

Reassemble the computer. If you run memory tests now, you should see 40 or 48k of good RAM, depending on whether Basic is enabled. The computer should act exactly like an 800XL in all respects.

P.S.: I have noticed that the picture quality from my 600XL is somewhat worse than from 800XLs. In particular there are six or seven vertical bars near the left edge of the screen, probably related to memory refresh signals. I do not know if that is a problem with 600XLs in general, perhaps caused by the different layout, or if the problem is unique to my system. I also do not recall if the problem was there before I did this upgrade. If anybody does this and can answer either of these questions, please let me know.

P.P.S.: Now that 256k by 4 memories are available at somewhat reasonable prices, the way is open to take one of the 256k upgrades for the 800XL and adapt it to the 600XL.

Date: Thu, 20 Aug 87 14:57 EDT
From: John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>
Subject: More wierd questions...
To: Info-Atari8@SCORE.STANFORD.EDU

I've been looking at the little typeahead frob posted by u-jleigh recently. It WON'T work as is with Kermit-65, as was previously

alleged, but it can easily be hacked to make it work. However, there
are two ways to go here: either load it external to kermit, as the
posted version requires, or build it into kermit, and have kermit turn
it on at init time, and off at exit time (or maybe make it switchable or
something). However, since it hacks on interrupt vectors, it'd be nice
if the embedded version could detect the presence of the separately
loaded version, and not preempt it.

So, the questions before the house are: 1) Would the listening audience
like to see this feature added to kermit, and 2) is there any good place
in OS ram for storing facts like "The typeahead handler is already
in place, dummy!"?

Date: 20 Aug 87 22:24:16 GMT
From: muscat!striepe@decwrl.dec.com (Harald Striepe)
Subject: Re: Keyboard Buffer for Kermit 65
To: info-atari8@score.stanford.edu

In article <4842@utah-cs.UUCP> hpai%austin.UUCP@utah-cs.UUCP (HP AI User) writes:
>
> I have been told by John Dunning that his Kermit 65 uses page 6
>of memory as a buffer and it so happens that the keyboard buffer also
>resides in page 6. Why it still works remains a mystery.
What serial driver are you using? John relocates the RS-232 buffer into
page 6 via XIO call, not all drivers support that (they just ignore it).

>In any case, I caution using the keyboard buffer in Kermit 65 until John
>has installed it in a safe location in his new version of Kermit 65.
>You may still of course use the keyboard buffer for other programs that
>don't use page 6.
I use it with the SpartaDOS buffer without problems.
However, the posted version has a bug in the download protocol in binary
mode. John is working on a new version.
SpartaDOS does not support EOF LOOKAHEAD error 3, uploads will result in a
null byte appended. He will fix that also.

This is the best VT100 emulator yet (even if I would like to see some of
the keypad emulation key choices changed - users are never happy :-)).

Thanks, John!
--
Harald Striepe
Digital Equipment Corp., SPG Mktg, Sunnyvale, CA
decwrl!muscat!striepe, decwrl!dec-rhea!dec-canvas!striepe, CANVAS::STRIEPE

Date: Fri, 21 Aug 87 03:59:05 CDT
To: <info-atari8@score.stanford.edu>
From: "Gene Merritt" <F1.GDM%ISUMVS.BITNET@wiscvm.wisc.edu>

Does anyone know the easiest way to contact Keith Ledbetter?

He is the author of my favorite term prog, Express! 1030/xm301. I do not have a CompuSpend account or a GEnie or even delphi accnt. I would like to find out if he uses Bitnet or one of the other major (free) networks.

My main reason is this: I would like to see Exp! converted to 80 col.
Has anyone done this?

I have Omniview...should I just get a copy of Omnicom? Has anyone used Omnicom? Will it support a Hayes compat 1200 baud modem? Does it do up/downloading? What is the general reaction to this piece of software? It is of good quality or is it "just what is available?"

F1.GDM @ ISUMVS.bitnet

"It was the kind of crowd that would make the Fool Killer lower his club, shake his head and walk away, frustrated at the sheer magnitude of the opportunity."

Date: 21 Aug 87 07:39:41 GMT
From: super.upenn.edu!eecae!nancy!msudoc!conklin@RUTGERS.EDU (Terry Conklin)
Subject: Re: More wierd questions...
To: info-atari8@score.stanford.edu

I for one would not like to see Kermit-65 do any type ahead buffering. I'm using it exclusively. (Hey, just for the record, this is a GREAT program!!! Where can I tell FTD to send the wreath of achievement? Or do you have a local party store that takes Visa & delivers.) SpartaDOS already does wonderful type-ahead buffering.

More importantly, the Atari OS is a great piece of work. Device Independence is an important feature that puts it with today's efforts. In the nature of this work, it is better to make an external load-once type ahead program that works with everything than to lock you into using this Kermit to achieve it. Given a good general purpose modified K:, you could offer typeahead to everything, all the time.

It's this kind of technojunk that keeps my 8bit a competetive tool with the IBM PC I hang on my wall.

Terry Conklin
...ihnp4!msudoc!conklin
conklin@cps.msu.edu (ARPA)
(517) 372-3131 3/12/24 (Club Lansing)
(313) 334-8877 3/12 (Club II. Has all known extended memory software (256K XL) online. Please help keep it that way.)

Date: 20 Aug 87 00:44:45 GMT
From: ihnp4!alberta!sask!long@ucbvax.Berkeley.EDU (Warren Long)
Subject: Re: Atari 2600 specs/instruction set/programming

To: info-atari8@score.stanford.edu

Once upon a time, about 1 yr. ago, someone posted a whole pile of
information about the 2600. I believe it contained virtually
everything you could want to know about the machine (Ops, wiring,
and hints). I had it saved for about 8 months, (for interests' sake)
but then decided that realistically, I was never going to look at it
again, so I deleted the file.

However, I know it existed once, and therefore, someone must have a
copy, even if only the guy who posted it!!

Warren

--
=-=-=-=-=-Warren Long at University of Saskatchewan, Canada-=-=-=-=-
Home: 78 Carleton Dr.,Saskatoon, Sasakatchewan, S7H 3N6
Phone: (306)-955-1237
=-=-=-=-=-U-Email: ...!ihnp4!alberta!sask!long -=-=-=-=-=-=-=-=-=-

----

Date: 21 Aug 87 13:38:07 GMT
From: topaz.rutgers.edu!appelbau@RUTGERS.EDU (Marc L. Appelbaum)
Subject: Re: (none)
To: info-atari8@score.stanford.edu

In article <8708210900.AA29270@ucbvax.Berkeley.EDU> F1.GDM@ISUMVS.BITNET ("Gene Merritt")
writes:

> Does anyone know the easiest way to contact Keith Ledbetter?
> He is the author of my favorite term prog, Express! 1030/xm301. I do not
have
> a CompuSpend account or a GEnie or even delphi accnt. I would
like to find
> out if he uses Bitnet or one of the other major (free)
networks.
> My main reason is this: I would like to see Exp!converted to 80 col.
> Has anyone done this?

Keith is working for ICD Inc, as a programmer, you can write to him in
care of ICD or try calling the ICD BBS (I don't have their address or
number with me now.)

As far as I know the only networks Keith has access to is Compuserve
and GEnie.

I wonder if the new program SX Express!, which Keith is writing for
the new SX212 modem supports 80 columns? Any comments Neil???
--
-Marc L. Appelbaum
Arpa:appelbau@topaz.rutgers.edu
Uucp:{ames, cbosgd, harvard, moss, seismo}!rutgers!topaz.rutgers.edu!appelbau
Bitnet:appelbaum@zodiac.bitnet

GEnie:M.APPELBAUM
MOM's BBS:(201)-938-6906

Date: 21 Aug 87 14:24:47 GMT
From: decvax!sunybcs!bingvaxu!marge.math.binghamton.edu!sullivan@ucbvax.Berkeley.EDU (fred sullivan)
Subject: Re: (none)
To: info-atari8@score.stanford.edu

In article <8708210900.AA29270@ucbvax.Berkeley.EDU> F1.GDM@ISUMVS.BITNET ("Gene Merritt") writes:
>I have Omniview...should I just get a copy of Omnicom? Has anyone used Omnicom?
>Will it support a Hayes compat 1200 baud modem? Does it do up/downloading?
>What is the general reaction to this piece of software? It is of good quality or
>is it "just what is available?"

I have omnicom for the 800, and I have heard of newer versions with more features. At any rate:
1. My copy has no explicit support for "Hayes" compatable modems. (If you want to know why Hayes is in quotes, read the fine print on the outside of a Hayes box. On the other hand, I can type atds pretty quickly.

2. It does kermit file transfers.

3. It is ok, but would be improved if: all ascii characters were correct (curly braces and such are displayed as the corresponding atascii graphics character), if the screen didn't permanently change colors when you do file transfers, and if you didn't have to refer to the 850 manual for special numbers when setting it to 2400 baud. I'll give it a better than "just what's available" but not really a polished product rating. Incidentally, until recently I used it extensively as a terminal, and it worked fine with vi and Gnu emacs (although I did have to put in a termcap with delays on reverse scroll to use it with emacs at 2400 baud).

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903
Email: sullivan@marge.math.binghamton.edu

Date: 21 Aug 87 19:16:37 GMT
From: hans@umd5.umd.edu (Hans Breitenlohner)
Subject: Re: More than 16K on a 600XL?
To: info-atari8@score.stanford.edu

Here are two brief followups to my recent posting:

1. Feel free to pass the article to any bulletin board, network, newsletter, etc.

2. If you install any 600XL upgrade which uses 64k by 4 RAMs, you should be aware that these are 256k RAM technology. 256k RAMs are much more forgiving about refresh than 64k RAMs. While this is generally a good thing, it causes problems with the way the XL distinguishes between cold start and warm start. Especially when the machine is cold, you may have to power it down for 10-15 seconds to convince it to do a cold start. There was a posting of a ROM patch to force cold starts from the keyboard, and I have developed something similar (better, of course, IMHO :-). Let me know if you want either.

For more info, I can be reached in the following ways:
UUCP !umd5!hans
ARPA hans@umd2.umd.edu (preferred) or hans@umd5.umd.edu
Bitnet hans@umd2
AT&T-net 301-454-2946
usnail-net Computer Science Center, Univ. of Maryland, College Park, Md, 20742

End of Info-Atari8 Digest
****

-------------------END OF UNDELIVERED MESSAGE-------------------

500. Re: OmniCom question

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-24 16:19:58 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8708241620.AA16985@mitre-bedford.ARPA>
Source record: 117554

The less than useful graphics characters may be corrected in later releases of OMNIVIEW. I still have the old ROM in my system but I understand that the new one supports tilde and curly braces.

Re: Hayes modem support. I have found it extremely convenient to use the OmniCom keypad editing features to program the numeral keys to send ATDT plus my favorite phone numbers. With CTRL-numeral and SHIFT/CTRL numeral, that is TWENTY possible pre-programmed autodial keys, or ten autodial keys and ten special function keys. A strip of white correction tape can be pasted across the top of the keyboard, just above the numeral keys, to remind you what the CTRL- and SHIFT/CTRL- versions of the keys do. In addition, the sequence gets displayed by Hayes modem local echo in command mode so you can see what number you are dialing.

Fred Sullivan's comments on shortcomings of OmniCom should be forwarded to David Young of CDY, as David has been extremely helpful in correcting bugs and adding useful new features when they are pointed out to him. I am sure David will want to provide excellent support to 2400-baud users and will welcome comments on the problems experienced by the few who are lucky enough to already have 2400-baud modems.

-John Sangster / jhs@mitre-bedohaohao wa

501. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-24 18:11:09 UTC
From: tob@inuxm.UUCP
Message-ID: <566@inuxm.UUCP>
Source record: 117555

> Does anyone know the easiest way to contact Keith Ledbetter?
>
> He is the author of my favorite term prog, Express! 1030/xm301. I do not have

He can be reached at the ICD BBS 1-815-968-2229

Ted

502. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-24 20:45:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8708242103.AA04387@ucbvax.Berkeley.EDU>
Source record: 117556
Body handling: HTML body converted to readable text

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:

Received: from BBN.COM by WALKER-EMH.ARPA ; 24 Aug 87 20:28:02 GMT
Received-2: from score.stanford.edu by BBN.COM id aa27939; 24 Aug 87 16:14 EDT
Date: Mon 24 Aug 87 09:22:47 PDT
Subject: Info-Atari8 Digest V87 #74
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Monday, August 24, 1987 Volume 87 : Issue 74

This weeks Editor: Bill Westfield

Today's Topics:

new express bbs
new express bbs trailer
Re: More wierd questions...
Re: More than 16K on a 600XL?

Posted-Date: 22 Aug 87 23:56 EDT
Date: Sat, 22 Aug 87 23:54 EDT
From: Cothrell@DOCKMASTER.ARPA
Subject: new express bbs
To: info-atari8@SCORE.STANFORD.EDU

Interview with Kieth Ledbetter about the new Express! BBS Professional

Network: Atari and the Hard Disk User Group have recently had the
distinct pleasure of interviewing Keith Ledbetter Author of the highly
successful Express! series of Terminal and BBS Programs. This interview
centers on the newest of his BBS programs:

BBS Express! Professional

Chuck: Welcome Keith and we are honored to have this opportunity
to talk with you about you current efforts.

Keith: Thank you Chuck. It's nice to have support like yours.
```

Chuck: Believe me Keith there are hundreds more that support your work. I'm not alone. Well I have a pretty exhaustive list of questions about your newest version of BBS Express! and I'm sure the readers will be glad to hear about it.

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4000 Bytes maximum P/Message and 250 Messages P/Base. Plenty to
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the letter options.

Chuck: Ok. What did I forget?

Keith: You have to ask me about download files!!!

Chuck: Hehe..ok hey Keith what have you done about the 8 Pathname
limit in the download section?

Keith: Well I'm glad you asked me about that. There are now 516 128
available filenames that you can have in your Massive download section!

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Keith: Getting back to the Downloads. Each file on the system will have a 240 character description space allotted to it just like the ST Express! BBS.

Chuck: That also takes up disk space. I can see why you need a large system.

Keith: Yes I figure everyone will go with double density and that'S why I went with 240. Each will only take up 2 sectors on the disk P/Description. But that is at the SysOps approval. If you don't want to use the descriptions you can set that up in the SYSDATA.DAT file.

Chuck: Does it have a catalog command? Like the ST version?

Keith: Better than the ST version. It will allow a catalog of the files you specify with wildcards. There will be 15 names P/Page and each one downloadable with the press of a single key.

Chuck: That sounds like it's going to take some dedicated effort by a SysOp to set it up. But once it is done you can have a class act.

Keith: Sure. And all the file descriptions are editable from the SysOp but really all you'll have to do to set it up is just to copy all your files over and then go through and do a rowse. It will tell you "Description not available" and you just hit dit to write up a short description. It's only a lot of work if you have a lot of files like you.

Chuck: I'm having typer's cramps already. However it costs to be the boss so I can't complain.

On to another subject. How about the logon data. will that still be setup the same? Selectable to go either to the printer or a disk file?

Keith: Yes it's the same as the older versions. You'll be able to use handles and such and the initial logon sequence asks quite a lot of questions so if it goes to a disk file it will take up a bit of space. You have plenty. The rest is similar to the other versions.

Chuck: Does that include download ratio's?

Keith: Yes. It saves all that data to the logfile.

Chuck: What are you going to charge for this?

Keith: I'm n ot really sure yet. It won't be much though.

Chuck: Ok what's the maximum number of active users we can have?

Keith: Well over 65 000 but Realistically you have a logical limit. See SpartaDOS can handle a single file 8 Megabytes in length. Take that number of bytes and divide it by 256 bytes [the number of bytes each userlog takes up] and you come out with around 30 000 or so.

Chuck: Well I don't think that anyone will have that many user. Even Atari Base would find it tough.

Keith: Right and that would be almost a whole Hard Drive partition just for the userlog.

Chuck: Time to buy a mainframe!

Keith: Yeah no kidding.

Chuck: What about Passwords?

Keith: On this new version the passwords are user supplied.

Chuck: Great. How many characters?

Keith: From 1 to 15 characters I believe. Again though just like the ST version...the user will be assigned a record number and if they logon with that number then the look-up time will be almost immediate.

Now they can optionally key in their Handle along with their password and then the board will search for it much like it does when you send E-Mail to somebody. It looks to see that they exist. So there are multiple ways to logon.

Chuck: Ok would you please explain again if you will the equate functions that you're supplying with the disk?

Keith: Sure. Really there's 2 sets of equates. One is the MAC/65 source code equates to all of the "Global Variables" including the SYSDATA data the USER record data Current date current time and whatever. Then there are also a set of vectors that are jump vectors. These

help you control data within the program itself.

[ZNOTE: An indepth description was given concerning these equates but this will come on the disk so we won't waste the space here going into detail.]

Chuck: Then any Atari assembler will be functional for these mods.

Keith: Correct. Yes. It's all very simple because most of the data you need is already in the shell of the program. You don't have to come up with a lot of the user input. It's already there.

Even when you're talking about really indepth utilities or games like adventures and such those things are readily accessible.

Chuck: Then are we limited to the size of these external commands?

Keith: Yes. Somewhere around 16K is the limit. That's even bigger than SpartaDOS itself so those are really involved. The shell really takes all the kluge work out of writing an assembler program. It's totally possible to write a game like Zork(tm) for on-line use if that's what you wanted to do.

Chuck: Where can the folks purchase the p rogram?

Keith: This will be through Orion Micro Systems as always. The main support/sales board will remain there.

Chuck: Can the Hard Disk User Group members get a special price on it?

Keith: I'm sure we can work something out for your members. T hose are probably the people most likely to purchase it. Sure.

Chuck: Ok I'll send Chris King at Orion a list of my members.

Keith: That'll do it.

Chuck: Next question. How many security levels are allowed on the new system?

Keith: About 320. See there are 32 Msg Bases 32 File areas [SIGS] and 32 command levels. So basically each user record has 32 flags for each of those things. Then there are other things that you would need to read the documentation to see.

Chuck: Is there an option on the new board to allow survey's?

Keith: Yes. Up to 32 trackable surveys with an un limited number of questions.

Chuck: Unlimited?

Keith: Well by disk space only.

Chuck: Superior!

Keith: Again we're talking about a BBS designed for a really big system. So by now you can probably see that this is really for a Hard Disk configuration.

Chuck: I was seriously hoping for these kinds of modifications and trvthfully there are a lot of folks going to hard disk systems. Therefore this is quite a marketable product in that sense.

Keith: Right. You can still run it from floppy but you'll be severely limited in the options allowed. Even with the use of a ramdisk.

Chuck: I see. Those folks running Megabytes and larger RAMdisks will be able to apply most of the available options.

Keith: Correct.

Chuck: Ok here's one. I know this is an important issue. Are the folks that have purchased the other express! programs going to be able to trade in their old versions for the new one?

Keith: Yes they can. Trading in the master disk for a replacement. Even tho ugh this version is being called BBS Express! Professional [Express! PRO] it is a version 2.0 upgrade of the 850 version. So those that are currently owners will be able to upgrade it for a fee that has not been set yet.

There is also going to be a 1030 version of BBS Express! Professional so that news should make everyone happy. This will be released sometime after the 850 version.

Originally we were not going to write a 1030 version. We figured hey...if you want to keep up with us you should upgrade to an 850 but we figured hey...it was really the 1030's that got us started so we'll support them too.

Chuck: I'm not sure how many folks run 1030's and Hard Drives but it's there if needed.

Keith: Right. It has now gotten to the point now where we're going to have to talk to the folks a little more now to determine what kind of system they want. We have to be sure they get the version that they can use best. With so many version out it may confuse a few.

Chuck: To be sure they don't get a Hard Disk version to run off a single drive...etc.

Keith: Right.

Chuck: Hey! Do you know what just happened?

Keith: What's that.

Chuck: I just ran out of questions!

Keith: Ha!!

Chuck: Well I sure do appreciate all this good information and I'm sure my readers do too.

So now's your chance to ramble and tell the folks what I've neglected to ask.

Keith: Well the most important thing to get across is that this is really a large system BBS program and it really does act that way.

There's 5 different logon sequences that the SysOp can use. There are a LOT of one-key commands available for the SysOp. See this version is different in that it was written more for the SysOps editability and still allows more things for the users. It's simply a better all-around program.

The nice part about it is the fact that it's what the SysOp wants.

A lot of the program isn't even written yet and I'm not really sure which way i want to go on some of the things. Sorta flying by the seat of my pants. That's why I needed some suggestions from your users. I've basically added all the features that everyone has asked for.

Chuck: Well...ending an interview especially this one is a hard thing to do but I suppose we have to do it.

Keith: Ok well let's do this... give me a call in a few minutes. I'll boot up the new version and let you take a look at what I've got completed. This way you can get a general idea of the new system.

Chuck: I'm shakin' all over! Ok and I want to thank you VERY much for this exclusive interview today!

Keith: My pleasure. No problem.

Chuck: Fantastic. Take care Keith.

Keith: See you later.

[ZNOTE: I called Keith and saw the new version a t work. I want one! I figure with all the changes that he has made it will be worth whatever he asks for it. And the option to trade in your old master for the new version is a great deal!

Plan to call Network: Atari HD Express! BBS in the next few weeks to see this version at work!

I will guarantee you wil l be impressed with his efforts and continue to support him in his endeavors.

And last but certainly not least Keith... You've done it again!

Date: Sun, 23 Aug 87 00:02 EDT
From: Cothrell@DOCKMASTER.ARPA
Subject: new express bbs trailer
To: info-atari8@SCORE.STANFORD.EDU

somewhere out there is a file i sent to info-atari8. it concerns an interview of Keith Ledbetter by Chuck Leazott of ZBBS in San Antonio TX about Keiths new EXPRESS BBS Professional. The transcript is due to be released in the Hard drive Users Group (run by Chuck Leazott) newsletter. Since most people probably dont belong to that users group, I have put it on this network as a public service. Replies and questions can be directed to me, and I will forward them on to Chuck. Chuck runs a BBS, but I do not have his number handy on this terminal...If you are interested, send me a mail-gram and I will copy out the info to you. I can remember that his bbs is ZBBS in the above mentioned location. it has a 1 Meg MIO and 1 or 2 Hard disk...I think 120 Meg total...and its a 130xe...thats all I remember.. oh yah...300/1200/2400. Cothrell -at Dockmaster.arpa

Date: 23 Aug 87 05:45:36 GMT
From: decvax!sunybcs!canisius!vaughan@ucbvax.Berkeley.EDU (Tom Vaughan)
Subject: Re: More wierd questions...
To: info-atari8@score.stanford.edu

Would someone please tell me where I can get a good VT100 emulator for my Atari? I have just joined this news group and missed the parent articles about the emulator and Kermit. It woul be most appreciated!

Tom

-------------- --------------
DEC VAX 11/750; 4.3 BSD UNIX & DEC VAX 8650; VMS 4.5

UUCP : {cmc12,hao,harpo}!seismo!rochester!rocksvax!sunybcs!canisius!vaughan
or
...{allegra,decvax,watmath}!sunybcs!canisius!vaughan
CSNET : vaughan%canisius@CSNET-relay
US MAIL: Thomas Vaughan/ Dept. of Comp. Sci./ Canisius College/
2001 Main St./ Buffalo N.Y. 14208

Date: 23 Aug 87 05:57:51 GMT
From: decvax!sunybcs!canisius!vaughan@ucbvax.Berkeley.EDU (Tom Vaughan)
Subject: Re: More than 16K on a 600XL?
To: info-atari8@score.stanford.edu

would like to get some objective opinions of the pro's and con' of the P:R: connector. Is it worth it? Or should I hunnt down an 850 and be done with it.

Thanks in advance

-------------- --------------
DEC VAX 11/750; 4.3 BSD UNIX & DEC VAX 8650; VMS 4.5

UUCP : {cmc12,hao,harpo}!seismo!rochester!rocksvax!sunybcs!canisius!vaughan
or
...{allegra,decvax,watmath}!sunybcs!canisius!vaughan
CSNET : vaughan%canisius@CSNET-relay

US MAIL: Thomas Vaughan/ Dept. of Comp. Sci./ Canisius College/
2001 Main St./ Buffalo N.Y. 14208

End of Info-Atari8 Digest
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------------------END OF UNDELIVERED MESSAGE------------------

503. Atari 8-bit archives...

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-24 22:08:07 UTC
From: J.Bunch@UACSC1.ALBANY.EDU
Message-ID: <8708242213.AA05939@ucbvax.Berkeley.EDU>
Source record: 117557

Could someone tell me where a good source of atari 8-bit archives is.
I have access to the Arpa-Internet, and the Bitnet. Although I do not
have access to things like ftp...

J.Bunch@uacsc1.albany.edu -- Inter-Arpanet
JBB665@albny1vx -- Bitnet
JBB665@albnyvm1 -- Bitnet

504. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-24 22:29:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8708242317.AA07314@ucbvax.Berkeley.EDU>
Source record: 117558
Body handling: HTML body converted to readable text

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:

Received: from BBN.COM by WALKER-EMH.ARPA ; 24 Aug 87 22:18:24 GMT
Received-2: from score.stanford.edu by BBN.COM id aa27939; 24 Aug 87 16:14 EDT
Date: Mon 24 Aug 87 09:22:47 PDT
Subject: Info-Atari8 Digest V87 #74
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Monday, August 24, 1987 Volume 87 : Issue 74

This weeks Editor: Bill Westfield

Today's Topics:

new express bbs
new express bbs trailer
Re: More wierd questions...
Re: More than 16K on a 600XL?

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Date: Sat, 22 Aug 87 23:54 EDT
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Subject: new express bbs
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Interview with Kieth Ledbetter about the new Express! BBS Professional

Network: Atari and the Hard Disk User Group have recently had the
distinct pleasure of interviewing Keith Ledbetter Author of the highly
successful Express! series of Terminal and BBS Programs. This interview
centers on the newest of his BBS programs:

BBS Express! Professional

Chuck: Welcome Keith and we are honored to have this opportunity
to talk with you about you current efforts.

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Keith: Yes I figure everyone will go with double density and that'S why I went with 240. Each will only take up 2 sectors on the disk P/Description. But that is at the SysOps approval. If you don't want to use the descriptions you can set that up in the SYSDATA.DAT file.

Chuck: Does it have a catalog command? Like the ST version?

Keith: Better than the ST version. It will allow a catalog of the files you specify with wildcards. There will be 15 names P/Page and each one downloadable with the press of a single key.

Chuck: That sounds like it's going to take some dedicated effort by a SysOp to set it up. But once it is done you can have a class act.

Keith: Sure. And all the file descriptions are editable from the SysOp but really all you'll have to do to set it up is just to copy all your files over and then go through and do a rowse. It will tell you "Description not available" and you just hit dit to write up a short description. It's only a lot of work if you have a lot of files like you.

Chuck: I'm having typer's cramps already. However it costs to be the boss so I can't complain.

On to another subject. How about the logon data. will that still be setup the same? Selectable to go either to the printer or a disk file?

Keith: Yes it's the same as the older versions. You'll be able to use handles and such and the initial logon sequence asks quite a lot of questions so if it goes to a disk file it will take up a bit of space. You have plenty. The rest is similar to the other versions.

Chuck: Does that include download ratio's?

Keith: Yes. It saves all that data to the logfile.

Chuck: What are you going to charge for this?

Keith: I'm n ot really sure yet. It won't be much though.

Chuck: Ok what's the maximum number of active users we can have?

Keith: Well over 65 000 but Realistically you have a logical limit. See SpartaDOS can handle a single file 8 Megabytes in length. Take that number of bytes and divide it by 256 bytes [the number of bytes each userlog takes up] and you come out with around 30 000 or so.

Chuck: Well I don't think that anyone will have that many user. Even Atari Base would find it tough.

Keith: Right and that would be almost a whole Hard Drive partition just for the userlog.

Chuck: Time to buy a mainframe!

Keith: Yeah no kidding.

Chuck: What about Passwords?

Keith: On this new version the passwords are user supplied.

Chuck: Great. How many characters?

Keith: From 1 to 15 characters I believe. Again though just like the ST version...the user will be assigned a record number and if they logon with that number then the look-up time will be almost immediate.

Now they can optionally key in their Handle along with their password and then the board will search for it much like it does when you send E-Mail to somebody. It looks to see that they exist. So there are multiple ways to logon.

Chuck: Ok would you please explain again if you will the equate functions that you're supplying with the disk?

Keith: Sure. Really there's 2 sets of equates. One is the MAC/65 source code equates to all of the "Global Variables" including the SYSDATA data the USER record data Current date current time and whatever. Then there are also a set of vectors that are jump vectors. These

help you control data within the program itself.

[ZNOTE: An indepth description was given concerning these equates but this will come on the disk so we won't waste the space here going into detail.]

Chuck: Then any Atari assembler will be functional for these mods.

Keith: Correct. Yes. It's all very simple because most of the data you need is already in the shell of the program. You don't have to come up with a lot of the user input. It's already there.

Even when you're talking about really indepth utilities or games like adventures and such those things are readily accessible.

Chuck: Then are we limited to the size of these external commands?

Keith: Yes. Somewhere around 16K is the limit. That's even bigger than SpartaDOS itself so those are really involved. The shell really takes all the kluge work out of writing an assembler program. It's totally possible to write a game like Zork(tm) for on-line use if that's what you wanted to do.

Chuck: Where can the folks purchase the p rogram?

Keith: This will be through Orion Micro Systems as always. The main support/sales board will remain there.

Chuck: Can the Hard Disk User Group members get a special price on it?

Keith: I'm sure we can work something out for your members. T hose are probably the people most likely to purchase it. Sure.

Chuck: Ok I'll send Chris King at Orion a list of my members.

Keith: That'll do it.

Chuck: Next question. How many security levels are allowed on the new system?

Keith: About 320. See there are 32 Msg Bases 32 File areas [SIGS] and 32 command levels. So basically each user record has 32 flags for each of those things. Then there are other things that you would need to read the documentation to see.

Chuck: Is there an option on the new board to allow survey's?

Keith: Yes. Up to 32 trackable surveys with an un limited number of questions.

Chuck: Unlimited?

Keith: Well by disk space only.

Chuck: Superior!

Keith: Again we're talking about a BBS designed for a really big system. So by now you can probably see that this is really for a Hard Disk configuration.

Chuck: I was seriously hoping for these kinds of modifications and trvthfully there are a lot of folks going to hard disk systems. Therefore this is quite a marketable product in that sense.

Keith: Right. You can still run it from floppy but you'll be severely limited in the options allowed. Even with the use of a ramdisk.

Chuck: I see. Those folks running Megabytes and larger RAMdisks will be able to apply most of the available options.

Keith: Correct.

Chuck: Ok here's one. I know this is an important issue. Are the folks that have purchased the other express! programs going to be able to trade in their old versions for the new one?

Keith: Yes they can. Trading in the master disk for a replacement. Even tho ugh this version is being called BBS Express! Professional [Express! PRO] it is a version 2.0 upgrade of the 850 version. So those that are currently owners will be able to upgrade it for a fee that has not been set yet.

There is also going to be a 1030 version of BBS Express! Professional so that news should make everyone happy. This will be released sometime after the 850 version.

Originally we were not going to write a 1030 version. We figured hey...if you want to keep up with us you should upgrade to an 850 but we figured hey...it was really the 1030's that got us started so we'll support them too.

Chuck: I'm not sure how many folks run 1030's and Hard Drives but it's there if needed.

Keith: Right. It has now gotten to the point now where we're going to have to talk to the folks a little more now to determine what kind of system they want. We have to be sure they get the version that they can use best. With so many version out it may confuse a few.

Chuck: To be sure they don't get a Hard Disk version to run off a single drive...etc.

Keith: Right.

Chuck: Hey! Do you know what just happened?

Keith: What's that.

Chuck: I just ran out of questions!

Keith: Ha!!

Chuck: Well I sure do appreciate all this good information and I'm sure my readers do too.

So now's your chance to ramble and tell the folks what I've neglected to ask.

Keith: Well the most important thing to get across is that this is really a large system BBS program and it really does act that way.

There's 5 different logon sequences that the SysOp can use. There are a LOT of one-key commands available for the SysOp. See this version is different in that it was written more for the SysOps editability and still allows more things for the users. It's simply a better all-around program.

The nice part about it is the fact that it's what the SysOp wants.

A lot of the program isn't even written yet and I'm not really sure which way i want to go on some of the things. Sorta flying by the seat of my pants. That's why I needed some suggestions from your users. I've basically added all the features that everyone has asked for.

Chuck: Well...ending an interview especially this one is a hard thing to do but I suppose we have to do it.

Keith: Ok well let's do this... give me a call in a few minutes. I'll boot up the new version and let you take a look at what I've got completed. This way you can get a general idea of the new system.

Chuck: I'm shakin' all over! Ok and I want to thank you VERY much for this exclusive interview today!

Keith: My pleasure. No problem.

Chuck: Fantastic. Take care Keith.

Keith: See you later.

[ZNOTE: I called Keith and saw the new version a t work. I want one! I figure with all the changes that he has made it will be worth whatever he asks for it. And the option to trade in your old master for the new version is a great deal!

Plan to call Network: Atari HD Express! BBS in the next few weeks to see this version at work!

I will guarantee you wil l be impressed with his efforts and continue to support him in his endeavors.

And last but certainly not least Keith... You've done it again!

Date: Sun, 23 Aug 87 00:02 EDT
From: Cothrell@DOCKMASTER.ARPA
Subject: new express bbs trailer
To: info-atari8@SCORE.STANFORD.EDU

somewhere out there is a file i sent to info-atari8. it concerns an interview of Keith Ledbetter by Chuck Leazott of ZBBS in San Antonio TX about Keiths new EXPRESS BBS Professional. The transcript is due to be released in the Hard drive Users Group (run by Chuck Leazott) newsletter. Since most people probably dont belong to that users group, I have put it on this network as a public service. Replies and questions can be directed to me, and I will forward them on to Chuck. Chuck runs a BBS, but I do not have his number handy on this terminal...If you are interested, send me a mail-gram and I will copy out the info to you. I can remember that his bbs is ZBBS in the above mentioned location. it has a 1 Meg MIO and 1 or 2 Hard disk...I think 120 Meg total...and its a 130xe...thats all I remember.. oh yah...300/1200/2400. Cothrell -at Dockmaster.arpa

Date: 23 Aug 87 05:45:36 GMT
From: decvax!sunybcs!canisius!vaughan@ucbvax.Berkeley.EDU (Tom Vaughan)
Subject: Re: More wierd questions...
To: info-atari8@score.stanford.edu

Would someone please tell me where I can get a good VT100 emulator for my Atari? I have just joined this news group and missed the parent articles about the emulator and Kermit. It woul be most appreciated!

Tom

-------------- --------------
DEC VAX 11/750; 4.3 BSD UNIX & DEC VAX 8650; VMS 4.5

UUCP : {cmc12,hao,harpo}!seismo!rochester!rocksvax!sunybcs!canisius!vaughan
or
...{allegra,decvax,watmath}!sunybcs!canisius!vaughan
CSNET : vaughan%canisius@CSNET-relay
US MAIL: Thomas Vaughan/ Dept. of Comp. Sci./ Canisius College/
2001 Main St./ Buffalo N.Y. 14208

Date: 23 Aug 87 05:57:51 GMT
From: decvax!sunybcs!canisius!vaughan@ucbvax.Berkeley.EDU (Tom Vaughan)
Subject: Re: More than 16K on a 600XL?
To: info-atari8@score.stanford.edu

would like to get some objective opinions of the pro's and con' of the P:R: connector. Is it worth it? Or should I hunnt down an 850 and be done with it.

Thanks in advance

-------------- --------------
DEC VAX 11/750; 4.3 BSD UNIX & DEC VAX 8650; VMS 4.5

UUCP : {cmc12,hao,harpo}!seismo!rochester!rocksvax!sunybcs!canisius!vaughan
or
...{allegra,decvax,watmath}!sunybcs!canisius!vaughan
CSNET : vaughan%canisius@CSNET-relay

US MAIL: Thomas Vaughan/ Dept. of Comp. Sci./ Canisius College/
2001 Main St./ Buffalo N.Y. 14208

End of Info-Atari8 Digest
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------------------END OF UNDELIVERED MESSAGE------------------

505. Atari buying Federated?

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-25 17:26:48 UTC
From: store2@ihlpf.ATT.COM
Message-ID: <2036@ihlpf.ATT.COM>
Source record: 117559

I found this article in the atari.st group. It should have been cross
posted here for all Atari owners to read.
Kit Kimes
AT&T-ISL
Naperville, IL

==========

Taken from page D-1, San Jose Mercury News, Aug 24th 1987:

"Atari to Purchase chain of retail stores." Atari will pay $67.3 million
to aquire all outstanding shares of stock at $6.25 per share. Federated
closed Friday in over-the-counter trading at $5.75.

At all Federated stores I have been to, both Commodore and Atari products
are carried.

--
Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

506. Re: Atari buying Federated?

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-26 01:07:32 UTC
From: sullivan@marge.math.binghamton.edu
Message-ID: <664@bingvaxu.cc.binghamton.edu>
Source record: 117560

>"Atari to Purchase chain of retail stores." Atari will pay $67.3 million

It appears to be true. It was reported in the NY Times business section
today that Atari had announced the sale.

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903
Email: sullivan@marge.math.binghamton.edu

507. Re: Keith Ledbetter

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-26 08:32:01 UTC
From: arthur@pnet02.CTS.COM
Message-ID: <1337@gryphon.CTS.COM>
Source record: 117561

F1.GDM@ISUMVS.BITNET ("Gene Merritt") writes:
>Does anyone know the easiest way to contact Keith Ledbetter?
>
>He is the author of my favorite term prog, Express! 1030/xm301. I do not have
>a CompuSpend account or a GEnie or even delphi accnt. I would like to find
>out if he uses Bitnet or one of the other major (free) networks.
s
>My main reason is this: I would like to see Exp! converted to 80 col.
I don't think Keith has done this, primarily because the custom display lists
already use most of available memory. You can check on the above board.

There are version of Express for Hayes semi-compatible modems (V3), MPP
modems, and 1030 modems (V3 in beta test).

UUCP: {cbosgd, hplabs!hp-sdd, ihnp4}!crash!gryphon!pnet02!arthur
INET: arthur@pnet02.CTS.COM

UUCP: {cbosgd, hplabs!hp-sdd, ihnp4}!crash!gryphon!pnet02!arthur
INET: arthur@pnet02.CTS.COM

508. Re: Atari buying Federated?

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-26 11:48:17 UTC
From: appelbau@topaz.rutgers.edu
Message-ID: <14230@topaz.rutgers.edu>
Source record: 117562

Yes, it is 100% true. Neil Harris posted a complete message on GEnie
about it. So, it seems we will see an ATARI only chain starting real
soon!
--
-Marc L. Appelbaum
Arpa:appelbau@topaz.rutgers.edu
Uucp:{ames, cbosgd, harvard, moss, seismo}!rutgers!topaz.rutgers.edu!appelbau
Bitnet:appelbaum@zodiac.bitnet
GEnie:M.APPELBAUM
MOM's BBS:(201)-938-6906

509. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-27 00:37:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8708260051.AA03638@ucbvax.Berkeley.EDU>
Source record: 117563

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 27 Aug 87 00:21:45 GMT
Received-2: from score.stanford.edu by BBN.COM id aa27350; 25 Aug 87 19:16 EDT
Date: Tue 25 Aug 87 14:36:09 PDT
Subject: Info-Atari8 Digest V87 #75
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Tuesday, August 25, 1987 Volume 87 : Issue 75

This weeks Editor: Bill Westfield

Today's Topics:

ACTION! vs. 850 handler
Re: OmniCom question
Atari 8-bit archives...
Re: (none)

------------------------------------------------------------------------

Date: 23 Aug 87 21:23:19 GMT
From: jumbo!ehs@decwrl.dec.com (Ed Satterthwaite)
Subject: ACTION! vs. 850 handler
To: info-atari8@score.stanford.edu

I am trying to turn a compiled ACTION! program into an AUTORUN.SYS file.
It needs the R: handlers that are downloaded from the 850. When I use the
standard AUTORUN.SYS file to load these handlers, then compile and run the
program, everything is ok.

When I save the compiled program, using the ACTION! monitor's WRITE
command, and append the binary to the standard AUTORUN.SYS, I get a file
that doesn't seem to work. Immediately after loading it from DOS, I get a
garbage screen and the keyboard locks up.

Since I have been able to save and run other ACTION! binaries that don't
need these handlers, I tried dumping the downloader, disassembling it to
verify that it looked relatively innocuous, and embedding it into my
ACTION! program as a ML insert. This seems to work fine when I compile
```

and run from memory, without needing the old AUTORUN.SYS file, but the saved binary does not seem to work any better.

I vaguely recall some discussion in this newsgroup of some sort of bad interaction between ACTION! binaries and the 850 handlers. Can anyone explain the problem and/or suggest a workaround.

Much thanks for any help.

Ed Satterthwaite
DEC SRC, Palo Alto, CA
Arpa: ehs@src.dec.com
UUCP: (...)!decwrl!ehs

Posted-From: The MITRE Corp., Bedford, MA
To: Info-Atari8@Score.Stanford.edu
Subject: Re: OmniCom question
In-Reply-To: Your message of Fri, 21 Aug 87 22:44:07 -0700.
Date: Mon, 24 Aug 87 12:19:58 EDT
From: jhs@mitre-bedford.ARPA

The less than useful graphics characters may be corrected in later releases of OMNIVIEW. I still have the old ROM in my system but I understand that the new one supports tilde and curly braces.

Re: Hayes modem support. I have found it extremely convenient to use the OmniCom keypad editing features to program the numeral keys to send ATDT plus my favorite phone numbers. With CTRL-numeral and SHIFT/CTRL numeral, that is TWENTY possible pre-programmed autodial keys, or ten autodial keys and ten special function keys. A strip of white correction tape can be pasted across the top of the keyboard, just above the numeral keys, to remind you what the CTRL- and SHIFT/CTRL- versions of the keys do. In addition, the sequence gets displayed by Hayes modem local echo in command mode so you can see what number you are dialing.

Fred Sullivan's comments on shortcomings of OmniCom should be forwarded to David Young of CDY, as David has been extremely helpful in correcting bugs and adding useful new features when they are pointed out to him. I am sure David will want to provide excellent support to 2400-baud users and will welcome comments on the problems experienced by the few who are lucky enough to already have 2400-baud modems.

-John Sangster / jhs@mitre-bedford.arpa

Date: 24 Aug 1987 17:08:07 EST
From: "John Bunch"<J.Bunch@UACSC1.ALBANY.EDU>
Reply-to: J.Bunch@UACSC1.ALBANY.EDU
To: Info-atari8@score.stanford.edu
Subject: Atari 8-bit archives...

Could someone tell me where a good source of atari 8-bit archives is.
I have access to the Arpa-Internet, and the Bitnet. Although I do not
have access to things like ftp...

J.Bunch@uacsc1.albany.edu -- Inter-Arpanet
JBB665@albny1vx -- Bitnet
JBB665@albnyvm1 -- Bitnet

Date: 24 Aug 87 18:11:09 GMT
From: ihnp4!inuxc!inuxm!tob@ucbvax.Berkeley.EDU (T Burger)
Subject: Re: (none)
To: info-atari8@score.stanford.edu

> Does anyone know the easiest way to contact Keith Ledbetter?
>
> He is the author of my favorite term prog, Express! 1030/xm301. I do not have

He can be reached at the ICD BBS 1-815-968-2229

Ted

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

510. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-27 02:26:42 UTC
From: robertl@bucsb.UUCP
Message-ID: <1179@bucsb.UUCP>
Source record: 117564

In article <8708210900.AA29270@ucbvax.Berkeley.EDU> F1.GDM@ISUMVS.BITNET ("Gene Merritt") writes:
>Does anyone know the easiest way to contact Keith Ledbetter?
>

He can be found on ICD's Bulletin Board which is located ion Rockford, IL.
I believe the # is (815) 968-2229 but I can't verify this. It could be their voice number.

-Robert La Ferla (robertl@bucsf)

511. OmniCom

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-27 20:02:57 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <14268@topaz.rutgers.edu>
Source record: 117565

I've just read John Sangter's article about the new shareware version of OmniCom and saved the accompanying program. Now the big question - will it work with the XM-301 modem, and if so, could somebody out there PLEASE either post, or send me, the appropriate handler that needs to be prepended to it? Much thanks in advance.

-Ray Wilmott

wilmott@topaz.rutgers.edu

512. Info-Atari8 Digest V87 #75

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-28 13:29:22 UTC
From: USEREK5X@MTS.RPI.EDU
Message-ID: <743709@RPITSMTS.BITNET>
Source record: 117566

Could someoe send me a disk with the utilities necessary to download software?
E-Mail me first, I'm willing to pay for the favor.
Thanks,

Bryant Ling USEREK5X@RPITSMTS.BITNET

513. Diagnostics Diskette

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-28 19:45:29 UTC
From: mikey@molihp.UUCP
Message-ID: <530@molihp.UUCP>
Source record: 117567

Keywords:Help!!

Line eater, eat this.....................................
I am back again looking for help in locating the official Diagnostics Diskette for 1050 disk drives. Mine has been broken for about a month now and after a dispute with the local repair shop I have decided to do my own repair. After looking around town I have found that this item is hard to get a hold of, but the service manual makes reference to it and is impossible to use without the disc to perform tests. Any help in this regard would be appreciated very much. Please e-mail any replies or info you can offer.

Thanks in advance,
mikey@molihp

514. Atari and Federated

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-29 16:39:57 UTC
From: uace0@uhnix2.UUCP
Message-ID: <419@uhnix2.UUCP>
Source record: 117568
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Well, this is indeed interesting what has transpired over the past week. As I understand it, Atari bought out the outstanding shares of Federated stock, which gives them approximately 30% controlling interest. Now to speculate, is this good or is this bad?

Will Atari be like ComputerLand and have a very successful marketing chain??? Or will Atari have thrown good money after bad? Let us examine a few facts:

1) Before Uncle Jack bought Atari, the corporation was on the verge of bankruptcy. They couldn't afford to buy a stick of gum let alone a portion of a chain of stores.

2) Atari in Europe? Before: NO; Now: it is a very serious business machine. From the quality of software which I have seen coming from the European market, it is obvious that at least some of the Europeans take the STs to be more of a machine than here in the states.

3) Before: Waste, waste, waste. Now: Lean, mean, fighting machine. The company is efficient in what it does (even if Uncle Jack is very tight with the money he spends - example: no CD ROMs because he can't get his price). This means the Atari passes on the savings to it's customers (although sometimes the quality may be on the edge, but generally it all works. I have a REV A board and have never had troubles with it.. now my REV C...)

4) Jack is shrewd. Personally, my great-grandfather was a victim of WWII, he was in Auswitz (forgive spelling if incorrect), and I know that he was a survivor because of this. Jack, too, is a survivor, and I believe that he is not about to do something which will jeapordize his future (he got this far didn't he).

So now we have this deal with Federated. Is it good or is it bad. No one except Uncle Jack and his family and advisors know what is going to be done. We can only speculate that from his past record (made Commodore, rebuilt Atari) that he is a winner, and he does things that will be successful. So, we know at least one thing is for certain: Uncle Jack sees this move as a way to make more money for him and his siblings. One point for the Tramiels.

Now for the consumer, and the retail merchant. This is a toss up. The consumer thus far has gotten a good machine for a very reasonable price. The MEGAs are here and a bit more expensive (but they are nicer machines, and a bit more complete). So, the consumer must pay more for more machine. This is reasonable. Still, the consumer still is getting a good deal for his money. And if we use the age old standard of measuring bytes per dollar, the new MEGAs are coming in at a much cheaper price per K than any other machine. So in this light the consumer still gets more (even though (s)he pays more).

The retail merchant. Bye-Bye. Jack has seen cut-throat prices on the STs. Mail order this, mail order that. Is the Apple Mac sold mail order? Do I as a professional want to buy a mail order computer. I think not. So now Uncle Jack says, "You must have an on site technician and an outside sales rep to sell the MEGAs." Ahhhh, Uncle Jack is trying to save his profit margin (shrewd). So he goes out and purchases a retail outlet (even if Fred Rated is their spokesman). Can Jack now change the image of the Atari machines buy specifying how they are sold and creating a specific environment for them to be sold in. I can only suggest that other retail chains have changed their images successfully (take J.C. Penney, for example), so maybe Jack can too. As for the independent computer store that we as Atarians have always revelled in: I can only say, "May the SCHWARTZ be with you." If Atari wants to save its butt, someone will have to be the fall-guy. Personally, I would hate to see the store in town here (Computers-to-Grow) which has been struggling but has been open for about 4-5 years now (and faithfully Atari- they have done alot for the Atari community and user support groups) close shop. This would be a detriment to people out there who desperately need help iwth the computer, and need help from people who like the machines and company (usually) and provide excellent user support. I have seen the guys a CTG spend (on more than one occasion) 2-4 hours with a customer explaining the machine, providing answers to questions. Not to mention that they provided about 500 t-shirts for the computer fair we had on campus last year, plus about half-a-dozen machines for it too. I would hate to see an excellent source of help go out the window.

(Sorry for that... I'm off my soapbox, now)

I am in no way affiliate with any computer store or CTG. I just know that a retail chain can't provide support (which Atari **NEEDS** to have) like the independent.

---------- The Bottom Line ----------
Atari is going to make money with this deal (although at least 4 Federated stores have closed down here in Houston in the past year- they expanded too quickly in my opinion: greed), but at who's expense. Not mine, that's for certain. I am fortunate in that I know what I am doing with computers, I have the knowledge to make any system what I need it to be. If the MEGA is what I need, then I will get it, and probably at a good price too. I'm just glad I didn't finance Atari with my investments by opening up a business to sell only Atari computers.

The winner: ATARI for sure.
Runner up: The consumer (good prices are certain, but user support (???))
Last place: the independent computer store in town.

Find a way to get rid of mail order, but not the local stores, different than what Jack is doing and you will have a successful computer company too.

(Sorry this was so long)

- Mike Vederman
--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer

#--# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

515. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-30 08:03:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA.UUCP
Message-ID: <8708301847.AA04820@ucbvax.Berkeley.EDU>
Source record: 117569

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 30 Aug 87 07:31:16 GMT
Received-2: from score.stanford.edu by BBN.COM id aa24067; 30 Aug 87 3:07 EDT
Date: Sat 29 Aug 87 22:26:38 PDT
Subject: Info-Atari8 Digest V87 #76
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Saturday, August 29, 1987 Volume 87 : Issue 76

This weeks Editor: Bill Westfield

Today's Topics:

Atari buying Federated?
Re: Atari buying Federated?
Re: Atari buying Federated?
Re: Keith Ledbetter
OmniCom
Re: (none)
How do I contact CDY?
Info-Atari8 Digest V87 #75
Diagnostics Diskette

------------------------------------------------------------------------

Date: 25 Aug 87 17:26:48 GMT
From: ihnp4!ihlpf!store2@ucbvax.Berkeley.EDU (Kit Kimes)
Subject: Atari buying Federated?
To: info-atari8@score.stanford.edu

I found this article in the atari.st group. It should have been cross
posted here for all Atari owners to read.
Kit Kimes
AT&T-ISL
Naperville, IL

================================================================================
Taken from page D-1, San Jose Mercury News, Aug 24th 1987:
```

"Atari to Purchase chain of retail stores." Atari will pay $67.3 million
to aquire all outstanding shares of stock at $6.25 per share. Federated
closed Friday in over-the-counter trading at $5.75.

At all Federated stores I have been to, both Commodore and Atari products
are carried.

--
Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

Date: 26 Aug 87 01:07:32 GMT
From: sunybcs!bingvaxu!marge.math.binghamton.edu!sullivan@ames.arpa (fred sullivan)
Subject: Re: Atari buying Federated?
To: info-atari8@score.stanford.edu

>"Atari to Purchase chain of retail stores." Atari will pay $67.3 million

It appears to be true. It was reported in the NY Times business section
today that Atari had announced the sale.

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903
Email: sullivan@marge.math.binghamton.edu

Date: 26 Aug 87 11:48:17 GMT
From: topaz.rutgers.edu!appelbau@RUTGERS.EDU (Marc L. Appelbaum)
Subject: Re: Atari buying Federated?
To: info-atari8@score.stanford.edu

Yes, it is 100% true. Neil Harris posted a complete message on GEnie
about it. So, it seems we will see an ATARI only chain starting real
soon!
--
-Marc L. Appelbaum
Arpa:appelbau@topaz.rutgers.edu
Uucp:{ames, cbosgd, harvard, moss, seismo}!rutgers!topaz.rutgers.edu!appelbau
Bitnet:appelbaum@zodiac.bitnet
GEnie:M.APPELBAUM
MOM's BBS:(201)-938-6906

Date: 26 Aug 87 08:32:01 GMT
From: ece-csc!ncrcae!ncr-sd!crash!gryphon!pnet02!arthur@mcnc.org (Arthur L. Rubin)
Subject: Re: Keith Ledbetter
To: info-atari8@score.stanford.edu

F1.GDM@ISUMVS.BITNET ("Gene Merritt") writes:
>Does anyone know the easiest way to contact Keith Ledbetter?
>
>He is the author of my favorite term prog, Express! 1030/xm301. I do not have
>a CompuSpend account or a GEnie or even delphi accnt. I would like to find
>out if he uses Bitnet or one of the other major (free) networks.
s
>My main reason is this: I would like to see Exp! converted to 80 col.
I don't think Keith has done this, primarily because the custom display lists
already use most of available memory. You can check on the above board.

There are version of Express for Hayes semi-compatible modems (V3), MPP
modems, and 1030 modems (V3 in beta test).

UUCP: {cbosgd, hplabs!hp-sdd, ihnp4}!crash!gryphon!pnet02!arthur
INET: arthur@pnet02.CTS.COM

UUCP: {cbosgd, hplabs!hp-sdd, ihnp4}!crash!gryphon!pnet02!arthur
INET: arthur@pnet02.CTS.COM

Date: 27 Aug 87 20:02:57 GMT
From: topaz.rutgers.edu!wilmott@RUTGERS.EDU (Ray Wilmott)
Subject: OmniCom
To: info-atari8@score.stanford.edu

I've just read John Sangter's article about the new
shareware version of OmniCom and saved the accompanying
program. Now the big question - will it work with the XM-301
modem, and if so, could somebody out there PLEASE either post,
or send me, the appropriate handler that needs to be prepended
to it? Much thanks in advance.

-Ray Wilmott

wilmott@topaz.rutgers.edu

Date: 27 Aug 87 02:26:42 GMT
From: bucsb!robertl@bu-cs.bu.edu (Robert La Ferla)
Subject: Re: (none)
To: info-atari8@score.stanford.edu

In article <8708210900.AA29270@ucbvax.Berkeley.EDU> F1.GDM@ISUMVS.BITNET ("Gene Merritt")
writes:
>Does anyone know the easiest way to contact Keith Ledbetter?
>

He can be found on ICD's Bulletin Board which is located ion Rockford, IL.
I believe the # is (815) 968-2229 but I can't verify this. It could be their
voice number.

-Robert La Ferla (robertl@bucsf)

Date: 28 Aug 87 05:20:25 GMT
From: ptsfa!pbhya!seg@ames.arpa (Stephen Grove)
Subject: How do I contact CDY?
To: info-atari8@score.stanford.edu

I keep on hearing all the good things about CDY's OmniCom & OmniView,
but I never see any ads in the magazines for them. How do I contact
CDY?
Thank you for any help.
Stephen Grove Pac Bell, Rohnert Park, Calif.

Date: Fri, 28 Aug 87 09:29:22 EDT
From: USEREK5X%mts.rpi.edu@itsgw.rpi.edu
Subject: Info-Atari8 Digest V87 #75
To: Info-Atari8@score.stanford.edu

Could someoe send me a disk with the utilities necessary to download software?
E-Mail me first, I'm willing to pay for the favor.
Thanks,

Bryant Ling USEREK5X@RPITSMTS.BITNET

Date: 28 Aug 87 19:45:29 GMT
From: ubc-vision!van-bc!molihp!mikey@beaver.cs.washington.edu (Mike McPeak)
Subject: Diagnostics Diskette
To: info-atari8@score.stanford.edu

Line eater, eat this.....................................
I am back again looking for help in locating the official Diagnostics
Diskette for 1050 disk drives. Mine has been broken for about a month
now and after a dispute with the local repair shop I have decided to
do my own repair. After looking around town I have found that this item
is hard to get a hold of, but the service manual makes reference to it
and is impossible to use without the disc to perform tests. Any help in
this regard would be appreciated very much. Please e-mail any replies or
info you can offer.

Thanks in advance,
mikey@molihp

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

516. Action! and SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-31 06:08:48 UTC
From: tommyj@lakesys.UUCP
Message-ID: <185@lakesys.UUCP>
Source record: 117570

I am having alot of trouble using Action! and SpartaDOS. I wrote a program
and it works just great in DOS XL and other DOS 2.0 compatables. I recompiled
the program using sparta and I get lock ups and other nasties. I eliminated some problems
by not using globals
and using locals and parameters instead.Now, the second time it exacutes a
DO UNTIL loop I still get a lock up. Any suggestion?
Please, I am new to net-land don't know
the full path yet. So, any reply will do.

517. 1050 schematic needed

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-31 13:05:20 UTC
From: david1@mhuxu.UUCP
Message-ID: <6738@mhuxu.UUCP>
Source record: 117571

My 1050 disk drive died recently and I'm wondering where to get schematics. The power on/off LED comes on, but nothing happens after that. I put a disk in and nothing. I took it apart and nothing wrong was obvious visually. I measured the voltage from Vdd-Gnd on various dips, but got nothing. I'm wondering if the power supply died. Have any info?

Rick Nelson
mhuxu!david1
Bell Labs, Reading, Pa.

518. Re: More wierd questions...

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-31 18:35:26 UTC
From: sealy@xyzzy.UUCP
Message-ID: <237@xyzzy.UUCP>
Source record: 117573

In article <1720@canisius.UUCP> vaughan@canisius.UUCP (Tom Vaughan) writes:
>Would someone please tell me where I can get a good VT100
>emulator for my Atari? I have just joined this news group
>and missed the parent articles about the emulator and Kermit.
>It woul be most appreciated!
>
>Tom
>-------------- --------------

I too would like to know where I can get copies of a good emulator, and
the UUDECODE program (in source) for my Atari. I am also new to the net
and am having some trouble getting started.

Thanks,
Virgil Sealy

519. Address/phone for CDY Consulting.

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-31 19:27:11 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8708311927.AA23033@mitre-bedford.ARPA>
Source record: 117572

I believe CDY most frequently advertises in ANALOG Magazine these days. With the gradual shift in interest toward 16-bit machines, they may not advertise as much currently as in former years. Anyway, their address is

CDY Consulting, Inc.
421 Hanbee
Richardson, TX 75080.

Phone is (214) 235-2146. David Young, the proprietor of CDY, is usually available in the evening to take orders and/or answer technical questions about his company's products.

-John Sangster / jhs@mitre-bedford.arpa

(I have no finanicial interest in or connection with CDY other than as a customer.)

520. simple downloader...

Newsgroup: comp.sys.atari.8bit
Date: 1987-08-31 20:06:22 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8708312006.AA24338@mitre-bedford.ARPA>
Source record: 117574

```
The following is approximately what the Avatex modem user manual provides
for a dumb ASCII terminal program to get on the air with. It may or may not
work "right out of the box" for you but you should be able to get it working
with a little experimentation.
------------------------------c-u-t---h-e-r-e---------------------------------
10 GOTO 300:REM Dumb Terminal Prog.
100 STATUS #3,AVAR:IF PEEK(747)=0 THEN 200
120 GET #3,CHAR:IF CHAR=0 OR CHAR=10 THEN 200
130 PUT #4,CHAR
200 IF PEEK(764)=255 THEN 100
210 GET #2,KEY:PUT #3,KEY:GOTO 100
300 REM I/O Setup for Dumb Terminal.
310 OPEN #2,4,0,"K:"
320 OPEN #3,13,0,"R:"
330 OPEN #4,8,0,"E:"
340 XIO 34,#3,192+48+3,0,"R:"
350 XIO 40,#3,0,0,"R:"
360 GOTO 100:REM Go to it!
------------------------------c-u-t---h-e-r-e---------------------------------
The above just does a loop that checks for an incoming character (line 100)
and if it gets one, slaps it on the screen (line 130), then checks the
keyboard for input (line 200) and if it sees that a character was pressed
(loc. 764 not = 255), slings it out to the outgoing side of the R: device.

*****> If you are adventuresome, you can turn this simple program into a
version that can capture a file off the modem. One way to do this would
be to change line 330 to open a file "D1:YOURFILE.EXT" or whatever. Be
sure to close the file first; in fact, my standard practice is NEVER to
OPEN a file without CLOSING it first -- saves a whole lot of dumb error
messages. The program below has this feature added. Possibly the simplest
way to capture a file is to press BREAK, change line 350 to have a
device:filename specification inside the quotes, and type "RUN" again.
Then type the command to send the file. When it has finished being sent,
press BREAK, type CLOSE #4, and that should do it.
------------------------------c-u-t---h-e-r-e---------------------------------
10 GOTO 300:REM Dumb Terminal Prog.
100 STATUS #3,AVAR:IF PEEK(747)=0 THEN 200
120 GET #3,CHAR:IF CHAR=0 OR CHAR=10 THEN 200
130 PUT #4,CHAR
200 IF PEEK(764)=255 THEN 100
210 GET #2,KEY:IF KEY=
220 PUT #3,KEY:GOTO 100
300 REM I/O Setup for Dumb Terminal.
310 CLOSE #2:OPEN #2,4,0,"K:"
```

```
320 CLOSE #3:OPEN #3,13,0,"R:"
330 CLOSE #4:OPEN #4,8,0,"E:" <---- change E: to your Dn:FILE.EXT
340 XIO 34,#3,192+48+3,0,"R:"
350 XIO 40,#3,0,0,"R:"
360 GOTO 100:REM Go to it!
```

------------------------------c-u-t---h-e-r-e--------------------------------

This may or may not work without fiddling, but it ought to be reasonably easy to get it working. And it surely is the simplest way to get a downloading capability -- as well as learning a lot in the process! If you get it working, let me know and I will send you uudecode and a fancier terminal emulator or two.

-John S., jhs@mitre-bedford.

521. Re: 1050 schematic needed

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-01 12:45:36 UTC
From: store2@ihlpf.UUCP
Message-ID: <2075@ihlpf.ATT.COM>
Source record: 117575

In article <6738@mhuxu.UUCP>, david1@mhuxu.UUCP (Rick Nelson) writes:
>
> My 1050 disk drive died recently and I'm wondering where to get schematics.

One source of parts and schematics is American Techna-Vision. They have the SAMS service manual for the 1050 for $19.50. They have IC's, circuit pack assemblies and complete drive mechanisms. Their address is:

American Techna-Vision
15338 Inverness St.
San Leandro, CA 94579
1-800-551-9995 or
(415)-352-3787

They accept credit cards. They also do repair if you can't figure out the problem. Service rate for the 1050 is $85.

Hope this helps...

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!iwvae!kimes

522. Re: OmniCom

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-02 00:20:02 UTC
From: vaughan@canisius.UUCP
Message-ID: <1730@canisius.UUCP>
Source record: 117576

In article <14268@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>
>
>
> I've just read John Sangter's article about the new
> shareware version of OmniCom and saved the accompanying
> program. Now the big question - will it work with the XM-301
> modem, and if so, could somebody out there PLEASE either post,
> or send me, the appropriate handler that needs to be prepended
> to it? Much thanks in advance.
>
Please do, and any info that will help in getting it going!

Thanks!
-------------- --------------
DEC VAX 11/750; 4.3 BSD UNIX & DEC VAX 8650; VMS 4.5

UUCP : {cmc12,hao,harpo}!seismo!rochester!rocksvax!sunybcs!canisius!vaughan
or
...{allegra,decvax,watmath}!sunybcs!canisius!vaughan
CSNET : vaughan%canisius@CSNET-relay
US MAIL: Thomas Vaughan/ Dept. of Comp. Sci./ Canisius College/
2001 Main St./ Buffalo N.Y. 14208
-------------- --------------

523. Re: Atari and Federated

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-02 00:46:19 UTC
From: cas@dasys1.UUCP
Message-ID: <1167@dasys1.UUCP>
Source record: 117577
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

As a computer consumer, and the proud owner of an Atari ST, I would like to withhold my opinion as to whether or not Atari buying the Federated chain was a good move. I would like to say that being in New York, finding well stocked Atari stores are few and far between. There are a few stores here and there that stock Atari computer hardware and several of the more popular titles. Unfortunately there are only one or two stores in my area that stock a relatively full line (I only know of two such stores and they are at least an hour away by car). More and more of my purchases are having to be done by mail order. The point behind my message is that Atari is obviously going to stock the Federated store chains preferrentially with their products. What will happen to the supply of Atari computer equipment (both hardware and software) in other areas of the country?

Charles Schwartz {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Unix {bellcore,cmcl2}!cucard!dasys1!cas
New York, NY, USA CIS: 73765,416 DELPHI: CSCHWARTZ
Genie: XPC14910

"Beam me up Scotty!"

524. BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-02 15:20:45 UTC
From: SAULNIER@cg-atla.UUCP
Message-ID: <770@cg-atla.UUCP>
Source record: 117578

I purchased "BASIC XE" from OSS some time ago, and I realized
that I NEVER use atari BASIC anymore. My question is, can I yank out
the ATARI BASIC rom(s) and do a straight swap with the "XE" roms? I
would like to free up the bus connector for other uses, but can't
because this cartridge is ALWAYS installed. Has anyone ever done
this?? (I could handle more than a straight swap if someone has
the exact procedure.)

Thanx in advance.

525. October 1987 ANTIC TOC

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-03 18:42:55 UTC
From: store2@ihlpf.ATT.COM
Message-ID: <2101@ihlpf.ATT.COM>
Source record: 117579

OCTOBER 1987 ANTIC TOC

page article

8 I/O BOARD
Letters from Readers.
12 PRODUCT REVIEWS
Software
Guitar Wizard (Baudville)
Linkword Languages (Artworx Software)
Ultra Menu (Computer Software Services)
Hardware
Ultra-Speed (Computer Software Services)
15 SUPER DISK BONUS
The bonus program for disk subscribers this month is
the ANTIC Spelling Checker that allows up to 10 personal
dictionaries of approximately 6300 words each.
16 STARTING OUT: ATARI ANIMATION
This is the fifth lesson in the series. It covers bit
mapping and has an interesting demo.
24 GAME OF THE MONTH: RESISTORS
This action game teaches binary and electronics. It uses
a redefined character set for the graphics. BASIC
27 USERS GROUP: ACENET
A discussion of the 17 Southern CA user groups that make
up ACENET.
32 NEW PRODUCTS
A description but not a review of several new products
available for the Atari computers.
This month they describe the Okidata 180 printer, Cycle
Knight (Artworx Software), the pocket calculators with the
Atari logo on them, Microstuffer (Supra) and XR 100 Bar
Coder (Xenia Research)--an inventory bar code reader.
33 PAGE 6 EXCHANGE: GRAPHICS IMPOSSIBLE
Two eye-popping demos of graphics techniques often mistakenly
considered impossible--mixed vertical display lists and dual
players on the same horizontal line.
37 FOOTBALL PREDICTOR
A program that helps you pick the winners and beat the points
spread. It is claimed that this program had nearly a 60%
success rate against the points spread last year.
39 TELEPROMPTING WITH ATARI
An article on how Q-Tv of Los Angles use the Atari 130XE
as the basis of a teleprompting system.
40 ANTIC PROMPTER

Now you too can use your Atari to prompt you when you give
those important speeches at club meetings, etc. This
program will read a file written in AtariWriter, Paper Clip
or its own editor and display it in large letters. You use
the joystick to select speed and direction.
42 MAVERICK ATARI SCHOOL
A writeup on the PCS School for Advanced Learning in Nampa,
Idaho.
44 BONUS GAME: MATH FLASHCARDS
No fancy graphics. Just a direct, no-nonsense program that
kids enjoy using.
46 BONUS GAME: NAME THE PRESIDENTS
A simple, short program helps youngsters learn the Presidents
of the U.S.
47 CHECKBOOK BALANCER
A compact but powerful user-friendly calculating database.

**********BEGIN THE ST RESOURCE SECTION**********

52 ANTIC PROMPTER ST
Now you too can use your Atari to prompt you when you give
those important speeches at club meetings, etc. This
program is written in GFA BASIC, runs on any color or
monochrome ST and will smoothly scroll text files (using
very large letters) up the TV screen at speeds ranging from
very slow to faster than most people can talk.
55 ST PRODUCT NEWS AND REVIEWS
Software
Balance of Power (Mindscape)
First Shapes (First Byte)
Kid Talk (First Byte)
Math Talk (First Byte)
Speller Bee (First Byte)
New Products (description only)
Supercharger (Migraph), Font Pack I (Migraph), Personal
Draw Art (Migraph), Technical Draw Arts (Migraph), Label-
Master Elite (Migraph), Sub Battle Simulator (Epyx),
ARTablets (EI/O Products), New Aladdin (magazine of disk),
SoftWerx Maxpak for 50 Bux (SoftWerx), P-edit (KEPCO),
Sales-Pro Software System (Hi-Tech Advisers) and Encrypt
(Middle Coast Publishing).

**********END THE ST RESOURCE SECTION**********

63 SOFTWARE LIBRARY
This section contains all the program listings for the
articles in this issue.
82 TECH TIPS
This section is a collection of tips and short
programs from readers or collected from various Users
Groups newsletters.

Comments: One of the products reviewed this month is Ultra-Speed, a replacement OS chip for XL/XE machines that allows high-speed access with most disk drives modifications and virtually all software. It allows you to switch between it and the original OS. It provides a true cold-start by pressing [HELP] and [RESET]. There is a new regular feature in ANTIC called Page 6 Exchange. It consists of programs originally published in a British publication called Page 6. They, in turn, will be able to print programs from ANTIC.

Kit Kimes
AT&T-ISL
1100 E. Warrenville Rd.
Naperville, IL 60566
...!ihnp4!iwvae!kimes

526. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-03 19:25:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8709031937.AA18007@ucbvax.Berkeley.EDU>
Source record: 117580

Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:

Received: from BBN.COM by WALKER-EMH.ARPA ; 3 Sep 87 19:19:20 GMT
Received-2: from score.stanford.edu by BBN.COM id aa16122; 3 Sep 87 15:16 EDT
Date: Thu 3 Sep 87 09:41:07 PDT
Subject: Info-Atari8 Digest V87 #77
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Thursday, September 3, 1987 Volume 87 : Issue 77

This weeks Editor: Bill Westfield

Today's Topics:

Action! and SpartaDOS
Address/phone for CDY Consulting.
simple downloader...
Re: More wierd questions...
Quasi termcap entry ?
1050 schematic needed
Re: Quasi termcap entry ?
Re: 1050 schematic needed
Re: OmniCom
BASIC XE

Date: 31 Aug 87 06:08:48 GMT
From: ucsdhub!jack!man!crash!gryphon!lakesys!tommyj@sdcsvax.ucsd.edu (Tom Johnson)
Subject: Action! and SpartaDOS
To: info-atari8@score.stanford.edu

I am having alot of trouble using Action! and SpartaDOS. I wrote a program
and it works just great in DOS XL and other DOS 2.0 compatables. I recompiled
the program using sparta and I get lock ups and other nasties. I eliminated some problems
by not using globals
and using locals and parameters instead.Now, the second time it exacutes a
DO UNTIL loop I still get a lock up. Any suggestion?
Please, I am new to net-land don't know

the full path yet. So, any reply will do.

Posted-From: The MITRE Corp., Bedford, MA
To: ptsfa!pbhya!seg@ames.ARPA
Subject: Address/phone for CDY Consulting.
Date: Mon, 31 Aug 87 15:27:11 EDT
From: jhs@mitre-bedford.ARPA

I believe CDY most frequently advertises in ANALOG Magazine these days.
With the gradual shift in interest toward 16-bit machines, they may not
advertise as much currently as in former years. Anyway, their address
is

CDY Consulting, Inc.
421 Hanbee
Richardson, TX 75080.

Phone is (214) 235-2146. David Young, the proprietor of CDY, is usually
available in the evening to take orders and/or answer technical questions
about his company's products.

-John Sangster / jhs@mitre-bedford.arpa

(I have no finanicial interest in or connection with CDY other than as a
customer.)

Posted-From: The MITRE Corp., Bedford, MA
To: userek5%mts.rpi.edu@itsgw.rpi.edu
Subject: simple downloader...
Date: Mon, 31 Aug 87 16:06:22 EDT
From: jhs@mitre-bedford.ARPA

The following is approximately what the Avatex modem user manual provides
for a dumb ASCII terminal program to get on the air with. It may or may not
work "right out of the box" for you but you should be able to get it working
with a little experimentation.

```
------------------------------c-u-t---h-e-r-e---------------------------------
10 GOTO 300:REM Dumb Terminal Prog.
100 STATUS #3,AVAR:IF PEEK(747)=0 THEN 200
120 GET #3,CHAR:IF CHAR=0 OR CHAR=10 THEN 200
130 PUT #4,CHAR
200 IF PEEK(764)=255 THEN 100
210 GET #2,KEY:PUT #3,KEY:GOTO 100
300 REM I/O Setup for Dumb Terminal.
310 OPEN #2,4,0,"K:"
320 OPEN #3,13,0,"R:"
330 OPEN #4,8,0,"E:"
340 XIO 34,#3,192+48+3,0,"R:"
350 XIO 40,#3,0,0,"R:"
```

```
360 GOTO 100:REM Go to it!
------------------------------c-u-t---h-e-r-e---------------------------------
```
The above just does a loop that checks for an incoming character (line 100) and if it gets one, slaps it on the screen (line 130), then checks the keyboard for input (line 200) and if it sees that a character was pressed (loc. 764 not = 255), slings it out to the outgoing side of the R: device.

*****> If you are adventuresome, you can turn this simple program into a version that can capture a file off the modem. One way to do this would be to change line 330 to open a file "D1:YOURFILE.EXT" or whatever. Be sure to close the file first; in fact, my standard practice is NEVER to OPEN a file without CLOSING it first -- saves a whole lot of dumb error messages. The program below has this feature added. Possibly the simplest way to capture a file is to press BREAK, change line 350 to have a device:filename specification inside the quotes, and type "RUN" again. Then type the command to send the file. When it has finished being sent, press BREAK, type CLOSE #4, and that should do it.

```
------------------------------c-u-t---h-e-r-e---------------------------------
10 GOTO 300:REM Dumb Terminal Prog.
100 STATUS #3,AVAR:IF PEEK(747)=0 THEN 200
120 GET #3,CHAR:IF CHAR=0 OR CHAR=10 THEN 200
130 PUT #4,CHAR
200 IF PEEK(764)=255 THEN 100
210 GET #2,KEY:IF KEY=
220 PUT #3,KEY:GOTO 100
300 REM I/O Setup for Dumb Terminal.
310 CLOSE #2:OPEN #2,4,0,"K:"
320 CLOSE #3:OPEN #3,13,0,"R:"
330 CLOSE #4:OPEN #4,8,0,"E:" <---- change E: to your Dn:FILE.EXT
340 XIO 34,#3,192+48+3,0,"R:"
350 XIO 40,#3,0,0,"R:"
360 GOTO 100:REM Go to it!
------------------------------c-u-t---h-e-r-e---------------------------------
```
This may or may not work without fiddling, but it ought to be reasonably easy to get it working. And it surely is the simplest way to get a downloading capability -- as well as learning a lot in the process! If you get it working, let me know and I will send you uudecode and a fancier terminal emulator or two.

-John S., jhs@mitre-bedford.

Date: 31 Aug 87 18:35:26 GMT
From: rti!xyzzy!sealy@mcnc.org (Virgil Sealy)
Subject: Re: More wierd questions...
To: info-atari8@score.stanford.edu

In article <1720@canisius.UUCP> vaughan@canisius.UUCP (Tom Vaughan) writes:
>Would someone please tell me where I can get a good VT100
>emulator for my Atari? I have just joined this news group
>and missed the parent articles about the emulator and Kermit.

>It woul be most appreciated!
>
>Tom
>-------------- --------------

I too would like to know where I can get copies of a good emulator, and
the UUDECODE program (in source) for my Atari. I am also new to the net
and am having some trouble getting started.

Thanks,
Virgil Sealy

Date: 31 Aug 87 19:39:08 GMT
From: aplcen!jhunix!pipprg@mimsy.umd.edu (Larry Campf)
Subject: Quasi termcap entry ?
To: info-atari8@score.stanford.edu

Since the famed 800 really has no termcap entry as per UNIX
I was wondering if anyone has come up with something that
will work -- especially in the unix editor, vi.
When I say termcap (for those of you who don't know)
I mean things like this:
cr=^M
bel=^G
...etc

All reponses will be appreciated

Date: 31 Aug 87 13:05:20 GMT
From: ihnp4!mhuxu!david1@ucbvax.Berkeley.EDU (Rick Nelson)
Subject: 1050 schematic needed
To: info-atari8@score.stanford.edu

My 1050 disk drive died recently and I'm wondering where to get schematics.
The power on/off LED comes on, but nothing happens after that. I put a disk in
and nothing. I took it apart and nothing wrong was obvious visually. I
measured the voltage from Vdd-Gnd on various dips, but got nothing. I'm
wondering if the power supply died. Have any info?

Rick Nelson
mhuxu!david1
Bell Labs, Reading, Pa.

Date: 1 Sep 87 03:17:20 GMT
From: decvax!sunybcs!bingvaxu!marge.math.binghamton.edu!sullivan@ucbvax.Berkeley.EDU (fred
sullivan)
Subject: Re: Quasi termcap entry ?
To: info-atari8@score.stanford.edu

In article <5209@jhunix.UUCP> pipprg@jhunix.UUCP (Larry Campf) writes:
>Since the famed 800 really has no termcap entry as per UNIX
>I was wondering if anyone has come up with something that
>will work -- especially in the unix editor, vi.

Using what terminal program??? I use the vt100 termcap with Omnicom
doing vt100 emulation, and vt52 or adm3a termcaps using Chameleon with vt52
or adm3a emulation.

(Admittedly I made a slight modification to the vt100 termcap, putting in
a delay on reverse scroll, but that only matters with emacs at 2400 baud.)

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903
Email: sullivan@marge.math.binghamton.edu

Date: 1 Sep 87 12:45:36 GMT
From: ihnp4!ihlpf!store2@ucbvax.Berkeley.EDU (Kit Kimes)
Subject: Re: 1050 schematic needed
To: info-atari8@score.stanford.edu

In article <6738@mhuxu.UUCP>, david1@mhuxu.UUCP (Rick Nelson) writes:
>
> My 1050 disk drive died recently and I'm wondering where to get schematics.

One source of parts and schematics is American Techna-Vision. They have the
SAMS service manual for the 1050 for $19.50. They have IC's, circuit pack
assemblies and complete drive mechanisms. Their address is:

American Techna-Vision
15338 Inverness St.
San Leandro, CA 94579
1-800-551-9995 or
(415)-352-3787

They accept credit cards. They also do repair if you can't figure out the
problem. Service rate for the 1050 is $85.

Hope this helps...

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!iwvae!kimes

Date: 2 Sep 87 00:20:02 GMT
From: decvax!sunybcs!canisius!vaughan@ucbvax.Berkeley.EDU (Tom Vaughan)
Subject: Re: OmniCom
To: info-atari8@score.stanford.edu

In article <14268@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>
>
>
> I've just read John Sangter's article about the new
> shareware version of OmniCom and saved the accompanying
> program. Now the big question - will it work with the XM-301
> modem, and if so, could somebody out there PLEASE either post,
> or send me, the appropriate handler that needs to be prepended
> to it? Much thanks in advance.
>
Please do, and any info that will help in getting it going!

Thanks!
-------------- --------------
DEC VAX 11/750; 4.3 BSD UNIX & DEC VAX 8650; VMS 4.5

UUCP : {cmc12,hao,harpo}!seismo!rochester!rocksvax!sunybcs!canisius!vaughan
or
...{allegra,decvax,watmath}!sunybcs!canisius!vaughan
CSNET : vaughan%canisius@CSNET-relay
US MAIL: Thomas Vaughan/ Dept. of Comp. Sci./ Canisius College/
2001 Main St./ Buffalo N.Y. 14208

Date: 2 Sep 87 15:20:45 GMT
From: decvax!cg-atla!SAULNIER@ucbvax.Berkeley.EDU (SAULNIER)
Subject: BASIC XE
To: info-atari8@score.stanford.edu

I purchased "BASIC XE" from OSS some time ago, and I realized
that I NEVER use atari BASIC anymore. My question is, can I yank out
the ATARI BASIC rom(s) and do a straight swap with the "XE" roms? I
would like to free up the bus connector for other uses, but can't
because this cartridge is ALWAYS installed. Has anyone ever done
this?? (I could handle more than a straight swap if someone has
the exact procedure.)

Thanx in advance.

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

527. Re: BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-04 00:39:31 UTC
From: striepe@muscat.UUCP
Message-ID: <10564@muscat.UUCP>
Source record: 117581

In article <770@cg-atla.UUCP> SAULNIER@cg-atla.UUCP (SAULNIER) writes:
>
> I purchased "BASIC XE" from OSS some time ago, and I realized
>that I NEVER use atari BASIC anymore. My question is, can I yank out
>the ATARI BASIC rom(s) and do a straight swap with the "XE" roms? I
>would like to free up the bus connector for other uses, but can't
>because this cartridge is ALWAYS installed. Has anyone ever done
>this?? (I could handle more than a straight swap if someone has
>the exact procedure.)
>

OSS'S BASIC XE is a 16K BASIC that bank-switches a portion of its 8K
physical address space. In addition, it makes use of the 8K RAM
shadowed by the cartridge through disk loaded extensions. This
allows the versatility of a 24K language while only occupying 8K of
the limited 6502 address space. In extended mode, it stores its
program code in the extra 64K of RAM banked on the 130XE, using the
main memory for data storage only. Alternately you can kleep
program and main line data storage in the main bank, and do extended
storage of data chunks in the banks (explicit bank numbers can be
used with peeks, pokes, bloads etc.).

You can see that this would not be a simple ROM replacement, since
you would also have to graft the banking logic.

A simpler approach might be to use ICD's 130XE bus adapter that
converts the 130XE cartridge and extended slot to the straight 800XL
type connector, while adding two (vertical) cartridge slots. The
second slot is intended for the R-TIME8 cartridge.
--
Harald Striepe
Digital Equipment Corp., SPG Mktg, Sunnyvale, CA
decwrl!muscat!striepe, decwrl!dec-rhea!dec-canvas!striepe, CANVAS::STRIEPE

528. Re: BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-04 14:43:09 UTC
From: tob@inuxm.UUCP
Message-ID: <567@inuxm.UUCP>
Source record: 117582

>
> I purchased "BASIC XE" from OSS some time ago, and I realized
> that I NEVER use atari BASIC anymore. My question is, can I yank out
> the ATARI BASIC rom(s) and do a straight swap with the "XE" roms? I
> would like to free up the bus connector for other uses, but can't
> because this cartridge is ALWAYS installed. Has anyone ever done
> this?? (I could handle more than a straight swap if someone has
> the exact procedure.)
>
> Thanx in advance.

What might be a better solution and certainly a simpler one is:::

There is a company out there called 'ICD' that makes nice things for the 8-bit
machines. One of them is an external 'MULTI IO' which plugs into the
external bus of the XL machines. But what about the XE's you ask.
For $19.95 they will sell you an adapter to plug into the XE's bus that
converts into the XL's bus. On this adapter are two cartridge sockets.
The sockets are identical, so you can't have two standard carts plugged
in at the same time, but something like the 'R-TIME 8' cart could be
in the other socket.

The XL bus and the XE bus differ only by pin-out. This adapter will give
you a place to plug your 'XE BASIC' and give you an XL bus pin-out.

NOW to answer your question!!
The 'XE BASIC' system is a bank switched cart. The Atari basic is not
banked. While the mod is possible, it may not be easy, because of the
bank switching required by the 'XE BASIC'.

You can order from ICD via their BBS.
1-815-968-2229

As usual, I am not connected with ICD, just a happy customer!!

Ted Burger

529. Re: Simple Downloader Idea -- "Oops!"

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-04 14:58:05 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8709041458.AA29863@mitre-bedford.ARPA>
Source record: 117583

David Young and John Dunning (both authors of kermit download programs themselves) pointed out to me that my suggestion of modifying the Avatex Modem people's "dumb terminal" BASIC program to download files contained a -- how shall I put it -- an oversimplification. (There, that doesn't make me sound too stupid now, does it?!)

Unfortunately, -- since it really would be nice to have such a simple, type-in program -- in order to do disk I/O on the serial bus, you have to shut down or at least suspend RS-232 port operations. So just redirecting the output from the screen to the disk won't work. It gets pretty complicated, apparently.

If anybody is working on the problem, one suggestion both Dunning and Young made was to buffer the data internally, presumably in a very long string variable, then after transmission was complete, to copy it out to a file. There would be a fairly stringent limit on file size that could be handled, like (wild guess) maybe 10K bytes. Whatever the limit, it would be too small to handle a program as big as CDY's OmniCom or Dunning's kermit65 in one chunk. It would be possible to break it up into 4 or so chunks and send them as separate files, then reassemble them at the other end. Another possibility would be to write an intermediate version of the program that has the flow control trickery in it to handle large files but is not a really nice, full-featured terminal emulator. But it could be short enough to download in one block, using the rudimentary, type-in version. Somebody out there who really needs it, please volunteer to be the chief nagger and tester!

I apologize for my error. In my defense I can only say that anybody who got snookered into trying to make the program work will undoubtedly have learned a lot in the process!

-John Sangster

530. TermCap for Atari 800 in Ascii communications mode

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-06 01:32:14 UTC
From: vaughan@canisius.UUCP
Message-ID: <1737@canisius.UUCP>
Source record: 117584

Has anyone defined a termcap for the Atari? If so would they send
it to me? I get on our unix machine to transfers files using the atari
and as you know it is a pain. We are running bsd 4.3.
Any help in this matter would be of geat assistance!

Thanks

-------------- --------------
DEC VAX 11/750; 4.3 BSD UNIX & DEC VAX 8650; VMS 4.5

BITNET : vaughan@canisius
UUCP : {cmc12,hao,harpo}!seismo!rochester!rocksvax!sunybcs!canisius!vaughan
or
...{allegra,decvax,watmath}!sunybcs!canisius!vaughan
CSNET : vaughan%canisius@CSNET-relay
US MAIL: Thomas Vaughan/ Dept. of Comp. Sci./ Canisius College/
2001 Main St./ Buffalo N.Y. 14208
-------------- --------------

531. 600XL Upgrade to 256k ? Where and How?

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-06 01:47:31 UTC
From: hpchang@watmath.UUCP
Message-ID: <14540@watmath.waterloo.edu>
Source record: 117585

I would like to ask for your help in finding a way to upgrade the Atari
600xl to 256k. I would appreciate any help on this...
Thanks in advance.....

532. Won't boot from harddisk (WAS: Re: XT Problems)

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-06 18:16:09 UTC
From: paul@devon.UUCP
Message-ID: <394@devon.UUCP>
Source record: 117586
Cross-posted to: comp.sys.amiga,comp.sys.apple,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att,comp.sys.ibm.pc,comp.sys.mac,comp.sys.tandy,comp.sys.ti

In article <8899@ut-sally.UUCP> nather@ut-sally.UUCP (Ed Nather) writes:
> In article <1319@faline.bellcore.com>, gtchen@faline.bellcore.com (George T. Chen) writes:
> > Help. I have an XT clone with a 20M hard disk problem. When I first turn
> > of the computer after leaving it off for a while (like in the morning or
> > when I get home from work) DOS is unable to read from the harddisk. When
> > I try booting from a floppy, I'm still unable to access my C: drive. I keep
> > getting a "Invalid drive specification" [...]
> >
> > What's going on? Could there be a problem where the harddisk actually
> > needs the machine to be warm?
>
> The same set of symptoms appeared on my XT. After a lot of flopping around
> which I won't describe, I removed the connectors to the hard disk and cleaned
> all the contacts, which looked a bit scuzzy to me. I used a rubber eraser
> till they appeared shiny again. When I re-connected them everything worked
> and has been working ever since. I don't *know* if it's the same thing, but
> it might be worth a try ...

I've also seen the problem encountered by George, but my solution was somewhat different from Ed's. My system, too, started having trouble booting from the hard drive until it was warmed up. After a while, it wouldn't boot even after a several hour warm-up period. At this point, I decided to check things out.

It would seem that because of repeated hot/cold spells (hot when running, cold when powered off), the socketed IC's worked themselves loose. After removing each board in the system and re-seating those IC's that were in sockets (I just pushed them down all the way), the boot-up problem was cured.

This solution is similar to Ed's, in that the probable cause was insufficient contact between parts, with the solution being to re-establish good contact.

Just thought I'd pass this along.

By the way (flame-retardant suit on), I felt that George's problem was probably common to all micros so I have cross-posted this article, with the solutions used by Ed and me, to (what I considered to be) all the comp.sys.* groups involving micros. I appologize in advance if I have offended anyone in doing so. Please edit the Newsgroups: line if you wish to followup to this article in a system-specific way.

- paul

--
Paul Sutcliffe, Jr.

UUCP (smart): paul@devon.UUCP
UUCP (dumb): ...{seismo,ihnp4,cbosgd}!bpa!vu-vlsi!devon!paul

533. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-06 21:36:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8709062146.AA16437@ucbvax.Berkeley.EDU>
Source record: 117587

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 6 Sep 87 21:29:24 GMT
Received-2: from score.stanford.edu by BBN.COM id aa06138; 6 Sep 87 17:27 EDT
Date: Sun 6 Sep 87 12:51:45 PDT
Subject: Info-Atari8 Digest V87 #78
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Sunday, September 6, 1987 Volume 87 : Issue 78

This weeks Editor: Bill Westfield

Today's Topics:

October 1987 ANTIC TOC
Re: BASIC XE
Re: Simple Downloader Idea -- "Oops!"
Re: BASIC XE
TermCap for Atari 800 in Ascii communications mode
600XL Upgrade to 256k ? Where and How?

------------------------------------------------------------------------

Date: 3 Sep 87 18:42:55 GMT
From: ihnp4!ihlpf!store2@ucbvax.Berkeley.EDU (Kit Kimes)
Subject: October 1987 ANTIC TOC
To: info-atari8@score.stanford.edu

OCTOBER 1987 ANTIC TOC

page article

8 I/O BOARD
Letters from Readers.
12 PRODUCT REVIEWS
Software
Guitar Wizard (Baudville)
Linkword Languages (Artworx Software)
Ultra Menu (Computer Software Services)
Hardware
```

Ultra-Speed (Computer Software Services)
15 SUPER DISK BONUS
The bonus program for disk subscribers this month is
the ANTIC Spelling Checker that allows up to 10 personal
dictionaries of approximately 6300 words each.
16 STARTING OUT: ATARI ANIMATION
This is the fifth lesson in the series. It covers bit
mapping and has an interesting demo.
24 GAME OF THE MONTH: RESISTORS
This action game teaches binary and electronics. It uses
a redefined character set for the graphics. BASIC
27 USERS GROUP: ACENET
A discussion of the 17 Southern CA user groups that make
up ACENET.
32 NEW PRODUCTS
A description but not a review of several new products
available for the Atari computers.
This month they describe the Okidata 180 printer, Cycle
Knight (Artworx Software), the pocket calculators with the
Atari logo on them, Microstuffer (Supra) and XR 100 Bar
Coder (Xenia Research)--an inventory bar code reader.
33 PAGE 6 EXCHANGE: GRAPHICS IMPOSSIBLE
Two eye-popping demos of graphics techniques often mistakenly
considered impossible--mixed vertical display lists and dual
players on the same horizontal line.
37 FOOTBALL PREDICTOR
A program that helps you pick the winners and beat the points
spread. It is claimed that this program had nearly a 60%
success rate against the points spread last year.
39 TELEPROMPTING WITH ATARI
An article on how Q-Tv of Los Angles use the Atari 130XE
as the basis of a teleprompting system.
40 ANTIC PROMPTER
Now you too can use your Atari to prompt you when you give
those important speeches at club meetings, etc. This
program will read a file written in AtariWriter, Paper Clip
or its own editor and display it in large letters. You use
the joystick to select speed and direction.
42 MAVERICK ATARI SCHOOL
A writeup on the PCS School for Advanced Learning in Nampa,
Idaho.
44 BONUS GAME: MATH FLASHCARDS
No fancy graphics. Just a direct, no-nonsense program that
kids enjoy using.
46 BONUS GAME: NAME THE PRESIDENTS
A simple, short program helps youngsters learn the Presidents
of the U.S.
47 CHECKBOOK BALANCER
A compact but powerful user-friendly calculating database.

**********BEGIN THE ST RESOURCE SECTION**********

52 ANTIC PROMPTER ST
Now you too can use your Atari to prompt you when you give those important speeches at club meetings, etc. This program is written in GFA BASIC, runs on any color or monochrome ST and will smoothly scroll text files (using very large letters) up the TV screen at speeds ranging from very slow to faster than most people can talk.
55 ST PRODUCT NEWS AND REVIEWS
Software
Balance of Power (Mindscape)
First Shapes (First Byte)
Kid Talk (First Byte)
Math Talk (First Byte)
Speller Bee (First Byte)
New Products (description only)
Supercharger (Migraph), Font Pack I (Migraph), Personal Draw Art (Migraph), Technical Draw Arts (Migraph), Label-Master Elite (Migraph), Sub Battle Simulator (Epyx), ARTablets (EI/O Products), New Aladdin (magazine of disk), SoftWerx Maxpak for 50 Bux (SoftWerx), P-edit (KEPCO), Sales-Pro Software System (Hi-Tech Advisers) and Encrypt (Middle Coast Publishing).

**********END THE ST RESOURCE SECTION**********

63 SOFTWARE LIBRARY
This section contains all the program listings for the articles in this issue.
82 TECH TIPS
This section is a collection of tips and short programs from readers or collected from various Users Groups newsletters.

Comments: One of the products reviewed this month is Ultra-Speed, a replacement OS chip for XL/XE machines that allows high-speed access with most disk drives modifications and virtually all software. It allows you to switch between it and the original OS. It provides a true cold-start by pressing [HELP] and [RESET]. There is a new regular feature in ANTIC called Page 6 Exchange. It consists of programs originally published in a British publication called Page 6. They, in turn, will be able to print programs from ANTIC.

Kit Kimes
AT&T-ISL
1100 E. Warrenville Rd.
Naperville, IL 60566
...!ihnp4!iwvae!kimes

Date: 4 Sep 87 00:39:31 GMT
From: muscat!striepe@decwrl.dec.com (Harald Striepe)
Subject: Re: BASIC XE
To: info-atari8@score.stanford.edu

In article <770@cg-atla.UUCP> SAULNIER@cg-atla.UUCP (SAULNIER) writes:
>
> I purchased "BASIC XE" from OSS some time ago, and I realized
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OSS'S BASIC XE is a 16K BASIC that bank-switches a portion of its 8K
physical address space. In addition, it makes use of the 8K RAM
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You can see that this would not be a simple ROM replacement, since
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A simpler approach might be to use ICD's 130XE bus adapter that
converts the 130XE cartridge and extended slot to the straight 800XL
type connector, while adding two (vertical) cartridge slots. The
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--
Harald Striepe
Digital Equipment Corp., SPG Mktg, Sunnyvale, CA
decwrl!muscat!striepe, decwrl!dec-rhea!dec-canvas!striepe, CANVAS::STRIEPE

Posted-From: The MITRE Corp., Bedford, MA
To: info-atari8@score.stanford.edu
Subject: Re: Simple Downloader Idea -- "Oops!"
Date: Fri, 04 Sep 87 10:58:05 EDT
From: jhs@mitre-bedford.ARPA

David Young and John Dunning (both authors of kermit download programs
themselves) pointed out to me that my suggestion of modifying the Avatex
Modem people's "dumb terminal" BASIC program to download files contained
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-John Sangster

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>
> I purchased "BASIC XE" from OSS some time ago, and I realized
> that I NEVER use atari BASIC anymore. My question is, can I yank out
> the ATARI BASIC rom(s) and do a straight swap with the "XE" roms? I
> would like to free up the bus connector for other uses, but can't
> because this cartridge is ALWAYS installed. Has anyone ever done
> this?? (I could handle more than a straight swap if someone has
> the exact procedure.)
>
> Thanx in advance.

What might be a better solution and certainly a simpler one is:::

There is a company out there called 'ICD' that makes nice things for the 8-bit machines. One of them is an external 'MULTI IO' which plugs into the external bus of the XL machines. But what about the XE's you ask. For $19.95 they will sell you an adapter to plug into the XE's bus that converts into the XL's bus. On this adapter are two cartridge sockets. The sockets are identical, so you can't have two standard carts plugged in at the same time, but something like the 'R-TIME 8' cart could be in the other socket.

The XL bus and the XE bus differ only by pin-out. This adapter will give
you a place to plug your 'XE BASIC' and give you an XL bus pin-out.

NOW to answer your question!!
The 'XE BASIC' system is a bank switched cart. The Atari basic is not
banked. While the mod is possible, it may not be easy, because of the
bank switching required by the 'XE BASIC'.

You can order from ICD via their BBS.
1-815-968-2229

As usual, I am not connected with ICD, just a happy customer!!

Ted Burger

Date: 6 Sep 87 01:32:14 GMT
From: decvax!sunybcs!canisius!vaughan@ucbvax.Berkeley.EDU (Tom Vaughan)
Subject: TermCap for Atari 800 in Ascii communications mode
To: info-atari8@score.stanford.edu

Has anyone defined a termcap for the Atari? If so would they send
it to me? I get on our unix machine to transfers files using the atari
and as you know it is a pain. We are running bsd 4.3.
Any help in this matter would be of geat assistance!

Thanks

------------- -------------
DEC VAX 11/750; 4.3 BSD UNIX & DEC VAX 8650; VMS 4.5

BITNET : vaughan@canisius
UUCP : {cmc12,hao,harpo}!seismo!rochester!rocksvax!sunybcs!canisius!vaughan
or
...{allegra,decvax,watmath}!sunybcs!canisius!vaughan
CSNET : vaughan%canisius@CSNET-relay
US MAIL: Thomas Vaughan/ Dept. of Comp. Sci./ Canisius College/
2001 Main St./ Buffalo N.Y. 14208

Date: 6 Sep 87 01:47:31 GMT
From: decvax!watmath!hpchang@ucbvax.Berkeley.EDU (KILROY)
Subject: 600XL Upgrade to 256k ? Where and How?
To: info-atari8@score.stanford.edu

I would like to ask for your help in finding a way to upgrade the Atari
600xl to 256k. I would appreciate any help on this...
Thanks in advance.....

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

534. Re: Info-Atari8 Digest V87 #78

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-06 21:56:00 UTC
From: Cothrell@DOCKMASTER.ARPA
Message-ID: <870906215627.502243@DOCKMASTER.ARPA>
Source record: 117588

. am

535. 1200xl portb

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-06 22:01:00 UTC
From: Cothrell@DOCKMASTER.ARPA
Message-ID: <870906220141.431649@DOCKMASTER.ARPA>
Source record: 117589

I would like to know what the pinout of the 1200xl's port b is. also, which pin on the 6520 corresponds to bit 0 (I assume the rest are meerly increments of bin and bit). Also, there have been some rumors on occasion that the CPU in the Atari 8 bitters is a custom CPU with a 6502 instruction set. Is this true? If so, what changes were made? I have a 65C802 CPU (16 bit, 6502 pin compatible) that I would like to drop into my 1200 or 130XE. A friend has done this with a Vic-20 (no laughs please) and had no problems...except his games sped up. Comments and suggestions are welcome.

Cothrell -at dockmeer)

536. user groups

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-07 16:56:00 UTC
From: Cothrell@DOCKMASTER.ARPA
Message-ID: <870907165617.367909@DOCKMASTER.ARPA>
Source record: 117590

does anyone know of a users group (8bitters) in the Baltimore, MD area.
or if there is a "clearing house" of user group addresses? . Scott
Cothrell
(Cothrell -at Dockmaster.arpa) /s/]

537. 1200xl and the cpu and OSe

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-07 17:42:00 UTC
From: Cothrell@DOCKMASTER.ARPA
Message-ID: <870907174221.284781@DOCKMASTER.ARPA>
Source record: 117591

Ok, I have just found out that the 1200xl (and I presume everything else but the 400 and 800) does NOT have a standard 6502 in it. Can anyone answere the questions of the day? Namely, what was done to the processor to make it non-standard? I suspect that the boot vector (as well as some others) have been changed from the standard 6502 vectors. If you dont know for sure, but could tell me how to talk to somebody at Atari...I would appreciate that greatly. Otherwise, suggestions and comments are welcome...results will be posted (if there are any). The second question concerns the OS source code. Has the OS source been published for the xl/xe machines (i have a 1200xl and a 130xe). If it has been published, who and where??? If not...does anyone have a suggestion for writing an OS? I want to use a regular 6502 in my 1200xl and I think I will need to change the OS startup vectors (see question number 1 above). Better yet, are there any "alternate OS" available for the ataris...and would any of the authors be willing to release the source under a non-disclosure agreement or make a custom version?

please address replies to Cothrell -at DOCKMASTER.ARPA or to Info-Atari8
thanks...Scott Cothrell Cothrell -at DOCKMASTER.ARPA.

538. CC8 Compiler Version 2.3b (1 of 3)

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-08 20:32:10 UTC
From: smk@cbterra.ATT.COM
Message-ID: <3700@cbterra.ATT.COM>
Source record: 117592

This is version 2.3b of CC8, an improved version of the Deep Blue C
Compiler. The version fixes a particularly nasty bug found by
John Dunning (#4 below) and has some other differences from the original
posted version (detailed below).

Part 1 -- this article
Part 2 -- the original CC8 doc
Part 3 -- the uuencoded CC8.COM (33732 bytes, 24465 bytes uudecoded)

Steve Kennedy {ihnp4,moss,decwrl,?}!cbosgd!smk

The following is a list of fixed bugs, enhancements, and known problems:

Bug fixes:

1. Empty expressions in for statement accepted, i.e.,

for(;;;) $($)

2. Constant expression are now valid after "case", i.e.,
"case 2*3." (fixes "case -1:" problem)

3. "*a" if a is an array no longer generates an error.

4. A function argument declaration of "type var[]" is now
converted to "type *var." Previously, the compiler generated
bad code which caused a lock-up when the resulting program
was run (e.g., programs using "getname()" in ACECIO.C).

Enhancements:

1. The expressions "a[x]" and "x[a]" are both valid and
equivalent provided one of x or a is a pointer or array.

2. structs without explicit tag names are now legal, i.e.,

"struct $(.... $) y;"

3. The compiler now recognizes the keywords "short" and "long."
Note that "int" = "short" = "short int" = "long" = "long int"
= 2 bytes. "Long" declarations produce the warning
"long == short."

4. The compiler now recognizes the keyword "unsigned" and
will generate unsigned comparison code for <, <=, >, or >=
when one or both operands are unsigned.

Caveats:

- You'll have to write your own routines to print these
correctly (no %u in ACE C or DBC printf).

- I'm not sure *, /, or % work properly on unsigned numbers.

Known problems (send mail or post if you want to add to the list):

1. Not all escape sequences recognized by ACE C are recognized by
CC8. (\u, \d, \l, \r, \e)

2. Compiler doesn't like "register x" although it will accept
"register int x." Note that "register" doesn't do anything
special anyway.

539. CC8 Compiler Version 2.3b (2 of 3)

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-08 20:33:47 UTC
From: smk@cbterra.ATT.COM
Message-ID: <3701@cbterra.ATT.COM>
Source record: 117593

CC8 DOCUMENTATION

This compiler is an upgrade version of the Deep Blue C (DBC) compiler which supports more features of standard C and is much faster. It generates the same kind of pseudo code as DBC and ACE C and can be used with either's linker and runtime engine. I recommend using ACE C for its speed and expanded features. This document gives a brief overview of the extended features of the compiler along with its limitations.

This document is not intended as a C tutorial, nor is it intended as a tutorial for DBC or ACE C. Features such as assembly language protocol, built-in routines, and floating point depend solely upon the type of linker and runtime system you are using, and NOT upon this compiler.

PREPROCESSING

CC8 supports all preprocessor functions except for #line. This includes macro functions, #ifdef, #ifndef, #if, and #undef. In addition,

o #include files may be nested (currently only 2 deep)

o no restriction on placement of comments

o the TAB character may be used as white space.

o predefined symbols __LINE__ (replaced by current line number) and __FILE__ (replaced by current file name).

o #ifdef, #ifndef, and #if may be nested (5 deep maximum).

Caveats:

- "bizarre" usage of #define macros may not work as expected (or at all)

- in the "skipped" section of an #ifdef-#else-#endif group, comments are not processed. Thus it is not a good idea to "comment out" #else's or #endif's.

VARIABLE DECLARATIONS

CC8 supports more complex type constructions than DBC or ACE C, e.g., pointers to pointers. In addition, the types struct, union, and enum have been added and variables can be declared static.

o multidimensional arrays may be declared.

o functions may be declared as returning char, int, or pointer
to anything. Pointers to functions, arrays of pointers to
functions, etc, may be declared. Note: a pointer to a
function must now be used correctly:

(*pf)();

not

(pf)();

o variables declared as type "enum x" are really declared as
type "int"; the name "x" is ignored. Note that user
assignment of numbering scheme is implemented, e.g.,

enum colors $(red = 2, white = 0, blue $);

assigns red = 2, white = 0 and blue = 1.

o external array declarations of the form

extern int array_name[];

are now valid.

o in expressions, the sizeof and type cast operators may be
used.

Caveats:

- no float/double declarations (but a limited floating point is
available when ACE C's linker and runtime engine are used)

- all struct/unions must have a tag name

- all global symbols, struct/union tags and components are drawn
from the same name pool.

- no bit fields

- identical declarations of a variable neither cause and error
nor do they work reasonably. For example,

int a; int a;

will silently declare "a" twice and confuse the linker.

COMPILE TIME EVALUATION OF CONSTANT EXPRESSIONS

CC8 supports a limited form of compile time evaluation of
constant expressions. A constant expression is defined as
any expression containing integer constants, character constants,
sizeof, or a constant expression separated by one or more operators
in one of the following groups, "|", "^", "&", "==", "!=", ">> <<",
"+ -", "* / %", or prefixed by one of the unary operators, "-",
"!", "$-". Evaluation follows normal rules of operator precedence
and can be overridden by parentheses. Examples:

```
x = 12*24 + 13; => x = 301;

x = 12 + 13 + y; => x = 25 + y;

x = y + 12 + 13; => x = y + 12 + 13; (1)

x = y + 12*13; => x = y + 156; (2)

x = y + (12 + 13) => x = y + 15; (3)

1. compiler "gives up" after finding non-constant 'y'.

2. '*' is in a different group than '+' and appears to the compiler
as a separate expression.

3. Parentheses force compiler to treat "12 + 13" as a subexpression.

Constant expressions may be used in array declarations, initializers,
and #if.

INITIALIZERS

CC8 supports initialization of global variables of type char, int,
pointer, array, struct/union, and enum. The syntax is a subset of that
allowed by standard C.

Rules:

1. Simple types (char, int, pointer) can be initialized by
a constant expression. The constant expression must not
be enclosed inside $( $). Absolutely no type checking is
done. The definition of constant expression is extended
to include:

o address of static variable
o static array names
o function names
o "character string"

2. Aggregate types can be initialized by the following
construct:

$( init-element-1, init-element-2, ..., init-element-m $)

a. if fewer initializers than elements appear, the rest of
the aggregate is initialized to zero.

b. if the number of elements of an array is not specified,
then it will be set to the number of initializers.

c. a character array may be initialized by a string.

Examples:

int x = 23*22;

char *p = "hello";
char q[10] = "hello"; /* q[6] ... q[9] are set to '\0' */
```

```
int f();
int (*pf)() = f;

/* array bound set to 5 */
char *weekdays[] = $( "Mon", "Tues", "Wed", "Thu", "Fri" $);

struct x $(
char *symbol;
int value;
$);
struct x tab[] = $(
$( "word1", 4 $),
$( "word2", 8 $),
$( "word3", 13 $)
$);
```

Caveats:

local variables cannot be initialized (bad programming practice anyway)

GOTOS AND LABELS

CC8 suports the dreaded goto statement and labels. The compiler does not distinguish between labels and

ERROR HANDLING

Error messages are printed in the typical Unix C fashion:

file-name, line #: error message

In addition, the line causing the error is printed. Note: if the error occurs near the end of a line, the compiler will usually flag the next line.

This compiler, like DBC and ACE C, does not know how to intelligently recover from syntax errors. For this reason, the compiler will halt compilation after 8 errors.

The compiler no longer exits directly to DOS on fatal errors (e.g., too many errors) so that the user may jump directly to an editor using the command line feature described below.

I would appreciate knowing if the compiler hangs after finding an error or a certain sequence of errors.

INTERNAL LIMITS AND TABLE SIZES

Lest we forget this is not a 48K 8 bit implementation of C, here are some of the more important limits:

1. 7000 bytes of "global space" -- shared by:

- macro definitions
- each unique non-macro symbol name (15 bytes + length of symbol)
- global symbol type info

2. 256 bytes of "local space"

- local symbol type info
- only 128 local symbols may be declared.

3. A source line may not be longer than 254 characters after macro expansion. WARNING: this limit is not checked!

4. An expression cannot generate more than 512 bytes of p-code instructions. An expression violating this limit would be ridiculously huge. WARNING: this limit is not checked!

5. 512 bytes of "string space"

- This table was 3000 bytes in DBC and probably ACE C too.
- A way around the size constraint is to use initializers:

```
char dummy1[] = " ... ";
char dummy2[] = " ... ";
...
```

6. 2300 bytes of stack space

The compiler has been written to conserve stack space, so stack overflows should be a rarity. This is fortunate because -- WARNING: this limit is not checked! Stack overflow will overwrite screen memory (but it's possible the compile will complete normally).

7. #define macros may have up to 128 arguments.

CC8 uses memory from MEMLO to MEMTOP and locations $480 to $6FF. MEMLO must not exceed $2BFF.

SPEED

CC8 is much faster than DBC and slightly faster than ACE C (15% - 30% depending on type of program). Compilation time is affected most by the presence of #defines. You should expect compilation times of 15 to 30 seconds for small programs, and up to 2:00 for large programs with many #defines. Larger source files are possible, but run the risk of running out of internal table space. Some sample times:

Program Description	SC	ACEC	DBC
238 lines, no #defines	58	80 (1)	551
same, one #define	66 (2)	77 (1)	-
482 lines + 222 #include'd many #defines + comments	107	-	-

Note: these timings were made on an 800xl with a 1050 running DOS 2.5 with write verify on.

(1) I can't explain this anomaly.

(2) The reason one #define makes so much difference is that the compiler takes advantage of the zero #defines to skip part of the pre-

processing phase.

COMMAND LINE FEATURES

For users of DOS' that take a long time to reload (such as DOS 2.X), a way to load and run files directly from the command line has been provided.

o ^L<RETURN> runs file called "D1:LINK.COM"
o ^Lfilename<RETURN> runs file called "filename"
("D1:" and ".COM" default)
o ^E<RETURN> runs file called "D1:EDIT.COM"

Note this feature is in its infancy.

1. The control characters print as their equivalent graphic characters.

2. ^L runs the ACE C and DBC linkers, and ^E runs SpeedScript. Nothing else has been tested.

3. "Theoretically" the load routine understands INIT addresses.

MISCELLANEOUS

Switch statement handling has been reworked. The last clause need not end in "break", "continue", or "return". In addition, the "default" clause need not be the last (this was a bug in DBC). On the down side, you are limited to 100 "case"s per switch statement, and switch statements may be safely nested only four or five deep. I'll wait until someone complains before I attempt to fix this.

More efficient code is now generated for the && and || operators.

Local variables may be declared at the beginning (not just anywhere as in DBC) of compound statements. However no two local variables declared inside a function may have the same name (this is a departure from standard C). Variables declared with a storage class of "register" are the same as "auto".

All C reserved words are recognized by the compiler. Thus a variable cannot be named "float" or "entry."

Characters with the 8th bit set not part of character constants, strings, or comments will cause the compiler to crash.

FASTC.COM should work on CC8 output.

I have been told that the compiler also works with the LightSpeed C linker and runtime engine.

FUTURE

1. Improve error handling

2. Add ability to pass files to compile in command line for SpartaDOS and compatible DOS.

ACKNOWLEDGEMENTS

Thanks to Harald Striepe and Marc Appelbaum for their beta testing.

Thanks to Mark VandeWettering and Greg Koolbeck for their input.

AUTHOR

Steve Kennedy

1895 Fountainview Ct
Columbus, OH 43232

cbosgd!smk (seismo, decwrl, and ihpn4 know about cbosgd)

540. 6502 upgrade for the atariS?

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-08 22:35:00 UTC
From: DFLINT02@ULKYVX.BITNET
Message-ID: <8709082242.AA23091@ucbvax.Berkeley.EDU>
Source record: 117594

Hi John
Could you refer my questions to your resident Hardware wizard PauL
Swanson.

Has anyone out there ever tried to run the atari custom chips
at a higher clock rate. They normally run at 1.79Mhz but the cpu
can run at a full 2mhz.

I'm thinking about replacing the 6502 with the 65816(The IIGs cpu).
the 65816 can run at clock speeds between 1mhz and 4mhz.
I know that the 65816 is not directly pin compatable with the
Atari 6502c(Its in the Xl & XEs), but it should work thru the
parrallel bus.

Does anyone here in netland known of other 8/16 bit 6502 compatible
cpu's. Also price list and distributors of the 65816 compatibles
would be very helpful.

William M. Buford
(Novice Hardware Hacker)
(An Action Programmer!)
Dflint02@ulkyvx.bitnet

541. Re: 1200xl and the cpu and OSe

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-08 23:52:43 UTC
From: knutsen@aramis.rutgers.edu
Message-ID: <1457@aramis.rutgers.edu>
Source record: 117595

In article <870907174221.284781@DOCKMASTER.ARPA> Cothrell@DOCKMASTER.ARPA writes:

> Ok, I have just found out that the 1200xl (and I presume everything else
> but the 400 and 800) does NOT have a standard 6502 in it. Can anyone
> answere the questions of the day? Namely, what was done to the
> processor to make it non-standard?

While talking to the "doctor" after my 800XL's recent brain
transplant, I also learned to my surprise that the CPU is not a stock
6502. I believe I was told that there is a small amount of extra
circuitry in there for address decoding, but am not sure. Can check
it out if you wish.

> number 1 above). Better yet, are there any "alternate OS" available for
> the ataris...and would any of the authors be willing to release the
> source under a non-disclosure agreement or make a custom version?

For playing around with the OS, I suggest you get The Boss
alternate OS. In addition to being a good substitution for the
Translator disk, it offers coldstart from the keyboard, and has a
special mode where it deselects the OS ROM in favor of the RAM
underneath, and copies itself there. What you get is a RAM OS that
you can POKE around with.

--Mark Knutsen
--
_____ Jersey\\\\\\\\ _____
ARPA: knutsen@rutgers.edu | \\\Atari\\\\\\ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | \\\\\\Computer | The JACG BBS: (201)298-0161
----- \\\\\\\\\Group -----

542. CPU upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-09 17:17:15 UTC
From: ehs@jumbo.dec.com
Message-ID: <923@jumbo.dec.com>
Source record: 117596

Several recent postings have raised questions about CPU upgrades for the 8 bit Ataris. The obvious candidates are the 65C02, a CMOS version of the 6502 with some minor extensions, and the 65802, a version of the 65816 (Apple IIgs CPU) that is pin compatible with the 6502. One source of both is Jameco Electronics; see any issue of Byte, etc., for their ads. The most recent prices I've seen are
65C02: $8.95
65C802 $19.95
To keep things in perspective, Jameco's quantity-one prices for the 68000 range from $11.95 (8 MHz) to $17.95 (12 MHz); i.e., neither 6502 replacement is much of a bargain in terms of processing power, especially considering the relative amount of support available.

For a while, I thought that upgrading my 800 with one of these would be really nifty. I think I was wrong. Maybe I'm overlooking something, but here's how I see things:

(1) Software

The 65C02 includes a few new opcodes that plug a number of annoying holes in the 6502 instruction set. The MAC/65 assembler for the Atari supports these extensions, so anything for which I have assembler source could be (re)written to take advantage of them. But most of the software I care about was either bought on the commercial market or written in Action. No gain there (or for Basic either).

To my knowledge, the only commercial assemblers that support the 65802/65816 extensions run on the Apple II line of machines. So the situation there is even bleaker.

In either case, I couldn't give or sell my software to owners of vanilla Ataris -- or to Apple IIc/e/gs owners either.

(2) Speed

I just glanced through the Rockwell data book (only one at hand covering the 6500). The tabulated cycles/instruction are essentially identical for the R6502 and R65C02. In fact, their 65C02 is a cycle *slower* on decimal arithemetic (as in Basic floating point). I think I recall reading that the WDC (= NCR?) 65C02 did shave a cycle here and there, but that the speedups were removed in the WDC 65802/65816 running in compatibility mode, presumably so that old timing loops would work. No significant gain here without changing the clock speed.

But changing the clock speed will almost certainly cause major problems with everything else. The 1.79 MHz. crystal was chosen to match a color TV standard, not because the processor won't go faster. In fact, at least

some 800's were built with 6502B's, which are rated to run at 3MHz.

(3) Power

The new CMOS chips do use less, but I don't believe that the old NMOS 6502 is consuming any significant amount of the power used by an Atari 8-bitter.

(4) Wider Bus

The 65816 brings out more address lines and thus visions of big memories without bank switching, etc. Someone who chooses to stuff all this in an old Atari box might have a lot of fun and learn a lot, but he ought to understand that he is basically engineering a whole computer system, and probably much of its software, from scratch.

I'd appreciate comments and counterarguments; I'd still love an excuse to try the upgrades.

Ed Satterthwaite
Arpa: ehs@src.DEC.COM
UUCP: ...!decwrl!ehs

543. Re: 600XL Upgrade to 256k ? Where and How?

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-09 18:22:04 UTC
From: ray@bcsaic.UUCP
Message-ID: <2100@bcsaic.UUCP>
Source record: 117597

In article <14540@watmath.waterloo.edu> hpchang@watmath.UUCP (KILROY) writes:
>
>
> I would like to ask for your help in finding a way to upgrade the Atari
> 600xl to 256k. I would appreciate any help on this...
> Thanks in advance.....

Best Electronics advertises in the Puget Sound Atari Newsletter
a kit with instructions for a do-it-yourself upgrade to your
600xl. They are:

Best Electronics
2021 The Alameda
Suite 290
San Jose, CA. 95126
(408)243-6950

They have a 64k upgrade for $15, and for $28 you can get a 256k mod
which was designed by Jeff Popp in Redmond Wash.

American Techna-vision, at 1-800-551-9995, has a 64k plug-in
module for 29.95, but they didn't sound very encouraging about 256k.

--
CSNET: ray@boeing.com
UUCP: uw-june!bcsaic!ray

544. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-10 03:21:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8709100346.AA24068@ucbvax.Berkeley.EDU>
Source record: 117598

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 10 Sep 87 02:48:17 GMT
Received-2: from score.stanford.edu by BBN.COM id aa26686; 9 Sep 87 22:45 EDT
Date: Wed 9 Sep 87 18:41:36 PDT
Subject: Info-Atari8 Digest V87 #79
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Wednesday, September 9, 1987 Volume 87 : Issue 79

This weeks Editor: Bill Westfield

Today's Topics:

1200xl portb
user groups
1200xl and the cpu and OSe
6502 upgrade for the atariS?
Re: 1200xl and the cpu and OSe
CC8 Compiler Version 2.3b (1 of 3)
CPU upgrades

----------------------------------------------------------------------

Date: Sun, 6 Sep 87 18:01 EDT
From: Cothrell@DOCKMASTER.ARPA
Subject: 1200xl portb
To: Info-atari8@SCORE.STANFORD.EDU

I would like to know what the pinout of the 1200xl's port b is. also,
which pin on the 6520 corresponds to bit 0 (I assume the rest are meerly
increments of bin and bit). Also, there have been some rumors on
occasion that the CPU in the Atari 8 bitters is a custom CPU with a 6502
instruction set. Is this true? If so, what changes were made? I have
a 65C802 CPU (16 bit, 6502 pin compatible) that I would like to drop
into my 1200 or 130XE. A friend has done this with a Vic-20 (no laughs
please) and had no problems...except his games sped up. Comments and
suggestions are welcome.
```

Cothrell -at dockmaster.arpa

Date: Mon, 7 Sep 87 12:56 EDT
From: Cothrell@DOCKMASTER.ARPA
Subject: user groups
To: info-atari8@SCORE.STANFORD.EDU

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(Cothrell -at Dockmaster.arpa) /s/]

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please address replies to Cothrell -at DOCKMASTER.ARPA or to Info-Atari8
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Subject: 6502 upgrade for the atariS?
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu

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William M. Buford
(Novice Hardware Hacker)
(An Action Programmer!)
Dflint02@ulkyvx.bitnet

Date: 8 Sep 87 23:52:43 GMT
From: aramis.rutgers.edu!knutsen@RUTGERS.EDU (Mark Knutsen)
Subject: Re: 1200xl and the cpu and OSe
To: info-atari8@score.stanford.edu

In article <870907174221.284781@DOCKMASTER.ARPA> Cothrell@DOCKMASTER.ARPA writes:

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underneath, and copies itself there. What you get is a RAM OS that
you can POKE around with.

--Mark Knutsen
--
_____ Jersey\\\\\\\\ _____
ARPA: knutsen@rutgers.edu | \\\Atari\\\\\\ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | \\\\\\Computer | The JACG BBS: (201)298-0161
----- \\\\\\\\\Group -----

Date: 8 Sep 87 20:32:10 GMT
From: cbosgd!cbterra!smk@ucbvax.Berkeley.EDU (Stephen Kennedy)
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Part 1 -- this article
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Steve Kennedy {ihnp4,moss,decwrl,?}!cbosgd!smk

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From: jumbo!ehs@decwrl.dec.com (Ed Satterthwaite)
Subject: CPU upgrades
To: info-atari8@score.stanford.edu

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But changing the clock speed will almost certainly cause major problems with everything else. The 1.79 MHz. crystal was chosen to match a color TV standard, not because the processor won't go faster. In fact, at least some 800's were built with 6502B's, which are rated to run at 3MHz.

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The new CMOS chips do use less, but I don't believe that the old NMOS 6502 is consuming any significant amount of the power used by an Atari 8-bitter.

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I'd appreciate comments and counterarguments; I'd still love an excuse to try the upgrades.

Ed Satterthwaite
Arpa: ehs@src.DEC.COM
UUCP: ...!decwrl!ehs

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

545. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-10 03:22:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8709100338.AA23891@ucbvax.Berkeley.EDU>
Source record: 117599

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 10 Sep 87 03:04:44 GMT
Received-2: from score.stanford.edu by BBN.COM id aa26686; 9 Sep 87 22:45 EDT
Date: Wed 9 Sep 87 18:41:36 PDT
Subject: Info-Atari8 Digest V87 #79
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Wednesday, September 9, 1987 Volume 87 : Issue 79

This weeks Editor: Bill Westfield

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1200xl portb
user groups
1200xl and the cpu and OSe
6502 upgrade for the atariS?
Re: 1200xl and the cpu and OSe
CC8 Compiler Version 2.3b (1 of 3)
CPU upgrades

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Cothrell -at dockmaster.arpa

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Arpa: ehs@src.DEC.COM
UUCP: ...!decwrl!ehs

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

546. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-10 03:33:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8709100351.AA24154@ucbvax.Berkeley.EDU>
Source record: 117600

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 10 Sep 87 03:25:40 GMT
Received-2: from score.stanford.edu by BBN.COM id aa26686; 9 Sep 87 22:45 EDT
Date: Wed 9 Sep 87 18:41:36 PDT
Subject: Info-Atari8 Digest V87 #79
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
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In article <870907174221.284781@DOCKMASTER.ARPA> Cothrell@DOCKMASTER.ARPA writes:

> Ok, I have just found out that the 1200xl (and I presume everything else
> but the 400 and 800) does NOT have a standard 6502 in it. Can anyone
> answere the questions of the day? Namely, what was done to the
> processor to make it non-standard?

While talking to the "doctor" after my 800XL's recent brain
transplant, I also learned to my surprise that the CPU is not a stock
6502. I believe I was told that there is a small amount of extra
circuitry in there for address decoding, but am not sure. Can check
it out if you wish.

> number 1 above). Better yet, are there any "alternate OS" available for
> the ataris...and would any of the authors be willing to release the
> source under a non-disclosure agreement or make a custom version?

For playing around with the OS, I suggest you get The Boss
alternate OS. In addition to being a good substitution for the
Translator disk, it offers coldstart from the keyboard, and has a
special mode where it deselects the OS ROM in favor of the RAM
underneath, and copies itself there. What you get is a RAM OS that
you can POKE around with.

--Mark Knutsen
--
_____ Jersey\\\\\\\\ _____
ARPA: knutsen@rutgers.edu | \\\Atari\\\\\\ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | \\\\\\Computer | The JACG BBS: (201)298-0161
----- \\\\\\\\\Group -----

Date: 8 Sep 87 20:32:10 GMT
From: cbosgd!cbterra!smk@ucbvax.Berkeley.EDU (Stephen Kennedy)
Subject: CC8 Compiler Version 2.3b (1 of 3)
To: info-atari8@score.stanford.edu

This is version 2.3b of CC8, an improved version of the Deep Blue C Compiler. The version fixes a particularly nasty bug found by John Dunning (#4 below) and has some other differences from the original posted version (detailed below).

Part 1 -- this article
Part 2 -- the original CC8 doc
Part 3 -- the uuencoded CC8.COM (33732 bytes, 24465 bytes uudecoded)

Steve Kennedy {ihnp4,moss,decwrl,?}!cbosgd!smk

[CC8 is available for FTPing from SCORE::<INFO-ATARI>CC8.NTXT (in tops20 mail file (eg text) format). --BillW]

The following is a list of fixed bugs, enhancements, and known problems:

Bug fixes:

1. Empty expressions in for statement accepted, i.e.,

for(;;;) $($)

2. Constant expression are now valid after "case", i.e., "case 2*3." (fixes "case -1:" problem)

3. "*a" if a is an array no longer generates an error.

4. A function argument declaration of "type var[]" is now converted to "type *var." Previously, the compiler generated bad code which caused a lock-up when the resulting program was run (e.g., programs using "getname()" in ACECIO.C).

Enhancements:

1. The expressions "a[x]" and "x[a]" are both valid and equivalent provided one of x or a is a pointer or array.

2. structs without explicit tag names are now legal, i.e.,

"struct $(.... $) y;"

3. The compiler now recognizes the keywords "short" and "long." Note that "int" = "short" = "short int" = "long" = "long int" = 2 bytes. "Long" declarations produce the warning "long == short."

4. The compiler now recognizes the keyword "unsigned" and will generate unsigned comparison code for <, <=, >, or >=

when one or both operands are unsigned.

Caveats:

- You'll have to write your own routines to print these
correctly (no %u in ACE C or DBC printf).

- I'm not sure *, /, or % work properly on unsigned numbers.

Known problems (send mail or post if you want to add to the list):

1. Not all escape sequences recognized by ACE C are recognized by
CC8. (\u, \d, \l, \r, \e)

2. Compiler doesn't like "register x" although it will accept
"register int x." Note that "register" doesn't do anything
special anyway.

Date: 9 Sep 87 17:17:15 GMT
From: jumbo!ehs@decwrl.dec.com (Ed Satterthwaite)
Subject: CPU upgrades
To: info-atari8@score.stanford.edu

Several recent postings have raised questions about CPU upgrades for the 8
bit Ataris. The obvious candidates are the 65C02, a CMOS version of the
6502 with some minor extensions, and the 65802, a version of the 65816
(Apple IIgs CPU) that is pin compatible with the 6502. One source of both
is Jameco Electronics; see any issue of Byte, etc., for their ads. The
most recent prices I've seen are
65C02: $8.95
65C802 $19.95
To keep things in perspective, Jameco's quantity-one prices for the 68000
range from $11.95 (8 MHz) to $17.95 (12 MHz); i.e., neither 6502
replacement is much of a bargain in terms of processing power, especially
considering the relative amount of support available.

For a while, I thought that upgrading my 800 with one of these would be
really nifty. I think I was wrong. Maybe I'm overlooking something, but
here's how I see things:

(1) Software

The 65C02 includes a few new opcodes that plug a number of annoying holes
in the 6502 instruction set. The MAC/65 assembler for the Atari supports
these extensions, so anything for which I have assembler source could be
(re)written to take advantage of them. But most of the software I care
about was either bought on the commercial market or written in Action. No
gain there (or for Basic either).

To my knowledge, the only commercial assemblers that support the
65802/65816 extensions run on the Apple II line of machines. So the
situation there is even bleaker.

In either case, I couldn't give or sell my software to owners of vanilla Ataris -- or to Apple IIc/e/gs owners either.

(2) Speed

I just glanced through the Rockwell data book (only one at hand covering the 6500). The tabulated cycles/instruction are essentially identical for the R6502 and R65C02. In fact, their 65C02 is a cycle *slower* on decimal arithemetic (as in Basic floating point). I think I recall reading that the WDC (= NCR?) 65C02 did shave a cycle here and there, but that the speedups were removed in the WDC 65802/65816 running in compatibility mode, presumably so that old timing loops would work. No significant gain here without changing the clock speed.

But changing the clock speed will almost certainly cause major problems with everything else. The 1.79 MHz. crystal was chosen to match a color TV standard, not because the processor won't go faster. In fact, at least some 800's were built with 6502B's, which are rated to run at 3MHz.

(3) Power

The new CMOS chips do use less, but I don't believe that the old NMOS 6502 is consuming any significant amount of the power used by an Atari 8-bitter.

(4) Wider Bus

The 65816 brings out more address lines and thus visions of big memories without bank switching, etc. Someone who chooses to stuff all this in an old Atari box might have a lot of fun and learn a lot, but he ought to understand that he is basically engineering a whole computer system, and probably much of its software, from scratch.

I'd appreciate comments and counterarguments; I'd still love an excuse to try the upgrades.

Ed Satterthwaite
Arpa: ehs@src.DEC.COM
UUCP: ...!decwrl!ehs

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

547. Custom 6502

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-10 15:17:00 UTC
From: Cothrell@DOCKMASTER.ARPA
Message-ID: <870910151738.120389@DOCKMASTER.ARPA>
Source record: 117601

jwt at Atari has written me a note stating that the CPU in the later Atari computers (everything but the 800/400 I guess) is indeed custom. The difference seems to be that the custom chip has the ability to tri-state its 'bus'. I have asked for clarification of its 'bus', but I think that he means the address bus (at least) and possibly more. Apparently the old 800's had the tri-state logic external to the 6502.

Ed Satterthwaite raised the point of the "worthwhileness" of attempting to replace the cpu in the atari computers. I agree that most of his points are logical and reasonable. That doesn't change my mind, I just happen to agree with him. (I am a hacker at heart and sanity has never been a prerequisite)

I happen to have the 800 schematics which show the tri-state logic (if you want to call it that...weirdest contraption I ever saw...anyone know the reasoning behind that design??? I though one used the 650X because the phased clocks were generated for you!) and am going to try to make a "processor module" that will drop into the custom 6502 socket and properly tri-state things.

wish me luck (I'll probably need it)

Scott Cothrell

Cothrell -at Dockmaster.arpa

548. File Format of <info-atari>

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-10 15:32:00 UTC
From: Cothrell@DOCKMASTER.ARPA
Message-ID: <870910153256.454558@DOCKMASTER.ARPA>
Source record: 117602

this is for BW I guess...

what do the different extenders on the files under <Info-Atari> stand
for and which ones differentiate between 16 and 8 bitter programs?

549. Re: File Format of <info-atari>

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-10 16:31:22 UTC
From: BILLW@SCORE.STANFORD.EDU
Message-ID: <12333531386.36.BILLW@Score.Stanford.EDU>
Source record: 117603

Unfortunately, there is nothing to differentiate between 8 bit
and 16 bit programs in <info-atari>. Almost all files are in
there original mail-message format, and must be cut, pasted,
uudecoded, and de-arced by hand. *.N* are files that have been
received but never sent out to the net. Other files are older
and may have been sent in some number of pieces soon after
there original postings. Some files contain multiple versions
of the same program, some files have peices missing. I may
actually get araound to distributing atari8 programs to the net
via mail, but the volume of normal mail (and the size of programs)
for the atari16 list makes this completely impossible.

BillW
----

550. custom 6502

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-11 23:42:00 UTC
From: Cothrell@DOCKMASTER.ARPA
Message-ID: <870911234252.272896@DOCKMASTER.ARPA>
Source record: 117604

I assume that the custom 6502 tri-states its address bus when the Antic puts pin 9 (HALT) low. I think I have further deduced that pin 35 of the 6502 is the trigger for the tri-stating. two questions. am I right so far, and is the data bus also tri-stated? thanx,

Scott Cothrell

Cothrell at Dockmaster.arpa

551. Re: custom 6502

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-12 05:30:42 UTC
From: conklin@eecae.UUCP
Message-ID: <2578@eecae.UUCP>
Source record: 117405

A couple people have found out (somehow?!) already and since
this question was brought up I might as well mention that I
have already been working on the 200% Turbo XL.

The 6502 in the XL ("Sally") is, as was sumarized, a 6502
with tri-state buffering. When a chip goes tri-state, it
becomes electronically transparent. Antic tri-states the 6502
so that it doesn't react when Antic starts accessing memory.

The 400/800 (and the TRS-80 for that matter) had tri-state
buffers on the board. To lower the chip count on the XL line,
Atari made a custom 6502 that moves those buffers into the
CPU.

We have long known/required a socket that would simply externalize
those buffers so as to make a path for the XL/XEs take a
65802/65C02. ActuallyI don't care what you put in it as long
as it's pin compatible and runs 4 Mhz. This socket is indeed
a possibilty, I've just been too busy messing with the rest of
the timing considerations.

Mathematically computed benchmarks of the Turbo XL show it runs
quite favorably with the IBM PC, Mac, and (suprise!) ST. This
was borne out to some extent with the release of the turbo-
upgrade for the C64.

I have no plans for attempting a 16-bit version of the mod.
Granted the 64 mod is, but I am planning this mod to be along
the lines of the 256/320 XL/XE memory upgrades. Something
that many can make, easily. The memory upgrade is great, and
I strongly reccommend it to anyone who does anything other than
play Pacman.

Please dont ask major techincal details, since I'd like to
make a little money from the efforts on this. By no means do
we intend on letting this mod cost more than $50. If it
gets
that way, then it gets to be PD.

Terry Conklin (and, actually, partner in crime Ken Sumrall)
ihnp4!msudoc!conklin or ARPA: conklin@cps.msu.edu
or we generally carry this discussion on the Club's ATARI
base at (517) 372-3131.
Disclaimer: I bought a Unix machine of my very own. That puts
MIGHTY cross-interests in with this. But if you want results
now, well, get that Kermit65. It's still great!

552. Re: custom 6502

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-13 01:55:38 UTC
From: knutsen@aramis.rutgers.edu.UUCP
Message-ID: <1514@aramis.rutgers.edu>
Source record: 117406

In article <2578@eecae.UUCP> conklin@eecae.UUCP (Terry Conklin) writes:

> A couple people have found out (somehow?!) already and since
> this question was brought up I might as well mention that I
> have already been working on the 200% Turbo XL.

> Mathematically computed benchmarks of the Turbo XL show it runs
> quite favorably with the IBM PC, Mac, and (suprise!) ST. This
> was borne out to some extent with the release of the turbo-
> upgrade for the C64.

> Please dont ask major techincal details, since I'd like to
> make a little money from the efforts on this. By no means do
> we intend on letting this mod cost more than $50. If it
> gets
> that way, then it gets to be PD.

I still can't believe I'm reading this. You mean to say I'll soon be able to purchase an upgrade that will double the speed of my 800XL? Hot diggedy!

Only a few general questions: When? Where? Major caveats of the increased clock speed? (That is, will all software run?) Will there be a hard or software switch to bring the speed down to normal if desired?

If this proposal becomes a reality, you will indeed "make a little money" from the efforts.

-- Mark K.
--
_____ Jersey\\\\\\\\ _____
ARPA: knutsen@rutgers.edu | \\\Atari\\\\\\ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | \\\\\\Computer | The JACG BBS: (201)298-0161
----- \\\\\\\\\Group -----

553. Re: More wierd questions...

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-13 20:03:40 UTC
From: rshuford@well.UUCP
Message-ID: <3940@well.UUCP>
Source record: 117407

Sender:hplabs!well!rshuford

Perhaps someone on the network knows whether, and if so how, one can
still obtain programs from the Atari Software Program Exchange.
In that collection used to be a program called Chameleon, which I'm
told could do a fair VT52 emulation.

.....Richard S. Shuford
hplabs!well!rshuford
BIX: richard
(Comments back to me by mail, please.)

554. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-13 21:15:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA.UUCP
Message-ID: <8709132206.AA12439@ucbvax.Berkeley.EDU>
Source record: 117408

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 12 Sep 87 07:06:41 GMT
Received-2: from score.stanford.edu by BBN.COM id aa02738; 12 Sep 87 3:03 EDT
Date: Fri 11 Sep 87 22:44:03 PDT
Subject: Info-Atari8 Digest V87 #80
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Friday, September 11, 1987 Volume 87 : Issue 80

This weeks Editor: Bill Westfield

Today's Topics:

Custom 6502
File Format of <info-atari>
Re: File Format of <info-atari>
Re: 600XL Upgrade to 256k ? Where and How?
custom 6502

------------------------------------------------------------------------

Date: Thu, 10 Sep 87 11:17 EDT
From: Cothrell@DOCKMASTER.ARPA
Subject: Custom 6502
To: info-atari8@SCORE.STANFORD.EDU

jwt at Atari has written me a note stating that the CPU in the later
Atari computers (everything but the 800/400 I guess) is indeed custom.
The difference seems to be that the custom chip has the ability to
tri-state its 'bus'. I have asked for clarification of its 'bus', but I
think that he means the address bus (at least) and possibly more.
Apparently the old 800's had the tri-state logic external to the 6502.

Ed Satterthwaite raised the point of the "worthwhileness" of attempting
to replace the cpu in the atari computers. I agree that most of his
points are logical and reasonable. That doesn't change my mind, I just
happen to agree with him. (I am a hacker at heart and sanity has never
been a prerequisite)
```

I happen to have the 800 schematics which show the tri-state logic (if you want to call it that...weirdest contraption I ever saw...anyone know the reasoning behind that design??? I though one used the 650X because the phased clocks were generated for you!) and am going to try to make a "processor module" that will drop into the custom 6502 socket and properly tri-state things.

wish me luck (I'll probably need it)

Scott Cothrell

Cothrell -at Dockmaster.arpa

Date: Thu, 10 Sep 87 11:32 EDT
From: Cothrell@DOCKMASTER.ARPA
Subject: File Format of <info-atari>
To: info-atari8@SCORE.STANFORD.EDU

this is for BW I guess...

what do the different extenders on the files under <Info-Atari> stand for and which ones differentiate between 16 and 8 bitter programs?

Mail-From: BILLW created at 10-Sep-87 09:31:22
Date: Thu 10 Sep 87 09:31:22-PDT
From: William "Chops" Westfield <BILLW@Score.Stanford.EDU>
Subject: Re: File Format of <info-atari>
To: Cothrell@DOCKMASTER.ARPA
In-Reply-To: <870910153256.454558@DOCKMASTER.ARPA>

Unfortunately, there is nothing to differentiate between 8 bit and 16 bit programs in <info-atari>. Almost all files are in there original mail-message format, and must be cut, pasted, uudecoded, and de-arced by hand. *.N* are files that have been received but never sent out to the net. Other files are older and may have been sent in some number of pieces soon after there original postings. Some files contain multiple versions of the same program, some files have peices missing. I may actually get araound to distributing atari8 programs to the net via mail, but the volume of normal mail (and the size of programs) for the atari16 list makes this completely impossible.

BillW

Date: 9 Sep 87 18:22:04 GMT
From: fluke!ssc-vax!bcsaic!ray@beaver.cs.washington.edu (Ray Allis)
Subject: Re: 600XL Upgrade to 256k ? Where and How?
To: info-atari8@score.stanford.edu

In article <14540@watmath.waterloo.edu> hpchang@watmath.UUCP (KILROY) writes:
>
>
> I would like to ask for your help in finding a way to upgrade the Atari
> 600xl to 256k. I would appreciate any help on this...
> Thanks in advance.....

Best Electronics advertises in the Puget Sound Atari Newsletter
a kit with instructions for a do-it-yourself upgrade to your
600xl. They are:

Best Electronics
2021 The Alameda
Suite 290
San Jose, CA. 95126
(408)243-6950

They have a 64k upgrade for $15, and for $28 you can get a 256k mod
which was designed by Jeff Popp in Redmond Wash.

American Techna-vision, at 1-800-551-9995, has a 64k plug-in
module for 29.95, but they didn't sound very encouraging about 256k.

--
CSNET: ray@boeing.com
UUCP: uw-june!bcsaic!ray

Date: Fri, 11 Sep 87 19:42 EDT
From: Cothrell@DOCKMASTER.ARPA
Subject: custom 6502
To: atari!jwt@AMES.ARPA

I assume that the custom 6502 tri-states its address bus when the Antic
puts pin 9 (HALT) low. I think I have further deduced that pin 35 of
the 6502 is the trigger for the tri-stating. two questions. am I right
so far, and is the data bus also tri-stated? thanx,

Scott Cothrell

Cothrell at Dockmaster.arpa

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

555. Re: More wierd questions...

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-14 17:19:45 UTC
From: striepe@muscat.UUCP
Message-ID: <10565@muscat.UUCP>
Source record: 117409

In article <3940@well.UUCP> rshuford@well.UUCP (Richard S. Shuford) writes:
>
>Perhaps someone on the network knows whether, and if so how, one can
>still obtain programs from the Atari Software Program Exchange.
>In that collection used to be a program called Chameleon, which I'm
>told could do a fair VT52 emulation.
>
>.....Richard S. Shuford
> hplabs!well!rshuford
> BIX: richard

APEX is dead. ANTIC has taken over a major portion of their catalog, but
I remember that in their catalog in the middle of their magazine it was
noted that the CHAMELEON stock was getting low.

John Dunning's K65 posted on this net contains the best VT100 emulator so
far, and also includes VT52 emulation.
You have a choice of scrolling 40 columns, or 80 columns in GR.8 mode using
fairly legible 4 bit cells.

>(Comments back to me by mail, please.)

--
Harald Striepe
Digital Equipment Corp., SPG Mktg, Sunnyvale, CA
decwrl!muscat!striepe, decwrl!dec-rhea!dec-canvas!striepe, CANVAS::STRIEPE

556. Re: 1200xl and the cpu and OSe

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-15 22:55:37 UTC
From: hans@umd5.umd.edu
Message-ID: <1935@umd5.umd.edu>
Source record: 117410

The XL and XE systems, as well as some 400s (maybe all), have a 6502C cpu chip. Its main distinction is the fact that it can tri-state the address bus, a feature which none of the standard 6500 family chips have.

I recall reading that there is a chip in the 65c00 family which does have the tri-state feature (maybe 65c11), but have no information as to whether its pinout is compatible with the Atari chip.
Being somewhat non-standard, it might also be considerably more expensive or harder to find.

As far as I know there are no programming differences between the 6502 and the 6502c.

As far as souping up the XL with a faster cpu, I have two concerns:
1. coordinating a faster cpu and the standard Antic might be quite a challenge. You would need memory which can run at slow and fast cycle rate, depending on who is talking to it. And while there is a fair amount of slack in memory timing with the current design, a significant speedup might cause much difficulty.
2. The i/o bandwidth is about 1920 bytes/second, and unless you main goal is to compute prime numbers, or do Mandelbrot pictures, any speedup is likely to make the i/o restrictions seem even more painful. Of course you might have disks on an MIO or similar device, but then you need to re-visit the first point I made.

557. 65C802 processor card.

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-15 23:17:00 UTC
From: Cothrell@DOCKMASTER.ARPA
Message-ID: <870915231702.582368@DOCKMASTER.ARPA>
Source record: 117411

thanks for all the responses to my questions concerning the cpu in the later versions of the atari. to summarize the responses: 1. the CPU is indeed custom. 2. the custom part is internal to the 6502 and is responsible for tri-stating the address bus.

3. the "new" 6502 has pin 35 defined as "tri-state the bus" 4. everything else about the cpu appears to be standard 6502.

now for my observations...

I have built 2 processor cards(they drop into the cpu socket of my 1200xl), one with the circuitry of the old 800(from schematics) and one with a design of my own. Neither works...and I don't know why. I suspect the tri-state signal from the ANTIC. I have successfully duplicated/generated the bi-phase clock as well as the other circuitry. One of the potential problems is the wishy-washy signal levels I am getting(and generating) from the rest of the circuitry. the normal clock levels seem to be symetric about 1.25 V. The rest of the system seems to be little better. (the clocks have a swing of about .5V p-p) Perhaps the Atari chips are CMOS??? I dont know. The tri-state signal(HALT) from the ANTIC is by far the weirdest signal I have seen in digital electronics(ever!). Perhaps my scope is picking up harmonics or something, but I swear that the signal has at least 4 parts, one of which registers on my scope as a +5 flat-line. there are some high speed digital signals that register CLEARLY under the +5v with enough swing to definitely be on/off cycles. If anybody else can take a scope to their atari, check out pin 9 of the ANTIC or 35 of the CPU. I know that I am at the upper limit of my porta-scope when looking at that signal, but I can see enough to make me wonder just what all the activity is about. (just to be sure, I tried it on ac and dc couple, same picture). Anyway, they circuitry for the 800 seems to produce the cleanest signals, so I am saving that circuit...suggestions as to fixes, etc... are welcome.

Scott Cothrell

Cothrell at Dockmaster.Arpa

558. user groups.

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-16 03:29:30 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8709160329.AA19882@mitre-bedford.ARPA>
Source record: 117412

The closest one is probably B.A.C.E., which stands for I dunno what but their address is:

B.A.C.E.
Paul Freeman
6502 Smokehouse Court (neat address, eh?!)
Columbia MD 21045

Paul's phone number is (301) 381-6642. This group has over 60 PD disks available, charges about $1 per disk plus some postage.

Another useful one is Novatari, the Northern Virginia Atari Users' Group, c/o Earl Lilley, 821 Ninovan Road, Vienna, VA 22180. They charge about $3 per disk plus $1 per 3 disks to cover postage. They also publish a very worthwhile newlsetter called Current Notes.

-John Sangster, jhs@mitre-bedford.arpa

559. wanted: 800xl monitor pinout

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-16 13:51:01 UTC
From: kevino@io.UUCP
Message-ID: <382@io.UUCP>
Source record: 117413

Could somone email me the pinouts of the monitor connection on
the 800xl? I recently pulled my 800xl out of the closet to
do some programming and couldn't find the hardware documentation.
Thank you,
Kevin Osborn
...harvard!umb!ileaf!kevino

--
Kevin Osborn uucp: ...ihnp4!harvard!umb!ileaf!kevino
"If we can put a congressman in orbit, why can't we put a
President on the sun?"
- overheard at lunch

560. The 6502 difference

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-16 16:01:01 UTC
From: pkopp@potpourri.UUCP
Message-ID: <607@potpourri.UUCP>
Source record: 117414

This was posted on the net a while back. I saved this because I knew I would need it someday.

Apparently the so called "6502" used in the Atari's is a custom modified chip, hence its not using the industry type JDEC number. From Mike at Xerox comes the following:

Atari 6502c #C014806 standard 6502

pin no. function pin no. function
36 READ/WRITE 36 N.C.
35 /HALT 35 N.C.
34 N.C. 34 READ/WRITE

Therefore one could bend up pins 34 and 36 and do a wire connection to swap these two pins, but that would still leave you without a /HALT command. (Presumably the halt command is necessary.) I do not know if the 6502c chip used by Atari is identical between the original 400/800, the intermediate XL series and the current XE series.

Gould Inc., Computer Systems Division, in Sunny South Florida
** The opinions (if any) expressed are my own. **
Mail paths?, oh yea mail paths:
...!{sun,pur-ee,brl-bmd}!gould!pkopp
...!{ihnp4!codas,allegra}!novavax!gould!pkopp

Remember: A path is just a thing that you have running
between two shrubberies of slightly different heights.

561. Re: 600XL Upgrade to 256k ? Where and How?

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-17 04:41:28 UTC
From: hpchang@watmath.waterloo.edu
Message-ID: <14614@watmath.waterloo.edu>
Source record: 117415

In article <14540@watmath.waterloo.edu> hpchang@watmath.UUCP (KILROY) writes:
>
>
> I would like to ask for your help in finding a way to upgrade the Atari
> 600xl to 256k. I would appreciate any help on this...
> Thanks in advance.....

I would like to ask for your help in tracking down this person "KILROY" who
has been abusing my account. If you know anything about this person please
reply mail to this account. This abuse to my account is highly unacceptable.

Hsi P. Chang

562. Re: File Format of <info-atari>

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-18 05:03:03 UTC
From: vaughan@canisius.UUCP
Message-ID: <1756@canisius.UUCP>
Source record: 117416

Does anybody know how to get at the <info-atari> file from bitnet? I haven't been having any success finding out if it even possible.

Thanks in advance

563. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-19 00:49:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8709190102.AA22901@ucbvax.Berkeley.EDU>
Source record: 117417

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 19 Sep 87 00:40:46 GMT
Received-2: from score.stanford.edu by BBN.COM id aa17527; 18 Sep 87 20:36 EDT
Date: Fri 18 Sep 87 12:58:02 PDT
Subject: Info-Atari8 Digest V87 #82
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Friday, September 18, 1987 Volume 87 : Issue 82

This weeks Editor: Bill Westfield

Today's Topics:

Re: custom 6502
Re: custom 6502
Re: More wierd questions...
Re: 1200xl and the cpu and OSe
user groups.
65C802 processor card.
wanted: 800xl monitor pinout
The 6502 difference
Re: 600XL Upgrade to 256k ? Where and How?
Re: File Format of <info-atari>

------------------------------------------------------------------------

Date: 12 Sep 87 05:30:42 GMT
From: ihnp4!upba!eecae!conklin@ucbvax.Berkeley.EDU (Terry Conklin)
Subject: Re: custom 6502
To: info-atari8@score.stanford.edu

A couple people have found out (somehow?!) already and since
this question was brought up I might as well mention that I
have already been working on the 200% Turbo XL.

The 6502 in the XL ("Sally") is, as was sumarized, a 6502
with tri-state buffering. When a chip goes tri-state, it
becomes electronically transparent. Antic tri-states the 6502
```

so that it doesn't react when Antic starts accessing memory.

The 400/800 (and the TRS-80 for that matter) had tri-state
buffers on the board. To lower the chip count on the XL line,
Atari made a custom 6502 that moves those buffers into the
CPU.

We have long known/required a socket that would simply externalize
those buffers so as to make a path for the XL/XEs take a
65802/65C02. ActuallyI don't care what you put in it as long
as it's pin compatible and runs 4 Mhz. This socket is indeed
a possibilty, I've just been too busy messing with the rest of
the timing considerations.

Mathematically computed benchmarks of the Turbo XL show it runs
quite favorably with the IBM PC, Mac, and (suprise!) ST. This
was borne out to some extent with the release of the turbo-
upgrade for the C64.

I have no plans for attempting a 16-bit version of the mod.
Granted the 64 mod is, but I am planning this mod to be along
the lines of the 256/320 XL/XE memory upgrades. Something
that many can make, easily. The memory upgrade is great, and
I strongly reccommend it to anyone who does anything other than
play Pacman.

Please dont ask major techincal details, since I'd like to
make a little money from the efforts on this. By no means do
we intend on letting this mod cost more than $50. If it
gets
that way, then it gets to be PD.

Terry Conklin (and, actually, partner in crime Ken Sumrall)
ihnp4!msudoc!conklin or ARPA: conklin@cps.msu.edu
or we generally carry this discussion on the Club's ATARI
base at (517) 372-3131.
Disclaimer: I bought a Unix machine of my very own. That puts
MIGHTY cross-interests in with this. But if you want results
now, well, get that Kermit65. It's still great!

Date: 13 Sep 87 01:55:38 GMT
From: aramis.rutgers.edu!knutsen@RUTGERS.EDU (Mark Knutsen)
Subject: Re: custom 6502
To: info-atari8@score.stanford.edu

In article <2578@eecae.UUCP> conklin@eecae.UUCP (Terry Conklin) writes:

> A couple people have found out (somehow?!) already and since
> this question was brought up I might as well mention that I
> have already been working on the 200% Turbo XL.

> Mathematically computed benchmarks of the Turbo XL show it runs
> quite favorably with the IBM PC, Mac, and (suprise!) ST. This
> was borne out to some extent with the release of the turbo-
> upgrade for the C64.

> Please dont ask major techincal details, since I'd like to
> make a little money from the efforts on this. By no means do
> we intend on letting this mod cost more than $50. If it
> gets
> that way, then it gets to be PD.

I still can't believe I'm reading this. You mean to say I'll soon be able to purchase an upgrade that will double the speed of my 800XL? Hot diggedy!

Only a few general questions: When? Where? Major caveats of the increased clock speed? (That is, will all software run?) Will there be a hard or software switch to bring the speed down to normal if desired?

If this proposal becomes a reality, you will indeed "make a little money" from the efforts.

-- Mark K.
--
_____ Jersey\\\\\\\\ _____
ARPA: knutsen@rutgers.edu | \\\Atari\\\\\\ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | \\\\\\Computer | The JACG BBS: (201)298-0161
_____ \\\\\\\\\Group _____

Date: 14 Sep 87 17:19:45 GMT
From: muscat!striepe@decwrl.dec.com (Harald Striepe)
Subject: Re: More wierd questions...
To: info-atari8@score.stanford.edu

In article <3940@well.UUCP> rshuford@well.UUCP (Richard S. Shuford) writes:
>
>Perhaps someone on the network knows whether, and if so how, one can
>still obtain programs from the Atari Software Program Exchange.
>In that collection used to be a program called Chameleon, which I'm
>told could do a fair VT52 emulation.
>
>.....Richard S. Shuford
> hplabs!well!rshuford
> BIX: richard
APEX is dead. ANTIC has taken over a major portion of their catalog, but I remember that in their catalog in the middle of their magazine it was noted that the CHAMELEON stock was getting low.

John Dunning's K65 posted on this net contains the best VT100 emulator so far, and also includes VT52 emulation.
You have a choice of scrolling 40 columns, or 80 columns in GR.8 mode using

fairly legible 4 bit cells.

>(Comments back to me by mail, please.)

--
Harald Striepe
Digital Equipment Corp., SPG Mktg, Sunnyvale, CA
decwrl!muscat!striepe, decwrl!dec-rhea!dec-canvas!striepe, CANVAS::STRIEPE

Date: 15 Sep 87 22:55:37 GMT
From: hans@umd5.umd.edu (Hans Breitenlohner)
Subject: Re: 1200xl and the cpu and OSe
To: info-atari8@score.stanford.edu

The XL and XE systems, as well as some 400s (maybe all), have a 6502C cpu chip. Its main distinction is the fact that it can tri-state the address bus, a feature which none of the standard 6500 family chips have.

I recall reading that there is a chip in the 65c00 family which does have the tri-state feature (maybe 65c11), but have no information as to whether its pinout is compatible with the Atari chip.
Being somewhat non-standard, it might also be considerably more expensive or harder to find.

As far as I know there are no programming differences between the 6502 and the 6502c.

As far as souping up the XL with a faster cpu, I have two concerns:
1. coordinating a faster cpu and the standard Antic might be quite a challenge. You would need memory which can run at slow and fast cycle rate, depending on who is talking to it. And while there is a fair amount of slack in memory timing with the current design, a significant speedup might cause much difficulty.
2. The i/o bandwidth is about 1920 bytes/second, and unless you main goal is to compute prime numbers, or do Mandelbrot pictures, any speedup is likely to make the i/o restrictions seem even more painful. Of course you might have disks on an MIO or similar device, but then you need to re-visit the first point I made.

Posted-From: The MITRE Corp., Bedford, MA
To: cothrell@dockmaster.ARPA
Subject: user groups.
Date: Tue, 15 Sep 87 23:29:30 EDT
From: jhs@mitre-bedford.ARPA

The closest one is probably B.A.C.E., which stands for I dunno what but their address is:

B.A.C.E.
Paul Freeman

6502 Smokehouse Court (neat address, eh?!)
Columbia MD 21045

Paul's phone number is (301) 381-6642. This group has over 60 PD disks available, charges about $1 per disk plus some postage.

Another useful one is Novatari, the Northern Virginia Atari Users' Group, c/o Earl Lilley, 821 Ninovan Road, Vienna, VA 22180. They charge about $3 per disk plus $1 per 3 disks to cover postage. They also publish a very worthwhile newlsetter called Current Notes.

-John Sangster, jhs@mitre-bedford.arpa

Posted-Date: 15 Sep 87 19:18 EDT
Date: Tue, 15 Sep 87 19:17 EDT
From: Cothrell@DOCKMASTER.ARPA
Subject: 65C802 processor card.
To: info-atari8@SCORE.STANFORD.EDU

thanks for all the responses to my questions concerning the cpu in the later versions of the atari. to summarize the responses: 1. the CPU is indeed custom. 2. the custom part is internal to the 6502 and is responsible for tri-stating the address bus.

3. the "new" 6502 has pin 35 defined as "tri-state the bus" 4. everything else about the cpu appears to be standard 6502.

now for my observations...

I have built 2 processor cards(they drop into the cpu socket of my 1200xl), one with the circuitry of the old 800(from schematics) and one with a design of my own. Neither works...and I don't know why. I suspect the tri-state signal from the ANTIC. I have successfully duplicated/generated the bi-phase clock as well as the other circuitry. One of the potential problems is the wishy-washy signal levels I am getting(and generating) from the rest of the circuitry. the normal clock levels seem to be symetric about 1.25 V. The rest of the system seems to be little better. (the clocks have a swing of about .5V p-p) Perhaps the Atari chips are CMOS??? I dont know. The tri-state signal(HALT) from the ANTIC is by far the weirdest signal I have seen in digital electronics(ever!). Perhaps my scope is picking up harmonics or something, but I swear that the signal has at least 4 parts, one of which registers on my scope as a +5 flat-line. there are some high speed digital signals that register CLEARLY under the +5v with enough swing to definitely be on/off cycles. If anybody else can take a scope to their atari, check out pin 9 of the ANTIC or 35 of the CPU. I know that I am at the upper limit of my porta-scope when looking at that signal, but I can see enough to make me wonder just what all the activity is about. (just to be sure, I tried it on ac and dc couple, same picture). Anyway, they circuitry for the 800 seems to produce the cleanest signals, so I am saving that circuit...suggestions as to fixes,

etc... are welcome.

Scott Cothrell

Cothrell at Dockmaster.Arpa

Date: 16 Sep 87 13:51:01 GMT
From: umb!ileaf!io!kevino@husc6.harvard.edu (Kevin Osborn)
Subject: wanted: 800xl monitor pinout
To: info-atari8@score.stanford.edu

Could somone email me the pinouts of the monitor connection on
the 800xl? I recently pulled my 800xl out of the closet to
do some programming and couldn't find the hardware documentation.
Thank you,
Kevin Osborn
...harvard!umb!ileaf!kevino

--
Kevin Osborn uucp: ...ihnp4!harvard!umb!ileaf!kevino
"If we can put a congressman in orbit, why can't we put a
President on the sun?"
- overheard at lunch

Date: 16 Sep 87 16:01:01 GMT
From: mtune!codas!novavax!potpourri!pkopp@RUTGERS.EDU (Paul Kopp)
Subject: The 6502 difference
To: info-atari8@score.stanford.edu

This was posted on the net a while back. I saved this because I knew I
would need it someday.

Apparently the so called "6502" used in the Atari's is a custom modified
chip, hence its not using the industry type JDEC number. From Mike at Xerox
comes the following:

Atari 6502c #C014806 standard 6502

pin no. function pin no. function
36 READ/WRITE 36 N.C.
35 /HALT 35 N.C.
34 N.C. 34 READ/WRITE

Therefore one could bend up pins 34 and 36 and do a wire connection to swap
these two pins, but that would still leave you without a /HALT command.
(Presumably the halt command is necessary.) I do not know if the 6502c
chip used by Atari is identical between the original 400/800, the intermediate
XL series and the current XE series.

Gould Inc., Computer Systems Division, in Sunny South Florida
** The opinions (if any) expressed are my own. **
Mail paths?, oh yea mail paths:
...!{sun,pur-ee,brl-bmd}!gould!pkopp
...!{ihnp4!codas,allegra}!novavax!gould!pkopp

Remember: A path is just a thing that you have running
between two shrubberies of slightly different heights.

Date: 17 Sep 87 04:41:28 GMT
From: mtune!codas!burl!clyde!watmath!hpchang@rutgers.edu (Hsi P. Chang)
Subject: Re: 600XL Upgrade to 256k ? Where and How?
To: info-atari8@score.stanford.edu

In article <14540@watmath.waterloo.edu> hpchang@watmath.UUCP (KILROY) writes:
>
>
> I would like to ask for your help in finding a way to upgrade the Atari
> 600xl to 256k. I would appreciate any help on this...
> Thanks in advance.....

I would like to ask for your help in tracking down this person "KILROY" who
has been abusing my account. If you know anything about this person please
reply mail to this account. This abuse to my account is highly unacceptable.

Hsi P. Chang

Date: 18 Sep 87 05:03:03 GMT
From: sunybcs!canisius!vaughan@ames.arpa (Tom Vaughan)
Subject: Re: File Format of <info-atari>
To: info-atari8@score.stanford.edu

Does anybody know how to get at the <info-atari> file from bitnet? I haven't
been having any success finding out if it even possible.

Thanks in advance

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

564. Success(Partial)!!

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-20 02:58:00 UTC
From: Cothrell@DOCKMASTER.ARPA
Message-ID: <870920025829.793801@DOCKMASTER.ARPA>
Source record: 117418

thanx to whomever posted the bit about the pin36 of the "sally" chip.
that bit of info proved to be the missing piece. I am pleased to
announce that I have one of my processor cards working. It works with a
standard 6502, but right now, doesn'T work with the 65c802...it tries to
boot, but gets hung up, I think I may have too slow a chip, but dont
know where to find another faster one. I at least know that the card
works, all I have to do is figure out whats different about the 65802.
I will release some documentation on the Hows and Etc... sometime in
the future. YaaaaaaHooooo, this makes my day!

565. 65c802 and card

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-20 23:29:00 UTC
From: Cothrell@DOCKMASTER.ARPA
Message-ID: <870920232913.843439@DOCKMASTER.ARPA>
Source record: 117419

Contrary to popular belief...the 65C802 is not 100% compatible with the 6502. I discovered this in building the processor replacement card.. the 65c802 cannot have its cycle extended by "stretching" the Phase 0 clock at a logical 0. the spec sheet specifies a "maximum T0-low" for the phase 0; the max time for my chip (4Mhz version) is 10 us. the 6502 max low time is infinity. the 65C802 max high time is infinity, but the 6502 has a non-infinite max high time. Back to the drawing board.

566. Atari 8bit 4Sale

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-21 20:40:46 UTC
From: jockc@killer.UUCP
Message-ID: <1590@killer.UUCP>
Source record: 117420
Cross-posted to: misc.forsale,comp.sys.atari.8bit

I am posting this for a friend.

The following items are for sale:

8-bit Atari MIDI System consisting of :

130XE - $100
1050 Drive - $100
Amber 80 Monitor - $75
Hybrid Arts MIDI
Interface & MT3
Software - $100

I would prefer to sell this as a package.

Also for sale:

800 48K - $50
810 Drive - $75
600XL 64K - $50
1027 Printer - $60 (need pwr supply)
Televideo 950 - $200

Please mail responses to:

ihnp4!killer!jockc

or call 615-327-0744 (ask for chris)

all prices neg.

----------+
jockc |

567. 6502 stuff

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-22 00:43:00 UTC
From: Cothrell@DOCKMASTER.ARPA
Message-ID: <870922004320.315453@DOCKMASTER.ARPA>
Source record: 117421

Mike B. (this is being sent to two accounts, Dflint02 at ulkyvx.bitnet
and cl150652 at ulkyvm.bitnet)

I sent something similar to this out to info-atari8, so if you've seen
it, read it anyway. (just kidding). I used the circuitry from the 800
tech ref book to do the tri-stating. I have it working as of
yesterday(20th) for the 6502(standard). It does not work with the
65C802 (802), I think due to the fact that the 800 "halts" the 6502 by
stretching the phase 0 clock at a logic 0 level. I don't know wether
you caught it or not, but the 800 did not use the phase 1 and 2 clocks
generated by the 6502...instead, a 7474 was used to generate the system
clocks externally(so when the phase 0 clock was stretched, it would not
affect the rest of the system). Anyway, the '802 cannot be "halted" by
stretching the phase 0 clock low...it has a maximum low time of 10 uS
and a max high time of infinity--just about opposite of the standard
6502. For that matter, the 65C01 and 65C02 have the same problem. I
have tried several ways of stretching the phase 0 clock at a logic 1
level, but to no avail, I think it throws the internal timing of the cpu
off. I might be able to make it work if I design a bit of circuitry,
which is what I am thinking about now, but am not having any luck(plus I
need a proto-board to do all this on...wire-wrap is a bitch).

about increasing the speed...been thinking about that too. My data book
(ala Synertek, 1983) shows 6502 available to 4 Mhz, 6520 to 2Mhz. In
looking at the 800 schematics, it has occurred to me that the board I
have built is the first step to building a faster processor. My
reasoning is as follows: We want to speed up the CPU without affecting
the rest of the circuits(ANTIC, GTIA, etc), so we will have to generate
the system clocks(Ph1 & Ph2) off of the CPU. Next, we have to be able
to stop the processor for ANTIC DMA. To stop the processor, in sync
with the ANTIC, we need use the "halt" signal of the ANTIC and have some
relationship between the ANTIC's master Ph0 and the CPU's Ph0. Next,
the system clocks Ph1 and Ph2 have to have "two speeds", one fast speed
for the CPU to do memory access, and a slow speed for the ANTIC etc...
.

What I have in mind(warped as it is) is using the Antic Ph0 as a trigger
to what I call a clock doubler, which will produce 2 Ph0 clock cycles
for each Antic Ph0 pulse. The doubled clock is basically the CPU Ph0.
For the system clocks, the best Idea I have right now is to run a 7474
(ala 800) at the doubled speed, providing the fast system clocks, and
putting a divide by two circuit in to make the ANTIC and GTIA slow
system clocks. The problem that I haven't got a solution for is the
actual memory accesses...how to have both fast and slow access...I think
I need a 6502 wait state??? but I dont know how to implement that just

yet.

To sum up these ramblings, the 65C802 project is at an stand-still for the moment. Until I figure out a way around the difference between the two processors I cant do much more but listen to the 1200xl doing sound checks with the standard 6502 board. Suggestions are solicited. CPU speedup seems like it might be possible, but I'm not going to be working on it anytime soon, I think someone out there already mentioned that he was close to a solution; it would be nice to here his comments and how he attacked the problem. Any comments from the Atari Inc. people on what their users are trying to do to their machines???

Scott Cothrell

Cothrell at dockmaster.arpa

568. ANALOG 8-bit Extra

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-23 03:32:14 UTC
From: tommyj@lakesys.UUCP
Message-ID: <224@lakesys.UUCP>
Source record: 117422

Any one get the ANALOG 8-bit Extra? I did
and typed in a program called CGM. I used
the MLEditor they supply. The MLEditor
doesn't allow you to make mistakes so
the program must be bad. The tracker
routines work just fine. But the windowing
causes a lock up. Actually the open window
is the lock up. If anyone out there has
a delphi password, did ANALOG put up the
corrected version yet? Anyone else have
this problem?

Tom

569. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-23 06:06:50 UTC
From: F1.GDM@ISUMVS.BITNET.UUCP
Message-ID: <8709230608.AA23983@ucbvax.Berkeley.EDU>
Source record: 117423

I just installed my new US Doublers and started using SpartaDos. Unfortunately SpartaDos conflicts with my OmniView 256 chip. This disables a few functions of SpartaDos that I would realy like to use.

Is there any easy way to make a "ramrod xl" card that that will allow me to choose between OmniView and the original OS?

Can I make a board that sockets both chips and put a switch to the +5 lines to activate the right chip at power up?
Do I need to worry about the ground wires? Can it be that simple?

I would appreciate hearing from anyone that owns a Ramrod board, or has any ideas.

f1.gdm @ isumvs.bitnet

570. Re: 6502 stuff

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-23 15:00:26 UTC
From: dyer@atari.UUCP
Message-ID: <849@atari.UUCP>
Source record: 117424

> about increasing the speed...been thinking about that too. My data book
> (ala Synertek, 1983) shows 6502 available to 4 Mhz, 6520 to 2Mhz. In

The "world's record" for a 6502 is 24 Mhz (it was a one-of-a-kind
chip). With today's technology (the 6502 is about ten years old)
you could make 32 Mhz versions.

Put that in your '386 and smoke it!

--
-Landon Dyer, Atari Corporation {sun,amdcad,imagen,hoptoad}!atari!dyer
The views expressed here do not necessarily reflect those
of Atari or the AI software that has taken over my brain.
YOW! I am waiting for my warranty-expired interrupt!

571. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-23 20:23:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8709240043.AA01023@ucbvax.Berkeley.EDU>
Source record: 117425

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 23 Sep 87 20:15:45 GMT
Received-2: from score.stanford.edu by BBN.COM id aa06540; 23 Sep 87 16:01 EDT
Date: Wed 23 Sep 87 10:22:59 PDT
Subject: Info-Atari8 Digest V87 #83
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Wednesday, September 23, 1987 Volume 87 : Issue 83

This weeks Editor: Bill Westfield

Today's Topics:

SYSTEM FOR SALE
Success(Partial)!!
65c802 and card
Atari 8bit 4Sale
6502 stuff
ANALOG 8-bit Extra

----------------------------------------------------------------------

Date: 20 Sep 87 21:58:08 GMT
From: vanvleck!uwmcsd1!csd4.milw.wisc.edu!pirc2499@speedy.wisc.edu (James Franc Pirc)
Subject: SYSTEM FOR SALE
To: info-atari8@score.stanford.edu

My friend is selling his system which includes the following:

one 800 computer
one 800XL computer
one 1050 disk drive
one Indus GT disk drive
one voice box
one MPP-1000C 300 baud modem
joysticks
roughly 60 disks
miscellaneous cartridges
```

This system is between 1 and 4 years old (depending on piece).
Everything works. 800XL has a slight "rolling" problem. Everything
is unmodified.

My friend is moving and has no room to move the stuff...He will pay
for shipping...Prefer to sell as system, will separate if necessary...

Please send e-mail with a price to me.

True : James Pirc
ARPA : pirc2499@csd4.milw.wisc.edu
GEnie: JIM.PIRC

Date: Sat, 19 Sep 87 22:58 EDT
From: Cothrell@DOCKMASTER.ARPA
Subject: Success(Partial)!!
To: info-atari8@SCORE.STANFORD.EDU

thanx to whomever posted the bit about the pin36 of the "sally" chip.
that bit of info proved to be the missing piece. I am pleased to
announce that I have one of my processor cards working. It works with a
standard 6502, but right now, doesn'T work with the 65c802...it tries to
boot, but gets hung up, I think I may have too slow a chip, but dont
know where to find another faster one. I at least know that the card
works, all I have to do is figure out whats different about the 65802.
I will release some documentation on the Hows and Etc... sometime in
the future. YaaaaaaHooooo, this makes my day!

Date: Sun, 20 Sep 87 19:29 EDT
From: Cothrell@DOCKMASTER.ARPA
Subject: 65c802 and card
To: info-atari8@SCORE.STANFORD.EDU

Contrary to popular belief...the 65C802 is not 100% compatible with the
6502. I discovered this in building the processor replacement card..
the 65c802 cannot have its cycle extended by "stretching" the Phase 0
clock at a logical 0. the spec sheet specifies a "maximum T0-low" for
the phase 0; the max time for my chip (4Mhz version) is 10 us. the 6502
max low time is infinity. the 65C802 max high time is infinity, but the
6502 has a non-infinite max high time. Back to the drawing board.

Date: 21 Sep 87 20:40:46 GMT
From: ihnp4!homxb!mtuxo!mtune!codas!killer!jockc@ucbvax.Berkeley.EDU (Jock Cooper)
Subject: Atari 8bit 4Sale
To: info-atari8@score.stanford.edu

I am posting this for a friend.

The following items are for sale:

8-bit Atari MIDI System consisting of :

130XE - $100
1050 Drive - $100
Amber 80 Monitor - $75
Hybrid Arts MIDI
Interface & MT3
Software - $100

I would prefer to sell this as a package.

Also for sale:

800 48K - $50
810 Drive - $75
600XL 64K - $50
1027 Printer - $60 (need pwr supply)
Televideo 950 - $200

Please mail responses to:

ihnp4!killer!jockc

or call 615-327-0744 (ask for chris)

all prices neg.

----------+
jockc |

Posted-Date: 21 Sep 87 20:48 EDT
Date: Mon, 21 Sep 87 20:43 EDT
From: Cothrell@DOCKMASTER.ARPA
Subject: 6502 stuff
To: CL150652%ULKYVM.BITNET@WISCVM.WISC.EDU

Mike B. (this is being sent to two accounts, Dflint02 at ulkyvx.bitnet
and cl150652 at ulkyvm.bitnet)

I sent something similar to this out to info-atari8, so if you've seen
it, read it anyway. (just kidding). I used the circuitry from the 800
tech ref book to do the tri-stating. I have it working as of
yesterday(20th) for the 6502(standard). It does not work with the
65C802 (802), I think due to the fact that the 800 "halts" the 6502 by
stretching the phase 0 clock at a logic 0 level. I don't know wether
you caught it or not, but the 800 did not use the phase 1 and 2 clocks
generated by the 6502...instead, a 7474 was used to generate the system
clocks externally(so when the phase 0 clock was stretched, it would not
affect the rest of the system). Anyway, the '802 cannot be "halted" by
stretching the phase 0 clock low...it has a maximum low time of 10 uS
and a max high time of infinity--just about opposite of the standard
6502. For that matter, the 65C01 and 65C02 have the same problem. I
have tried several ways of stretching the phase 0 clock at a logic 1

level, but to no avail, I think it throws the internal timing of the cpu off. I might be able to make it work if I design a bit of circuitry, which is what I am thinking about now, but am not having any luck(plus I need a proto-board to do all this on...wire-wrap is a bitch).

about increasing the speed...been thinking about that too. My data book (ala Synertek, 1983) shows 6502 available to 4 Mhz, 6520 to 2Mhz. In looking at the 800 schematics, it has occurred to me that the board I have built is the first step to building a faster processor. My reasoning is as follows: We want to speed up the CPU without affecting the rest of the circuits(ANTIC, GTIA, etc), so we will have to generate the system clocks(Ph1 & Ph2) off of the CPU. Next, we have to be able to stop the processor for ANTIC DMA. To stop the processor, in sync with the ANTIC, we need use the "halt" signal of the ANTIC and have some relationship between the ANTIC's master Ph0 and the CPU's Ph0. Next, the system clocks Ph1 and Ph2 have to have "two speeds", one fast speed for the CPU to do memory access, and a slow speed for the ANTIC etc...
.

What I have in mind(warped as it is) is using the Antic Ph0 as a trigger to what I call a clock doubler, which will produce 2 Ph0 clock cycles for each Antic Ph0 pulse. The doubled clock is basically the CPU Ph0. For the system clocks, the best Idea I have right now is to run a 7474 (ala 800) at the doubled speed, providing the fast system clocks, and putting a divide by two circuit in to make the ANTIC and GTIA slow system clocks. The problem that I haven't got a solution for is the actual memory accesses...how to have both fast and slow access...I think I need a 6502 wait state??? but I dont know how to implement that just yet.

To sum up these ramblings, the 65C802 project is at an stand-still for the moment. Until I figure out a way around the difference between the two processors I cant do much more but listen to the 1200xl doing sound checks with the standard 6502 board. Suggestions are solicited. CPU speedup seems like it might be possible, but I'm not going to be working on it anytime soon, I think someone out there already mentioned that he was close to a solution; it would be nice to here his comments and how he attacked the problem. Any comments from the Atari Inc. people on what their users are trying to do to their machines???

Scott Cothrell

Cothrell at dockmaster.arpa

Date: Wed, 23 Sep 87 01:06:50 CDT
To: <info-atari8@score.stanford.edu>
From: "Gene Merritt" <F1.GDM%ISUMVS.BITNET@wiscvm.wisc.edu>

I just installed my new US Doublers and started using SpartaDos. Unfortunately SpartaDos conflicts with my OmniView 256 chip. This disables a few functions of SpartaDos that I would realy like to use.

Is there any easy way to make a "ramrod xl" card that that will allow me to
choose between OmniView and the original OS?

Can I make a board that sockets both chips and put a switch to the +5 lines to
activate the right chip at power up?
Do I need to worry about the ground wires? Can it be that simple?

I would appreciate hearing from anyone that owns a Ramrod board, or has any
ideas.

f1.gdm @ isumvs.bitnet

Date: 23 Sep 87 03:32:14 GMT
From: sunybcs!bingvaxu!leah!uwmcsd1!lakesys!tommyj@rutgers.edu (Tom Johnson)
Subject: ANALOG 8-bit Extra
To: info-atari8@score.stanford.edu

Any one get the ANALOG 8-bit Extra? I did
and typed in a program called CGM. I used
the MLEditor they supply. The MLEditor
doesn't allow you to make mistakes so
the program must be bad. The tracker
routines work just fine. But the windowing
causes a lock up. Actually the open window
is the lock up. If anyone out there has
a delphi password, did ANALOG put up the
corrected version yet? Anyone else have
this problem?

Tom

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

572. reasons for upgrade!

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-24 22:01:00 UTC
From: DFLINT02@ULKYVX.BITNET.UUCP
Message-ID: <8709242218.AA05629@ucbvax.Berkeley.EDU>
Source record: 117426

Did someone on the net ask for reasons on why an upgrade for the atari 6502
should be attempted.

Reasons for an upgrade to a 65816:

Upgrades in general tend to focus attention to computers, thus the
mega STs were born. A more powerful processor in our venerable 8-bits
would draw great attention from those who put their atari's on the shelf
So they could use/(play games on) c-64'S).

The apple came out with the apple IIgs which has the 65816 in it. This
addition of the horsepower attracted new interest to venerable 8-bit line.
Chances are it will do the same for ATARI. Since more atari xe/xl
machines exist than IIgs mabye some of the companys that wrote software
for the IIgs might try to recover there loses by writing software for
a machine which a potentially larger user base. Porting Apple software
to the atari shouldn't be to hard, tho the IIGs call would have to be
emulated.

If atari designed such an upgrade
they would not have to much trouble
get 65816 software developers? Some
one has mentioned that Mac65(which
is no longer in production) can
support the extra 6502 commands this
chips supports.

The main reason i would want a 65816 in my machine would be to embarrass
TRAMIAL. He has bumbled with a great machine. The handling of the 8-bit as
compared for the ST has been unexcusable. Atari should realize by now that the
whole 1.5 million active atari 8-bit users are not going to upgrade to the ST.
When IBM is backing a new comparable machine in the same price range.

Reasons for an upgrade in speed for the
6502, for the atari Xe/Xl machines:

1 Floating Point operations.
Currently the 8-bit rom floating
code is slow.
>>A faster 6502 running around 3.58Mhz
could crank out these calculations
twice as fast.

2 I/O rates.

>>Since the PBI(parallel bus interface)
is driven directly by the cpu, MIO's

and other harddrive interfaces could
be accessed at standard PC speeds.

3 Integer calculations and Data jugling
operations.

>>This is the reason people buys the new
16/32 machines. Everyone wants their
information delivered at a reasonable
speed. Remember for Humans the less
time something requires the more it
seems to be used.

4 The windowing/icon user interface
would be workable in the graphics 8
mode for machines with more than
64K.

The botton line is Any upgrade to the moderately useful XE/XLs line would be
appriciated.

BUT ANY UPGRADES THAT WOULD NOT REACH
A MAJORITY OF THE 8-BIT ATARI COMMUNITY
WOULD NOT TEMPT THE SOFTWARE DEVELOPERS
TO WRITE FOR OUR MACHINES.
MY 8-bit will still be used whether
or not i buy a new computer. Most
of the info-atari8 readers feel the
same way.

William M Buford
(Novice Hardware Hacker)
(An Action! Programmer!)

Dflint02@ulkyvx.bitnet

573. ARC file format?

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-25 21:20:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <870925172005.1.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117427

Does anyone know the format of .ARC files, as hacked by the ARCX and ARC that were posted a while ago? I've gotten sick of their slowness and low memory requirements, and am contemplating whacking together some new ones. I've looked at dumps of the binaries, but it's not obvious how the files are constructed (not surprising, if they're Huffman encoded). Alternatively, does anyone know how to lay hands on the source for ARCX and ARC? Failing that, does anyone know how to contact the authors? Thanks for any info.

574. Re: ARC file format?

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-27 00:05:11 UTC
From: knutsen@aramis.rutgers.edu
Message-ID: <1688@aramis.rutgers.edu>
Source record: 117428

In article <870925172005.1.JRD@GRACKLE.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:

> Does anyone know the format of .ARC files, as hacked by the ARCX and ARC
> that were posted a while ago?
> Failing that, does anyone know how to contact the authors?

I've read articles on the format of .ARC files, but none were in-depth
enough for your purposes. In a nutshell, however, ARC determines
which of four compression techniques to use on each file it's asked to
archive, compresses them, and sticks them together. The 8-bit version
of ARC never uses the 4th technique ("crunching") due to memory
restrictions, but the 8-bit ARCX can unARC files compressed with all
four techniques.
I believe that the 8-bit ARC and ARCX were written in Lightspeed C
by the authors of that language, who frequent the GEnie Atari
Roundtable. I can recall reading a message by one of the authors
explaining that it's pointless to attempt to improve on the speed of
the 8-bit ARC. It's a very calculation-intensive application, and the
Atari is only so fast at these things.
Still, if you're willing to tackle the task in assembler, you may be
able to speed it up a bit...

On another note: I have discovered by much experimentation that ARC
1.2 tends to compress text files such that they contain an extra copy
of their last byte when unARCed. This causes ARCX to generate
checksum errors, which can safely be ignored. Regardless, I find it
safest to ARC things with ARC 1.1 and deARC them with ARCX 1.2.
--
_____________________________ Jersey ||| ____________________________
ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | ||| Computer | The JACG BBS: (201)298-0161
------------------------------- / | \ Group ---------------------------

575. Re: reasons for upgrade!

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-27 00:09:35 UTC
From: hah@mipon3.intel.com
Message-ID: <1083@omepd>
Source record: 117429

In article <8709242218.AA05629@ucbvax.Berkeley.EDU> DFLINT02@ULKYVX.BITNET writes:
>Did someone on the net ask for reasons on why an upgrade for the atari 6502
>should be attempted.
>
>
>The main reason i would want a 65816 in my machine would be to embarrass
>TRAMIAL. He has bumbled with a great machine. The handling of the 8-bit as
>compared for the ST has been unexcusable. Atari should realize by now that the
>whole 1.5 million active atari 8-bit users are not going to upgrade to the ST.
>When IBM is backing a new comparable machine in the same price range.
>
>The botton line is Any upgrade to the moderately useful XE/XLs line would be
>appriciated.
>
>William M Buford

The 16/32 bit upgrade to the Atari 800 line has been on the dealers shelves
sinse September 1985 !! The problem that most Atari 800 owners have is
one of idenity -- they fail to see what has been placed in front of their
faces.

I of course am talking about the Amiga 1000. I bought my Atari 800 for
its great graphics, sound, and FRIENDLY user interface, BTW its SN is
00232 ! The Amiga 1000 IS the NEXT generation Atari 800 ! The chief
H/W architect for the Atari 2600, Atari 800 and the Amiga 1000 is Jay
Miner ! The Amiga's great MULTITASKING OS is just a super bonus to an
already super computer. BTW my Amiga's SN is D605 - its a preproduction
box !

BTW I have worked for Atari (pre JT), Commodore (during the JT reign), and
Amiga (1984-5). Am I jaded ? YES I will not purchase a JT product ever
again !

I am no longer connected with either Atari or Commodore except that I
own their products.

Amiga 1000 Simply the best computer for 3X the price
Atari 800 Best 8 bit computer built.
Atari 400 Expanded to 48K. Same as above.
C64 Used only to play games on. OS sucks cow sn@t.
VIC20 Same as the C64.
Atari 2600 Great little game machine.

Hans

These comments are mine, mine, mine... however all may share them.

576. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-27 06:21:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA.UUCP
Message-ID: <8709270630.AA11399@ucbvax.Berkeley.EDU>
Source record: 117430

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 27 Sep 87 06:16:25 GMT
Received-2: from score.stanford.edu by BBN.COM id aa27355; 27 Sep 87 2:10 EDT
Date: Sat 26 Sep 87 21:27:43 PDT
Subject: Info-Atari8 Digest V87 #84
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Saturday, September 26, 1987 Volume 87 : Issue 84

This weeks Editor: Bill Westfield

Today's Topics:

Re: 6502 stuff
Re: ANALOG 8-bit Extra
reasons for upgrade!
ARC file format?

------------------------------------------------------------------------

Date: 23 Sep 87 15:00:26 GMT
From: imagen!atari!dyer@ucbvax.Berkeley.EDU (Landon Dyer)
Subject: Re: 6502 stuff
To: info-atari8@score.stanford.edu

> about increasing the speed...been thinking about that too. My data book
> (ala Synertek, 1983) shows 6502 available to 4 Mhz, 6520 to 2Mhz. In

The "world's record" for a 6502 is 24 Mhz (it was a one-of-a-kind
chip). With today's technology (the 6502 is about ten years old)
you could make 32 Mhz versions.

Put that in your '386 and smoke it!

--
-Landon Dyer, Atari Corporation {sun,amdcad,imagen,hoptoad}!atari!dyer
The views expressed here do not necessarily reflect those
of Atari or the AI software that has taken over my brain.
YOW! I am waiting for my warranty-expired interrupt!
```

Date: 24 Sep 87 12:31:55 GMT
From: ihnp4!ihlpe!kimes@ucbvax.Berkeley.EDU (Kit Kimes)
Subject: Re: ANALOG 8-bit Extra
To: info-atari8@score.stanford.edu

In article <224@lakesys.UUCP>, tommyj@lakesys.UUCP (Tom Johnson) writes:
| The MLEditor doesn't allow you to make mistakes so
| the program must be bad.

I haven't gotten the 8-bit Extra magazine yet although I did see one briefly at the Summer CES at their booth. If I get one, I'll buy it with the disk. Lately, I have seen a number of problems with programs in ANALOG. I typed in the Fortune Wheel game from last December. I ran into several problems, some I fixed and some I couldn't figure out how to fix. I gave a marked up copy to the girl at their booth in June and she promised to give it to the Editor. I haven't seen any type of corrections in the front where they usually put them. The disk version must have been correct though, because a reader wrote in saying what a wonderful program it was. Personally, I have seen a falling off of the quality in ANALOG.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

Date: Thu, 24 Sep 87 18:01 EDT
From: <DFLINT02%ULKYVX.BITNET@forsythe.stanford.edu>
Subject: reasons for upgrade!
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu

Did someone on the net ask for reasons on why an upgrade for the atari 6502 should be attempted.

Reasons for an upgrade to a 65816:

Upgrades in general tend to focus attention to computers, thus the mega STs were born. A more powerful processor in our venerable 8-bits would draw great attention from those who put their atari's on the shelf So they could use/(play games on) c-64'S).

The apple came out with the apple IIgs which has the 65816 in it. This addition of the horsepower attracted new interest to venerable 8-bit line. Chances are it will do the same for ATARI. Since more atari xe/xl machines exist than IIgs mabye some of the companys that wrote software for the IIgs might try to recover there loses by writing software for a machine which a potentially larger user base. Porting Apple software to the atari shouldn't be to hard, tho the IIGs call would have to be emulated.

If atari designed such an upgrade
they would not have to much trouble
get 65816 software developers? Some
one has mentioned that Mac65(which
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support the extra 6502 commands this
chips supports.

The main reason i would want a 65816 in my machine would be to embarrass TRAMIAL. He has bumbled with a great machine. The handling of the 8-bit as compared for the ST has been unexcusable. Atari should realize by now that the whole 1.5 million active atari 8-bit users are not going to upgrade to the ST. When IBM is backing a new comparable machine in the same price range.

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1 Floating Point operations.
Currently the 8-bit rom floating
code is slow.
>>A faster 6502 running around 3.58Mhz
could crank out these calculations
twice as fast.

2 I/O rates.

>>Since the PBI(parallel bus interface)
is driven directly by the cpu, MIO's
and other harddrive interfaces could
be accessed at standard PC speeds.

3 Integer calculations and Data jugling
operations.

>>This is the reason people buys the new
16/32 machines. Everyone wants their
information delivered at a reasonable
speed. Remember for Humans the less
time something requires the more it
seems to be used.

4 The windowing/icon user interface
would be workable in the graphics 8
mode for machines with more than
64K.

The botton line is Any upgrade to the moderately useful XE/XLs line would be appriciated.

BUT ANY UPGRADES THAT WOULD NOT REACH
A MAJORITY OF THE 8-BIT ATARI COMMUNITY
WOULD NOT TEMPT THE SOFTWARE DEVELOPERS
TO WRITE FOR OUR MACHINES.
MY 8-bit will still be used whether

or not i buy a new computer. Most
of the info-atari8 readers feel the
same way.

William M Buford
(Novice Hardware Hacker)
(An Action! Programmer!)

Dflint02@ulkyvx.bitnet

Date: Fri, 25 Sep 87 17:20 EDT
From: John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>
Subject: ARC file format?
To: info-atari8@SCORE.STANFORD.EDU

Does anyone know the format of .ARC files, as hacked by the ARCX and ARC
that were posted a while ago? I've gotten sick of their slowness and
low memory requirements, and am contemplating whacking together some new
ones. I've looked at dumps of the binaries, but it's not obvious how
the files are constructed (not surprising, if they're Huffman encoded).
Alternatively, does anyone know how to lay hands on the source for ARCX
and ARC? Failing that, does anyone know how to contact the authors?
Thanks for any info.

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

577. Atari Trak-Ball for sale

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-28 16:09:08 UTC
From: davidlo@vaxwaller.UUCP
Message-ID: <1134@vaxwaller.UUCP>
Source record: 117431
Cross-posted to:
comp.sys.amiga,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac,comp.sys.ibm.pc,misc.forsale

```
:@^%,
an't cancel %s: %s

y
%s
```

Atari "Trak-Ball" for sale. It has a trackball/joystick switch.
Brand new condition. Asking for $15 plus postage or best offer.
E-mail if interested.

--
David Lo (415)939-2400 /\ o
Varian Instruments, 2700 Mitchell Drive, Walnut Creek, CA 94598 \/
{ptsfa,lll-crg,zehntel,dual,amd,fortune,ista,rtech,csi,normac}varian!davidlo

578. VT52B: Yet Another Terminal Emulator (Part 1 of 3)

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-28 16:29:27 UTC
From: ehs@jumbo.dec.com
Message-ID: <952@jumbo.dec.com>
Source record: 117432

Hardly what the 8-bit Atari world needs most right now, but here's why I often use this one when I just want a Unix terminal (no file transfers):

- It uses the character set I find most legible on my particular monitor (Commodore 1702, composite color). This is a very subjective call, and I make no claims at all about results on a good monochrome monitor.

- It has relatively fast implementations of most escape sequences. These provide the terminal capabilities needed to make the use of a screen-oriented editor (Emacs) bearable.

- The program is small and simple; it loads and initializes quickly.

- Source (in ACTION!) is available for customization and adaptation.

I'm posting VT52B in case anyone else has similar requirements. It is an upgrade of the ACTION! program VT52A posted by Michael Jenkin about a year ago. Michael's font looks bolder and more blocky than the ones used by the other 80 column programs that I've tried. In addition, the proportions of some characters are exaggerated a bit to make the corresponding shapes more distinctive. This is a good trade-off for my eyes and monitor; your mileage may differ. I have modified VT52A by reworking the display management, adding a few new escape sequences, and generally trying to streamline what seemed to be the critical loops. My thanks to Michael for permission to use his character set as well as the general framework of his program.

I am posting the sources for three reasons. First, I don't have a copy of the ACTION! runtime library to link with the object code. Second, this is an edit-and-compile project; there are no runtime menus, and some customization of the source will probably be necessary. Finally, 80-column screen management is done by an "A:" handler that is comparable to the standard "S:" handler. It might be of some interest for other applications, even if you don't care about a terminal emulator.

Most of the revision of VT52A was done as a Sunday afternoon hack, with some further additions and changes suggested by experience with the program. It now does what I need, but there is plenty of room for further development. All my testing has been done with an Atari 800, an Atari 850 interface, and Hayes-incompatible modems at 1200 and 2400 baud.
The mainframes have been VAXen running various versions of Ultrix (essentially similar to BSD 4.2 and 4.3 Unix) with Unipress (Gosling) Emacs as the primary editor. I've had considerable trouble getting other terminal emulators to work in this environment. If you have similar problems getting VT52B to work for you, I'd be interested in hearing about it.

Some documentation and a suggested Unix termcap entry appear in the next message. The message following that contains the ACTION! source code for VT52B.ACT.

Ed Satterthwaite
DEC Systems Research Center, Palo Alto, CA
Arpa: ehs@src.DEC.COM
Uucp: {...}!decwrl!ehs

579. VT52B: Yet Another Terminal Emulator (Part 2 of 3)

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-28 16:32:37 UTC
From: ehs@jumbo.dec.com
Message-ID: <953@jumbo.dec.com>
Source record: 117433

```
--------------------------------------------------------------------------------

VT52B Documentation

Overview
--------

VT52B consists of two modules. One is a fairly general handler for an
"A:" device that manages a 24 x 80 screen. It provides a
character-oriented output device that recognizes embedded escape
sequences. These escape sequences perform various display control
functions. They support a subset of the VT52 terminal capabilities plus a
few extensions needed for incremental display updates. The other module
is a very simple (perhaps too simple) terminal protocol manager that
attempts to coordinate the K:, R: and A: devices to emulate an
extended VT52 terminal.

The A: handler uses techniques of display list management that are by now
fairly standard and well-known. I hope that most of the code will be
fairly scrutable to an experienced ACTION! programmer. I will not attempt
to explain it here but I will try to answer any specific questions that
arise.

The A: Handler
--------------

The following VT52 escape sequences are supported:

esc-A moves cursor up one line
esc-B moves cursor down one line
esc-C moves cursor right one column
esc-D moves cursor left one column
esc-H homes cursor
esc-I reverse line feed
esc-J clears from cursor to end of screen
esc-K clears from cursor to end of line
esc-Y positions cursor (see VT52 specs for X,Y encoding)

The following extensions are also supported:

esc-F enters 'stand-out' (inverse video) mode
esc-G exits 'stand-out' mode
esc-L inserts blank character space at the cursor
esc-M deletes character at the cursor
esc-N inserts blank line at the cursor
esc-O deletes line containing the cursor
```

A suitable UNIX termcap entry appears at the end of this file. The extension codes have been chosen to be compatible with the "VT-52XL" terminal supported by Chameleon, and the same termcap should be suitable for both.

The support for 'stand-out' mode has not been extensively tested, but it is good enough to do Emacs mode lines and the like. Its use is a mixed blessing, however, since the inverted video can be much less readable. To disable it, remove the next-to-last line from the suggested termcap.

The code could easily be modified to support 'insert' and 'delete' modes directly, and the corresponding incremental updates would be considerably faster. I have not done this because such modality can be disastrous over a noisy or unreliable line.

When the A: device is opened, it allocates space for its display bit maps and custom display lists from the top of available memory as recorded in MEMTOP (location $2E5) and updates MEMTOP. These data structures require approximately 8200 bytes. If sufficient space is not available, the open fails and MEMTOP is not changed.

Terminal Emulation

ASCII characters not on the Atari keyboard can be entered as follows:

{ ctrl-< or shift-<
} ctrl-> or shift->
~ ctrl-backS or shift-backS
` ctrl-.

The emulator does not provide flow control; buffer overruns drop characters. In my experience, this is never a problem at 1200 baud and is not a problem at 2400 for screen-at-a-time output. The program cannot keep up with continuous output at 2400 baud.

The ASCII bell character (^G) produces no visible or audible output.

Installation

You will need an ACTION! cartridge to compile and run this program. You might also have to edit the source to select the options you require, since there is no provision for changing these at runtime. The configuration of the 850 interface (or similar R: interface) is controlled by the following variables, which are declared and initialized at the beginning of the main program module:
speed, wsize, sbits, lf, iparity, oparity
See the 850 manual for tables of possible values and their meanings. Note that the value of 'speed' is 7 less than the tabulated value, e.g.,
speed baud rate
1 300
2 600
3 1200

5 2400
Alternatively, you can modify the calls of XIO_R in the procedure init_R; these variables are not used elsewhere. As it stands, VT52B supports a 1200 baud modem with 8-bit words, 2 stop bits and no parity.

Many monitors will actually display 25 or 26 lines of text. You can take advantage of this by changing the following definitions at the beginning of the module for the A: handler:
NL number of screen lines (normally 24)
NB number of skip lines in top border (normally 3)
LL *must* equal NL-1
DLSize *must* equal NB + 10*NL + 3
I have had good results with NL=25 and NB=2. If you change NL, be sure to change your termcap entry to agree.

I experimented with several background colors for the display. I eventually settled on a pale blue that seemed to be the best compromise between contrast and flicker on my particular monitor. See the procedure init_A if you want to change this.

The emulator module contains a procedure load_R. This is a machine-code insert essentially similar to the code in the autorun file that downloads the R: handlers from the 850. I added it when I was having some trouble with 850 (re)initialization. I left it in because it makes the object file somewhat smaller and easier to build. If you have a different interface unit or prefer a different handler, delete init_R and prepend your handler to the object file in the usual way.

You must compile this program with lower case enabled. You must also compile it with space for the R: handlers reserved in low memory. The simplest way to do this is to load the handler you intend to use (by executing the AUTORUN.SYS file, for example) before compiling VT52B.ACT. You can then execute the compiled program directly or save it for later execution using the DOS "L" command or equivalent. If you deleted init_R, you must prepend an appropriate R: handler. Alternatively, you can set the code origin to reserve space for your handler as described on page 144 of the ACTION! manual. You are in terminal emulation mode as soon as execution begins.

Note: At least some versions of the 850 will not download the R: handlers a second time until the power has been cycled on either the console computer or the 850. Thus if you load the handlers (e.g., with the standard AUTORUN.SYS file), do something that destroys them (e.g., going to DOS without a MEM.SAV file) and then attempt to reload them, you will be left without warning with bad handlers.

Suggested Termcap Entry

Here's one that has worked for me:

```
dw|vt52|decvt52:\
:cr=^M:do=^J:nl=^J:bl=^G:le=^H:bs:cd=\EJ:ce=\EK:\
```

```
:cl=\EH\EJ:cm=\EY%+ %+ :co#80:li#24:nd=\EC:ta=^I:pt:sr=\EI:\
:up=\EA:ku=\EA:kd=\EB:kr=\EC:kl=\ED:kb=^H:
a1|atari|atari vt52 emulator:\
:am:pt:tc=vt52:
a2|atari+|vt52xl|atari vt52+ emulator:\
:al=\EN:dl=\EO:im=:ei=:ic=\EL:dm=:ed=:dc=\EM:\
:so=\EF:se=\EG:\
:tc=atari:
```

Note that it can take some extra work to get your favorite program to notice changes in the terminal type and capabilities. If the program is able to use the escape sequences, you should notice a definite difference between vt52 and atari+ termcap entries. Here's a script from our system administrator that works for Emacs:

```
#! /bin/csh -f
#
# vt52b-mode - setup terminal for vt52b mode.
#
stty dec new cr0
set noglob
setenv TERMCAP atari.termcap
setenv TERM atari+
eval `tset -s -I -Q`
set term = atari+
unset noglob
```

Replace "atari.termcap" with the name of the file containing a termcap entry similar to the one above.

Ed Satterthwaite
Arpa: ehs@src.DEC.COM
Uucp: {...}!decwrl!ehs

580. VT52B: Yet Another Terminal Emulator (Part 3 of 3)

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-28 16:35:34 UTC
From: ehs@jumbo.UUCP
Message-ID: <954@jumbo.dec.com>
Source record: 117434

```
--VT52B.ACT--cut here-------------------------
;*********************************
;* *
;* VT52B.ACT - a VT52+ emulator *
;* written in ACTION(tm) by *
;* *
;* Ed Satterthwaite *
;* ehs@src.DEC.COM *
;* ...!decwrl!ehs *
;* Copyright 1987 *
;* *
;* derived with permission from *
;* *
;*********************************
;* *
;* VT52A.ACT - a VT52+ emulator *
;* written in ACTION(tm) by *
;* *
;* Michael R. M. Jenkin *
;* University of Toronto *
;* ...!utcsri!utai!jenkin *
;* copyright(c) 1985 *
;* *
;*********************************
;* *
;* This program may be copied *
;* and redistributed without *
;* charge for noncommercial use. *
;* All commercial rights *
;* reserved. *
;* *
;*********************************

MODULE
;A: handler, by Michael Jenkin
; revised, by Ed Satterthwaite

DEFINE NB = "3", ;# top blank lines
NL = "24", ;# lines on screen
LL = "23", ;indexed 0..LL
DLSize = "246" ;NB + 10*NL + 3

DEFINE LDY = "$A0",
RTS = "$60",
JMP = "$4C"
```

```
CARD ARRAY ProgEnd(1) ;compiler allocates this last

BYTE lmargin = $52, rmargin = $53,
rowcrs = $54, oldrow = $5A,
colcrs = $55,
oldchr = $5D, inesc, need,
needx, inv

CARD appmhi = $0E,
oldcol = $5B,
sdlst = $230,
memtop = $2E5

BYTE ARRAY InvMask = [$00 $0F]

BYTE ARRAY chset = [
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 6 6 6 6 0 6 0
0 10 10 10 0 0 0 0
10 14 10 14 10 0 0 0
```

```
4 14 8 14 2 14 4 0
0 10 2 6 12 8 10 0
0 14 2 6 6 2 14 0
0 6 6 6 0 0 0 0
0 6 12 8 8 12 6 0
0 12 6 2 2 6 12 0
0 10 4 14 4 10 0 0
0 4 4 14 4 4 0 0
0 0 0 0 0 6 6 12
0 0 0 14 0 0 0 0
0 0 0 0 0 6 6 0
0 2 2 4 4 8 8 0
0 14 10 10 10 10 14 0
0 4 12 4 4 4 14 0
0 14 2 2 14 8 14 0
0 14 2 14 2 2 14 0
0 10 10 10 14 2 2 0
0 14 8 14 2 2 14 0
0 14 8 14 10 10 14 0
0 14 2 6 4 4 4 0
0 14 10 14 10 10 14 0
0 14 10 14 2 2 2 0
0 0 6 6 0 6 6 0
0 0 6 6 0 6 6 12
0 2 6 12 12 6 2 0
0 0 14 0 0 14 0 0
0 8 12 6 6 12 8 0
0 4 10 2 4 0 4 0
14 10 10 14 8 8 14 0
0 4 14 10 10 14 10 0
0 12 10 12 10 10 12 0
0 14 10 8 8 10 14 0
0 12 10 10 10 10 12 0
0 14 8 12 8 8 14 0
0 14 8 12 8 8 8 0
0 14 8 8 10 10 14 0
0 10 10 14 10 10 10 0
0 14 4 4 4 4 14 0
0 2 2 2 2 10 14 0
0 10 10 12 12 10 10 0
0 8 8 8 8 8 14 0
0 10 14 14 10 10 10 0
0 12 10 10 10 10 10 0
0 14 10 10 10 10 14 0
0 14 10 14 8 8 8 0
0 14 10 10 10 10 14 2
0 14 10 14 12 10 10 0
0 14 8 14 2 2 14 0
0 14 4 4 4 4 4 0
0 10 10 10 10 10 14 0
```

```
0 10 10 10 10 10 4 0
0 10 10 10 14 14 10 0
0 10 10 4 4 10 10 0
0 10 10 4 4 4 4 0
0 14 2 4 4 8 14 0
0 14 8 8 8 8 14 0
0 8 8 4 4 2 2 0
0 14 2 2 2 2 14 0
0 4 4 10 0 0 0 0
0 0 0 0 0 0 15 0
0 4 6 2 0 0 0 0
0 0 14 2 14 10 14 0
0 8 8 14 10 10 14 0
0 0 0 14 8 8 14 0
0 2 2 14 10 10 14 0
0 0 14 10 14 8 14 0
0 0 14 8 12 8 8 0
0 0 14 10 10 14 2 14
0 8 8 14 10 10 10 0
0 6 0 6 6 6 6 0
0 6 0 6 6 6 6 12
0 8 8 10 14 10 10 0
0 12 4 4 4 4 14 0
0 0 10 14 14 10 10 0
0 0 12 10 10 10 10 0
0 0 14 10 10 10 14 0
0 0 14 10 10 14 8 8
0 0 14 10 10 14 2 2
0 0 14 10 8 8 8 0
0 0 14 8 14 2 14 0
0 4 14 4 4 4 4 0
0 0 10 10 10 10 14 0
0 0 10 10 10 10 4 0
0 0 10 10 14 14 10 0
0 0 10 14 4 14 10 0
0 0 10 10 10 14 2 14
0 0 14 2 4 8 14 0
2 4 4 8 4 4 2 0
6 6 6 0 0 6 6 6
8 4 4 2 4 4 8 0
0 10 5 0 0 0 0 0
0 0 0 0 0 0 0 0
]

CARD ARRAY
DBase(NL), ;display line bases
DLBase(2), ;display list bases
LMaps(2) ;line map bases

BYTE ARRAY ;storage for line maps
LMapA(NL),
```

```
LMapB(NL)

BYTE ARRAY
LMap ;logical line -> DBase index

BYTE dl ;current display list and line map selection

CARD FUNC DAlloc(CARD size, mask)
CARD base
base = memtop - size
IF (base & mask) # ((memtop-1) & mask) THEN
base = (memtop & mask) - size
FI
memtop = base
RETURN (base)

PROC InitBitMap() ;build GR.8 line chunks
BYTE i
CARD base
FOR i = 0 TO LL DO
base = DAlloc(320, $F000)
DBase(i) = base
IF base >= appmhi THEN
Zero(base, 320)
FI
OD
RETURN

PROC InitDL() ;build display lists
BYTE i, j
CARD b, base
BYTE ARRAY d
LMaps(0) = LMapA
LMaps(1) = LMapB
LMap = LMaps(0)
b = DAlloc(DLSize, $FC00)
d = b
IF b >= appmhi THEN
FOR i = 1 TO NB DO
d(0) = $70 ; blank skip
d ==+ 1
OD
FOR i = 0 TO LL DO
base = DBase(i)
d(0) = $4F ; mode line + LMS, Gr. 8
d(1) = base & $FF
d(2) = base RSH 8
FOR j = 3 TO 9 DO
d(j) = $0F ; mode line, Gr. 8
OD
LMap(i) = i
d ==+ 10
```

```
OD
d(0) = $41
d(1) = b & $FF
d(2) = b RSH 8
FI
DLBase(0) = b
b = DAlloc(DLSize, $FC00)
d = b
IF b >= appmhi THEN
MoveBlock(b, DLBase(0), DLSize)
d(DLSize-2) = b & $FF
d(DLSize-1) = b RSH 8
FI
DLBase(1) = b
dl = 0
sdlst = DLBase(0)
RETURN

PROC UpdateDL(BYTE del, ins)
; move line from row del to row ins
; and blank it
BYTE i, j
CARD old, new
BYTE ARRAY oldLMap
CARD POINTER s, d
BYTE m
CARD p
old = DLBase(dl)
oldLMap = LMap
dl ==! 1
new = DLBase(dl)
LMap = LMaps(dl)
s = old + NB + 1 ;skip blank lines
d = new + NB + 1 ;and first mode byte
m = oldLMap(del)
j = 0
FOR i = 0 TO LL DO
IF j = del THEN
s ==+ 10
j ==+ 1
FI
IF i = ins THEN
p = DBase(m)
d^ = p
LMap(i) = m
ELSE
d^ = s^ ;copy addr for LMS
LMap(i) = oldLMap(j)
s ==+ 10
j ==+ 1
```

```
FI
d ==+ 10
OD
Zero(p, 320)
sdlst = new ;next VBI install dl
RETURN

PROC Achr(BYTE cx, cy, cc)
BYTE POINTER sb, db
BYTE i, mask
sb = cc & $7F
sb = (sb LSH 3) + chset
db = (cx RSH 1) + DBase(LMap(cy))
mask = InvMask(inv)
IF cx & 1 THEN
FOR i = 0 TO 7 DO
db^ = ((db^ & $F0) % sb^)!mask
sb ==+ 1
db ==+ 40
OD
ELSE
mask ==LSH 4
FOR i = 0 TO 7 DO
db^ = ((db^ & $0F) % (sb^ LSH 4))!mask
sb ==+ 1
db ==+ 40
OD
FI
RETURN

PROC Acurse(BYTE cx, cy); invert char
BYTE POINTER db
BYTE i, mask
IF (cx & 1) THEN
mask = $0F
ELSE
mask = $F0
FI
db = (cx RSH 1) + DBase(LMap(cy))
FOR i = 0 TO 7 DO
db^ ==! mask
db ==+ 40
OD
RETURN

PROC Ains(BYTE cx, cy)
CARD lb
BYTE POINTER db
BYTE i, bx, b
BYTE cout, t
bx = cx RSH 1
```

```
lb = DBase(LMap(cy))
FOR i = 0 TO 7 DO
b = bx
db = lb + b
IF cx & 1 THEN
cout = db^ LSH 4
db^ ==& $F0
db ==+ 1
b ==+ 1
ELSE
cout = 0
FI
WHILE b < 40 DO
t = db^
db^ = (t RSH 4) % cout
cout = t LSH 4
db ==+ 1
b ==+ 1
OD
lb ==+ 40
OD
RETURN

PROC Adel(BYTE cx, cy)
CARD lb
BYTE POINTER db
BYTE i, bx, b
BYTE cout, t
bx = cx RSH 1
lb = DBase(LMap(cy))
FOR i = 0 TO 7 DO
b = bx
db = lb + 39
cout = 0
IF cx & 1 THEN
b ==+ 1
FI
WHILE b < 40 DO
t = db^
db^ = (t LSH 4) % cout
cout = t RSH 4
db ==- 1
b ==+ 1
OD
IF cx & 1 THEN
db^ = (db^ & $F0) % cout
FI
lb ==+ 40
OD
RETURN
```

```
PROC Ascroll() ; update cursor
IF colcrs > rmargin THEN
colcrs = lmargin
rowcrs ==+ 1
FI
IF rowcrs > LL THEN
UpdateDL(0, LL)
rowcrs = LL
FI
Acurse(colcrs,rowcrs)
RETURN

PROC Aesc(BYTE char) ; escape sequence
BYTE ch
BYTE i
IF need = 2 THEN ; 1st ESC Y
needx = char - $20
need ==- 1
ELSEIF need = 1 THEN ; 2nd ESC Y
char ==- $20
IF (needx <= LL) AND (char <= rmargin) THEN
Acurse(colcrs,rowcrs)
colcrs = char
rowcrs = needx
Acurse(colcrs,rowcrs)
FI
need = 0
ELSEIF char = 'A THEN ; cursor up
IF rowcrs > 0 THEN
Acurse(colcrs,rowcrs)
rowcrs ==- 1
Acurse(colcrs,rowcrs)
FI
ELSEIF char = 'B THEN ; cursor down
IF rowcrs < LL THEN
Acurse(colcrs,rowcrs)
rowcrs ==+ 1
Acurse(colcrs,rowcrs)
FI
ELSEIF char = 'C THEN ; cursor right
IF colcrs < rmargin THEN
Acurse(colcrs,rowcrs)
colcrs ==+ 1
Acurse(colcrs,rowcrs)
FI
ELSEIF char = 'D THEN ; cursor left
IF colcrs > 0 THEN
Acurse(colcrs,rowcrs)
colcrs ==- 1
Acurse(colcrs,rowcrs)
FI
```

```
ELSEIF char = 'F THEN ; inverse on
inv = 1
ELSEIF char = 'G THEN ; inverse off
inv = 0
ELSEIF char = 'H THEN ; home
Acurse(colcrs,rowcrs)
colcrs = 0
rowcrs = 0
Acurse(colcrs,rowcrs)
ELSEIF char = 'I THEN ; reverse lf
Acurse(colcrs,rowcrs)
IF rowcrs > 0 THEN
rowcrs ==- 1
ELSE
UpdateDL(LL, 0)
FI
Acurse(colcrs,rowcrs)
ELSEIF char = 'J THEN ; erase to EOS
FOR ch = colcrs TO 79 DO
Achr(ch,rowcrs,' )
OD
i = rowcrs + 1
WHILE i <= LL DO
Zero(DBase(LMap(i)),320)
i ==+ 1
OD
Acurse(colcrs,rowcrs)
ELSEIF char = 'K THEN ; erase to EOL
FOR ch = colcrs TO 79 DO
Achr(ch,rowcrs,' )
OD
Acurse(colcrs,rowcrs)
ELSEIF char = 'L THEN ; insert space
Acurse(colcrs, rowcrs)
Ains(colcrs, rowcrs)
Acurse(colcrs,rowcrs)
ELSEIF char = 'M THEN ; delete char
Adel(colcrs, rowcrs)
Acurse(colcrs,rowcrs)
ELSEIF char = 'N THEN ; insert line
Acurse(colcrs, rowcrs)
UpdateDL(LL, rowcrs)
colcrs = 0
Acurse(colcrs,rowcrs)
ELSEIF char = 'O THEN ; delete line
UpdateDL(rowcrs, LL)
colcrs = 0
Acurse(colcrs,rowcrs)
ELSEIF char = 'Y THEN ; cursor addr
need = 2
```

```
FI
IF need = 0 THEN
inesc = 0
FI
RETURN

PROC Aopen()
CARD savetop
savetop = memtop
InitBitMap()
InitDL()
IF memtop < appmhi THEN
memtop = savetop
[LDY 147 RTS] ; fail
FI
inesc = 0
inv = 0
need = 0
lmargin = 0
rmargin = 79
rowcrs = 0
colcrs = 0
Acurse(colcrs,rowcrs)
[LDY 1 RTS]

PROC Aclose()
[LDY 1 RTS]

PROC Aput(BYTE areg)
IF inesc =1 THEN; escape sequence
Aesc(areg)
ELSEIF areg = $1B THEN ; ESC
inesc = 1
ELSEIF areg = $9B THEN ; EOL
Acurse(colcrs,rowcrs)
colcrs = 0
Ascroll()
ELSEIF areg = $0A THEN ; lf
Acurse(colcrs,rowcrs)
rowcrs ==+ 1
Ascroll()
ELSEIF areg = $08 THEN ; BS
IF colcrs > 0 THEN
Acurse(colcrs,rowcrs)
colcrs ==- 1
Ascroll()
FI
ELSEIF areg = $07 THEN ; bell
; do nothing
ELSEIF areg = $09 THEN ; TAB
Acurse(colcrs,rowcrs)
```

```
colcrs = (colcrs + 8) & $F8
Ascroll()
ELSE
Achr(colcrs,rowcrs,areg)
colcrs ==+ 1
Ascroll()
FI
[LDY 1 RTS]

PROC Anofunc()
[RTS]

PROC Adummy()
[LDY 1 RTS]

PROC Ahandler()
BYTE ARRAY hatabs = $031A
BYTE pos, found
;do not change the following 3 lines
CARD ARRAY atab(6)
BYTE Jmp = [JMP]
CARD init
; define device entry points
atab(0) = Aopen - 1 ;OPEN
atab(1) = Aclose - 1 ;CLOSE
atab(2) = Anofunc - 1 ;READ
atab(3) = Aput - 1 ;WRITE
atab(4) = Adummy - 1 ;STATUS
atab(5) = Anofunc - 1 ;SPECIAL
init = Adummy ;INIT
; find entry in hatabs
found = 0
pos = 0
WHILE (pos < 34) AND (found = 0)
DO
IF hatabs(pos) = 0 THEN
found = 1
ELSE
pos ==+ 3
FI
OD
IF found = 0 THEN
PrintE("*** A: too many devices")
ELSE
hatabs(pos) = 'A
hatabs(pos + 1) = atab & 255
hatabs(pos + 2) = atab RSH 8
FI
RETURN
```

```
;****************************
;* MAIN PROGRAM
;****************************

MODULE

BYTE
ch = $02FC,
shflok = $02BE,
speed = [3],
wsize = [0],
sbits = [0],
lf = [0],
iparity = [0],
oparity = [0]

CARD
bcount = $02EB

; iocb 3 definitions
BYTE iocb3cmd=$372 ; cmd byte
CARD iocb3buf=$374, ; buffer address
iocb3len=$378 ; buffer length
BYTE iocb3aux1=$37A, ; aux1 byte
iocb3aux2=$37B ; aux2 byte

DEFINE BUFLEN = "1024"
BYTE ARRAY BUFFER(BUFLEN)

PROC CIO=$E456(BYTE areg, xreg)

PROC XIO_R(BYTE cmd, aux1, aux2)
;because library XIO seemed flakey
iocb3cmd = cmd
iocb3buf = 0
iocb3len = 0
iocb3aux1 = aux1
iocb3aux2 = aux2
CIO(0,$30)
RETURN

PROC load_R(); load R: handlers
[$A9 $50 $8D $00 $03
$A9 $01 $8D $01 $03
$A9 $3F $8D $02 $03
$A9 $40 $8D $03 $03
$A9 $05 $8D $06 $03 $8D $05 $03
$A9 $00 $8D $04 $03 $8D $09 $03
$8D $0A $03 $8D $0B $03
$A9 $0C $8D $08 $03
$20 $59 $E4
$10 $01 $60
$A2 $0B
$BD $00 $05 $9D $00 $03
```

```
$CA
$10 $F7
$20 $59 $E4
$30 $06
$20 $06 $05 $6C $0C $00
$60
]

PROC init_R(); set options for R:
Close(3)
Open(3,"R1:",13,0)
XIO_R(34,192+48,0)
XIO_R(38,lf*64+oparity+4*iparity,0)
XIO_R(36,speed+7+wsize*16+128*sbits,0)
iocb3cmd=40 ; start concurrent I/O
iocb3buf=BUFFER
iocb3len=BUFLEN
CIO(0,$30)
bcount = 0
RETURN

PROC init_A(); set up A: device
Ahandler() ; install A: handler
Close(2)
Open(2,"A:",8,0)
SetColor(1,0,0)
; SetColor(2,12,15) ;white field
; SetColor(2,3,6) ;amber field
SetColor(2,10,12) ;lt. blue field
RETURN

PROC intro()
Close(7)
Open(7,"K:",4,0)
shflok = 0
init_R()
init_A()
RETURN

BYTE FUNC remote(); remote char?
iocb3cmd=13 ; get R: status
CIO(0,$30) ; *** call CIO ***
IF bcount = 0 THEN
RETURN(0)
FI
RETURN(1)

BYTE FUNC local() ; local char?
RETURN($FF-ch)

PROC do_local(); process local
BYTE char
```

```
char = GetD(7)
IF char = 127 THEN ;tab
char = 9
ELSEIF char = 125 THEN ;left curl
char = 123
ELSEIF char = 157 THEN ;right curl
char = 125
ELSEIF char = 255 THEN ;right curl
char = 125
ELSEIF char = 156 THEN ;tilde
char = 126
ELSEIF char = 254 THEN ;tilde
char = 126
ELSEIF char = 126 THEN ; delete
char = 127
FI
PutD(3,char)
RETURN

PROC main()
BYTE char
load_R()
appmhi = ProgEnd
intro()
DO
IF remote() THEN
char = GetD(3)
PutD(2,char)
ELSEIF local() THEN
do_local()
FI
OD
RETURN
```

581. Re: Info-Atari8 Digest V87 #84

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-29 13:16:00 UTC
From: Cothrell@DOCKMASTER.ARPA
Message-ID: <870929131609.750248@DOCKMASTER.ARPA>
Source record: 117435

Mr. Buford (DFLINT) made a speech on why to upgrade the ATARI 8 bit CPU's. one of his points was to embarrase Tramile (sorry if its spelled wrong). I must say, that as one of those working on an upgrade, embarrasing ANYBODY is not in my mind. As a matter of fact, I would even consider signing over the upgrade to Atari if it could be used to make the Atari machines a better product. I see supporting Atari as an investment in my computer...the returns being more support from Atari and the Software industry.

Scott Cothrell

Cothrell -at Dockmaster.arpa

PS. no Atari did not pay me for this...Although I wouldn't mind working for them!

582. Re: ARC file format?

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-29 21:11:30 UTC
From: hyc@umix.UUCP
Message-ID: <1851@umix.cc.umich.edu>
Source record: 117436

A long time ago I said I'd port ARC in Action!, but I never finished,
and my 800XL has since bit the dust. However, I have full docs and source
code in C if you want them. I'm currently porting ARC 5.20 to my ST.
A description of the ARC header follows....
-=-

ARC-FILE.INF, created by Keith Petersen, W8SDZ, 21-Sep-86, extracted
from UNARC.INF by Robert A. Freed.

From: Robert A. Freed
Subject: Technical Information for ARC files
Date: June 24, 1986

Note: In the following discussion, UNARC refers to my CP/M-80 program
for extracting files from MSDOS ARCs. The definitions of the ARC file
format are based on MSDOS ARC512.EXE.

ARCHIVE FILE FORMAT

Component files are stored sequentially within an archive. Each entry
is preceded by a 29-byte header, which contains the directory
information. There is no wasted space between entries. (This is in
contrast to the centralized directory used by Novosielski libraries.
Although random access to subfiles within an archive can be noticeably
slower than with libraries, archives do have the advantage of not
requiring pre-allocation of directory space.)

Archive entries are normally maintained in sorted name order. The
format of the 29-byte archive header is as follows:

Byte 1: 1A Hex.
This marks the start of an archive header. If this byte is not found
when expected, UNARC will scan forward in the file (up to 64K bytes)
in an attempt to find it (followed by a valid compression version).
If a valid header is found in this manner, a warning message is
issued and archive file processing continues. Otherwise, the file is
assumed to be an invalid archive and processing is aborted. (This is
compatible with MS-DOS ARC version 5.12). Note that a special
exception is made at the beginning of an archive file, to accomodate
"self-unpacking" archives (see below).

Byte 2: Compression version, as follows:

0 = end of file marker (remaining bytes not present)
1 = unpacked (obsolete)
2 = unpacked

3 = packed
4 = squeezed (after packing)
5 = crunched (obsolete)
6 = crunched (after packing) (obsolete)
7 = crunched (after packing, using faster hash algorithm) (obsolete)
8 = crunched (after packing, using dynamic LZW variations)

Bytes 3-15: ASCII file name, nul-terminated.

(All of the following numeric values are stored low-byte first.)

Bytes 16-19: Compressed file size in bytes.

Bytes 20-21: File date, in 16-bit MS-DOS format:
Bits 15:9 = year - 1980
Bits 8:5 = month of year
Bits 4:0 = day of month
(All zero means no date.)

Bytes 22-23: File time, in 16-bit MS-DOS format:
Bits 15:11 = hour (24-hour clock)
Bits 10:5 = minute
Bits 4:0 = second/2 (not displayed by UNARC)

Bytes 24-25: Cyclic redundancy check (CRC) value (see below).

Bytes 26-29: Original (uncompressed) file length in bytes.
(This field is not present for version 1 entries, byte 2 = 1.
I.e., in this case the header is only 25 bytes long. Because
version 1 files are uncompressed, the value normally found in
this field may be obtained from bytes 16-19.)

SELF-UNPACKING ARCHIVES

A "self-unpacking" archive is one which can be renamed to a .COM file
and executed as a program. An example of such a file is the MS-DOS
program ARC512.COM, which is a standard archive file preceded by a
three-byte jump instruction. The first entry in this file is a simple
"bootstrap" program in uncompressed form, which loads the subfile
ARC.EXE (also uncompressed) into memory and passes control to it. In
anticipation of a similar scheme for future distribution of UNARC, the
program permits up to three bytes to precede the first header in an
archive file (with no error message).

CRC COMPUTATION

Archive files use a 16-bit cyclic redundancy check (CRC) for error
control. The particular CRC polynomial used is x^16 + x^15 + x^2 + 1,
which is commonly known as "CRC-16" and is used in many data
transmission protocols (e.g. DEC DDCMP and IBM BSC), as well as by
most floppy disk controllers. Note that this differs from the CCITT
polynomial (x^16 + x^12 + x^5 + 1), which is used by the XMODEM-CRC

protocol and the public domain CHEK program (although these do not adhere strictly to the CCITT standard). The MS-DOS ARC program does perform a mathematically sound and accurate CRC calculation. (We mention this because it contrasts with some unfortunately popular public domain programs we have witnessed, which from time immemorial have based their calculation on an obscure magazine article which contained a typographical error!)

Additional note (while we are on the subject of CRC's): The validity of using a 16-bit CRC for checking an entire file is somewhat questionable. Many people quote the statistics related to these functions (e.g. "all two-bit errors, all single burst errors of 16 or fewer bits, 99.997% of all single 17-bit burst errors, etc."), without realizing that these claims are valid only if the total number of bits checked is less than 32767 (which is why they are used in small-packet data transmission protocols). I.e., for file sizes in excess of about 4K bytes, a 16-bit CRC is not really as good as what is often claimed. This is not to say that it is bad, but there are more reliable methods available (e.g. the 32-bit AUTODIN-II polynomial). (End of lecture!)

Bob Freed
62 Miller Road
Newton Centre, MA 02159
Telephone (617) 332-3533

--
-- Howard Chu
"Of *course* it's portable. It's written in C, isn't it?"

583. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-30 03:50:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8709300415.AA06872@ucbvax.Berkeley.EDU>
Source record: 117437

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 30 Sep 87 03:21:38 GMT
Received-2: from score.stanford.edu by BBN.COM id aa26271; 29 Sep 87 22:55 EDT
Date: Tue 29 Sep 87 17:11:26 PDT
Subject: Info-Atari8 Digest V87 #85
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Tuesday, September 29, 1987 Volume 87 : Issue 85

This weeks Editor: Bill Westfield

Today's Topics:

Re: ARC file format?
VT52B: Yet Another Terminal Emulator (Part 2 of 3)
VT52B: Yet Another Terminal Emulator (Part 1 of 3)
Re: reasons for upgrade!
Sorry, but bad reply path
Re: Info-Atari8 Digest V87 #84

------------------------------------------------------------------------

Date: 27 Sep 87 00:05:11 GMT
From: aramis.rutgers.edu!knutsen@rutgers.edu (Mark Knutsen)
Subject: Re: ARC file format?
To: info-atari8@score.stanford.edu

In article <870925172005.1.JRD@GRACKLE.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:

> Does anyone know the format of .ARC files, as hacked by the ARCX and ARC
> that were posted a while ago?
> Failing that, does anyone know how to contact the authors?

I've read articles on the format of .ARC files, but none were in-depth
enough for your purposes. In a nutshell, however, ARC determines
which of four compression techniques to use on each file it's asked to
archive, compresses them, and sticks them together. The 8-bit version
of ARC never uses the 4th technique ("crunching") due to memory
```

restrictions, but the 8-bit ARCX can unARC files compressed with all
four techniques.
I believe that the 8-bit ARC and ARCX were written in Lightspeed C
by the authors of that language, who frequent the GEnie Atari
Roundtable. I can recall reading a message by one of the authors
explaining that it's pointless to attempt to improve on the speed of
the 8-bit ARC. It's a very calculation-intensive application, and the
Atari is only so fast at these things.
Still, if you're willing to tackle the task in assembler, you may be
able to speed it up a bit...

On another note: I have discovered by much experimentation that ARC
1.2 tends to compress text files such that they contain an extra copy
of their last byte when unARCed. This causes ARCX to generate
checksum errors, which can safely be ignored. Regardless, I find it
safest to ARC things with ARC 1.1 and deARC them with ARCX 1.2.
--
_____________________________ Jersey ||| ______________________________
ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | ||| Computer | The JACG BBS: (201)298-0161
------------------------------- / | \ Group ----------------------------

----

Date: 28 Sep 87 16:32:37 GMT
From: jumbo!ehs@decwrl.dec.com (Ed Satterthwaite)
Subject: VT52B: Yet Another Terminal Emulator (Part 2 of 3)
To: info-atari8@score.stanford.edu

VT52B Documentation

Overview

VT52B consists of two modules. One is a fairly general handler for an
"A:" device that manages a 24 x 80 screen. It provides a
character-oriented output device that recognizes embedded escape
sequences. These escape sequences perform various display control
functions. They support a subset of the VT52 terminal capabilities plus a
few extensions needed for incremental display updates. The other module
is a very simple (perhaps too simple) terminal protocol manager that
attempts to coordinate the K:, R: and A: devices to emulate an
extended VT52 terminal.

The A: handler uses techniques of display list management that are by now
fairly standard and well-known. I hope that most of the code will be
fairly scrutable to an experienced ACTION! programmer. I will not attempt
to explain it here but I will try to answer any specific questions that
arise.

The A: Handler

The following VT52 escape sequences are supported:

esc-A moves cursor up one line
esc-B moves cursor down one line
esc-C moves cursor right one column
esc-D moves cursor left one column
esc-H homes cursor
esc-I reverse line feed
esc-J clears from cursor to end of screen
esc-K clears from cursor to end of line
esc-Y positions cursor (see VT52 specs for X,Y encoding)

The following extensions are also supported:

esc-F enters 'stand-out' (inverse video) mode
esc-G exits 'stand-out' mode
esc-L inserts blank character space at the cursor
esc-M deletes character at the cursor
esc-N inserts blank line at the cursor
esc-O deletes line containing the cursor

A suitable UNIX termcap entry appears at the end of this file. The extension codes have been chosen to be compatible with the "VT-52XL" terminal supported by Chameleon, and the same termcap should be suitable for both.

The support for 'stand-out' mode has not been extensively tested, but it is good enough to do Emacs mode lines and the like. Its use is a mixed blessing, however, since the inverted video can be much less readable. To disable it, remove the next-to-last line from the suggested termcap.

The code could easily be modified to support 'insert' and 'delete' modes directly, and the corresponding incremental updates would be considerably faster. I have not done this because such modality can be disastrous over a noisy or unreliable line.

When the A: device is opened, it allocates space for its display bit maps and custom display lists from the top of available memory as recorded in MEMTOP (location $2E5) and updates MEMTOP. These data structures require approximately 8200 bytes. If sufficient space is not available, the open fails and MEMTOP is not changed.

Terminal Emulation

ASCII characters not on the Atari keyboard can be entered as follows:

{ ctrl-< or shift-<
} ctrl-> or shift->
~ ctrl-backS or shift-backS
` ctrl-.

The emulator does not provide flow control; buffer overruns drop characters. In my experience, this is never a problem at 1200 baud and is not a problem at 2400 for screen-at-a-time output. The program cannot keep up with continuous output at 2400 baud.

The ASCII bell character (^G) produces no visible or audible output.

Installation

You will need an ACTION! cartridge to compile and run this program. You might also have to edit the source to select the options you require, since there is no provision for changing these at runtime. The configuration of the 850 interface (or similar R: interface) is controlled by the following variables, which are declared and initialized at the beginning of the main program module:
speed, wsize, sbits, lf, iparity, oparity
See the 850 manual for tables of possible values and their meanings. Note that the value of 'speed' is 7 less than the tabulated value, e.g.,
speed baud rate
1 300
2 600
3 1200
5 2400
Alternatively, you can modify the calls of XIO_R in the procedure init_R; these variables are not used elsewhere. As it stands, VT52B supports a 1200 baud modem with 8-bit words, 2 stop bits and no parity.

Many monitors will actually display 25 or 26 lines of text. You can take advantage of this by changing the following definitions at the beginning of the module for the A: handler:
NL number of screen lines (normally 24)
NB number of skip lines in top border (normally 3)
LL *must* equal NL-1
DLSize *must* equal NB + 10*NL + 3
I have had good results with NL=25 and NB=2. If you change NL, be sure to change your termcap entry to agree.

I experimented with several background colors for the display. I eventually settled on a pale blue that seemed to be the best compromise between contrast and flicker on my particular monitor. See the procedure init_A if you want to change this.

The emulator module contains a procedure load_R. This is a machine-code insert essentially similar to the code in the autorun file that downloads the R: handlers from the 850. I added it when I was having some trouble with 850 (re)initialization. I left it in because it makes the object file somewhat smaller and easier to build. If you have a different interface unit or prefer a different handler, delete init_R and prepend your handler to the object file in the usual way.

You must compile this program with lower case enabled. You must also compile it with space for the R: handlers reserved in low memory. The

simplest way to do this is to load the handler you intend to use (by executing the AUTORUN.SYS file, for example) before compiling VT52B.ACT. You can then execute the compiled program directly or save it for later execution using the DOS "L" command or equivalent. If you deleted init_R, you must prepend an appropriate R: handler. Alternatively, you can set the code origin to reserve space for your handler as described on page 144 of the ACTION! manual. You are in terminal emulation mode as soon as execution begins.

Note: At least some versions of the 850 will not download the R: handlers a second time until the power has been cycled on either the console computer or the 850. Thus if you load the handlers (e.g., with the standard AUTORUN.SYS file), do something that destroys them (e.g., going to DOS without a MEM.SAV file) and then attempt to reload them, you will be left without warning with bad handlers.

Suggested Termcap Entry

Here's one that has worked for me:

```
dw|vt52|decvt52:\
:cr=^M:do=^J:nl=^J:bl=^G:le=^H:bs:cd=\EJ:ce=\EK:\
:cl=\EH\EJ:cm=\EY%+ %+ :co#80:li#24:nd=\EC:ta=^I:pt:sr=\EI:\
:up=\EA:ku=\EA:kd=\EB:kr=\EC:kl=\ED:kb=^H:
a1|atari|atari vt52 emulator:\
:am:pt:tc=vt52:
a2|atari+|vt52xl|atari vt52+ emulator:\
:al=\EN:dl=\EO:im=:ei=:ic=\EL:dm=:ed=:dc=\EM:\
:so=\EF:se=\EG:\
:tc=atari:
```

Note that it can take some extra work to get your favorite program to notice changes in the terminal type and capabilities. If the program is able to use the escape sequences, you should notice a definite difference between vt52 and atari+ termcap entries. Here's a script from our system administrator that works for Emacs:

```
#! /bin/csh -f
#
# vt52b-mode - setup terminal for vt52b mode.
#
stty dec new cr0
set noglob
setenv TERMCAP atari.termcap
setenv TERM atari+
eval `tset -s -I -Q`
set term = atari+
unset noglob
```

Replace "atari.termcap" with the name of the file containing a termcap entry similar to the one above.

Ed Satterthwaite
Arpa: ehs@src.DEC.COM
Uucp: {...}!decwrl!ehs

Date: 28 Sep 87 16:29:27 GMT
From: jumbo!ehs@decwrl.dec.com (Ed Satterthwaite)
Subject: VT52B: Yet Another Terminal Emulator (Part 1 of 3)
To: info-atari8@score.stanford.edu

Hardly what the 8-bit Atari world needs most right now, but here's why I often use this one when I just want a Unix terminal (no file transfers):

- It uses the character set I find most legible on my particular monitor (Commodore 1702, composite color). This is a very subjective call, and I make no claims at all about results on a good monochrome monitor.

- It has relatively fast implementations of most escape sequences. These provide the terminal capabilities needed to make the use of a screen-oriented editor (Emacs) bearable.

- The program is small and simple; it loads and initializes quickly.

- Source (in ACTION!) is available for customization and adaptation.

I'm posting VT52B in case anyone else has similar requirements. It is an upgrade of the ACTION! program VT52A posted by Michael Jenkin about a year ago. Michael's font looks bolder and more blocky than the ones used by the other 80 column programs that I've tried. In addition, the proportions of some characters are exaggerated a bit to make the corresponding shapes more distinctive. This is a good trade-off for my eyes and monitor; your mileage may differ. I have modified VT52A by reworking the display management, adding a few new escape sequences, and generally trying to streamline what seemed to be the critical loops. My thanks to Michael for permission to use his character set as well as the general framework of his program.

I am posting the sources for three reasons. First, I don't have a copy of the ACTION! runtime library to link with the object code. Second, this is an edit-and-compile project; there are no runtime menus, and some customization of the source will probably be necessary. Finally, 80-column screen management is done by an "A:" handler that is comparable to the standard "S:" handler. It might be of some interest for other applications, even if you don't care about a terminal emulator.

Most of the revision of VT52A was done as a Sunday afternoon hack, with some further additions and changes suggested by experience with the program. It now does what I need, but there is plenty of room for further development. All my testing has been done with an Atari 800, an Atari 850 interface, and Hayes-incompatible modems at 1200 and 2400 baud.
The mainframes have been VAXen running various versions of Ultrix

(essentially similar to BSD 4.2 and 4.3 Unix) with Unipress (Gosling)
Emacs as the primary editor. I've had considerable trouble getting other
terminal emulators to work in this environment. If you have similar
problems getting VT52B to work for you, I'd be interested in hearing about
it.

Some documentation and a suggested Unix termcap entry appear in the next
message. The message following that contains the ACTION! source code for
VT52B.ACT.

Ed Satterthwaite
DEC Systems Research Center, Palo Alto, CA
Arpa: ehs@src.DEC.COM
Uucp: {...}!decwrl!ehs

Date: 27 Sep 87 00:09:35 GMT
From: hp-pcd!uoregon!omepd!hah@hplabs.hp.com (Hans Hansen)
Subject: Re: reasons for upgrade!
To: info-atari8@score.stanford.edu

In article <8709242218.AA05629@ucbvax.Berkeley.EDU> DFLINT02@ULKYVX.BITNET writes:
>Did someone on the net ask for reasons on why an upgrade for the atari 6502
>should be attempted.
>
>
>The main reason i would want a 65816 in my machine would be to embarrass
>TRAMIAL. He has bumbled with a great machine. The handling of the 8-bit as
>compared for the ST has been unexcusable. Atari should realize by now that the
>whole 1.5 million active atari 8-bit users are not going to upgrade to the ST.
>When IBM is backing a new comparable machine in the same price range.
>
>The botton line is Any upgrade to the moderately useful XE/XLs line would be
>appriciated.
>
>William M Buford

The 16/32 bit upgrade to the Atari 800 line has been on the dealers shelves
sinse September 1985 !! The problem that most Atari 800 owners have is
one of idenity -- they fail to see what has been placed in front of their
faces.

I of course am talking about the Amiga 1000. I bought my Atari 800 for
its great graphics, sound, and FRIENDLY user interface, BTW its SN is
00232 ! The Amiga 1000 IS the NEXT generation Atari 800 ! The chief
H/W architect for the Atari 2600, Atari 800 and the Amiga 1000 is Jay
Miner ! The Amiga's great MULTITASKING OS is just a super bonus to an
already super computer. BTW my Amiga's SN is D605 - its a preproduction
box !

BTW I have worked for Atari (pre JT), Commodore (during the JT reign), and
Amiga (1984-5). Am I jaded ? YES I will not purchase a JT product ever

again !

I am no longer connected with either Atari or Commodore except that I
own their products.

Amiga 1000 Simply the best computer for 3X the price
Atari 800 Best 8 bit computer built.
Atari 400 Expanded to 48K. Same as above.
C64 Used only to play games on. OS sucks cow sn@t.
VIC20 Same as the C64.
Atari 2600 Great little game machine.

Hans

These comments are mine, mine, mine... however all may share them.

Date: 29 Sep 87 04:44:01 GMT
From: sunybcs!bingvaxu!leah!uwmcsd1!csd4.milw.wisc.edu!pirc2499@rutgers.edu (James Franc Pirc)
Subject: Sorry, but bad reply path
To: info-atari8@score.stanford.edu

Sorry about posting this on the net but I couldn't reply via mail.

Jon A. Tankersley: Please leave a way of getting hold of you.
I tried replying to your mail but it came back returned saying
bad system (cr1a) I think...

James

True : James Pirc
ARPA : pirc2499@csd4.milw.wisc.edu
GEnie: JIM.PIRC

Date: Tue, 29 Sep 87 09:16 EDT
From: Cothrell@DOCKMASTER.ARPA
Subject: Re: Info-Atari8 Digest V87 #84
To: Info-Atari8@SCORE.STANFORD.EDU
In-Reply-To: Message of 27 Sep 87 00:27 EDT from "Info-Atari8 Digest"

Mr. Buford (DFLINT) made a speech on why to upgrade the ATARI 8 bit
CPU's. one of his points was to embarrase Tramile (sorry if its spelled
wrong). I must say, that as one of those working on an upgrade,
embarrasing ANYBODY is not in my mind. As a matter of fact, I would
even consider signing over the upgrade to Atari if it could be used to
make the Atari machines a better product. I see supporting Atari as an
investment in my computer...the returns being more support from Atari
and the Software industry.

Scott Cothrell

Cothrell -at Dockmaster.arpa

PS. no Atari did not pay me for this...Although I wouldn't mind working
for them!

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

584. Re: Atari Trak-Ball for sale

Newsgroup: comp.sys.atari.8bit
Date: 1987-09-30 17:06:49 UTC
From: ranjit@cory.Berkeley.EDU.UUCP
Message-ID: <4050@zen.berkeley.edu>
Source record: 117438
Cross-posted to:
comp.sys.amiga,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac,comp.sys.ibm.pc,ba.forsale,misc.forsale

> Atari "Trak-Ball" for sale. It has a trackball/joystick switch.
> Brand new condition. Asking for $15 plus postage or best offer.

I might nte, for those of you who were looking for a trackball, that Kaybee
Toys, an apaprently nationwide chain, is selling Atari trackballs for
$8. Also radio controlled joysticks, a pair for $12, but those just
seem so decadent...

Disclaimer: I have no relationship with Kaybee Toys except as a customer.
(I buy all my bubble-soap there.)

.......(o o)....... ranjit@cory.berkeley.edu
---vvv---U---vvv--- ucbvax!cory!ranjit

585. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-01 04:03:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA.UUCP
Message-ID: <8710010425.AA05243@ucbvax.Berkeley.EDU>
Source record: 117439

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 1 Oct 87 03:52:47 GMT
Received-2: from score.stanford.edu by BBN.COM id aa24043; 30 Sep 87 17:32 EDT
Date: Wed 30 Sep 87 10:21:38 PDT
Subject: Info-Atari8 Digest V87 #86
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Wednesday, September 30, 1987 Volume 87 : Issue 86

This weeks Editor: Bill Westfield

Today's Topics:

Welcome message information
new welcome message
Re: ARC file format?

------------------------------------------------------------------------

Mail-From: G.ABRAMS created at 29-Sep-87 18:59:04
Date: Tue 29 Sep 87 18:59:04-PDT
From: Info-Atari Moderator <G.ABRAMS@Score.Stanford.EDU>
Subject: Welcome message information
To: info-atari8@Score.Stanford.EDU, info-atari16@Score.Stanford.EDU

From time to time I am reminded by a message asking the operation
of the lists that it is necessary to periodically send out the
welcome message. It contains valuable information about the location
of information.

I would appreciate receiving updates to this information (sent to
abrams@mitre.arpa) and offers to help fix whatever is broken. At
present I have some doubts about certain items; I hope I am wrong.

Marshall Abrams

1. Welcome

- -------
```

Welcome to info-atari.

2. Sending Messages

- ------- --------

You may send messages to all "subscribers" by address-
ing it to
info-atari8@score.stanford.edu
and/or
info-atari16@score.stanford.edu

Administrative messages should be sent to
info-atari{8,16}-request.

Please do NOT send general messages to this address. Your
moderators get enough mail as it is!

3. Ground Rules

- ------ -----

All messages should be in good taste. Commercial mes-
sages and advertisements are not permitted. When answering a
question, please consider carefully whether the answer
should go to the whole list, or just to the person who asked
the question.

The following ground rules should make the use of this
(or of any other) mailing list much easier:

* never send a message that a totally irrelevant to
the mailing list's purpose to a mailing list. This
especially includes any expressions of irritation at
another list member.

* never forward a message that is totally irrelevant
to the mailing list's purpose to a mailing list.

* when replying to a message on a mailing list, reply
only to the sender of the message unless the reply
is of interest to the entire mailing list.

* avoid inserting the message being replied to in a
reply, especially in a message going to a mailing
list. The context of the reply should be clear from
your reply and from various mailer functionalities
such as Message-ID.

* when replying to an earlier reply that violates the
previous rule, ABSOLUTELY DO NOT make matters worse
by adding your own violation.

4. LISTSERV

- --------

LISTSERV provides a number of features which you can
access by sending mail (note) to LISTSERV. Only the barest

minimum are described herein. On Bitnet messages should be sent to your nearest LISTSERV (the one from which you receive the info-atari digests). (If your address is not on Bitnet, an address for file servers is given below.) All mail sent to LISTSERV contains command lines. LISTSERV will respond by return mail. No subject is necessary in such mail. For more information send the command
INFO

4.1. List Names

The list_name for 16-bit Ataris is INFO-A16. The list_name for 8-bit Ataris is INFO-A8. These list names are used by Bitnet addressees for subscribing and unsubscribing and by everyone for obtaining back copies of news digests. The list_names for programs stored in the archives are PROG-A16 and PROG-A8.

4.2. (Un)Subscribing

If you are on Bitnet you may add or remove yourself from the distribution list. It would greatly convenience the moderators if you would do so when you no longer wish to receive digests.

The command to join the list is
SUBSCRIBE list_name User_name

The command to remove yourself from the list is
UNSUBSCRIBE list_name

Note that the list was established with all user_names unknown. To enter your name, send a SUBSCRIBE command.

It would be most convenient if users took care of their own subscribing and unsubscribing, but messages to INFO-ATARI-REQUEST{8,16}@SCORE.STANFORD.EDU will still be accepted.

4.3. File Server (Archives)

The following service is being installed beginning February 1987; we will announce when everything is in place and "known" to be working.

All messages are in the archives. In addition, some contributed programs are also there. You can obtain copies of files from LISTSERV by sending a message in the specified format.

If you are on ARPAnet (or gatewayed to it), your mail
should be addressed to
LISTSERV%CANADA01.BITNET@WISCVM.WISC.EDU

To obtain a list of files in the file server, the com-
mand is
INDEX list_name

The command to obtain a specific file is
GET list_name file_name

for example,
GET INFO-A16 87-00076

If you want to learn more, send the message
HELP

Date: Sun, 9 Aug 87 17:00:37 EDT
From: abrams%community-chest.mitre.org@gateway.mitre.org
To: g.abrams@score.stanford.edu
Subject: new welcome message

1. Welcome

– -------

Welcome to info-atari.

2. Sending Messages

– ------- --------

You may send messages to all "subscribers" by address-
ing it to
info-atari8@score.stanford.edu
and/or
info-atari16@score.stanford.edu

Administrative messages should be sent to
info-atari{8,16}-request.

Please do NOT send general messages to this address. Your
moderators get enough mail as it is!

3. Ground Rules

– ------ -----

All messages should be in good taste. Commercial mes-
sages and advertisements are not permitted. When answering a
question, please consider carefully whether the answer
should go to the whole list, or just to the person who asked
the question.

The following ground rules should make the use of this
(or of any other) mailing list much easier:

* never send a message that a totally irrelevant to
the mailing list's purpose to a mailing list. This
especially includes any expressions of irritation at
another list member.

* never forward a message that is totally irrelevant
to the mailing list's purpose to a mailing list.

* when replying to a message on a mailing list, reply
only to the sender of the message unless the reply
is of interest to the entire mailing list.

* avoid inserting the message being replied to in a
reply, especially in a message going to a mailing
list. The context of the reply should be clear from
your reply and from various mailer functionalities
such as Message-ID.

* when replying to an earlier reply that violates the
previous rule, ABSOLUTELY DO NOT make matters worse
by adding your own violation.

4. Archives

- --------

Archives are kept in several places in formats avail-
able to everyone. As described below, if you are on
ARPANET/DDN you will probably find it more convenient to
retrieve files from the archive on radc-softvax.arpa using
FTP. If you are not on ARPANET/DDN, or are unable to use
FTP, you will be able to retrieve files from archives dis-
tributed over several Bitnet hosts by sending mail (notes)
to a program called LISTSERV.

4.1. Archives on radc-softvax.arpa

- - -------- -- ---- ------- ----

Files from radc-softvax.arpa are available by FTP. FTP
will work only for hosts directly connected to ARPANET/DDN.
Please obtain local documentation and advice for the FTP
user programming running on your host. There are two direc-
tories under the anonymous account. One for atari8 and one
for atari16.

FTP to radc-softvax using login:guest and
password:guest. To get the current list of available atari16
files do a 'get atari16/files.doc'. All of the atari16 files
are stored in the atari16 subdirectory. If you need any
other information, contact Marc Poulin.

The archive is maintained by Rodney Peck (Peck@radc-
multics.arpa) and Marc Poulin (Poulin@radc-multics.arpa or
Archives@radc-softvax.arpa).

4.2. LISTSERV

LISTSERV provides access to files for everyone who can send mail, independent of their location. Note, however, that intermediate notes have been known to refuse to handle long messages or have damaged them in transit. LISTSERV provides a number of features which you can access by sending mail (note) to LISTSERV. Only the barest minimum are described herein. On Bitnet messages should be sent to your nearest LISTSERV (the one from which you receive the info-atari digests). (If your address is not on Bitnet, an address for file servers is given below.) All mail sent to LISTSERV contains command lines. LISTSERV will respond by return mail. No subject is necessary in such mail. For more information send the command
INFO

4.2.1. List Names

The list_name for 16-bit Ataris is INFO-A16. The list_name for 8-bit Ataris is INFO-A8. These list names are used by Bitnet addressees for subscribing and unsubscribing and by everyone for obtaining back copies of news digests. The list_names for programs stored in the archives are PROG-A16 and PROG-A8.

4.2.2. (Un)Subscribing

If you are on Bitnet you may add or remove yourself from the distribution list. It would greatly convenience the moderators if you would do so when you no longer wish to receive digests.

The command to join the list is
SUBSCRIBE list_name User_name

The command to remove yourself from the list is
UNSUBSCRIBE list_name

It would be most convenient if users took care of their own subscribing and unsubscribing, but messages to INFO-ATARI-REQUEST{8,16}@SCORE.STANFORD.EDU will still be accepted.

4.2.3. Accessing Program & Digest Archives

All digests are in the archives. There is a separate program library. You can obtain copies of files from LISTSERV by sending a message in the specified format.

If you are on ARPAnet (or gatewayed to it), your mail concernin 16-bit Atari information should be addressed to
LISTSERV%CANADA01.BITNET@WISCVM.WISC.EDU

Mail concernin 8-bit Atari information should be addressed to
LISTSERV%TCSVM.BITNET@WISCVM.WISC.EDU

To obtain a list of files in the file server, the command is
INDEX list_name

The command to obtain a specific file is
GET list_name file_name

for example,
GET INFO-A16 87-00076

If you want to learn more, send the message
HELP

4.2.4. LISTSERV Moderators

The person to contact if you are having problems (un)subscribing is Harry Williams (harry@marist.bitnet). The moderator of the 16-bit digest archives is Peter Jasper-Fayer (sofpjf@uoguelph.bitnet). The moderator of the 16-bit program archives is Richard Werezak (carson@mcmaster.bitnet). The moderator of the 8-bit archives is John Voigt (sysbjav@tcsvm.bitnet). The moderator of the 8-bit program archives is Arnold de Leon (adeleon@hmcvax.bitnet).

4.2.5. Information Concerning 16-bit Archive Organization

The digests are numbered sequentially as they come in. Sometimes the files arrive here out of order, or with missing ones, or with extra ones or with mail from BITNET users requesting information. Often the moderator has to logon to LISTSERV and re-name the files according to the "Subject:" line within it. Those "Subject:" lines are what end up in the indexes (in both "-A16" lists)

The program files are largely extracts from the digests (INFO-A16). As far as possible, they are numbered the same as the digests they came from. Other programs were inserted somewhere in the list. The numbers of these "inserted" files were selected so that they would appear in the index at about the correct CHRONOLOGICAL sequence. If no programs were included in the digests, and nocontributions were received, then those spaces in the index numbers were left blank.

Date: 29 Sep 87 21:11:30 GMT
From: super.upenn.edu!eecae!nancy!umix!hyc@rutgers.edu (Howard Chu)
Subject: Re: ARC file format?
To: info-atari8@score.stanford.edu

A long time ago I said I'd port ARC in Action!, but I never finished,
and my 800XL has since bit the dust. However, I have full docs and source
code in C if you want them. I'm currently porting ARC 5.20 to my ST.
A description of the ARC header follows....
-=-

ARC-FILE.INF, created by Keith Petersen, W8SDZ, 21-Sep-86, extracted
from UNARC.INF by Robert A. Freed.

From: Robert A. Freed
Subject: Technical Information for ARC files
Date: June 24, 1986

Note: In the following discussion, UNARC refers to my CP/M-80 program
for extracting files from MSDOS ARCs. The definitions of the ARC file
format are based on MSDOS ARC512.EXE.

ARCHIVE FILE FORMAT

Component files are stored sequentially within an archive. Each entry
is preceded by a 29-byte header, which contains the directory
information. There is no wasted space between entries. (This is in
contrast to the centralized directory used by Novosielski libraries.
Although random access to subfiles within an archive can be noticeably
slower than with libraries, archives do have the advantage of not
requiring pre-allocation of directory space.)

Archive entries are normally maintained in sorted name order. The
format of the 29-byte archive header is as follows:

Byte 1: 1A Hex.
This marks the start of an archive header. If this byte is not found
when expected, UNARC will scan forward in the file (up to 64K bytes)
in an attempt to find it (followed by a valid compression version).
If a valid header is found in this manner, a warning message is
issued and archive file processing continues. Otherwise, the file is
assumed to be an invalid archive and processing is aborted. (This is
compatible with MS-DOS ARC version 5.12). Note that a special
exception is made at the beginning of an archive file, to accomodate
"self-unpacking" archives (see below).

Byte 2: Compression version, as follows:

0 = end of file marker (remaining bytes not present)
1 = unpacked (obsolete)
2 = unpacked
3 = packed

4 = squeezed (after packing)
5 = crunched (obsolete)
6 = crunched (after packing) (obsolete)
7 = crunched (after packing, using faster hash algorithm) (obsolete)
8 = crunched (after packing, using dynamic LZW variations)

Bytes 3-15: ASCII file name, nul-terminated.

(All of the following numeric values are stored low-byte first.)

Bytes 16-19: Compressed file size in bytes.

Bytes 20-21: File date, in 16-bit MS-DOS format:
Bits 15:9 = year - 1980
Bits 8:5 = month of year
Bits 4:0 = day of month
(All zero means no date.)

Bytes 22-23: File time, in 16-bit MS-DOS format:
Bits 15:11 = hour (24-hour clock)
Bits 10:5 = minute
Bits 4:0 = second/2 (not displayed by UNARC)

Bytes 24-25: Cyclic redundancy check (CRC) value (see below).

Bytes 26-29: Original (uncompressed) file length in bytes.
(This field is not present for version 1 entries, byte 2 = 1.
I.e., in this case the header is only 25 bytes long. Because
version 1 files are uncompressed, the value normally found in
this field may be obtained from bytes 16-19.)

SELF-UNPACKING ARCHIVES

A "self-unpacking" archive is one which can be renamed to a .COM file
and executed as a program. An example of such a file is the MS-DOS
program ARC512.COM, which is a standard archive file preceded by a
three-byte jump instruction. The first entry in this file is a simple
"bootstrap" program in uncompressed form, which loads the subfile
ARC.EXE (also uncompressed) into memory and passes control to it. In
anticipation of a similar scheme for future distribution of UNARC, the
program permits up to three bytes to precede the first header in an
archive file (with no error message).

CRC COMPUTATION

Archive files use a 16-bit cyclic redundancy check (CRC) for error
control. The particular CRC polynomial used is x^16 + x^15 + x^2 + 1,
which is commonly known as "CRC-16" and is used in many data
transmission protocols (e.g. DEC DDCMP and IBM BSC), as well as by
most floppy disk controllers. Note that this differs from the CCITT
polynomial (x^16 + x^12 + x^5 + 1), which is used by the XMODEM-CRC
protocol and the public domain CHEK program (although these do not

adhere strictly to the CCITT standard). The MS-DOS ARC program does perform a mathematically sound and accurate CRC calculation. (We mention this because it contrasts with some unfortunately popular public domain programs we have witnessed, which from time immemorial have based their calculation on an obscure magazine article which contained a typographical error!)

Additional note (while we are on the subject of CRC's): The validity of using a 16-bit CRC for checking an entire file is somewhat questionable. Many people quote the statistics related to these functions (e.g. "all two-bit errors, all single burst errors of 16 or fewer bits, 99.997% of all single 17-bit burst errors, etc."), without realizing that these claims are valid only if the total number of bits checked is less than 32767 (which is why they are used in small-packet data transmission protocols). I.e., for file sizes in excess of about 4K bytes, a 16-bit CRC is not really as good as what is often claimed. This is not to say that it is bad, but there are more reliable methods available (e.g. the 32-bit AUTODIN-II polynomial). (End of lecture!)

Bob Freed
62 Miller Road
Newton Centre, MA 02159
Telephone (617) 332-3533

--
-- Howard Chu
"Of *course* it's portable. It's written in C, isn't it?"

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

586. Critcism or Embarassment,ATARI corp?

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-01 20:23:00 UTC
From: DFLINT02@ULKYVX.BITNET
Message-ID: <8710012029.AA22072@ucbvax.Berkeley.EDU>
Source record: 117440

Tramiel and many members of his staff have considered the 8-bit machine, enhanced, as a competitor for the ST. Also the Game machine image of the ATARI 8-bits machines does not seem to warrant any type of upgrade. I have stated that i would support any upgrades that ATARI would develope for the 8-bit. Besides a little criticism never hurts. Tramiel does not take the 8-bit to seriously. JWT and Landon Dyer are the most helpful people atari has on this net.

Answer this question why did a ATARI try to block the release of the PD 8-bit emulator for the ST????? Don't quote Propietary OS.

Mike Buford
(Novice Hardware Hacker!)
(An ACTION Programmer!)
Dflint02@ulkyvx or Cl150652@ulkyvm.bitnet

587. New Atari Hardware News

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-02 09:22:04 UTC
From: conklin@eecae.UUCP
Message-ID: <3074@eecae.UUCP>
Source record: 117441

The following is a collection of hardware announcements that I have collected as a function of being the Admin for the Club Network. I always try and keep the Club's 8-bit people abreat of the latest news, so, while commercial in nature, this isn't meant as an ad proper as much as a list of new hardware and software that I have found for the 8-bit.

From Terrific Corp. I have received the following information about this home control system:
"The X-10 POWERMANAGER SYSTEM

Now you can finally use your Atari Home Computer to conveniently create, store and recall programs that can be loaded into the X-10 PowerHouse controller to control lights, appliances and other devices hooked up to X-10 control modules throughout your home.

There are two X-10 interface kits available from Terrific Corp. One kit includes an X--10 PowerHouse Computer interface, a special Atari interface adaptor and the Powermanager software. For those who already have the PowerHouse computer interface, the software and adaptor are available seperately.

The Powermanager software takes full advantage of the PowerHous interface. Features include:

-Up to 256 modules can be individually controlled. Modules can be grouped together to allow control of an 'infinite' number of devices.
-Lights and appliances can be programmed to turn on or off at specified times through the use of a timer event schedule. In addition, lights can be programmed to dim to 16 intenstities.
-Timer event schedules can hold up to 128 events, a single event can control up to 16 modules.
-Timer event schedules can be created, stored and edited on disk.
-Modules can be controlled instantly from the Atari.
-Software allows use of joystick or keyboard
-48K required, machine language, drive.

Terrific Corp.
17 St Mary's Court
Brooklin, MA 02146
(617) 232-2317"

You all know these things. The dreaded BSR controller returns. Actually, these really ARE cool. I have a friend with equivalent software on his TRS Coco. It's all very impressive and neat. The only problem is that control modules get expensive as you

wire up a whole house. He bought out an RS inventory at $3 a
module or so. The only way to do it.

More exciting Atari 8bit hardware came recently from the yet scarier
IRATA VERLAG corp. Their offerings included:

512K card for the 800XL....$170
512K special chip for use
with above card.....$52
Card and Chip together.....$200
6 OS System Box : Basically the equivalent of the RAM-ROD XL.
This allows you to have 6 diffeent OS chips and then to
select amongst them with a switch.
.....$50
HIGH CHIP: for people who have the Happy drive enhancement.
This chip has a hidden menu. Hold don select while you press
RESET and you get a menu with the options for COLD START,
SECTOR COPY, or TURN HAPPY ON/OFF. "Saves times."
.....$50
XE CHIP WITH RAMDISK.....$75 (doesn't say anything else!)
OLD SYS CHIP:
Replacement OS chip for XL/XE's for 400/800 compatibility
.....$???

All chips that have something to do with the Happy have a special
feature. For people who know machine language, the happy
can load any protected disk into the happy memory, then
turn around and write the binary data back onto a normal
formatted diskette. This allows you to then take a sector
editor to look at the actual bit stream from the original
disk to learn how it is set up.

Some new 8bit software:
100 New Print Shop pictures....$7
The Editor.....$15
The Super Label II.....$15

THE XL/XE SUPER TURBO INTERFACE:
This is a disk interface for the Atari 8bit that allows you
to do many different things. They are:
-Use IBM 5.25" and ST 3.5" disk drives for fast seek and large
storage capacities
-Back up ANY protected 8bit software
-Transfer between any of the three (Atari, IBM, 3. 5") formats.
-Backs up all protected ST & IBM software too!?
-Has built in 8bit pritnter interface
-For people with Happy drives, the SUPER TURBO works with the
Happy and kicks the baud rate to an awesome.....
(drum roll) * 150,000 * baud. It loads programs in 7 seconds
and does whole disk copies in 27 seconds. (THIS, I gotta see.)

SUPER TURBO INTERFACE.....$250

I am NOT affiliated with these people in any way. In fact,
I have absolutely no idea where they are or came from. I just
get a lot of release info in the process of searching out
what's new for Club Net 8bit owners and thought it might
interest some of the netters. The english on the IRATA
ad left something to be desired, so be sure and give these
guys the third degree when you call to make sure it is
ligit. Forgot to list their address/phone number. It's

IRATA VERLAG
1272B POTTER DRIVE
COLO SPRINGS, CO 80909
(303) 596-0135

I also talked to ICD today and they claimed that the SPARTADOS-X
cart would be available for Xmas.

Such is excitement. No news from the we fine brave souls in
the Turbo-project. We just got the 65802. Hope!

Terry Conklin
ihnp4!msudoc!conklin
Club Lansing (517) 372-3131 (gets all this junk first.)
Club II (313) 334-8877 (next day or so)
Club III (714) xxx-xxxx (at this rate, we may never know)
So this is what happens when BBS's go Imperialist. It becomes
some sort of public entity. Swell. Does that mean I have to
housebreak it?

588. Standalone OmniCom

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-02 21:55:16 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8710022155.AA22666@mitre-bedford.ARPA>
Source record: 117442

A couple of weeks ago, I posted a new "shareware" version of CDY's OmniCom to the net. Unlike the original OmniCom, this version does not require the installation of the OMNIVIEW chip. I have the feeling it made it out to BITNET but not to the ARPA side. Did anybody on the ARPAnet receive it? If not, is anyone interested? I can either e-mail it or (if there is enough demand) post it again.

OmniCom is a vt100 emulator with 80-column display and support for kermit, xmodem, and plain ASCII data capture and send from file. Also, it has a handy "Print Screen" function for printing short messages. I have found it highly satisfactory for use with my VAX screen editor, and have not even needed to install a special termcap file -- it acts just like a real vt100 in almost all respects.

-John Sangster / jhs@mitre-bedford.arpa

589. Re: Need modem help

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-02 23:04:27 UTC
From: ekijak@ARDEC.ARPA.UUCP
Message-ID: <871002-161757-6499@Xerox>
Source record: 117443

GVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGV
From: "Edmund S. Kijak" (IMD-IPAO) <ekijak@ARDEC.ARPA>
To: decvax!cg-d!gilgut@UCBVAX.Berkeley.EDU
cc: info-atari8@SCORE.STANFORD.EDU
Subject: Re: Need modem help
Return-Path: <@Score.Stanford.EDU:ekijak@ARDEC.ARPA>
Redistributed: XeroxAtari8Users^.X
Received: from Score.Stanford.EDU by Xerox.COM ; 04 FEB 87 07:18:38 PST
Received: from ARDEC-3.ARPA by SCORE.STANFORD.EDU with TCP; Wed 4 Feb 87
06:28:48-PST
Original-Date: Wed, 4 Feb 87 9:28:56 EST
Message-ID: <8702040928.aa14293@ARDEC-3.ARDEC.ARPA>
GVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGV

I don't know how to do it, but you ought to be able to use any
modem with
your 8 bit machine. I found out by accident that the 8-bit operating
system
which is built into the machine (i.e., it's there even if you don't have
a disk
drive)includes software for inputting and outputting data on the serial
port.
It follows the standard custom of sending the bytes out one bit at a
time on a
single pin. Incoming data is received on another pin of the serial
port. Each
byte is preceded by a start bit, and is followed by a stop bit, and the
data
bits are ordered least-significant-bit first, six more bits,
most-significant
bit last. This is standard asynchronous serial transmission with 8 data
bits,
one start bit, one stop bit, no parity. The baud rate is settable by
pokeing
the appropriate memory locations, and setting up the serial port for
asynchronous I/O is also done by pokeing appropriate codes into the
right
addresses. Sorry, I don't have the addresses or the values that must go
into
them. These can be found in the hardware manual, or other published
literature.You may have to write your own software to configure the port
and input and
output the data, unless your already have some program that interfaces
with a

modem or does terminal emulation.
On the hardware side, the voltage levels used by the serial port
are not
compatible with what a modem expects to see. The serial port operates
at TTL
levels: logic 0 = zero volts, logic 1 = 5 volts. The modem expects
RS-232
levels: logic 0 = +3 to +24 (I think) volts, logic 1 = -3 to -24 volts.
You
must provide the hardware to do the voltage level translation. The
easiest way
to do this is to use a chip such as the Maxim MAX232 which requires only
5 volts
and can be powered by the 5 v pin in the serial port itself. This chip
generates its own +9 and -9 volts for the RS232 levels and translates
incoming
RS232 levels to TTL levels. Only a few external components need to be
connected
to the chip (a few small capacitors and resistors) and the circuit is
very
simple (see MAX232 data sheet).
I'm amazed at the number of features that were included in the
original
8-bit machines that were not advertised or brought to the attention of
purchasers. Included at no additional expense were horizontal and
vertical
smooth and coarse scrolling, animation by page flipping, custom display
lists,
sprites, joystick ports that can be used for output as well as input,
paddle
ports that can accept photocell and resistance thermometer inputs, tone
generation for dialing touch tone phones, asynchronous serial port for
communicating with modems or other (multivendor) computers. And all
this stuff
was accessible through BASIC, worked with only 16kbits of memory, and
didn't
require a disk drive or expansion box.

590. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-04 03:31:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA.UUCP
Message-ID: <8710040342.AA18387@ucbvax.Berkeley.EDU>
Source record: 117444

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 4 Oct 87 03:26:27 GMT
Received-2: from score.stanford.edu by BBN.COM id aa27657; 3 Oct 87 23:24 EDT
Date: Sat 3 Oct 87 17:51:40 PDT
Subject: Info-Atari8 Digest V87 #87
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Saturday, October 3, 1987 Volume 87 : Issue 87

This weeks Editor: Bill Westfield

Today's Topics:

Critcism or Embarassment,ATARI corp?
Standalone OmniCom
Re: Need modem help
New Atari Hardware News

------------------------------------------------------------------------

Date: Thu, 1 Oct 87 16:23 EDT
From: <DFLINT02%ULKYVX.BITNET@forsythe.stanford.edu>
Subject: Critcism or Embarassment,ATARI corp?
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu

Tramiel and many members of his staff have considered the 8-bit
machine, enhanced, as a competitor for the ST. Also the Game
machine image of the ATARI 8-bits machines does not seem to warrant
any type of upgrade. I have stated that i would support any
upgrades that ATARI would develope for the 8-bit. Besides a little
criticism never hurts. Tramiel does not take the 8-bit to seriously.
JWT and Landon Dyer are the most helpful people atari has on this
net.

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of the PD 8-bit emulator for the ST????? Don't quote Propietary OS.
```

Mike Buford
(Novice Hardware Hacker!)
(An ACTION Programmer!)
Dflint02@ulkyvx or Cl150652@ulkyvm.bitnet

Posted-From: The MITRE Corp., Bedford, MA
To: info-atari8@score.stanford.edu
Subject: Standalone OmniCom
Date: Fri, 02 Oct 87 17:55:16 EDT
From: jhs@mitre-bedford.ARPA

A couple of weeks ago, I posted a new "shareware" version of CDY's OmniCom to the net. Unlike the original OmniCom, this version does not require the installation of the OMNIVIEW chip. I have the feeling it made it out to BITNET but not to the ARPA side. Did anybody on the ARPAnet receive it? If not, is anyone interested? I can either e-mail it or (if there is enough demand) post it again.

OmniCom is a vt100 emulator with 80-column display and support for kermit, xmodem, and plain ASCII data capture and send from file. Also, it has a handy "Print Screen" function for printing short messages. I have found it highly satisfactory for use with my VAX screen editor, and have not even needed to install a special termcap file -- it acts just like a real vt100 in almost all respects.

-John Sangster / jhs@mitre-bedford.arpa

Date: 2 Oct 87 16:04:27 PDT (Friday)
Subject: Re: Need modem help
From: ekijak@ARDEC.Arpa
To: mbeez.Houston@Xerox.COM

GVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGV
From: "Edmund S. Kijak" (IMD-IPAO) <ekijak@ARDEC.ARPA>
To: decvax!cg-d!gilgut@UCBVAX.Berkeley.EDU
cc: info-atari8@SCORE.STANFORD.EDU
Subject: Re: Need modem help
Return-Path: <@Score.Stanford.EDU:ekijak@ARDEC.ARPA>
Redistributed: XeroxAtari8Users^.X
Received: from Score.Stanford.EDU by Xerox.COM ; 04 FEB 87 07:18:38 PST
Received: from ARDEC-3.ARPA by SCORE.STANFORD.EDU with TCP; Wed 4 Feb 87 06:28:48-PST
Original-Date: Wed, 4 Feb 87 9:28:56 EST
Message-ID: <8702040928.aa14293@ARDEC-3.ARDEC.ARPA>
GVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGV

I don't know how to do it, but you ought to be able to use any modem with
your 8 bit machine. I found out by accident that the 8-bit operating system

which is built into the machine (i.e., it's there even if you don't have a disk
drive)includes software for inputting and outputting data on the serial port.
It follows the standard custom of sending the bytes out one bit at a time on a
single pin. Incoming data is received on another pin of the serial port. Each
byte is preceded by a start bit, and is followed by a stop bit, and the data
bits are ordered least-significant-bit first, six more bits, most-significant
bit last. This is standard asynchronous serial transmission with 8 data bits,
one start bit, one stop bit, no parity. The baud rate is settable by pokeing
the appropriate memory locations, and setting up the serial port for
asynchronous I/O is also done by pokeing appropriate codes into the right
addresses. Sorry, I don't have the addresses or the values that must go into
them. These can be found in the hardware manual, or other published
literature.You may have to write your own software to configure the port and input and
output the data, unless your already have some program that interfaces with a
modem or does terminal emulation.
On the hardware side, the voltage levels used by the serial port are not
compatible with what a modem expects to see. The serial port operates at TTL
levels: logic 0 = zero volts, logic 1 = 5 volts. The modem expects RS-232
levels: logic 0 = +3 to +24 (I think) volts, logic 1 = -3 to -24 volts. You
must provide the hardware to do the voltage level translation. The easiest way
to do this is to use a chip such as the Maxim MAX232 which requires only 5 volts
and can be powered by the 5 v pin in the serial port itself. This chip
generates its own +9 and -9 volts for the RS232 levels and translates incoming
RS232 levels to TTL levels. Only a few external components need to be connected
to the chip (a few small capacitors and resistors) and the circuit is very
simple (see MAX232 data sheet).
I'm amazed at the number of features that were included in the original
8-bit machines that were not advertised or brought to the attention of

purchasers. Included at no additional expense were horizontal and
vertical
smooth and coarse scrolling, animation by page flipping, custom display
lists,
sprites, joystick ports that can be used for output as well as input,
paddle
ports that can accept photocell and resistance thermometer inputs, tone
generation for dialing touch tone phones, asynchronous serial port for
communicating with modems or other (multivendor) computers. And all
this stuff
was accessible through BASIC, worked with only 16kbits of memory, and
didn't
require a disk drive or expansion box.

Date: 2 Oct 87 09:22:04 GMT
From: motsj1!mcdchg!upba!eecae!conklin@hplabs.hp.com (Terry Conklin)
Subject: New Atari Hardware News
To: info-atari8@score.stanford.edu

The following is a collection of hardware announcements that I
have collected as a function of being the Admin for the Club
Network. I always try and keep the Club's 8-bit people abreat
of the latest news, so, while commercial in nature, this isn't
meant as an ad proper as much as a list of new hardware and
software that I have found for the 8-bit.

From Terrific Corp. I have received the following information
about this home control system:
"The X-10 POWERMANAGER SYSTEM

Now you can finally use your Atari Home Computer to conveniently
create, store and recall programs that can be loaded into the
X-10 PowerHouse controller to control lights, appliances and
other devices hooked up to X-10 control modules throughout your home.

There are two X-10 interface kits available from Terrific Corp.
One kit includes an X--10 PowerHouse Computer interface, a special
Atari interface adaptor and the Powermanager software. For those
who already have the PowerHouse computer interface, the software
and adaptor are available seperately.

The Powermanager software takes full advantage of the PowerHous
interface. Features include:

-Up to 256 modules can be individually controlled. Modules can be grouped
together to allow control of an 'infinite' number of devices.
-Lights and appliances can be programmed to turn on or off at specified
times through the use of a timer event schedule. In addition, lights
can be programmed to dim to 16 intenstities.
-Timer event schedules can hold up to 128 events, a single event can
control up to 16 modules.

-Timer event schedules can be created, stored and edited on disk.
-Modules can be controlled instantly from the Atari.
-Software allows use of joystick or keyboard
-48K required, machine language, drive.

Terrific Corp.
17 St Mary's Court
Brooklin, MA 02146
(617) 232-2317"

You all know these things. The dreaded BSR controller returns.
Actually, these really ARE cool. I have a friend with equivalent
software on his TRS Coco. It's all very impressive and neat.
The only problem is that control modules get expensive as you
wire up a whole house. He bought out an RS inventory at $3 a
module or so. The only way to do it.

More exciting Atari 8bit hardware came recently from the yet scarier
IRATA VERLAG corp. Their offerings included:

512K card for the 800XL....$170
512K special chip for use
with above card.....$52
Card and Chip together.....$200
6 OS System Box : Basically the equivalent of the RAM-ROD XL.
This allows you to have 6 diffeent OS chips and then to
select amongst them with a switch.
.....$50
HIGH CHIP: for people who have the Happy drive enhancement.
This chip has a hidden menu. Hold don select while you press
RESET and you get a menu with the options for COLD START,
SECTOR COPY, or TURN HAPPY ON/OFF. "Saves times."
.....$50
XE CHIP WITH RAMDISK.....$75 (doesn't say anything else!)
OLD SYS CHIP:
Replacement OS chip for XL/XE's for 400/800 compatibility
.....$???

All chips that have something to do with the Happy have a special
feature. For people who know machine language, the happy
can load any protected disk into the happy memory, then
turn around and write the binary data back onto a normal
formatted diskette. This allows you to then take a sector
editor to look at the actual bit stream from the original
disk to learn how it is set up.

Some new 8bit software:
100 New Print Shop pictures....$7
The Editor.....$15
The Super Label II.....$15

THE XL/XE SUPER TURBO INTERFACE:
This is a disk interface for the Atari 8bit that allows you
to do many different things. They are:
-Use IBM 5.25" and ST 3.5" disk drives for fast seek and large
storage capacities
-Back up ANY protected 8bit software
-Transfer between any of the three (Atari, IBM, 3. 5") formats.
-Backs up all protected ST & IBM software too!?
-Has built in 8bit pritnter interface
-For people with Happy drives, the SUPER TURBO works with the
Happy and kicks the baud rate to an awesome.......
(drum roll) * 150,000 * baud. It loads programs in 7 seconds
and does whole disk copies in 27 seconds. (THIS, I gotta see.)

SUPER TURBO INTERFACE.....$250

I am NOT affiliated with these people in any way. In fact,
I have absolutely no idea where they are or came from. I just
get a lot of release info in the process of searching out
what's new for Club Net 8bit owners and thought it might
interest some of the netters. The english on the IRATA
ad left something to be desired, so be sure and give these
guys the third degree when you call to make sure it is
ligit. Forgot to list their address/phone number. It's

IRATA VERLAG
1272B POTTER DRIVE
COLO SPRINGS, CO 80909
(303) 596-0135

I also talked to ICD today and they claimed that the SPARTADOS-X
cart would be available for Xmas.

Such is excitement. No news from the we fine brave souls in
the Turbo-project. We just got the 65802. Hope!

Terry Conklin
ihnp4!msudoc!conklin
Club Lansing (517) 372-3131 (gets all this junk first.)
Club II (313) 334-8877 (next day or so)
Club III (714) xxx-xxxx (at this rate, we may never know)
So this is what happens when BBS's go Imperialist. It becomes
some sort of public entity. Swell. Does that mean I have to
housebreak it?

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

591. Standalone (shareware) OmniCom

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-04 03:47:45 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8710040347.AA08607@mitre-bedford.ARPA>
Source record: 117445

Steven Grove, your message arrived with no useable return path, so I am unable to reply directly.

Steve comments that he would like to download OmniCom but has no terminal software with which to download it. This situation keeps coming up. Can't somebody come up with a simple downloading program? The following program might be turned into something that can be used for this purpose by adding some machinery to buffer the received data in a string, then CLOSE the serial I/O and write the string to a file. Steve, maybe you could be the one to get this working. Meanwhile, the program below, as it stands, may be enough to let you at least log in as a dumb terminal. You may have to fiddle to get it working, but it is what Avatex publishes with their modem as a simple terminal program.

-John S.

```
------------------------------c-u-t---h-e-r-e--------------------------------
10 GOTO 310:REM Dumb Terminal Prog.
100 STATUS #3,AVAR:IF PEEK(747)=0 THEN 200
120 GET #3,CHAR:IF CHAR=0 OR CHAR=10 THEN 200
130 PUT #4,CHAR
200 IF PEEK(764)=255 THEN 100
210 GET #2,KEY:PUT #3,KEY:GOTO 100
300 REM I/O Setup for Dumb Terminal.
310 OPEN #2,4,0,"K:"
320 OPEN #3,13,0,"R:"
330 OPEN #4,8,0,"E:"
340 XIO 34,#3,192+48+3,0,"R:"
350 XIO 40,#3,0,0,"R:"
360 GOTO 100:REM Go to it!
```

592. XF551 and ADOS

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-05 12:44:19 UTC
From: lazear@GATEWAY.MITRE.ORG
Message-ID: <8710051244.AA00214@saturn.mitre.org>
Source record: 117446

I have seen the XF551 advertized in ANTIC, but haven't seen any word on
the ADOS that supposedly accompanies it. You would think this would
be a big deal and worthy of a review. Anyone seen the drive for real
or used ADOS?
Walt Lazear (lazear@gateway.mitre.org)

593. Dhrystone figures for the Atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-05 14:05:21 UTC
From: res@cblpe.ATT.COM
Message-ID: <647@cblpe.ATT.COM>
Source record: 117447

x
I recently ported the Dhrystone Version 1.1 software to my Atari 800xl
and compiled it using the CC8 compiler recently posted by Steve Kennedy.
I then recoded the program in the Action! language and ran it. Here
are the results:

CC8 Version 2.3b, Ace-C Runtime Engine: 7.8 dhrystones/sec
Action! Version 3.6: 131 dhrystones/sec

By way of comparison here are how some other common micro's performed:

Commodore 64, C Power 2.9 trim: 34 dhrystones/sec
Commodore 128, C Power 128 trim: 68 dhrystones/sec
IBM PC/XT, MS-DOS 2.0, Microsoft 3.1 C: 347 dhrystones/sec
Atari 520ST, TOS, Lattice 3.03.01: 450 dhrystones/sec
Amiga 1000, Manx C 2.30a, 32 bits: 684 dhrystones/sec
Amiga 1000, Manx C 2.30a, 16 bits: 915 dhrystones/sec
Atari 520ST, TOS, Megamax 1.0: 1136 dhrystones/sec
IBM PC/AT, PC-DOS 3.20, Microsoft 4.0: 1796 dhrystones/sec

Comments:
The dhrystone program is designed to generate a "figure of merit" benchmark
of a particular computer / compiler combination. It consists of a
statistically typical set of operations, minus i/o and floating point,
invoked repeatedly and timed. The results are indicated in iterations/sec.
Published statistics exist for literally hundreds of machine/compiler
combinations.

In getting these programs to run, I had to make several modifications, which
I believe did not significantly alter the final results. Since CC8 does not
recognize 'typedefs', I had to rewrite the code so as not to use them.
Action!, of course, is an entirely different language, but I took care
to port the code faithfully. Surprisingly, the only area where I had trouble
making a direct port involved a doubly dimensioned array. Action! does not
support this, so I had to define a large singly dimensioned array and generate
the index manually. The dhrystone package was, by design I believe,
not optimally written in C, and could have been made for efficient during
the rewrite, if that had been a goal.

The results speak well of the machine and compilers. CC8 is a real jewel,
the best C compiler I have seen for the Atari, and Steve has taken pains
to include most of the constructs found in the full implementation of C.
This was substantiated by the ease of the port. However, CC8 is interpretive,
so you would not expect it to be a stellar performer in the speed category.

Action! is marketed by OSS, Inc., and is a true compiler plus development system on a plug-in Atari cartridge. Not only does it possess a phenominal human interface, but the code it produces is well known to run like a bat out of hell. Too bad it is a language which has never been available on anything but the 8-bit Ataris. One concern I had was that Action! stores string variables internally in a different format from C. I don't think this is significant in the operation of the program, so I did not go out of my way to try to mimic C here, but rather let Action do its thing.

I never expected to break 100 dhrystones/sec even if I coded in assembler. To do this on an 8-bit machine with a clock speed of less than 2 Mhz is truely impressive. I did not try a port to Basic, but it would be interesting to see what kind of figures this would produce. Any takers?

Robert Stampfli
cbosgd!cblpe!res

594. Re: Critcism or Embarassment,ATARI corp?

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-05 17:50:24 UTC
From: neil@atari.UUCP
Message-ID: <863@atari.UUCP>
Source record: 117448

In article <8710012029.AA22072@ucbvax.Berkeley.EDU>, DFLINT02@ULKYVX.BITNET writes:

> Answer this question why did a ATARI try to block the release
> of the PD 8-bit emulator for the ST????? Don't quote Propietary OS.

The answer is easy. We didn't. Contrary to popular rumor/reports, Darek's biggest problem when getting ready to release the emulator was getting through to the right person here. He ended up with myself and Richard Frick. We took the story to Sam Tramiel, President of Atari Corp. The three of us agreed that we had no problem allowing the release of the emulator, but in return for this we wanted Darek to release his source code as public domain. The emulator as it currently exists is too slow to be useful, not to mention the lack of support for important features like player/missile graphics.

At any rate, Darek was reluctant to do this at first. He seemed to want sole credit for the emulator. The impasse was resolved on GEnie, in a series of messages between Darek and myself with audience participation. Then Darek asked for permission to sell an article on the emulator to an ST magazine so he could make a little money for the project. This was granted. The emulator was recently published in ST-Log magazine (September issue) and is available for download on GEnie and other places.

These days, Darek is getting along with Atari a little better. I think he's not a bad negotiator -- he was stirring up public sympathy for himself in order to get what he wanted from us. On the other hand, we got the source code released, so we're happy too. Let's hope that the project ends up resulting in an emulator that does what we all want it to do.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

595. kermit information

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-05 21:31:14 UTC
From: davidp@tc.fluke.COM
Message-ID: <8710052131.AA08290@vax2>
Source record: 117449

I have a little problem. I would like to have a copy of kermit on my atari but have no way of down loading it to the atari. I would be willing to mail a disk and a stamped mailer if some one would be willing to copy it for me. Thanks in advance

Dave Pryor davidp@tc.fluke.COM

596. some silly programs

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-06 02:48:52 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8710060248.AA27047@mitre-bedford.ARPA>
Source record: 117450

Probably everybody who ever got a home computer must have written one of each of the following programs, but I thought a few readers of these postings might find them useful nevertheless, especially "APRPROG.BAS", which computes the effective Annual Percentage Rate of a loan.

-John Sangster / jhs@mitre-bedford.arpa

```
------------------------------------------------------------------------------
MORTGAGE.BAS - Simple loan payment calculator. Given the Annual Percentage
Rate of interest, the number of payments per year (normally 12), and the total
number of PAYMENTS in which loan is to be paid off, returns the monthly
payment amount. (E.g. for 30 years of monthly payments, there are 360
payments.) The above is obtained by "RUN" or GOTO 100. If you start the
program instead with "GOTO 400", it prints, on your printer, a table of
"dollars per thousand" loan amounts for a range of interest rates you select
and for a set of convenient loan durations (15, 20, 25, 30 years). (C) 1987
by John H. Sangster, placed in the public domain for non-commercial use; all
commercial rights reserved.
------------------C-u-t---h-e-r-e---f-o-r---MORTGAGE.LST--------------------
100 PRINT "}"
110 PRINT "MORTGAGE CALCULATOR by JHS"
120 ? "Revised 10 August 1986":?
130 N=300:NOLD=300:REM 25 YEARS
140 PRINT "ANNUAL PERCENT INTEREST";
149 TRAP 162
150 INPUT I:IF I>0 THEN GOTO 170
160 IF I>0 THEN GOTO 170
161 PRINT "I <=0, SO..."
162 END
170 IF I>=1 THEN GOTO 200
180 I=I*100:? "TIMES 100 ASSUMED"
181 GOSUB 320
200 PRINT "PAYMENT PERIODS/YEAR";
205 TRAP 211
210 INPUT K:GOTO 220
211 ? "MONTHLY PAYMENTS ASSUMED":K=12:GOSUB 320
220 IF K<=0 THEN STOP
230 LET IP=I/(K*100):REM INT/PERIOD
240 PRINT "TOTAL NR OF PAYMENTS";
245 NOLD=N:TRAP 255
250 INPUT N:IF N<=0 THEN STOP
251 GOTO 260
255 N=NOLD:? "ASSUMING N=";:? N:GOSUB 320
260 GOSUB 265:GOTO 270
265 LET R=IP/(1-(1+IP)^-N):RETURN
```

```
270 PRINT "MULTIPLIER=";R
279 TRAP 140
280 PRINT "AMOUNT BORROWED";:INPUT A
290 IF A<=0 THEN PRINT :GOTO 140
300 P=INT(A*R*100+0.5)/100:PRINT P
310 GO TO 279
320 SOUND 0,85,10,15:FOR J=1 TO 40:NEXT J:SOUND 0,0,0,0:RETURN
400 REM Print Table of $/1000
410 ? "Starting APR";:INPUT APR1
420 ? " Ending APR";:INPUT APR2
430 ? " Step in APR";:INPUT ASTEP
432 CLOSE #1:OPEN #1,8,0,"P:"
433 PRINT #1,," Dollars Per Thousand Per Month":PRINT #1," "
434 PRINT #1," ","APR"," 15 Years"," 25 Years"," 30 Years":PRINT #1
440 FOR APR=APR1 TO APR2 STEP ASTEP
450 IP=APR/(K*100):N=180:GOSUB 265:R15=R*1000:N=300:GOSUB 265:R25=R*1000
455 N=360:GOSUB 265:R30=R*1000:PRINT #1,,APR,R15,R25,R30
460 NEXT APR
--------------------------------------------------------------------------------
APRPROG.BAS - Computes Annual Percentage Rate (APR) from amount of loan,
number of monthly payments, and amount of monthly payment (principal plus
interest). Uses functional iteration method based on Contraction Mapping
Theorem. (C) 1987 by John H. Sangster, placed in the Public Domain for
non-commercial use; all commercial rights reserved.
--------------------C-u-t---h-e-r-e---f-o-r---APRPROG.LST---------------------
100 REM Program to compute APR (Annual Percentage Rate) from loan amt A, Payment P, and nr
of payments N.
110 ? "Truth-in-Lending Interest Rate"
120 ? "Calculator - JHS 28 July 1986"
130 ? :TRAP 600
140 ? "Loan Amount";:INPUT A:? "Monthly Payment";:INPUT P:? "Total Nr of Payments";:INPUT N
150 IF A=0 THEN ? "AMOUNT=0 - INTEREST IS UNDEFINED":GOSUB 1000:GOTO 140
155 PA=P/A:I=PA
160 FOR J=1 TO 100
170 IOLD=I
180 GOSUB 500
190 IF ABS(I-IOLD)/IOLD<1E-12 THEN 300
200 NEXT J
210 ? "No convergence!":GOSUB 1000:GOTO 140
300 ? "CONVERGED AFTER ";J;" ITERATIONS"
400 ? "APR=";I*1200;" PERCENT PER ANNUM"
410 ? :GOTO 140
500 REM Iteration to improve estimate of I:
510 I=PA*(1-(1+I)^(-N))
520 RETURN
600 ? :? "Use BREAK to exit to BASIC.":? :GOTO 110
1000 SOUND 0,65,12,15:FOR I=1 TO 120:NEXT I:SOUND 0,0,0,0:RETURN
--------------------------------------------------------------------------------
CHEKBOOK.BAS - Simple checkbook balancing aid. Nothing fancy, just does the
dirty work. Main advantage over a calculator is that the program helps you
```

```
keep your place by automatically incrementing the check number as you enter
check amounts. (C) 1987 by John H. Sangster - Placed in the public domain
for non-commercial use; all commercial rights reserved.
----------------------C-u-t---h-e-r-e---f-o-r---CHEKBOOK.LST-----------------
10 REM Simple Checkbook Program
11 REM JHS 06/08/86 Version 1.0
12 REM Command interpreter to be
13 REM added in later version.
15 DIM A$(40):TRAP 200:BAL=0
200 REM Startup Routines
220 DIM C(100):DIM D(300)
1000 REM F - Forward Balance
1005 TRAP 2000
1010 ? "Balance forward from prev stmt":INPUT BALF:BAL=BALF
2000 REM C - Enter Credit Items
2010 ? "Enter credit items (deposits,":? "interest, corrections etc.),"
2020 ? "followed by RETURN, or just RETURN":? "to end input.":NC=0
2030 FOR I=1 TO 100:INPUT A$:IF LEN(A$)=0 THEN GOTO 3000
2035 C(I)=VAL(A$)
2040 BAL=BAL+C(I):NC=I:NEXT I
3000 REM D - Debits: checks & charges
3010 ? "Enter debits(checks&charges)"
3020 ? "Start with checks, beginning with":? "check number";:NCHK=0
3025 TRAP 3030:INPUT A$:NCHK=VAL(A$):ND=0
3030 FOR I=1 TO 300:? NCHK;" ";:INPUT A$:IF LEN(A$)=0 THEN GOTO 4000
3040 D(I)=VAL(A$):BAL=BAL-D(I)
3050 ND=I:IF D(I)>=0 THEN NCHK=NCHK+1
3060 IF D(I)<0 THEN NCHK=NCHK-1
3070 NEXT I
4000 REM Final Output Section
4010 TC=0:TD=0
4020 IF NC>0 THEN FOR I=1 TO NC:TC=TC+C(I):NEXT I
4030 IF ND>0 THEN FOR I=1 TO ND:TD=TD+D(I):NEXT I
4090 ? "STARTING BALANCE WAS $";BALF
4100 ? "TOTAL CREDITS $";TC;" # ITEMS: ";NC
4101 ? "TOTAL DEBITS $";TD;" # ITEMS: ";ND
4102 ? "ENDING BALANCE IS $";BAL:? :?
4110 ? "DO NEXT MONTH";:INPUT A$:IF A$(1,1)="Y" THEN BALF=BAL:GOTO 2000:END
------------------e-n-d---o-f---s-i-l-l-y---p-r-o-g-r-a-m-s-------------------
```

597. SX212 info sought

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-06 03:32:01 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <15362@topaz.rutgers.edu>
Source record: 117451

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Hello all. Rumour has it in these parts that the SX212 will
be on stores shelves very soon (if it isn't already!). A couple
questions maybe someone out there can answer for me that none
of my friends seems to know for sure...

1) Can you or can you not connect the SX212 directly to the 8-bit
without an interface?
2) About connecting to the 8-bit, does it come packaged with
the necessary cable and term program (I'd heard something
about a new version of Express?), or do you have to hunt
them down seperately?
3) Perhaps most importantly to me, since the main reason I would
like to get the SX212 is for use with the schools' Unix system
(300 baud can be painful when you want to do something other than
read the newsgroups :-)), I would like to know *for sure* if
Chameleon will work with it or not.

As always, any info is greatly appreciated.

-Ray Wilmott

wilmott@topaz.rutgers.edu

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

598. What's the right way...

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-06 16:22:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <871006122252.4.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117452

to return from a program to DOS? I always thought the protocol was that DOS (any DOS) effectively JSR'ed to the start address of the program once it was loaded; thus the right way to return was just to RTS. That's always worked for me, using DOS XL. However, I've gotten some reports that Kermit-65 sometimes wedges up when one exits from it. I'm pretty sure I'm not trashing the stack; it really looks like DOS expects something other than an RTS.

Anyone got any ideas? Thanks in advance.

599. November 1987 ANTIC TOC

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-06 19:11:27 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2140@ihlpe.ATT.COM>
Source record: 117453

[]

NOVEMBER 1987 ANTIC TOC
Theme: PRACTICAL APPLICATION WINNERS

page article

7 I/O BOARD
Letters from Readers.
7 DISK BONUS PROGRAM
The bonus this month is GALLEONS, an arcade quality sea
battle. It is described as a flashy, colorful two-player
action game. ML.
13 PRODUCT REVIEWS
Software
Money$pin (White Bag Software)
Hardware
Animation Station (Suncom)--A touch tablet that comes with
DesignLab paint program.
20 NEW PRODUCTS
A description but not a review of several new products
available for the Atari computers. This month announcements
include Pirates of the Barbary Coast, Aliants, Sprong, Space
Lobster & Disk 50 (all Star Soft); Smart Speaker (Swisscomp,
Inc); Guild of Thieves (Firebird); Borodino:1812 (KRENtek
Software) and Ace of Aces (Accolade).
29 GAME OF THE MONTH: HOT AND COLD
A classic peg game similar to Master Mind.
35 GRAND PRIZE APPLICATION WINNER: CRITICAL-PATH PROJECT MANAGER
Design your own project time line. Display and print out
information in various forms including a GANT chart.
37 GRAND PRIZE APPLICATION WINNER: WYSIWYG CASSETTE JACKETS
Do you record your own music or copy your records onto a
cassette tape? This program allows you to design a cassette
jacket that can be cut to fit in a standard case. Designed
to work with Epson compatible printers.
39 GRAND PRIZE APPLICATION WINNER: YOUR BEST ROUTE
Planning a trip? Use this program to build a chart that
lists distances between all cities you plan to visit and
then let the program tell you the shortest route to take
to see all the points of interest.
40 GRAND PRIZE APPLICATION WINNER: BIBLIOGRAPHY MASTER
This programs allows you to edit and print bibliographies
for all those term papers you have to write.
46 LAPTOP-TO-ATARI CONNECTION

This article explains how to move information from a laptop computer such as a Radio Shack Model 100 to your Atari.

**********BEGIN THE ST RESOURCE SECTION**********

51 ST PRODUCT NEWS AND REVIEWS
Software
Alternate Reality: The City V2.0 (Datasoft)
LabelMaster (Migraph, Inc)
New Products (description only)
M/CADD (Migraph, Inc), 1st Word Plus (Electronic Distribution), Plundered Hearts (Infocom), LOGiSTiK Senior and LOGiSTiK Junior (Progressive Peripherals & Software), Test Drive (Accolade) and Music Construction Set (Electronic Arts).
55 TAP THE POWER OF YOUR SYSTEM CLOCK
Improve your timing with ST BASIC.
61 MASTERPLAN
A review of this scaled down version of VIP GEM.

**********END THE ST RESOURCE SECTION**********

63 SOFTWARE LIBRARY
This section contains all the program listings for the articles in this issue.
82 TECH TIPS
This section is a collection of tips and short programs from readers or collected from various Users Groups newsletters.

Coming next month:

Comments: The Catalog (that comes bound in the magazine) is a new issue this month. They have several new ST programs or new versions (such as Flash 1.5) and several bargains for both the 8bit and ST owners. ANTIC claims they ship within 24 hours and I tend to believe them. I got my order in less than a week after placing an order. There is an ad for a new OS for the 8bit XL/XE machines called the EXPANDER (Synergy Concepts) that sounds like it would be really nice for several types of applications. Anyone ever had any personal experience with it? The E. Arthur Brown Company have a full page an in this issue. They make the ST Video Box, ST Composite Cable and a ST Solderless RAM upgrade kit, among other things.

Kit Kimes
AT&T-ISL
1100 E. Warrenville Rd.
Naperville, IL 60566
...!ihnp4!iwvae!kimes

600. Re: What's the right way...

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-07 13:45:32 UTC
From: sullivan@marge.math.binghamton.edu
Message-ID: <734@bingvaxu.cc.binghamton.edu>
Source record: 117454

In article <871006122252.4.JRD@GRACKLE.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>to return from a program to DOS? I always thought the protocol was that
>DOS (any DOS) effectively JSR'ed to the start address of the program
>once it was loaded; thus the right way to return was just to RTS.
>That's always worked for me, using DOS XL. However, I've gotten some
>reports that Kermit-65 sometimes wedges up when one exits from it. I'm
>pretty sure I'm not trashing the stack; it really looks like DOS expects
>something other than an RTS.
>
I have had similar problems with various communications programs,
including a very simple one I wrote years ago in basic. I formed the
conjecture that there are mysterious problems which arise after turning
on concurrent io mode in an 850 interface. Does anyone know anything about
this?

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903
Email: sullivan@marge.math.binghamton.edu

601. BBS

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-07 17:35:49 UTC
From: p7o@psuvm.bitnet.UUCP
Message-ID: <21788P7O@PSUVMA>
Source record: 117455

```
Does anyone out here have a modem?
If you do then call....

*************************************************************************
* *
* THE HACKSHOP BBS *
* ================ *
* *
* A BBS [Bulletin Board System] for any computer with ascii, but *
* most of the Download files are for ATARI - 8 bit! *
* *
* Alot of scrunched,and shrunk files,software galore!! *
* *
* 8 Message bases ,Sysop base,War board,Atari base *
* a list of Stars addresses,and a Atari cartoon *
* of the week!!! CALL TODAY!!!!!!!!!!!!!!!!!! *
* *
* *
* HACKSHOP BBS *
* 300/1200 BAUD *
* WEEKDAYS:24 HR *
* WEEKENDS:10PM-10AM *
* (717)383-1457 *
*************************************************************************
```

602. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-08 14:03:03 UTC
From: MARCUS@MOLE.PCL.AC.UK
Message-ID: <8710081402.AA03059@ucbvax.Berkeley.EDU>
Source record: 117456

I recently discovered instructions for constructing a write-only RS232 interface for the atari using (as ever) one of the joystick ports. Is there anyone out there who knows of an assembly language listing of a full RS232 serial interface using the second joystick port which they could email ?

Also would it be possible to alter any of the terminal emulators available on the net to use such an interface (i.e substitute the joystick port RS232 handler for the emulator's original handler) ?

"bigmouth strikes again" - M A R C U S -

603. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-08 14:26:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710081436.AA03615@ucbvax.Berkeley.EDU>
Source record: 117457

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 8 Oct 87 13:55:58 GMT
Received-2: from score.stanford.edu by BBN.COM id aa07823; 8 Oct 87 9:44 EDT
Date: Tue 6 Oct 87 10:03:26 PDT
Subject: Info-Atari8 Digest V87 #88
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Tuesday, October 6, 1987 Volume 87 : Issue 88

This weeks Editor: Bill Westfield

Today's Topics:

Standalone (shareware) OmniCom
XF551 and ADOS
kermit information
some silly programs
Dhrystone figures for the Atari 800xl
SX212 info sought
What's the right way...

------------------------------------------------------------------------

Posted-From: The MITRE Corp., Bedford, MA
To: info-atari8@score.stanford.edu
Subject: Standalone (shareware) OmniCom
Date: Sat, 03 Oct 87 23:47:45 EDT
From: jhs@mitre-bedford.ARPA

Steven Grove, your message arrived with no useable return path, so I am unable
to reply directly.

Steve comments that he would like to download OmniCom but has no terminal
software with which to download it. This situation keeps coming up. Can't
somebody come up with a simple downloading program? The following program
might be turned into something that can be used for this purpose by
adding some machinery to buffer the received data in a string, then
CLOSE the serial I/O and write the string to a file. Steve, maybe you
```

could be the one to get this working. Meanwhile, the program below, as
it stands, may be enough to let you at least log in as a dumb terminal.
You may have to fiddle to get it working, but it is what Avatex publishes
with their modem as a simple terminal program.

-John S.

```
------------------------------c-u-t---h-e-r-e--------------------------------
10 GOTO 310:REM Dumb Terminal Prog.
100 STATUS #3,AVAR:IF PEEK(747)=0 THEN 200
120 GET #3,CHAR:IF CHAR=0 OR CHAR=10 THEN 200
130 PUT #4,CHAR
200 IF PEEK(764)=255 THEN 100
210 GET #2,KEY:PUT #3,KEY:GOTO 100
300 REM I/O Setup for Dumb Terminal.
310 OPEN #2,4,0,"K:"
320 OPEN #3,13,0,"R:"
330 OPEN #4,8,0,"E:"
340 XIO 34,#3,192+48+3,0,"R:"
350 XIO 40,#3,0,0,"R:"
360 GOTO 100:REM Go to it!
```

[I have a very simple basic program for the IBM PC that downloads files
using the xmodem protocol. It might be easilly convertable to the atari.
Someone drop me a note if they are interested... BillW@Score.stanford.edu]

Date: Mon, 5 Oct 87 08:44:19 EDT
From: lazear@gateway.mitre.org
To: info-atari8@score.stanford.edu
Subject: XF551 and ADOS

I have seen the XF551 advertized in ANTIC, but haven't seen any word on
the ADOS that supposedly accompanies it. You would think this would
be a big deal and worthy of a review. Anyone seen the drive for real
or used ADOS?
Walt Lazear (lazear@gateway.mitre.org)

Date: Mon, 5 Oct 87 14:31:14 PDT
From: davidp@tc.fluke.com (David Pryor)
To: info-atari8@score.stanford.edu
Subject: kermit information

I have a little problem. I would like to have a copy of kermit on my atari
but have no way of down loading it to the atari. I would be willing to mail
a disk and a stamped mailer if some one would be willing to copy it for me.
Thanks in advance

Dave Pryor davidp@tc.fluke.COM

Posted-From: The MITRE Corp., Bedford, MA
To: info-atari8@score.stanford.edu
Subject: some silly programs
Date: Mon, 05 Oct 87 22:48:52 EDT
From: jhs@mitre-bedford.ARPA

Probably everybody who ever got a home computer must have written one of each of the following programs, but I thought a few readers of these postings might find them useful nevertheless, especially "APRPROG.BAS", which computes the effective Annual Percentage Rate of a loan.

-John Sangster / jhs@mitre-bedford.arpa

MORTGAGE.BAS - Simple loan payment calculator. Given the Annual Percentage Rate of interest, the number of payments per year (normally 12), and the total number of PAYMENTS in which loan is to be paid off, returns the monthly payment amount. (E.g. for 30 years of monthly payments, there are 360 payments.) The above is obtained by "RUN" or GOTO 100. If you start the program instead with "GOTO 400", it prints, on your printer, a table of "dollars per thousand" loan amounts for a range of interest rates you select and for a set of convenient loan durations (15, 20, 25, 30 years). (C) 1987 by John H. Sangster, placed in the public domain for non-commercial use; all commercial rights reserved.

---C-u-t---h-e-r-e---f-o-r---MORTGAGE.LST---

```
100 PRINT "}"
110 PRINT "MORTGAGE CALCULATOR by JHS"
120 ? "Revised 10 August 1986":?
130 N=300:NOLD=300:REM 25 YEARS
140 PRINT "ANNUAL PERCENT INTEREST";
149 TRAP 162
150 INPUT I:IF I>0 THEN GOTO 170
160 IF I>0 THEN GOTO 170
161 PRINT "I <=0, SO..."
162 END
170 IF I>=1 THEN GOTO 200
180 I=I*100:? "TIMES 100 ASSUMED"
181 GOSUB 320
200 PRINT "PAYMENT PERIODS/YEAR";
205 TRAP 211
210 INPUT K:GOTO 220
211 ? "MONTHLY PAYMENTS ASSUMED":K=12:GOSUB 320
220 IF K<=0 THEN STOP
230 LET IP=I/(K*100):REM INT/PERIOD
240 PRINT "TOTAL NR OF PAYMENTS";
245 NOLD=N:TRAP 255
250 INPUT N:IF N<=0 THEN STOP
251 GOTO 260
255 N=NOLD:? "ASSUMING N=";:? N:GOSUB 320
260 GOSUB 265:GOTO 270
265 LET R=IP/(1-(1+IP)^-N):RETURN
270 PRINT "MULTIPLIER=";R
279 TRAP 140
```

```
280 PRINT "AMOUNT BORROWED";:INPUT A
290 IF A<=0 THEN PRINT :GOTO 140
300 P=INT(A*R*100+0.5)/100:PRINT P
310 GO TO 279
320 SOUND 0,85,10,15:FOR J=1 TO 40:NEXT J:SOUND 0,0,0,0:RETURN
400 REM Print Table of $/1000
410 ? "Starting APR";:INPUT APR1
420 ? " Ending APR";:INPUT APR2
430 ? " Step in APR";:INPUT ASTEP
432 CLOSE #1:OPEN #1,8,0,"P:"
433 PRINT #1,," Dollars Per Thousand Per Month":PRINT #1," "
434 PRINT #1," ","APR"," 15 Years"," 25 Years"," 30 Years":PRINT #1
440 FOR APR=APR1 TO APR2 STEP ASTEP
450 IP=APR/(K*100):N=180:GOSUB 265:R15=R*1000:N=300:GOSUB 265:R25=R*1000
455 N=360:GOSUB 265:R30=R*1000:PRINT #1,,APR,R15,R25,R30
460 NEXT APR
```

APRPROG.BAS - Computes Annual Percentage Rate (APR) from amount of loan, number of monthly payments, and amount of monthly payment (principal plus interest). Uses functional iteration method based on Contraction Mapping Theorem. (C) 1987 by John H. Sangster, placed in the Public Domain for non-commercial use; all commercial rights reserved.

--------------------C-u-t---h-e-r-e---f-o-r---APRPROG.LST--------------------

```
100 REM Program to compute APR (Annual Percentage Rate) from loan amt A, Payment P, and nr
of payments N.
110 ? "Truth-in-Lending Interest Rate"
120 ? "Calculator - JHS 28 July 1986"
130 ? :TRAP 600
140 ? "Loan Amount";:INPUT A:? "Monthly Payment";:INPUT P:? "Total Nr of Payments";:INPUT N
150 IF A=0 THEN ? "AMOUNT=0 - INTEREST IS UNDEFINED":GOSUB 1000:GOTO 140
155 PA=P/A:I=PA
160 FOR J=1 TO 100
170 IOLD=I
180 GOSUB 500
190 IF ABS(I-IOLD)/IOLD<1E-12 THEN 300
200 NEXT J
210 ? "No convergence!":GOSUB 1000:GOTO 140
300 ? "CONVERGED AFTER ";J;" ITERATIONS"
400 ? "APR=";I*1200;" PERCENT PER ANNUM"
410 ? :GOTO 140
500 REM Iteration to improve estimate of I:
510 I=PA*(1-(1+I)^(-N))
520 RETURN
600 ? :? "Use BREAK to exit to BASIC.":? :GOTO 110
1000 SOUND 0,65,12,15:FOR I=1 TO 120:NEXT I:SOUND 0,0,0,0:RETURN
```

CHEKBOOK.BAS - Simple checkbook balancing aid. Nothing fancy, just does the dirty work. Main advantage over a calculator is that the program helps you keep your place by automatically incrementing the check number as you enter check amounts. (C) 1987 by John H. Sangster - Placed in the public domain

```
for non-commercial use; all commercial rights reserved.
----------------------C-u-t---h-e-r-e---f-o-r---CHEKBOOK.LST-----------------
10 REM Simple Checkbook Program
11 REM JHS 06/08/86 Version 1.0
12 REM Command interpreter to be
13 REM added in later version.
15 DIM A$(40):TRAP 200:BAL=0
200 REM Startup Routines
220 DIM C(100):DIM D(300)
1000 REM F - Forward Balance
1005 TRAP 2000
1010 ? "Balance forward from prev stmt":INPUT BALF:BAL=BALF
2000 REM C - Enter Credit Items
2010 ? "Enter credit items (deposits,":? "interest, corrections etc.),"
2020 ? "followed by RETURN, or just RETURN":? "to end input.":NC=0
2030 FOR I=1 TO 100:INPUT A$:IF LEN(A$)=0 THEN GOTO 3000
2035 C(I)=VAL(A$)
2040 BAL=BAL+C(I):NC=I:NEXT I
3000 REM D - Debits: checks & charges
3010 ? "Enter debits(checks&charges)"
3020 ? "Start with checks, beginning with":? "check number";:NCHK=0
3025 TRAP 3030:INPUT A$:NCHK=VAL(A$):ND=0
3030 FOR I=1 TO 300:? NCHK;" ";:INPUT A$:IF LEN(A$)=0 THEN GOTO 4000
3040 D(I)=VAL(A$):BAL=BAL-D(I)
3050 ND=I:IF D(I)>=0 THEN NCHK=NCHK+1
3060 IF D(I)<0 THEN NCHK=NCHK-1
3070 NEXT I
4000 REM Final Output Section
4010 TC=0:TD=0
4020 IF NC>0 THEN FOR I=1 TO NC:TC=TC+C(I):NEXT I
4030 IF ND>0 THEN FOR I=1 TO ND:TD=TD+D(I):NEXT I
4090 ? "STARTING BALANCE WAS $";BALF
4100 ? "TOTAL CREDITS $";TC;" # ITEMS: ";NC
4101 ? "TOTAL DEBITS $";TD;" # ITEMS: ";ND
4102 ? "ENDING BALANCE IS $";BAL:? :?
4110 ? "DO NEXT MONTH";:INPUT A$:IF A$(1,1)="Y" THEN BALF=BAL:GOTO 2000:END
------------------e-n-d---o-f---s-i-l-l-y---p-r-o-g-r-a-m-s-------------------
```

Date: 5 Oct 87 14:05:21 GMT
From: cbosgd!cblpf!cblpe!res@ucbvax.Berkeley.EDU (Rob Stampfli)
Subject: Dhrystone figures for the Atari 800xl
To: info-atari8@score.stanford.edu

x
I recently ported the Dhrystone Version 1.1 software to my Atari 800xl
and compiled it using the CC8 compiler recently posted by Steve Kennedy.
I then recoded the program in the Action! language and ran it. Here
are the results:

CC8 Version 2.3b, Ace-C Runtime Engine: 7.8 dhrystones/sec
Action! Version 3.6: 131 dhrystones/sec

By way of comparison here are how some other common micro's performed:

Commodore 64, C Power 2.9 trim: 34 dhrystones/sec
Commodore 128, C Power 128 trim: 68 dhrystones/sec
IBM PC/XT, MS-DOS 2.0, Microsoft 3.1 C: 347 dhrystones/sec
Atari 520ST, TOS, Lattice 3.03.01: 450 dhrystones/sec
Amiga 1000, Manx C 2.30a, 32 bits: 684 dhrystones/sec
Amiga 1000, Manx C 2.30a, 16 bits: 915 dhrystones/sec
Atari 520ST, TOS, Megamax 1.0: 1136 dhrystones/sec
IBM PC/AT, PC-DOS 3.20, Microsoft 4.0: 1796 dhrystones/sec

Comments:
The dhrystone program is designed to generate a "figure of merit" benchmark of a particular computer / compiler combination. It consists of a statistically typical set of operations, minus i/o and floating point, invoked repeatedly and timed. The results are indicated in iterations/sec. Published statistics exist for literally hundreds of machine/compiler combinations.

In getting these programs to run, I had to make several modifications, which I believe did not significantly alter the final results. Since CC8 does not recognize 'typedefs', I had to rewrite the code so as not to use them. Action!, of course, is an entirely different language, but I took care to port the code faithfully. Surprisingly, the only area where I had trouble making a direct port involved a doubly dimensioned array. Action! does not support this, so I had to define a large singly dimensioned array and generate the index manually. The dhrystone package was, by design I believe, not optimally written in C, and could have been made for efficient during the rewrite, if that had been a goal.

The results speak well of the machine and compilers. CC8 is a real jewel, the best C compiler I have seen for the Atari, and Steve has taken pains to include most of the constructs found in the full implementation of C. This was substantiated by the ease of the port. However, CC8 is interpretive, so you would not expect it to be a stellar performer in the speed category.

Action! is marketed by OSS, Inc., and is a true compiler plus development system on a plug-in Atari cartridge. Not only does it possess a phenominal human interface, but the code it produces is well known to run like a bat out of hell. Too bad it is a language which has never been available on anything but the 8-bit Ataris. One concern I had was that Action! stores string variables internally in a different format from C. I don't think this is significant in the operation of the program, so I did not go out of my way to try to mimic C here, but rather let Action do its thing.

I never expected to break 100 dhrystones/sec even if I coded in assembler. To do this on an 8-bit machine with a clock speed of less than 2 Mhz is truely impressive. I did not try a port to Basic, but it would be interesting to see what kind of figures this would produce. Any takers?

Robert Stampfli
cbosgd!cblpe!res

Date: 6 Oct 87 03:32:01 GMT
From: topaz.rutgers.edu!wilmott@rutgers.edu (Ray Wilmott)
Subject: SX212 info sought
To: info-atari8@score.stanford.edu

!!!!!!!!!!!!!!!!!!!!!!!!!!!

Hello all. Rumour has it in these parts that the SX212 will
be on stores shelves very soon (if it isn't already!). A couple
questions maybe someone out there can answer for me that none
of my friends seems to know for sure...

1) Can you or can you not connect the SX212 directly to the 8-bit
without an interface?
2) About connecting to the 8-bit, does it come packaged with
the necessary cable and term program (I'd heard something
about a new version of Express?), or do you have to hunt
them down seperately?
3) Perhaps most importantly to me, since the main reason I would
like to get the SX212 is for use with the schools' Unix system
(300 baud can be painful when you want to do something other than
read the newsgroups :-)), I would like to know *for sure* if
Chameleon will work with it or not.

As always, any info is greatly appreciated.

-Ray Wilmott

wilmott@topaz.rutgers.edu

Date: Tue, 6 Oct 87 12:22 EDT
From: John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>
Subject: What's the right way...
To: info-atari8@SCORE.STANFORD.EDU

to return from a program to DOS? I always thought the protocol was that
DOS (any DOS) effectively JSR'ed to the start address of the program
once it was loaded; thus the right way to return was just to RTS.
That's always worked for me, using DOS XL. However, I've gotten some
reports that Kermit-65 sometimes wedges up when one exits from it. I'm
pretty sure I'm not trashing the stack; it really looks like DOS expects
something other than an RTS.

Anyone got any ideas? Thanks in advance.

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

604. re: VT52B, Yet Another Terminal Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-08 15:56:55 UTC
From: ehs@jumbo.dec.com
Message-ID: <973@jumbo.dec.com>
Source record: 117458

About a week ago, I posted a three-part message about VT52B, a simple emulator for an extended VT52 that I have found useful for talking to Unix. I have since heard from two people who got the first two parts but not the third (the ACTION! code itself).

If anyone else wants this, drop me a note with a clear return address and I'll try to send it directly. It's about 14K bytes.

Ed Satterthwaite
Arpa: ehs@src.DEC.COM
Uucp: {...}!decwrl!ehs

605. Re: Critcism or Embarassment,ATARI corp?

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-08 20:29:52 UTC
From: hans@umd5.umd.edu
Message-ID: <1981@umd5.umd.edu>
Source record: 117459

In article <863@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
> ...
>We took the story to Sam Tramiel, President of Atari Corp. The three of us
>agreed that we had no problem allowing the release of the emulator, but in
>return for this we wanted Darek to release his source code as public domain.
> ...

What a noble thought. I think the idea of releasing source code is great.

Did this idea come from the same company which has steadfastly refused
to release (or even to acknowledge requests for) the source for the XL
operating system? How much better a world this would be if the left hand
and the right hand could agree on the goodness value of things.

Note that I am not suggesting that the OS source be put in the public domain,
only that source should be available. Of course I can disassemble the ROMs
(and have done so), and most of what I want to know can be extracted that
way. It just hurts to think of the more productive things I could have
with that time!

606. Re: What's the right way...

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-08 21:51:52 UTC
From: schuster@dasys1.UUCP
Message-ID: <1589@dasys1.UUCP>
Source record: 117460

In article <734@bingvaxu.cc.binghamton.edu> sullivan@marge.math.binghamton.edu (fred sullivan) writes:
>In article <871006122252.4.JRD@GRACKLE.SCRC.Symbolics.COM> jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>>to return from a program to DOS?

>I have had similar problems with various communications programs,
>including a very simple one I wrote years ago in basic.
>
>Fred Sullivan

Going to DOS from any communications program
that uses the 850 R: handler is big trouble.
DUP.SYS loads right over the handler itself, so
that when you return to the program the R: device
is gone.
If you're using OS/A+, DOS XL, or SpartaDOS these
caveats may not apply. But it sure occurs with
Atari DOS 2.X

--
l\ /l' _ Mike Schuster {sun!hoptoad,cmcl2!phri}!dasys1!schuster
l \/ lll/(_ Big Electric Cat schuster@dasys1.UUCP
l lll\(_ New York, NY USA DELPHI,GEnie:MSCHUSTER CIS:70346,1745

607. School Teacher Needs Computer Help

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-09 02:42:30 UTC
From: davev@spked.UUCP
Message-ID: <113@spked.UUCP>
Source record: 117461
Cross-posted to: misc.wanted,comp.sys.apple,comp.sys.atari.8bit,comp.sys.ibm.pc,comp.sys.tandy,misc.kids

A friend of mine who is an elementery school teacher (w/o net access, of course) asked me to post this for him. You can e-mail me, or call him.

Hello, my name is Brett Wyatt, and I teach a class of fourth graders. I am trying to set up a computer lab for my class, and I can use a donation of almost anything you can mention. In particular, I need the 16 to 32 k expansion units for the Atari 400's, disk drives for the TRS 80 Color Computer, any sort of running IBM PC or Apple type computer, printers (old Decwriters would be *GREAT*) and educational software, like a tutorial building language and math/spelling games. General purpose software like a communications program and programming languages would be good for the more advanced students as well.

Thank you very much. Of course, all donations would be tax deductable. Please call me at (916) 758-4165 or respond via e-mail.

--
The contents of this message are totally unauthorized, and represent no person or entity within any agency, nor any statement of policy.
Standard Form 1 Disclaimer (Rev. 4-87)
{{seismo|ihnp4!}lll-crg|sdcsvax|{decvax!}ucbvax}!ucdavis!spked!davev

608. Re: What's the right way...

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-09 05:22:47 UTC
From: hyc@umix.cc.umich.edu
Message-ID: <2266@umix.cc.umich.edu>
Source record: 117462

Are you using Action? Action writes object files based off the Init
vector. Unfortunately, it also provides a valid address for the Run vector.
What happens is that an Action program will load, execute, and then DOS
will try to execute it again based on the Run vector. (The two addresses
here aren't identical - the Init vector points to some runtime startup
code, whereas the Run vector points to the actual beginning of the program.)
The solution is simple - Define a global variable at the beginning of
your program, and pre-initialize it to the value $60. As long as the first
byte of your program is an RTS, things should work fine...
--
-- Howard Chu
"Of *course* it's portable. It's written in C, isn't it?"

609. Re: Atari Trak-Ball for sale

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-09 15:51:56 UTC
From: P7O@PSUVMA.BITNET
Message-ID: <21944P7O@PSUVMA>
Source record: 117463
Cross-posted to:
comp.sys.amiga,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac,comp.sys.ibm.pc,misc.forsale

I am interested in your trackball.
I run a BBS up here in Jessup,Pa
(717)383-1457 at 300/1200 baud
Do you have a hard drives for the 8 bit?

610. Re: BBS

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-09 17:33:22 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <383@tut.cis.ohio-state.edu>
Source record: 117464

In article <21788P7O@PSUVMA> P7O@PSUVMA.BITNET (PATRICK) writes:
>Does anyone out here have a modem?
>If you do then call....
> * THE HACKSHOP BBS *

Gee, I have a modem. Can I really call this fine BBS? You may and may not know this, but your little BBS ad got sent to the entire planet in respect to usenet. You might consider posting your advertisment for your BBS on local BBSs, or at least locally, and not to the entire free world.

--
-Andrew Weaver--Guest account courtesy of the OSU CIS Dept- T * H * E --
--COB Computing Services-1775 College Rd., Cols,. OH 43210- O H I O --
---UUCP: ...!cbosgd!osu-cis!tut.cis.ohio-state.edu!weaver-- S T A T E --
---ARPA: weaver@ohio-state.ARPA---------------------------- UNIVERSITY --

611. Atari program files

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-09 17:33:26 UTC
From: vaughan@canisius.UUCP
Message-ID: <1781@canisius.UUCP>
Source record: 117465

I have seen many messages telling us that a nice compiler or
such has been posted, or better yet is available on some arpa
node. Question: Where are you posting this stuff? It isn't
in the news gorup, not in the archives at Canad01 of Finhut.
Alot of us do not have arpa access so ftp is out. So can
someone tell me how to get this stuff?

At this time I am really interested in the CC8 c compiler, and
the latest version of kermit65. I am on bitnet and uucp.
Also what is archived at info-atari@score for the 8bit. And how
do we get it.

Reply to me using email or post it, this digest comes to me on
bitnet, and I readnews once in a while1

thankS
--

BITNET : vaughan@canisius CSNET : vaughan%canisius@CSNET-relay
UUCP : ..!{ames,boulder,decvax,rutgers}!sunybcs!canisius!vaughan
US MAIL: Thomas Vaughan/ Computer Center / Canisius College/ Buffalo N.Y.

612. Re: Info-Atari8 Digest V87 #86

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-09 20:23:00 UTC
From: VAUGHAN@CANISIUS.BITNET
Message-ID: <8710092031.AA03403@ucbvax.Berkeley.EDU>
Source record: 117466

```
reply/chkletter

exit
```

613. Re: Info-Atari8 Digest V87 #80

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-09 21:00:00 UTC
From: VAUGHAN@CANISIUS.BITNET
Message-ID: <8710092117.AA04457@ucbvax.Berkeley.EDU>
Source record: 117467

With the growing number of programs in this news group does anybody know if it would be possible to archive these files at database@bitnic? This is supposed to be an internetwork database. The digests are fairly common and are redunantly archieved at several nodes on bitnet, but the usable code and utilities are in accessable to only arpanet users.

BITNET : vaughan@canisius CSNET : vaughan%canisius@CSNET-relay
UUCP : ..!{ames,boulder,decvax,rutgers}!sunybcs!canisius!vaughan
US MAIL: Thomas Vaughan/ Computer Center / Canisius College/
2001 Main St./ Buffalo N.Y. 14208

614. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-10 00:10:17 UTC
From: hans@umd5.umd.edu
Message-ID: <1984@umd5.umd.edu>
Source record: 117468

In article <8709230608.AA23983@ucbvax.Berkeley.EDU> F1.GDM@ISUMVS.BITNET ("Gene Merritt") writes:
>I just installed my new US Doublers and started using SpartaDos. Unfortunately
>SpartaDos conflicts with my OmniView 256 chip. This disables a few functions
>of SpartaDos that I would realy like to use.
>
>Is there any easy way to make a "ramrod xl" card that that will allow me to
>choose between OmniView and the original OS?
>
>Can I make a board that sockets both chips and put a switch to the +5 lines to
>activate the right chip at power up?
>Do I need to worry about the ground wires? Can it be that simple?
>
>I would appreciate hearing from anyone that owns a Ramrod board, or has any
>ideas.
>
>f1.gdm @ isumvs.bitnet

This should be quite simple. I have never seen a ramrod or similar board,
or tried this myself.

Piggyback the two ROMs. All pins except 20 (chip enable) and 22 (output
enable) can be connected directly. I will outline four possibilities for
hooking up the select logic, each with its own set of advantages and dis-
advantages.
I would leave as much airspace as practical between the two ROMs.

Note: This is based on information about 27128 EPROMs. While these schemes
should work with ROMs, I do not know if they have the same poser-saving
circuitry in them that the EPROMs have.
27128 EPROMs draw 100mA in active mode (CS/ low), 25mA in standby mode
(CS/ high). The outputs are enabled only if CS/ and OE/ are both low.

1. Wire both pin 20s together, and connect to pin 20 on socket. Wire up a
switch so that one pin 22 is grounded, the other pulled to +5V.
Advantage: Only DC on switch.
Disadvantage: Both ROMs will go from standby to active whenever the ROM is
addressed.

2. same as one, but with pins 20 and 22 reversed.
Advantage: Only DC on switch.
Disadvantage: The switch-selected ROM will always be in active state

3. Pins 22 connected to each other and board. Wire up a switch so that
the signal from pin 20 on the board is fed to pin 20 of one ROM, while
pin 20 of the other is pulled to +5V.

Advantage: Only the selected ROM is active, and only when needed.
Disadvantage: Chip enable signal on switch and wiring, placement and construction are more critical.

4. By using suitable gates you can create the effect of solution 3, but without the drawback of having high-speed signals running to and through your switch.
Disadvantage: More complex.

Personally I would recommend solution 3, unless you want the switch outside the case, in which case I would recommend solution 2.

615. OmniCom

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-12 15:07:46 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8710121507.AA01059@mitre-bedford.ARPA>
Source record: 117469

Several people have sent me questions about OmniCom which make me think that not everyone will realize that the basic OmniCom program needs to be linked together with an RS-232 handler to make it work. In particular, with the 1030 and 835 direct-connect modems, not all the handlers floating around work exactly right. There is a special one called ATARISRS.232 which is 16 sectors long which will work OK with the 850 interface as well as the 1030 and 835 direct-connect modems. This handler is shipped on the disk with OmniCom, so if you've been having trouble making OmniCom work with an 835 or 1030, but would like a terminal emulator with all its features, you should probably go ahead and order it on disk from CDY.

If you have a handler sitting around but don't know what to do with it, make a disk with DOS on it, and make a copy of the handler on that disk, but name it "OC" (for OmniCom). They copy the OmniCom shareware program onto the end of it using the DOS "append" mode, like this:

C<RETURN>
D1:OC.OBJ, D2:OC/A<RETURN>

or the equivalent using your favorite DOS. With DOS 2.0 or 2.5, the "/A" on the end of the destination filename makes DOS append the source file to the end of the existing destination file, instead of writing over it as it would if you failed to specify /A.

The result is a file containing the RS232 handler, followed immediately by the OmniCom program. This should now run properly, assuming the RS232 handler is suitable for your modem interface.

-John Sangster / jhs@mitre-bedford.arpa

616. 192K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-13 18:58:05 UTC
From: dragon@oliveb.UUCP
Message-ID: <6964@oliveb.UUCP>
Source record: 117470

I'm looking for docs to upgrade a 130XE to 192K RAM. I know they exist,
but haven't seen them. I'd like to stay away from 320K or 576K on this one
(I have one with 576K already). If you have them, I'd appreciate a copy!
Thanks in advance.

On the same subject, has anyone hacked a Freddie chip into a 256K 800XL to
get the extended video modes?

--Dean

--
Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!hplabs!oliveb!dragon-oatc!dean
Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____ 'Such a strange girl, I think I'm falling in
love' --The Cure

617. Ace C & The Bookkeeper

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-13 20:58:00 UTC
From: rory@upba.UUCP
Message-ID: <42900001@upba>
Source record: 117471

I've had requests from members of my users group
for me to provide a C Compiler. Could somebody
please send me the Ace C package, minus the compiler?
I have the CC8 compiler, and have heard that it will
work with the Ace. (True?)
(E-Mail please)

Also, does anyone know of a distributor of the
accounting software called, 'The Bookkeeper'? I've
looked and CANNOT find any present dealers.

Thanks in advance,

ihnp4!upba!rory Rory Reynoldson

618. Re: SX212 info sought

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-14 01:01:16 UTC
From: jwt@atari.UUCP
Message-ID: <870@atari.UUCP>
Source record: 117472

In article <15362@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
> Hello all. Rumour has it in these parts that the SX212 will
> be on stores shelves very soon (if it isn't already!).
Yes, the modem is already being sold (at least at dealers here in Northern
California).

> 1) Can you or can you not connect the SX212 directly to the 8-bit
> without an interface?
Yes. The SX212 has an Atari SIO connector on its rear panel. It will work
with an R-verter type handler that is available on Compuserve.

> 2) About connecting to the 8-bit, does it come packaged with
> the necessary cable and term program (I'd heard something
> about a new version of Express?), or do you have to hunt
> them down seperately?
No. SX-Express (based on the older 850-Express) will be offered separately.
An SIO cable will be packaged with that program. SX-Express is currently in
software test.

> 3) ...I would like to know *for sure* if Chameleon will work with it or not.
At the moment, the only way you could be *sure* that it will work with
Chameleon would be to use it connected to an 850 the way people have been
using Hayes compatible modems for years.

Jim Tittsler, Atari Corp. {ames, sun, imagen, pyramid}!atari!jwt

619. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-14 03:12:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710140330.AA29773@ucbvax.Berkeley.EDU>
Source record: 117473

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 14 Oct 87 02:52:12 GMT
Received-2: from score.stanford.edu by BBN.COM id aa17627; 13 Oct 87 22:48 EDT
Date: Tue 13 Oct 87 15:00:01 PDT
Subject: Info-Atari8 Digest V87 #89
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Tuesday, October 13, 1987 Volume 87 : Issue 89

This weeks Editor: Bill Westfield

Today's Topics:

Re: What's the right way...
November 1987 ANTIC TOC
Re: Critcism or Embarassment,ATARI corp?
BBS
re: VT52B, Yet Another Terminal Emulator
OmniCom

------------------------------------------------------------------------

Date: 7 Oct 87 13:45:32 GMT
From: decvax!sunybcs!bingvaxu!marge.math.binghamton.edu!sullivan@ucbvax.Berkeley.EDU (fred
sullivan)
Subject: Re: What's the right way...
To: info-atari8@score.stanford.edu

In article <871006122252.4.JRD@GRACKLE.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>to return from a program to DOS? I always thought the protocol was that
>DOS (any DOS) effectively JSR'ed to the start address of the program
>once it was loaded; thus the right way to return was just to RTS.
>That's always worked for me, using DOS XL. However, I've gotten some
>reports that Kermit-65 sometimes wedges up when one exits from it. I'm
>pretty sure I'm not trashing the stack; it really looks like DOS expects
>something other than an RTS.
>
```

I have had similar problems with various communications programs, including a very simple one I wrote years ago in basic. I formed the conjecture that there are mysterious problems which arise after turning on concurrent io mode in an 850 interface. Does anyone know anything about this?

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903
Email: sullivan@marge.math.binghamton.edu

Date: 6 Oct 87 19:11:27 GMT
From: ihnp4!ihlpe!kimes@ucbvax.Berkeley.EDU (Kit Kimes)
Subject: November 1987 ANTIC TOC
To: info-atari8@score.stanford.edu

[]

NOVEMBER 1987 ANTIC TOC
Theme: PRACTICAL APPLICATION WINNERS

page article

7 I/O BOARD
Letters from Readers.
7 DISK BONUS PROGRAM
The bonus this month is GALLEONS, an arcade quality sea battle. It is described as a flashy, colorful two-player action game. ML.
13 PRODUCT REVIEWS
Software
Money$pin (White Bag Software)
Hardware
Animation Station (Suncom)--A touch tablet that comes with DesignLab paint program.
20 NEW PRODUCTS
A description but not a review of several new products available for the Atari computers. This month announcements include Pirates of the Barbary Coast, Aliants, Sprong, Space Lobster & Disk 50 (all Star Soft); Smart Speaker (Swisscomp, Inc); Guild of Thieves (Firebird); Borodino:1812 (KRENtek Software) and Ace of Aces (Accolade).
29 GAME OF THE MONTH: HOT AND COLD
A classic peg game similar to Master Mind.
35 GRAND PRIZE APPLICATION WINNER: CRITICAL-PATH PROJECT MANAGER
Design your own project time line. Display and print out information in various forms including a GANT chart.
37 GRAND PRIZE APPLICATION WINNER: WYSIWYG CASSETTE JACKETS
Do you record your own music or copy your records onto a

cassette tape? This program allows you to design a cassette
jacket that can be cut to fit in a standard case. Designed
to work with Epson compatible printers.
39 GRAND PRIZE APPLICATION WINNER: YOUR BEST ROUTE
Planning a trip? Use this program to build a chart that
lists distances between all cities you plan to visit and
then let the program tell you the shortest route to take
to see all the points of interest.
40 GRAND PRIZE APPLICATION WINNER: BIBLIOGRAPHY MASTER
This programs allows you to edit and print bibliographies
for all those term papers you have to write.
46 LAPTOP-TO-ATARI CONNECTION
This article explains how to move information from a laptop
computer such as a Radio Shack Model 100 to your Atari.

**********BEGIN THE ST RESOURCE SECTION**********

51 ST PRODUCT NEWS AND REVIEWS
Software
Alternate Reality: The City V2.0 (Datasoft)
LabelMaster (Migraph, Inc)
New Products (description only)
M/CADD (Migraph, Inc), 1st Word Plus (Electronic
Distribution), Plundered Hearts (Infocom), LOGiSTiK Senior
and LOGiSTiK Junior (Progressive Peripherals & Software),
Test Drive (Accolade) and Music Construction Set (Electronic
Arts).
55 TAP THE POWER OF YOUR SYSTEM CLOCK
Improve your timing with ST BASIC.
61 MASTERPLAN
A review of this scaled down version of VIP GEM.

**********END THE ST RESOURCE SECTION**********

63 SOFTWARE LIBRARY
This section contains all the program listings for the
articles in this issue.
82 TECH TIPS
This section is a collection of tips and short
programs from readers or collected from various Users
Groups newsletters.

Coming next month:

Comments: The Catalog (that comes bound in the magazine) is a new issue
this month. They have several new ST programs or new versions
(such as Flash 1.5) and several bargains for both the 8bit and
ST owners. ANTIC claims they ship within 24 hours and I tend
to believe them. I got my order in less than a week after placing
an order. There is an ad for a new OS for the 8bit XL/XE
machines called the EXPANDER (Synergy Concepts) that sounds like
it would be really nice for several types of applications.

Anyone ever had any personal experience with it? The E. Arthur
Brown Company have a full page an in this issue. They make
the ST Video Box, ST Composite Cable and a ST Solderless RAM
upgrade kit, among other things.

Kit Kimes
AT&T-ISL
1100 E. Warrenville Rd.
Naperville, IL 60566
...!ihnp4!iwvae!kimes

Date: 5 Oct 87 17:50:24 GMT
From: imagen!atari!neil@ucbvax.Berkeley.EDU (Neil Harris)
Subject: Re: Critcism or Embarassment,ATARI corp?
To: info-atari8@score.stanford.edu

In article <8710012029.AA22072@ucbvax.Berkeley.EDU>, DFLINT02@ULKYVX.BITNET writes:

> Answer this question why did a ATARI try to block the release
> of the PD 8-bit emulator for the ST????? Don't quote Propietary OS.

The answer is easy. We didn't. Contrary to popular rumor/reports, Darek's
biggest problem when getting ready to release the emulator was getting
through to the right person here. He ended up with myself and Richard Frick.
We took the story to Sam Tramiel, President of Atari Corp. The three of us
agreed that we had no problem allowing the release of the emulator, but in
return for this we wanted Darek to release his source code as public domain.
The emulator as it currently exists is too slow to be useful, not to mention
the lack of support for important features like player/missile graphics.

At any rate, Darek was reluctant to do this at first. He seemed to want
sole credit for the emulator. The impasse was resolved on GEnie, in a
series of messages between Darek and myself with audience participation.
Then Darek asked for permission to sell an article on the emulator to an ST
magazine so he could make a little money for the project. This was granted.
The emulator was recently published in ST-Log magazine (September issue) and
is available for download on GEnie and other places.

These days, Darek is getting along with Atari a little better. I think he's
not a bad negotiator -- he was stirring up public sympathy for himself in
order to get what he wanted from us. On the other hand, we got the source
code released, so we're happy too. Let's hope that the project ends up
resulting in an emulator that does what we all want it to do.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

---

Date: 7 Oct 87 17:35:49 GMT
From: p7o%psuvm.bitnet@ucbvax.Berkeley.EDU (PATRICK)
Subject: BBS
To: info-atari8@score.stanford.edu

Does anyone out here have a modem?
If you do then call....

```
**************************************************************************
* *
* THE HACKSHOP BBS *
* ================ *
* *
* A BBS [Bulletin Board System] for any computer with ascii, but *
* most of the Download files are for ATARI - 8 bit! *
* *
* Alot of scrunched,and shrunk files,software galore!! *
* *
* 8 Message bases ,Sysop base,War board,Atari base *
* a list of Stars addresses,and a Atari cartoon *
* of the week!!! CALL TODAY!!!!!!!!!!!!!!!!!! *
* *
* *
* HACKSHOP BBS *
* 300/1200 BAUD *
* WEEKDAYS:24 HR *
* WEEKENDS:10PM-10AM *
* (717)383-1457 *
```

Date: 8-OCT-1987 10:34:14
From: MARCUS%MOLE.PCL.AC.UK@forsythe.stanford.edu
To: INFO-ATARI8@score.stanford.edu

I recently discovered instructions for constructing a write-only RS232 interface for the atari using (as ever) one of the joystick ports. Is there anyone out there who knows of an assembly language listing of a full RS232 serial interface using the second joystick port which they could email ?

Also would it be possible to alter any of the terminal emulators available on the net to use such an interface (i.e substitute the joystick port RS232 handler for the emulator's original handler) ?

"bigmouth strikes again" - M A R C U S -

Date: 8 Oct 87 15:56:55 GMT
From: jumbo!ehs@decwrl.dec.com (Ed Satterthwaite)
Subject: re: VT52B, Yet Another Terminal Emulator
To: info-atari8@score.stanford.edu

About a week ago, I posted a three-part message about VT52B, a simple emulator for an extended VT52 that I have found useful for talking to Unix. I have since heard from two people who got the first two parts but not the third (the ACTION! code itself).

If anyone else wants this, drop me a note with a clear return address and I'll try to send it directly. It's about 14K bytes.

Ed Satterthwaite
Arpa: ehs@src.DEC.COM
Uucp: {...}!decwrl!ehs

Posted-From: The MITRE Corp., Bedford, MA
To: info-atari8@score.stanford.edu
Subject: OmniCom
Date: Mon, 12 Oct 87 11:07:46 EDT
From: jhs@mitre-bedford.ARPA

Several people have sent me questions about OmniCom which make me think that not everyone will realize that the basic OmniCom program needs to be linked together with an RS-232 handler to make it work. In particular, with the 1030 and 835 direct-connect modems, not all the handlers floating around work exactly right. There is a special one called ATARISRS.232 which is 16 sectors long which will work OK with the 850 interface as well as the 1030 and 835 direct-connect modems. This handler is shipped on the disk with OmniCom, so if you've been having trouble making OmniCom work with an 835 or 1030, but would like a terminal emulator with all its features, you should probably go ahead and order it on disk from CDY.

If you have a handler sitting around but don't know what to do with it, make a disk with DOS on it, and make a copy of the handler on that disk, but name it "OC" (for OmniCom). They copy the OmniCom shareware program onto the end of it using the DOS "append" mode, like this:

C<RETURN>
D1:OC.OBJ, D2:OC/A<RETURN>

or the equivalent using your favorite DOS. With DOS 2.0 or 2.5, the "/A" on the end of the destination filename makes DOS append the source file to the end of the existing destination file, instead of writing over it as it would if you failed to specify /A.

The result is a file containing the RS232 handler, followed immediately by the OmniCom program. This should now run properly, assuming the RS232 handler is suitable for your modem interface.

-John Sangster / jhs@mitre-bedford.arpa

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

620. Re: Ace C + a modem question

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-14 19:37:20 UTC
From: smk@cbterra.ATT.COM
Message-ID: <3729@cbterra.ATT.COM>
Source record: 117474

In article <42900001@upba> rory@upba.UUCP writes:
> I've had requests from members of my users group
> for me to provide a C Compiler. Could somebody
> please send me the Ace C package, minus the compiler?

If someone does, please send him the _entire_ ACE C package out of courtesy
to the original author, Ralph Walden.

> I have the CC8 compiler, and have heard that it will
> work with the Ace. (True?)
> (E-Mail please)

Yes.

And now the modem question: My dad recently bought a 300 baud modem
for $8.95 from the back shelf of a computer store in town. It's
called "The Pocket Modem" and it was made by the same people who
made APE FACE (I believe they're out of business now). The modem plugs
directly into the serial port of the disk drive. It seems to work
just fine and my dad has had a great time calling up the local bulletin
boards. Now he'd like to try it with other modem software, but it
doesn't seem to have a handler--everything's hardcoded in the
software that came with the modem. He'd be willing to write a CIO
handler for it, but he really doesn't know what the modem commands are
(other than by disassembling the modem software). So, does anyone know
anything at all about this modem?

Thanks!

Steve Kennedy {moss,ihnp4,decwrl}!cbosgd!smk

621. Re: Old 800 Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-15 13:11:00 UTC
From: VAUGHAN@CANISIUS.BITNET
Message-ID: <8710151731.AA16907@ucbvax.Berkeley.EDU>
Source record: 117475

I too would appreciate receiving the old 800 version of TurboBasic.
Could someone Please mail it to me and thanks in advance.

To Vaughan

--
BITNET : vaughan@canisius CSNET : vaughan%canisius@CSNET-relay
UUCP : ..!{ames,boulder,decvax,rutgers}!sunybcs!canisius!vaughan
US MAIL: Thomas Vaughan/ Computer Center / Canisius College/
2001 Main St./ Buffalo N.Y. 14208

622. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-15 20:43:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710152056.AA21841@ucbvax.Berkeley.EDU>
Source record: 117476

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 15 Oct 87 20:33:41 GMT
Received-2: from score.stanford.edu by BBN.COM id aa13469; 15 Oct 87 16:28 EDT
Date: Thu 15 Oct 87 10:29:58 PDT
Subject: Info-Atari8 Digest V87 #90
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Thursday, October 15, 1987 Volume 87 : Issue 90

This weeks Editor: Bill Westfield

Today's Topics:

192K upgrade
Re: SX212 info sought
Re: Ace C + a modem question
Re: Old 800 Turbo Basic

------------------------------------------------------------------------

Date: 13 Oct 87 18:58:05 GMT
From: oliveb!dragon@hplabs.hp.com (Give me a quarter or I'll touch you)
Subject: 192K upgrade
To: info-atari8@score.stanford.edu

I'm looking for docs to upgrade a 130XE to 192K RAM. I know they exist,
but haven't seen them. I'd like to stay away from 320K or 576K on this one
(I have one with 576K already). If you have them, I'd appreciate a copy!
Thanks in advance.

On the same subject, has anyone hacked a Freddie chip into a 256K 800XL to
get the extended video modes?

--Dean

--
Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!hplabs!oliveb!dragon-oatc!dean
Olivetti Advanced Technology Center _____ _____ __|__ _____
```

20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____ 'Such a strange girl, I think I'm falling in love' --The Cure

---

Date: 14 Oct 87 01:01:16 GMT
From: imagen!atari!jwt@ucbvax.Berkeley.EDU (Jim Tittsler)
Subject: Re: SX212 info sought
To: info-atari8@score.stanford.edu

In article <15362@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
> Hello all. Rumour has it in these parts that the SX212 will
> be on stores shelves very soon (if it isn't already!).
Yes, the modem is already being sold (at least at dealers here in Northern California).

> 1) Can you or can you not connect the SX212 directly to the 8-bit
> without an interface?
Yes. The SX212 has an Atari SIO connector on its rear panel. It will work with an R-verter type handler that is available on Compuserve.

> 2) About connecting to the 8-bit, does it come packaged with
> the necessary cable and term program (I'd heard something
> about a new version of Express?), or do you have to hunt
> them down seperately?
No. SX-Express (based on the older 850-Express) will be offered separately. An SIO cable will be packaged with that program. SX-Express is currently in software test.

> 3) ...I would like to know *for sure* if Chameleon will work with it or not.
At the moment, the only way you could be *sure* that it will work with Chameleon would be to use it connected to an 850 the way people have been using Hayes compatible modems for years.

Jim Tittsler, Atari Corp. {ames, sun, imagen, pyramid}!atari!jwt

---

Date: 14 Oct 87 19:37:20 GMT
From: cbosgd!cbterra!smk@ucbvax.Berkeley.EDU (Stephen Kennedy)
Subject: Re: Ace C + a modem question
To: info-atari8@score.stanford.edu

In article <42900001@upba> rory@upba.UUCP writes:
> I've had requests from members of my users group
> for me to provide a C Compiler. Could somebody
> please send me the Ace C package, minus the compiler?

If someone does, please send him the _entire_ ACE C package out of courtesy to the original author, Ralph Walden.

> I have the CC8 compiler, and have heard that it will
> work with the Ace. (True?)

> (E-Mail please)

Yes.

And now the modem question: My dad recently bought a 300 baud modem
for $8.95 from the back shelf of a computer store in town. It's
called "The Pocket Modem" and it was made by the same people who
made APE FACE (I believe they're out of business now). The modem plugs
directly into the serial port of the disk drive. It seems to work
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Thanks!

Steve Kennedy {moss,ihnp4,decwrl}!cbosgd!smk

Date: Thu, 15 Oct 87 09:11 EDT
From: <VAUGHAN%CANISIUS.BITNET@forsythe.stanford.edu> (Tom Vaughan @ Computer Center)
Subject: Re: Old 800 Turbo Basic
To: Info-Atari8@score.stanford.edu
X-Original-To: EDU%"Info-Atari8@Score.Stanford.edu", VAUGHAN

I too would appreciate receiving the old 800 version of TurboBasic.
Could someone Please mail it to me and thanks in advance.

To Vaughan

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BITNET : vaughan@canisius CSNET : vaughan%canisius@CSNET-relay
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US MAIL: Thomas Vaughan/ Computer Center / Canisius College/
2001 Main St./ Buffalo N.Y. 14208

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

623. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-15 21:02:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710152117.AA22259@ucbvax.Berkeley.EDU>
Source record: 117477

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 15 Oct 87 20:55:39 GMT
Received-2: from score.stanford.edu by BBN.COM id aa13469; 15 Oct 87 16:28 EDT
Date: Thu 15 Oct 87 10:29:58 PDT
Subject: Info-Atari8 Digest V87 #90
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Thursday, October 15, 1987 Volume 87 : Issue 90

This weeks Editor: Bill Westfield

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192K upgrade
Re: SX212 info sought
Re: Ace C + a modem question
Re: Old 800 Turbo Basic

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Subject: 192K upgrade
To: info-atari8@score.stanford.edu

I'm looking for docs to upgrade a 130XE to 192K RAM. I know they exist,
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(I have one with 576K already). If you have them, I'd appreciate a copy!
Thanks in advance.

On the same subject, has anyone hacked a Freddie chip into a 256K 800XL to
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--Dean

--
Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!hplabs!oliveb!dragon-oatc!dean
Olivetti Advanced Technology Center _____ _____ __|__ _____
```

20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____ 'Such a strange girl, I think I'm falling in love' --The Cure

---

Date: 14 Oct 87 01:01:16 GMT
From: imagen!atari!jwt@ucbvax.Berkeley.EDU (Jim Tittsler)
Subject: Re: SX212 info sought
To: info-atari8@score.stanford.edu

In article <15362@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
> Hello all. Rumour has it in these parts that the SX212 will
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> without an interface?
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> about a new version of Express?), or do you have to hunt
> them down seperately?
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> 3) ...I would like to know *for sure* if Chameleon will work with it or not.
At the moment, the only way you could be *sure* that it will work with Chameleon would be to use it connected to an 850 the way people have been using Hayes compatible modems for years.

Jim Tittsler, Atari Corp. {ames, sun, imagen, pyramid}!atari!jwt

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Date: 14 Oct 87 19:37:20 GMT
From: cbosgd!cbterra!smk@ucbvax.Berkeley.EDU (Stephen Kennedy)
Subject: Re: Ace C + a modem question
To: info-atari8@score.stanford.edu

In article <42900001@upba> rory@upba.UUCP writes:
> I've had requests from members of my users group
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> please send me the Ace C package, minus the compiler?

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> I have the CC8 compiler, and have heard that it will
> work with the Ace. (True?)

> (E-Mail please)

Yes.

And now the modem question: My dad recently bought a 300 baud modem
for $8.95 from the back shelf of a computer store in town. It's
called "The Pocket Modem" and it was made by the same people who
made APE FACE (I believe they're out of business now). The modem plugs
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handler for it, but he really doesn't know what the modem commands are
(other than by disassembling the modem software). So, does anyone know
anything at all about this modem?

Thanks!

Steve Kennedy {moss,ihnp4,decwrl}!cbosgd!smk

Date: Thu, 15 Oct 87 09:11 EDT
From: <VAUGHAN%CANISIUS.BITNET@forsythe.stanford.edu> (Tom Vaughan @ Computer Center)
Subject: Re: Old 800 Turbo Basic
To: Info-Atari8@score.stanford.edu
X-Original-To: EDU%"Info-Atari8@Score.Stanford.edu", VAUGHAN

I too would appreciate receiving the old 800 version of TurboBasic.
Could someone Please mail it to me and thanks in advance.

To Vaughan

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BITNET : vaughan@canisius CSNET : vaughan%canisius@CSNET-relay
UUCP : ..!{ames,boulder,decvax,rutgers}!sunybcs!canisius!vaughan
US MAIL: Thomas Vaughan/ Computer Center / Canisius College/
2001 Main St./ Buffalo N.Y. 14208

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

624. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-15 22:04:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710152309.AA24875@ucbvax.Berkeley.EDU>
Source record: 117478

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 15 Oct 87 21:40:18 GMT
Received-2: from score.stanford.edu by BBN.COM id aa13469; 15 Oct 87 16:28 EDT
Date: Thu 15 Oct 87 10:29:58 PDT
Subject: Info-Atari8 Digest V87 #90
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Thursday, October 15, 1987 Volume 87 : Issue 90

This weeks Editor: Bill Westfield

Today's Topics:

192K upgrade
Re: SX212 info sought
Re: Ace C + a modem question
Re: Old 800 Turbo Basic

------------------------------------------------------------------------

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Subject: 192K upgrade
To: info-atari8@score.stanford.edu

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Thanks in advance.

On the same subject, has anyone hacked a Freddie chip into a 256K 800XL to
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--Dean

--
Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!hplabs!oliveb!dragon-oatc!dean
Olivetti Advanced Technology Center _____ _____ __|__ _____
```

20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____ 'Such a strange girl, I think I'm falling in love' --The Cure

---

Date: 14 Oct 87 01:01:16 GMT
From: imagen!atari!jwt@ucbvax.Berkeley.EDU (Jim Tittsler)
Subject: Re: SX212 info sought
To: info-atari8@score.stanford.edu

In article <15362@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
> Hello all. Rumour has it in these parts that the SX212 will
> be on stores shelves very soon (if it isn't already!).
Yes, the modem is already being sold (at least at dealers here in Northern California).

> 1) Can you or can you not connect the SX212 directly to the 8-bit
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> about a new version of Express?), or do you have to hunt
> them down seperately?
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> 3) ...I would like to know *for sure* if Chameleon will work with it or not.
At the moment, the only way you could be *sure* that it will work with Chameleon would be to use it connected to an 850 the way people have been using Hayes compatible modems for years.

Jim Tittsler, Atari Corp. {ames, sun, imagen, pyramid}!atari!jwt

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Date: 14 Oct 87 19:37:20 GMT
From: cbosgd!cbterra!smk@ucbvax.Berkeley.EDU (Stephen Kennedy)
Subject: Re: Ace C + a modem question
To: info-atari8@score.stanford.edu

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> I've had requests from members of my users group
> for me to provide a C Compiler. Could somebody
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> I have the CC8 compiler, and have heard that it will
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> (E-Mail please)

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made APE FACE (I believe they're out of business now). The modem plugs
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(other than by disassembling the modem software). So, does anyone know
anything at all about this modem?

Thanks!

Steve Kennedy {moss,ihnp4,decwrl}!cbosgd!smk

Date: Thu, 15 Oct 87 09:11 EDT
From: <VAUGHAN%CANISIUS.BITNET@forsythe.stanford.edu> (Tom Vaughan @ Computer Center)
Subject: Re: Old 800 Turbo Basic
To: Info-Atari8@score.stanford.edu
X-Original-To: EDU%"Info-Atari8@Score.Stanford.edu", VAUGHAN

I too would appreciate receiving the old 800 version of TurboBasic.
Could someone Please mail it to me and thanks in advance.

To Vaughan

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BITNET : vaughan@canisius CSNET : vaughan%canisius@CSNET-relay
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US MAIL: Thomas Vaughan/ Computer Center / Canisius College/
2001 Main St./ Buffalo N.Y. 14208

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

625. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-15 23:12:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710152356.AA26102@ucbvax.Berkeley.EDU>
Source record: 117479

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 15 Oct 87 22:55:17 GMT
Received-2: from score.stanford.edu by BBN.COM id aa13469; 15 Oct 87 16:28 EDT
Date: Thu 15 Oct 87 10:29:58 PDT
Subject: Info-Atari8 Digest V87 #90
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
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Text:
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This weeks Editor: Bill Westfield

Today's Topics:

192K upgrade
Re: SX212 info sought
Re: Ace C + a modem question
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To: info-atari8@score.stanford.edu

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Olivetti Advanced Technology Center _____ _____ __|__ _____
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20300 Stevens Creek Blvd. | | _____| | |
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2001 Main St./ Buffalo N.Y. 14208

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

626. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-15 23:36:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710160033.AA26889@ucbvax.Berkeley.EDU>
Source record: 117480

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 15 Oct 87 23:09:55 GMT
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Subject: Info-Atari8 Digest V87 #90
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
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Re: SX212 info sought
Re: Ace C + a modem question
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On the same subject, has anyone hacked a Freddie chip into a 256K 800XL to
get the extended video modes?

--Dean

--
Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!hplabs!oliveb!dragon-oatc!dean
Olivetti Advanced Technology Center _____ _____ __|__ _____
```

20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____ 'Such a strange girl, I think I'm falling in love' --The Cure

---

Date: 14 Oct 87 01:01:16 GMT
From: imagen!atari!jwt@ucbvax.Berkeley.EDU (Jim Tittsler)
Subject: Re: SX212 info sought
To: info-atari8@score.stanford.edu

In article <15362@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
> Hello all. Rumour has it in these parts that the SX212 will
> be on stores shelves very soon (if it isn't already!).
Yes, the modem is already being sold (at least at dealers here in Northern California).

> 1) Can you or can you not connect the SX212 directly to the 8-bit
> without an interface?
Yes. The SX212 has an Atari SIO connector on its rear panel. It will work with an R-verter type handler that is available on Compuserve.

> 2) About connecting to the 8-bit, does it come packaged with
> the necessary cable and term program (I'd heard something
> about a new version of Express?), or do you have to hunt
> them down seperately?
No. SX-Express (based on the older 850-Express) will be offered separately. An SIO cable will be packaged with that program. SX-Express is currently in software test.

> 3) ...I would like to know *for sure* if Chameleon will work with it or not.
At the moment, the only way you could be *sure* that it will work with Chameleon would be to use it connected to an 850 the way people have been using Hayes compatible modems for years.

Jim Tittsler, Atari Corp. {ames, sun, imagen, pyramid}!atari!jwt

---

Date: 14 Oct 87 19:37:20 GMT
From: cbosgd!cbterra!smk@ucbvax.Berkeley.EDU (Stephen Kennedy)
Subject: Re: Ace C + a modem question
To: info-atari8@score.stanford.edu

In article <42900001@upba> rory@upba.UUCP writes:
> I've had requests from members of my users group
> for me to provide a C Compiler. Could somebody
> please send me the Ace C package, minus the compiler?

If someone does, please send him the _entire_ ACE C package out of courtesy to the original author, Ralph Walden.

> I have the CC8 compiler, and have heard that it will
> work with the Ace. (True?)

> (E-Mail please)

Yes.

And now the modem question: My dad recently bought a 300 baud modem
for $8.95 from the back shelf of a computer store in town. It's
called "The Pocket Modem" and it was made by the same people who
made APE FACE (I believe they're out of business now). The modem plugs
directly into the serial port of the disk drive. It seems to work
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(other than by disassembling the modem software). So, does anyone know
anything at all about this modem?

Thanks!

Steve Kennedy {moss,ihnp4,decwrl}!cbosgd!smk

Date: Thu, 15 Oct 87 09:11 EDT
From: <VAUGHAN%CANISIUS.BITNET@forsythe.stanford.edu> (Tom Vaughan @ Computer Center)
Subject: Re: Old 800 Turbo Basic
To: Info-Atari8@score.stanford.edu
X-Original-To: EDU%"Info-Atari8@Score.Stanford.edu", VAUGHAN

I too would appreciate receiving the old 800 version of TurboBasic.
Could someone Please mail it to me and thanks in advance.

To Vaughan

--
BITNET : vaughan@canisius CSNET : vaughan%canisius@CSNET-relay
UUCP : ..!{ames,boulder,decvax,rutgers}!sunybcs!canisius!vaughan
US MAIL: Thomas Vaughan/ Computer Center / Canisius College/
2001 Main St./ Buffalo N.Y. 14208

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

627. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-16 00:33:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710160109.AA27666@ucbvax.Berkeley.EDU>
Source record: 117481

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 16 Oct 87 00:01:18 GMT
Received-2: from score.stanford.edu by BBN.COM id aa13469; 15 Oct 87 16:28 EDT
Date: Thu 15 Oct 87 10:29:58 PDT
Subject: Info-Atari8 Digest V87 #90
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Thursday, October 15, 1987 Volume 87 : Issue 90

This weeks Editor: Bill Westfield

Today's Topics:

192K upgrade
Re: SX212 info sought
Re: Ace C + a modem question
Re: Old 800 Turbo Basic

------------------------------------------------------------------------

Date: 13 Oct 87 18:58:05 GMT
From: oliveb!dragon@hplabs.hp.com (Give me a quarter or I'll touch you)
Subject: 192K upgrade
To: info-atari8@score.stanford.edu

I'm looking for docs to upgrade a 130XE to 192K RAM. I know they exist,
but haven't seen them. I'd like to stay away from 320K or 576K on this one
(I have one with 576K already). If you have them, I'd appreciate a copy!
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Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
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Olivetti Advanced Technology Center _____ _____ __|__ _____
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20300 Stevens Creek Blvd. | | _____| | |
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From: cbosgd!cbterra!smk@ucbvax.Berkeley.EDU (Stephen Kennedy)
Subject: Re: Ace C + a modem question
To: info-atari8@score.stanford.edu

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> I have the CC8 compiler, and have heard that it will
> work with the Ace. (True?)

> (E-Mail please)

Yes.

And now the modem question: My dad recently bought a 300 baud modem
for $8.95 from the back shelf of a computer store in town. It's
called "The Pocket Modem" and it was made by the same people who
made APE FACE (I believe they're out of business now). The modem plugs
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Date: Thu, 15 Oct 87 09:11 EDT
From: <VAUGHAN%CANISIUS.BITNET@forsythe.stanford.edu> (Tom Vaughan @ Computer Center)
Subject: Re: Old 800 Turbo Basic
To: Info-Atari8@score.stanford.edu
X-Original-To: EDU%"Info-Atari8@Score.Stanford.edu", VAUGHAN

I too would appreciate receiving the old 800 version of TurboBasic.
Could someone Please mail it to me and thanks in advance.

To Vaughan

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BITNET : vaughan@canisius CSNET : vaughan%canisius@CSNET-relay
UUCP : ..!{ames,boulder,decvax,rutgers}!sunybcs!canisius!vaughan
US MAIL: Thomas Vaughan/ Computer Center / Canisius College/
2001 Main St./ Buffalo N.Y. 14208

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

628. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-16 01:22:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710160159.AA28606@ucbvax.Berkeley.EDU>
Source record: 117482

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 16 Oct 87 01:08:17 GMT
Received-2: from score.stanford.edu by BBN.COM id aa13469; 15 Oct 87 16:28 EDT
Date: Thu 15 Oct 87 10:29:58 PDT
Subject: Info-Atari8 Digest V87 #90
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Thursday, October 15, 1987 Volume 87 : Issue 90

This weeks Editor: Bill Westfield

Today's Topics:

192K upgrade
Re: SX212 info sought
Re: Ace C + a modem question
Re: Old 800 Turbo Basic

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From: oliveb!dragon@hplabs.hp.com (Give me a quarter or I'll touch you)
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To: info-atari8@score.stanford.edu

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--
Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!hplabs!oliveb!dragon-oatc!dean
Olivetti Advanced Technology Center _____ _____ __|__ _____
```

20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____ 'Such a strange girl, I think I'm falling in love' --The Cure

---

Date: 14 Oct 87 01:01:16 GMT
From: imagen!atari!jwt@ucbvax.Berkeley.EDU (Jim Tittsler)
Subject: Re: SX212 info sought
To: info-atari8@score.stanford.edu

In article <15362@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
> Hello all. Rumour has it in these parts that the SX212 will
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Jim Tittsler, Atari Corp. {ames, sun, imagen, pyramid}!atari!jwt

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Date: 14 Oct 87 19:37:20 GMT
From: cbosgd!cbterra!smk@ucbvax.Berkeley.EDU (Stephen Kennedy)
Subject: Re: Ace C + a modem question
To: info-atari8@score.stanford.edu

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> I've had requests from members of my users group
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Steve Kennedy {moss,ihnp4,decwrl}!cbosgd!smk

Date: Thu, 15 Oct 87 09:11 EDT
From: <VAUGHAN%CANISIUS.BITNET@forsythe.stanford.edu> (Tom Vaughan @ Computer Center)
Subject: Re: Old 800 Turbo Basic
To: Info-Atari8@score.stanford.edu
X-Original-To: EDU%"Info-Atari8@Score.Stanford.edu", VAUGHAN

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Could someone Please mail it to me and thanks in advance.

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BITNET : vaughan@canisius CSNET : vaughan%canisius@CSNET-relay
UUCP : ..!{ames,boulder,decvax,rutgers}!sunybcs!canisius!vaughan
US MAIL: Thomas Vaughan/ Computer Center / Canisius College/
2001 Main St./ Buffalo N.Y. 14208

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

629. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-16 01:40:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710160202.AA28657@ucbvax.Berkeley.EDU>
Source record: 117483

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 16 Oct 87 01:16:29 GMT
Received-2: from score.stanford.edu by BBN.COM id aa13469; 15 Oct 87 16:28 EDT
Date: Thu 15 Oct 87 10:29:58 PDT
Subject: Info-Atari8 Digest V87 #90
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Thursday, October 15, 1987 Volume 87 : Issue 90

This weeks Editor: Bill Westfield

Today's Topics:

192K upgrade
Re: SX212 info sought
Re: Ace C + a modem question
Re: Old 800 Turbo Basic

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To: info-atari8@score.stanford.edu

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Olivetti Advanced Technology Center _____ _____ __|__ _____
```

20300 Stevens Creek Blvd. | | _____| | |
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Date: 14 Oct 87 01:01:16 GMT
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Subject: Re: SX212 info sought
To: info-atari8@score.stanford.edu

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> Hello all. Rumour has it in these parts that the SX212 will
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BITNET : vaughan@canisius CSNET : vaughan%canisius@CSNET-relay
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2001 Main St./ Buffalo N.Y. 14208

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

630. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-16 02:55:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710160420.AA01092@ucbvax.Berkeley.EDU>
Source record: 117484

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 16 Oct 87 02:19:31 GMT
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From: Info-Atari8 @ SCORE.STANFORD.EDU
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Olivetti Advanced Technology Center _____ _____ __|__ _____
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20300 Stevens Creek Blvd. | | _____| | |
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for $8.95 from the back shelf of a computer store in town. It's
called "The Pocket Modem" and it was made by the same people who
made APE FACE (I believe they're out of business now). The modem plugs
directly into the serial port of the disk drive. It seems to work
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doesn't seem to have a handler--everything's hardcoded in the
software that came with the modem. He'd be willing to write a CIO
handler for it, but he really doesn't know what the modem commands are
(other than by disassembling the modem software). So, does anyone know
anything at all about this modem?

Thanks!

Steve Kennedy {moss,ihnp4,decwrl}!cbosgd!smk

Date: Thu, 15 Oct 87 09:11 EDT
From: <VAUGHAN%CANISIUS.BITNET@forsythe.stanford.edu> (Tom Vaughan @ Computer Center)
Subject: Re: Old 800 Turbo Basic
To: Info-Atari8@score.stanford.edu
X-Original-To: EDU%"Info-Atari8@Score.Stanford.edu", VAUGHAN

I too would appreciate receiving the old 800 version of TurboBasic.
Could someone Please mail it to me and thanks in advance.

To Vaughan

--
BITNET : vaughan@canisius CSNET : vaughan%canisius@CSNET-relay
UUCP : ..!{ames,boulder,decvax,rutgers}!sunybcs!canisius!vaughan
US MAIL: Thomas Vaughan/ Computer Center / Canisius College/
2001 Main St./ Buffalo N.Y. 14208

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

631. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-16 03:40:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710160358.AA00671@ucbvax.Berkeley.EDU>
Source record: 117485

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 16 Oct 87 03:29:11 GMT
Received-2: from score.stanford.edu by BBN.COM id aa13469; 15 Oct 87 16:28 EDT
Date: Thu 15 Oct 87 10:29:58 PDT
Subject: Info-Atari8 Digest V87 #90
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Thursday, October 15, 1987 Volume 87 : Issue 90

This weeks Editor: Bill Westfield

Today's Topics:

192K upgrade
Re: SX212 info sought
Re: Ace C + a modem question
Re: Old 800 Turbo Basic

------------------------------------------------------------------------

Date: 13 Oct 87 18:58:05 GMT
From: oliveb!dragon@hplabs.hp.com (Give me a quarter or I'll touch you)
Subject: 192K upgrade
To: info-atari8@score.stanford.edu

I'm looking for docs to upgrade a 130XE to 192K RAM. I know they exist,
but haven't seen them. I'd like to stay away from 320K or 576K on this one
(I have one with 576K already). If you have them, I'd appreciate a copy!
Thanks in advance.

On the same subject, has anyone hacked a Freddie chip into a 256K 800XL to
get the extended video modes?

--Dean

--
Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!hplabs!oliveb!dragon-oatc!dean
Olivetti Advanced Technology Center _____ _____ __|__ _____
```

20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____ 'Such a strange girl, I think I'm falling in love' --The Cure

---

Date: 14 Oct 87 01:01:16 GMT
From: imagen!atari!jwt@ucbvax.Berkeley.EDU (Jim Tittsler)
Subject: Re: SX212 info sought
To: info-atari8@score.stanford.edu

In article <15362@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
> Hello all. Rumour has it in these parts that the SX212 will
> be on stores shelves very soon (if it isn't already!).
Yes, the modem is already being sold (at least at dealers here in Northern California).

> 1) Can you or can you not connect the SX212 directly to the 8-bit
> without an interface?
Yes. The SX212 has an Atari SIO connector on its rear panel. It will work with an R-verter type handler that is available on Compuserve.

> 2) About connecting to the 8-bit, does it come packaged with
> the necessary cable and term program (I'd heard something
> about a new version of Express?), or do you have to hunt
> them down seperately?
No. SX-Express (based on the older 850-Express) will be offered separately. An SIO cable will be packaged with that program. SX-Express is currently in software test.

> 3) ...I would like to know *for sure* if Chameleon will work with it or not.
At the moment, the only way you could be *sure* that it will work with Chameleon would be to use it connected to an 850 the way people have been using Hayes compatible modems for years.

Jim Tittsler, Atari Corp. {ames, sun, imagen, pyramid}!atari!jwt

---

Date: 14 Oct 87 19:37:20 GMT
From: cbosgd!cbterra!smk@ucbvax.Berkeley.EDU (Stephen Kennedy)
Subject: Re: Ace C + a modem question
To: info-atari8@score.stanford.edu

In article <42900001@upba> rory@upba.UUCP writes:
> I've had requests from members of my users group
> for me to provide a C Compiler. Could somebody
> please send me the Ace C package, minus the compiler?

If someone does, please send him the _entire_ ACE C package out of courtesy to the original author, Ralph Walden.

> I have the CC8 compiler, and have heard that it will
> work with the Ace. (True?)

> (E-Mail please)

Yes.

And now the modem question: My dad recently bought a 300 baud modem
for $8.95 from the back shelf of a computer store in town. It's
called "The Pocket Modem" and it was made by the same people who
made APE FACE (I believe they're out of business now). The modem plugs
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Thanks!

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Could someone Please mail it to me and thanks in advance.

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------------------END OF UNDELIVERED MESSAGE------------------

632. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-16 04:02:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710160633.AA03579@ucbvax.Berkeley.EDU>
Source record: 117486

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This weeks Editor: Bill Westfield

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Re: SX212 info sought
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Olivetti Advanced Technology Center _____ _____ __|__ _____
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2001 Main St./ Buffalo N.Y. 14208

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

633. Track-Ball Code! Basic And ACTION! ex.

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-16 14:00:00 UTC
From: DFLINT02@ULKYVX.BITNET
Message-ID: <8710161846.AA17021@ucbvax.Berkeley.EDU>
Source record: 117487

Taming your machine with a mouse has long been a dream of the ATARI 8-bitters. The mouse had it's origins around the 1960's, but did see much use until the 1980's when the Mac,ST and Amiga were unveiled. The mouse was also used by the engineering world as an input device for graphics workstations in the late 70's. The Track-ball is a close relative to the Mouse. A track-ball is basicly the same device flipped over allowing the hand position the ball directly.

The Old ATARI did have some foresight in developing input devices for the 8-bit machines. The TrackBall is one of them. The Track-ball allows smooth tracking of 2 dimensional motion and its associated velocity. Atari Basic is too slow so it can not be read with atari basic. Faster langauges such ACTION and Assembly can read the velocity vectors directly from the joystick registers. (mention something about which bits represent the direction and speed.)
One thing the Atari Trak Ball lacks is a separate button that can function as the left mouse button. Since the mouse and the Track-ball are virtually the same device it should be possible to read and ST mouse using the Trak-ball read code. The 8-bits can read the ST left mouse if a pull-up resistor is added to pin 6.

Heres the pinout on the ST mouse.

```
_____________
\ 1 2 3 4 5 /
\ 6 7 8 9 /
---------
```

1- up/xb
2- down/xa
3- left/ya
4- right/yb
5- not connected
6- Fire/left mouse button
7- +5vdc
8- ground
9- Joystick 1 Fire/Right Mouse button.

I have included 3 programs that demostrate the trak-balls ability to read direction and velocity. One program is written in basic with a short assemble used to read the T-ball input vector. The other 2 programs are written in ACTION!

```
| | |
Mike Buford | | | 8-bits Forever/
Dflint02@ulkyvx.bitnet or | | | Whether i buy a new
CL150652@ulkyvm.bitnet / | \ machine or not!
(An Action Programmer!) / | \
```

```
--------------------------Cut here for Programs----------------------------
This basic program was provided by Bill Wilkinson of O.S.S.

10 REM :TBALL2.BAS
100 REM *** POKE MACHINE CODE ***
110 REM 1536-1619
111 DATA 104,169,0,133,212,133,213,173,0,211,41,2,133,205,160,255,173,0,211
112 DATA 41,2,197,205,240,2,230,212,133,205,136,208,240,173,0,211,41,1,208
113 DATA 6,165,212,9,128,133,212,173,0,211,41,8,133,205,160,255,173,0,211
114 DATA 41,8,197,205,240,2,230,213,133,205,136,208,240,173,0,211,41,4,208
115 DATA 6,165,213,9,128,133,213,96,-1
116 FOR I=1536 TO 1619:READ J:K=K+J:POKE I,J:NEXT I
117 IF K-11306 THEN ? "BAD DATA!":END
120 REM
130 GRAPHICS 0:POKE 710,0:POKE 752,1:REM BLACK BACKGROUND ,NO CUSOR
131 POSITION COL,ROW:? " ";:REM ERASE OLD OBJECT
200 REM READ TBALL
210 U=USR(1536):Y=INT(U/256):X=U-Y*256
220 IF X>127 THEN X=X-128:IF X THEN X=-X
221 IF Y>127 THEN Y=Y-128:IF Y THEN Y=-Y
310 POSITION COL,ROW:? " ";
320 COL=COL+X:REM CALCULATE NEW COLUNM
321 IF COL>39 THEN COL=39
322 IF COL<0 THEN COL=0
330 ROW=ROW+Y
331 IF ROW<0 THEN ROW=0
332 IF ROW>22 THEN ROW=22
340 POSITION COL,ROW:? "+";
350 GOTO 200

----------------------------Basic Programmers cut here----------------------

The following Action! programs were written by Joe McFarland.

;TRACK1.ACT
;Display the value read from
;port 1 as track-ball values.
;9/87 Written bye Joe McFarland

PROC PrintT(BYTE val)
;Binary number print:
;Print byte in base Two.
;Modified to only print 4 LSbits.
BYTE mask,n
mask=$08
FOR n=0 TO 3 DO
IF val&mask THEN
Put('1)
ELSE
Put('0)
FI
mask==RSH 1
OD
```

```
RETURN

PROC Main()
BYTE b,cursor=752,consol=53279
cursor=1
Position(2,3)
PrintE("|||LHorizontal Dir 0=left, 1=right")
PrintE("||LHorizontal Rate")
PrintE("|Vertical Dir 0=up, 1=down")
PrintE("Vertical Rate")
DO
b=Stick(0)
Position(2,2)
PrintT(b)
Until consol<>7
OD
cursor=1
RETURN
-------------------------(ACTION! rules the ATARI 8-bit)----------------------
Cut here for (TRACK3.ACT).

;TRACK3.ACT
;Rudimentary PM cursor positioning
;using Track-Ball peripheral
;PM routines added
;Single line rez.
;9/87

BYTE ARRAY player_base
BYTE ARRAY shposp(4) ;pm horiz shadow array.

CHAR ARRAY imagep=[
$F0 $90 $90 $90
$90 $90 $90 $F0

$00 $18 $18 $7E
$7E $18 $18 $00
]
;***********************************

;Move specified player to the
;ABSOLUTE x location (0 to ?).

PROC MovePlayerHor(BYTE pl_num
BYTE pl_x)
BYTE ARRAY hposp=53248
shposp(pl_num)=48+pl_x
hposp(pl_num)=shposp(pl_num)
RETURN

;***********************************
MODULE
BYTE ARRAY old_pl_y(4)=[0 0 0 0]
```

```
;Move specified player to the
;ABSOLUTE y location. (from 0 to ?.)

PROC MovePlayerVer(CARD pl_num
BYTE pl_y)
BYTE playery
CARD pl_offset

pl_offset=player_base+$400+pl_num LSH 7
Zero(pl_offset+old_pl_y(pl_num),8)
playery=15+pl_y
MoveBlock(pl_offset+playery,
imagep+pl_num LSH 3,8)
old_pl_y(pl_num)=playery
RETURN

;***********************************
;Move player to absolute x,y
;x=0 to ?, y=0 to ?

PROC MovePlayer(BYTE pl_num,pl_x,pl_y)
MovePlayerHor(pl_num,pl_x)
MovePlayerVer(pl_num,pl_y)
RETURN

;***********************************

PROC PlayerCursor()
BYTE pmbase=54279,gractl=53277,
gprior=623
BYTE ARRAY pl_color=704,
PMWidth(5)=$D008
BYTE ramtop=106,sdmactl=$22F
ramtop=$A0-8 ;presumes 40K of memory

Graphics(0)
player_base=(ramtop)*256

pmbase=player_base/256
sdmactl=32+8+2+16 ;no missles...
gractl=2 ;again no missles.
Zero(player_base,$800)
pl_color(0)=110
;pl_color(1)=70
gprior=1
MovePlayer(0,0,0)
;MovePlayer(1,4,10)
RETURN

;***********************************

PROC ClearPM()
BYTE ramtop=106,sdmactl=$22F
```

```
BYTE cursor=752
BYTE pmbase=54279,gractl=53277,
gprior=623
cursor=0
gractl=0
sdmactl=32+2
;Zero(hposp,4)
ramtop=$A0
Graphics(0)
RETURN

;***********************************

PROC Main()
BYTE cursor=752,consol=53279,
left_margin=82
BYTE lastx,lasty,vx,vy,st
INT x,y,oldx=[0],oldy=[0]

PlayerCursor()
cursor=1
left_margin=0
SetColor(2,9,0)
PutE()
PrintE("This is a line of normal text.")
PutE()
PrintE("This is a line of inverse text.")
X=0 Y=0
lastx=0 lasty=0

WHILE consol&$01
DO
st=stick(0)
vx=st&$02
vy=st&$08
IF lastx<>vx
THEN IF st&$01
THEN x==+1
ELSE x==-1
FI
FI
IF lasty<>vy
THEN IF st&$04
THEN y==+1
ELSE y==-1
FI
FI

lastx=vx
lasty=vy
IF x>157 THEN x=157 FI
IF y>201 THEN y=201 FI
```

```
IF x<0 THEN x=0 FI
IF y<17 THEN y=17 FI
IF oldx<>x OR oldy<>y THEN
MovePlayer(0,X,Y)
FI
IF STRIG(0)
THEN
ELSE
Position(0,10)
PrintF("X=%I %EY=%I %E",X,Y)
FI
oldx=x
oldy=y
OD
ClearPM()
Graphics(0)
left_margin=2
cursor=0
RETURN
```

The next program demostrates ACTION!'s Ability to run 2 or more procedures at the same time. The Move_cursor routine runs independent of Main Proc. This Program is extra for Action Programers.

---(Cut Here)---

```
;TRACK4.ACT
;Rudimentary PM cursor positioning
;using Track-Ball peripheral
;PM routines added
;Single line rez.
;Vertical blank
;9/87

DEFINE SPEED="2"
DEFINE JMP="$4C",
XITVBV="$E462",
SAVETEMPS=
"[$A2 $07 $B5 $C0 $48 $B5 $A0 $48 $B5 $80
10 dF1 $A5 $D3 $48]",
GETTEMPS=
"[$68 $85 $D3 $A2 $00 $68 $95 $A8 $68 $95 $80
$68 $95 $A0 $68 $95 $C0 $E8 $E0 $08 $D0 $EF]"
CARD OldVbi,VBIvec=$224
BYTE critic=$42

BYTE ARRAY player_base
BYTE ARRAY shposp(4) ;pm horiz shadow array.

CHAR ARRAY imagep=[
$0 $90 $90 $90
$90 $90 $90 $F0
```

```
$00 $18 $18 $7E
$7E $18 $18 $00
]
INT x=[0],y=[0]
;**********************************

;Move specified player to the
;ABSOLUTE x location (0 to ?).

PROC MovePlayerHor(BYTE pl_num
BYTE pl_x)
BYTE ARRAY hposp=53248
shposp(pl_num)=48+pl_x
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PROC MovePlayerVer(CARD pl_num
BYTE pl_y)
BYTE playery
CARD pl_offset

pl_offset=player_base+$400+pl_num LSH 7
Zero(pl_offset+old_pl_y(pl_num),8)
playery=15+pl_y
MoveBlock(pl_offset+playery,
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old_pl_y(pl_num)=playery
RETURN

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;x=0 to ?, y=0 to ?

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PROC ClearPM()
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BYTE cursor=752
BYTE pmbase=54279,gractl=53277,
gprior=623
cursor=0
gractl=0
sdmactl=32+2
;Zero(hposp,4)
ramtop=$A0
Graphics(0)
RETURN

;***********************************

PROC Move_Cursor()
BYTE lastx=[0],lasty=[0],
vx=[0],vy=[0],st
INT oldx=[0],oldy=[0]
SAVETEMPS

st=stick(0)
vx=st&$02
vy=st&$08
IF lastx<>vx
THEN IF st&$01
THEN x==+SPEED
ELSE x==-SPEED
FI
FI
IF lasty<>vy
THEN IF st&$04
THEN y==+SPEED
ELSE y==-SPEED
FI
FI
```

```
lastx=vx
lasty=vy
IF x>157 THEN x=157 FI
IF y>201 THEN y=201 FI
IF x<0 THEN x=0 FI
IF y<17 THEN y=17 FI
IF oldx<>x OR oldy<>y THEN
MovePlayer(0,X,Y)
FI
oldx=x
oldy=y
GETTEMPS ; get temp registers
[JMP XITVBV] ; exit the VBI

;************************************

PROC ClearVB()
critic=1
VBIvec=OldVBI
critic=0
RETURN

;************************************

PROC VBinst(); install the VBI
critic=1 ; turn off the interrupts
OldVBI=VBIvec
VBIvec=Move_Cursor ; VBI routine.
critic=0 ; turn the interrupts back on
RETURN

;**********************************

PROC Main()
BYTE cursor=752,consol=53279,
left_margin=82

PlayerCursor()
cursor=1
left_margin=0
SetColor(2,9,0)
PutE()
PrintE("This is a line of normal text.")
PutE()
PrintE("This is a line of inverse text.")
VBinst();This is where we start the Move_Cursor proc
WHILE consol&$01
DO
Position(0,10)
PrintF("X=%I %EY=%I %E",X,Y)
OD
ClearVB();This is where the Move_Cursor is terminated
ClearPM()
```

```
Graphics(0)
left_margin=2
cursor=0
RETURN
```

634. 8-bit upgrade/counterpoint

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-16 14:02:00 UTC
From: DFLINT02@ULKYVX.BITNET
Message-ID: <8710161841.AA16917@ucbvax.Berkeley.EDU>
Source record: 117488

>>The 16/32 bit upgrade to the Atari 800 line has been on the dealers shelves
>>sinse September 1985 !! The problem that most Atari 800 owners have is
>>one of idenity -- they fail to see what has been placed in front of their
>>faces.
>>I of course am talking about the Amiga 1000. I bought my Atari 800 for
>>its great graphics, sound, and FRIENDLY user interface, BTW its SN is
>>00232 ! The Amiga 1000 IS the NEXT generation Atari 800 ! The chief
>>H/W architect for the Atari 2600, Atari 800 and the Amiga 1000 is Jay
>>Miner ! The Amiga's great MULTITASKING OS is just a super bonus to an
>>already super computer. BTW my Amiga's SN is D605 - its a preproduction
>>box !

The 16/32 alternatives to the our 8-bit machines don't happen to be the one
you suggest. The Amiga Is being produced by Commodore(Yuk) and they have
corrupted the machine. The a1000 a500 and a2000 are all very different
machines. Each one has plus and minus features, but are the plus features
enough to stimulate the atari 800/xe/xl comunity to buy one? The Amiga
is diffinitly not targeted for the general user,tho the A2000 has potential
in this realm. The Amiga is most useful to broadcast educators, since
it Audio and Video Capabilities make it well suit for that job. HAVE you
Seen the Job amigas do for MAX HEADROOM.

I have almost learned just about all one could know about the atari 8-bit
family, now it's really very useful to me. It would take me about 2 years
to learn the amiga inside and out by that time the next generation micros
will be arriving. My 800xl can do just about everything i need a computer
for now.

>>BTW I have worked for Atari (pre JT), Commodore (during the JT reign), and
>>Amiga (1984-5). Am I jaded ? YES I will not purchase a JT product ever
>>again !
ARE one of the Guys that the new commodore Dropped/Fired/layed off?
How long do we have before you start working on a new Machine in the
32 bit flavor?
Do you have ideas on what Jay Minor is up lately?

William M. Buford
DFlint02@ulkyvx.bitnet
(I will buy no 16/32 bit before its time!)
(Unless it has about 4Meg ram!)

635. Re: Old 800 Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-16 20:11:57 UTC
From: john1233@csd4.milw.wisc.edu
Message-ID: <3215@uwmcsd1.UUCP>
Source record: 117489

In article <8710151731.AA16907@ucbvax.Berkeley.EDU> VAUGHAN@CANISIUS.BITNET (Tom Vaughan @ Computer Center) writes:
>
>I too would appreciate receiving the old 800 version of TurboBasic.
>
>
>
>--

I didn't know there was a 400/800 version of Turbo BASIC.
The reason it only runs on the XL/XE series is it
hides like 11K of itself under the OS. This isn't
possible with a 400/800. Sure you could just have it sit in main memory
but your programming space would be like 18K instead of the
usual 29K.

2 cents worth.
Tom
john1233@csd4.milw.wisc.edu

636. Telephone Touch-Tone Program

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-17 20:03:30 UTC
From: USEREK5X@mts.rpi.EDU
Message-ID: <791764@RPITSMTS.BITNET>
Source record: 117490

I am looking for a Touch-Tone dialing program for the 8-bit Atari that was published in some magazine a few years ago (between 1980 and 1984). I believe it was in Compute; Analog and Antic are two other (less likely) possibilities. If anyone has a program that will dial Touch-Tone frequencies from BASIC or knows where I can find the program in whatever magazine, I'd appreciate a response. Thanks in advance,

Bryant Line USEREK5X@RPITSMTS
BCL@RPITSMTS

637. Re: Old 800 Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-18 01:05:58 UTC
From: knutsen@aramis.rutgers.edu
Message-ID: <1968@aramis.rutgers.edu>
Source record: 117491

In article <3215@uwmcsd1.UUCP> john1233@csd4.milw.wisc.edu (Thomas M Johnson) writes:

> I didn't know there was a 400/800 version of Turbo BASIC.
> The reason it only runs on the XL/XE series is it
> hides like 11K of itself under the OS. This isn't
> possible with a 400/800.

Yes, a 400/800 version of Turbo BASIC does exist. If you or anyone
else can't find it on the net, it's available via the JACG disk
library. For more info, call the JACG BBS, number's listed below.

--

_____________________________ Jersey ||| _____________________________
ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | ||| Computer | The JACG BBS: (201)298-0161
-------------------------------- / | \ Group ----------------------------

"Yow! I'm the ONLY Atari 8-bit user at Rutgers University!"

638. pointer to: Telephone Touch-Tone Program

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-18 18:06:48 UTC
From: knutsen@aramis.rutgers.edu
Message-ID: <1975@aramis.rutgers.edu>
Source record: 117492

In article <791764@RPITSMTS.BITNET> USEREK5X@mts.rpi.EDU writes:

> If anyone has a program that
> will dial Touch-Tone frequencies from BASIC or knows where I can
> find the program in whatever magazine, I'd appreciate a response.
> Thanks in advance,
Such a program appeared recently on CompuServe. Also, the commercial
program "HomeCard," written by Russ Wetmore & sold through Antic,
can produce such tones.
--
_____________________________ Jersey ||| ______________________________
ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | ||| Computer | The JACG BBS: (201)298-0161
------------------------------- / | \ Group -----------------------------
"Yow! I'm the ONLY Atari 8-bit user at Rutgers University!"

639. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-20 18:01:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710232247.AA11179@ucbvax.Berkeley.EDU>
Source record: 117493

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 19 Oct 87 23:27:16 GMT
Received-2: from score.stanford.edu by BBN.COM id aa27325; 19 Oct 87 19:13 EDT
Date: Mon 19 Oct 87 10:20:19 PDT
Subject: Info-Atari8 Digest V87 #91
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Monday, October 19, 1987 Volume 87 : Issue 91

This weeks Editor: Bill Westfield

Today's Topics:

8-bit upgrade/counterpoint
Track-Ball Code! Basic And ACTION! ex.
Re: Old 800 Turbo Basic
Volunteers needed
Telephone Touch-Tone Program
Re: Old 800 Turbo Basic
pointer to: Telephone Touch-Tone Program

------------------------------------------------------------------------

Date: Fri, 16 Oct 87 10:02 EDT
From: <DFLINT02%ULKYVX.BITNET@forsythe.stanford.edu>
Subject: 8-bit upgrade/counterpoint
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu

>>The 16/32 bit upgrade to the Atari 800 line has been on the dealers shelves
>>sinse September 1985 !! The problem that most Atari 800 owners have is
>>one of idenity -- they fail to see what has been placed in front of their
>>faces.
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>>its great graphics, sound, and FRIENDLY user interface, BTW its SN is
>>00232 ! The Amiga 1000 IS the NEXT generation Atari 800 ! The chief
>>H/W architect for the Atari 2600, Atari 800 and the Amiga 1000 is Jay
>>Miner ! The Amiga's great MULTITASKING OS is just a super bonus to an
```

>>already super computer. BTW my Amiga's SN is D605 - its a preproduction
>>box !

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you suggest. The Amiga Is being produced by Commodore(Yuk) and they have
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machines. Each one has plus and minus features, but are the plus features
enough to stimulate the atari 800/xe/xl comunity to buy one? The Amiga
is diffinitly not targeted for the general user,tho the A2000 has potential
in this realm. The Amiga is most useful to broadcast educators, since
it Audio and Video Capabilities make it well suit for that job. HAVE you
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will be arriving. My 800xl can do just about everything i need a computer
for now.

>>BTW I have worked for Atari (pre JT), Commodore (during the JT reign), and
>>Amiga (1984-5). Am I jaded ? YES I will not purchase a JT product ever
>>again !
ARE one of the Guys that the new commodore Dropped/Fired/layed off?
How long do we have before you start working on a new Machine in the
32 bit flavor?
Do you have ideas on what Jay Minor is up lately?

William M. Buford
DFlint02@ulkyvx.bitnet
(I will buy no 16/32 bit before its time!)
(Unless it has about 4Meg ram!)

Date: Fri, 16 Oct 87 10:00 EDT
From: <DFLINT02%ULKYVX.BITNET@forsythe.stanford.edu>
Subject: Track-Ball Code! Basic And ACTION! ex.
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu

Taming your machine with a mouse has long been a dream of the ATARI 8-bitters.
The mouse had it's origins around the 1960's, but did see much use until the
1980's when the Mac,ST and Amiga were unveiled. The mouse was also used by the
engineering world as an input device for graphics workstations in the late
70's. The Track-ball is a close relative to the Mouse. A track-ball is
basicly the same device flipped over allowing the hand position the ball
directly.

The Old ATARI did have some foresight in developing input devices for the 8-bit
machines. The TrackBall is one of them. The Track-ball allows smooth tracking
of 2 dimensional motion and its associated velocity. Atari Basic is too slow
so it can not be read with atari basic. Faster langauges such ACTION and
Assembly can read the velocity vectors directly from the joystick registers.

(mention something about which bits represent the direction and speed.)
One thing the Atari Trak Ball lacks is a separate button that can function as the left mouse button. Since the mouse and the Track-ball are virtually the same device it should be possible to read and ST mouse using the Trak-ball read code. The 8-bits can read the ST left mouse if a pull-up resistor is added to pin 6.

Heres the pinout on the ST mouse.

```
-------------
\ 1 2 3 4 5 /
\ 6 7 8 9 /
---------
```

1- up/xb
2- down/xa
3- left/ya
4- right/yb
5- not connected
6- Fire/left mouse button
7- +5vdc
8- ground
9- Joystick 1 Fire/Right Mouse button.

I have included 3 programs that demostrate the trak-balls ability to read direction and velocity. One program is written in basic with a short assemble used to read the T-ball input vector. The other 2 programs are written in ACTION!

```
| | |
Mike Buford | | | 8-bits Forever/
Dflint02@ulkyvx.bitnet or | | | Whether i buy a new
CL150652@ulkyvm.bitnet / | \ machine or not!
(An Action Programmer!) / | \
```

----------Cut here for Programs----------
This basic program was provided by Bill Wilkinson of O.S.S.

```
10 REM :TBALL2.BAS
100 REM *** POKE MACHINE CODE ***
110 REM 1536-1619
111 DATA 104,169,0,133,212,133,213,173,0,211,41,2,133,205,160,255,173,0,211
112 DATA 41,2,197,205,240,2,230,212,133,205,136,208,240,173,0,211,41,1,208
113 DATA 6,165,212,9,128,133,212,173,0,211,41,8,133,205,160,255,173,0,211
114 DATA 41,8,197,205,240,2,230,213,133,205,136,208,240,173,0,211,41,4,208
115 DATA 6,165,213,9,128,133,213,96,-1
116 FOR I=1536 TO 1619:READ J:K=K+J:POKE I,J:NEXT I
117 IF K-11306 THEN ? "BAD DATA!":END
120 REM
130 GRAPHICS 0:POKE 710,0:POKE 752,1:REM BLACK BACKGROUND ,NO CUSOR
131 POSITION COL,ROW:? " ";:REM ERASE OLD OBJECT
200 REM READ TBALL
210 U=USR(1536):Y=INT(U/256):X=U-Y*256
220 IF X>127 THEN X=X-128:IF X THEN X=-X
```

```
221 IF Y>127 THEN Y=Y-128:IF Y THEN Y=-Y
310 POSITION COL,ROW:? " ";
320 COL=COL+X:REM CALCULATE NEW COLUNM
321 IF COL>39 THEN COL=39
322 IF COL<0 THEN COL=0
330 ROW=ROW+Y
331 IF ROW<0 THEN ROW=0
332 IF ROW>22 THEN ROW=22
340 POSITION COL,ROW:? "+";
350 GOTO 200
```

----------Basic Programmers cut here----------

The following Action! programs were written by Joe McFarland.

```
;TRACK1.ACT
;Display the value read from
;port 1 as track-ball values.
;9/87 Written bye Joe McFarland

PROC PrintT(BYTE val)
;Binary number print:
;Print byte in base Two.
;Modified to only print 4 LSbits.
BYTE mask,n
mask=$08
FOR n=0 TO 3 DO
IF val&mask THEN
Put('1)
ELSE
Put('0)
FI
mask==RSH 1
OD
RETURN

PROC Main()
BYTE b,cursor=752,consol=53279
cursor=1
Position(2,3)
PrintE("|||LHorizontal Dir 0=left, 1=right")
PrintE("||LHorizontal Rate")
PrintE("|Vertical Dir 0=up, 1=down")
PrintE("Vertical Rate")
DO
b=Stick(0)
Position(2,2)
PrintT(b)
Until consol<>7
OD
cursor=1
RETURN
```

```
--------------------------(ACTION! rules the ATARI 8-bit)----------------------
Cut here for (TRACK3.ACT).

;TRACK3.ACT
;Rudimentary PM cursor positioning
;using Track-Ball peripheral
;PM routines added
;Single line rez.
;9/87

BYTE ARRAY player_base
BYTE ARRAY shposp(4) ;pm horiz shadow array.

CHAR ARRAY imagep=[
$F0 $90 $90 $90
$90 $90 $90 $F0

$00 $18 $18 $7E
$7E $18 $18 $00
]
;***********************************

;Move specified player to the
;ABSOLUTE x location (0 to ?).

PROC MovePlayerHor(BYTE pl_num
BYTE pl_x)
BYTE ARRAY hposp=53248
shposp(pl_num)=48+pl_x
hposp(pl_num)=shposp(pl_num)
RETURN

;***********************************
MODULE
BYTE ARRAY old_pl_y(4)=[0 0 0 0]
;Move specified player to the
;ABSOLUTE y location. (from 0 to ?.)

PROC MovePlayerVer(CARD pl_num
BYTE pl_y)
BYTE playery
CARD pl_offset

pl_offset=player_base+$400+pl_num LSH 7
Zero(pl_offset+old_pl_y(pl_num),8)
playery=15+pl_y
MoveBlock(pl_offset+playery,
imagep+pl_num LSH 3,8)
old_pl_y(pl_num)=playery
RETURN

;***********************************
;Move player to absolute x,y
```

```
;x=0 to ?, y=0 to ?

PROC MovePlayer(BYTE pl_num,pl_x,pl_y)
MovePlayerHor(pl_num,pl_x)
MovePlayerVer(pl_num,pl_y)
RETURN

;***********************************

PROC PlayerCursor()
BYTE pmbase=54279,gractl=53277,
gprior=623
BYTE ARRAY pl_color=704,
PMWidth(5)=$D008
BYTE ramtop=106,sdmactl=$22F
ramtop=$A0-8 ;presumes 40K of memory

Graphics(0)
player_base=(ramtop)*256

pmbase=player_base/256
sdmactl=32+8+2+16 ;no missles...
gractl=2 ;again no missles.
Zero(player_base,$800)
pl_color(0)=110
;pl_color(1)=70
gprior=1
MovePlayer(0,0,0)
;MovePlayer(1,4,10)
RETURN

;***********************************

PROC ClearPM()
BYTE ramtop=106,sdmactl=$22F
BYTE cursor=752
BYTE pmbase=54279,gractl=53277,
gprior=623
cursor=0
gractl=0
sdmactl=32+2
;Zero(hposp,4)
ramtop=$A0
Graphics(0)
RETURN

;***********************************

PROC Main()
BYTE cursor=752,consol=53279,
left_margin=82
BYTE lastx,lasty,vx,vy,st
INT x,y,oldx=[0],oldy=[0]
```

```
PlayerCursor()
cursor=1
left_margin=0
SetColor(2,9,0)
PutE()
PrintE("This is a line of normal text.")
PutE()
PrintE("This is a line of inverse text.")
X=0 Y=0
lastx=0 lasty=0

WHILE consol&$01
DO
st=stick(0)
vx=st&$02
vy=st&$08
IF lastx<>vx
THEN IF st&$01
THEN x==+1
ELSE x==-1
FI
FI
IF lasty<>vy
THEN IF st&$04
THEN y==+1
ELSE y==-1
FI
FI

lastx=vx
lasty=vy
IF x>157 THEN x=157 FI
IF y>201 THEN y=201 FI
IF x<0 THEN x=0 FI
IF y<17 THEN y=17 FI
IF oldx<>x OR oldy<>y THEN
MovePlayer(0,X,Y)
FI
IF STRIG(0)
THEN
ELSE
Position(0,10)
PrintF("X=%I %EY=%I %E",X,Y)
FI
oldx=x
oldy=y
OD
ClearPM()
Graphics(0)
left_margin=2
cursor=0
RETURN
```

```
------------------------------------------------------------------------
The next program demostrates ACTION!'s Ability to run 2 or more
procedures at the same time. The Move_cursor routine runs
independent of Main Proc. This Program is extra for Action Programers.
---------------------------(Cut Here)---------------------------------
;TRACK4.ACT
;Rudimentary PM cursor positioning
;using Track-Ball peripheral
;PM routines added
;Single line rez.
;Vertical blank
;9/87

DEFINE SPEED="2"
DEFINE JMP="$4C",
XITVBV="$E462",
SAVETEMPS=
"[$A2 $07 $B5 $C0 $48 $B5 $A0 $48 $B5 $80
10 dF1 $A5 $D3 $48]",
GETTEMPS=
"[$68 $85 $D3 $A2 $00 $68 $95 $A8 $68 $95 $80
$68 $95 $A0 $68 $95 $C0 $E8 $E0 $08 $D0 $EF]"
CARD OldVbi,VBIvec=$224
BYTE critic=$42

BYTE ARRAY player_base
BYTE ARRAY shposp(4) ;pm horiz shadow array.

CHAR ARRAY imagep=[
$0 $90 $90 $90
$90 $90 $90 $F0

$00 $18 $18 $7E
$7E $18 $18 $00
]
INT x=[0],y=[0]
;***********************************

;Move specified player to the
;ABSOLUTE x location (0 to ?).

PROC MovePlayerHor(BYTE pl_num
BYTE pl_x)
BYTE ARRAY hposp=53248
shposp(pl_num)=48+pl_x
hposp(pl_num)=shposp(pl_num)
RETURN

;***********************************
MODULE
BYTE ARRAY old_pl_y(4)=[0 0 0 0]
;Move specified player to the
```

```
;ABSOLUTE y location. (from 0 to ?.)

PROC MovePlayerVer(CARD pl_num
BYTE pl_y)
BYTE playery
CARD pl_offset

pl_offset=player_base+$400+pl_num LSH 7
Zero(pl_offset+old_pl_y(pl_num),8)
playery=15+pl_y
MoveBlock(pl_offset+playery,
imagep+pl_num LSH 3,8)
old_pl_y(pl_num)=playery
RETURN

;***********************************
;Move player to absolute x,y
;x=0 to ?, y=0 to ?

PROC MovePlayer(BYTE pl_num,pl_x,pl_y)
MovePlayerHor(pl_num,pl_x)
MovePlayerVer(pl_num,pl_y)
RETURN

;***********************************

PROC PlayerCursor()
BYTE pmbase=54279,gractl=53277,
gprior=623
BYTE ARRAY pl_color=704,
PMWidth(5)=$D008
BYTE ramtop=106,sdmactl=$22F
ramtop=$A0-8 ;presumes 40K of memory

Graphics(0)
player_base=(ramtop)*256

pmbase=player_base/256
sdmactl=32+8+2+16 ;no missles...
gractl=2 ;again no missles.
Zero(player_base,$800)
pl_color(0)=110
;pl_color(1)=70
gprior=1
MovePlayer(0,0,0)
;MovePlayer(1,4,10)
RETURN

;***********************************

PROC ClearPM()
BYTE ramtop=106,sdmactl=$22F
BYTE cursor=752
```

```
BYTE pmbase=54279,gractl=53277,
gprior=623
cursor=0
gractl=0
sdmactl=32+2
;Zero(hposp,4)
ramtop=$A0
Graphics(0)
RETURN

;***********************************

PROC Move_Cursor()
BYTE lastx=[0],lasty=[0],
vx=[0],vy=[0],st
INT oldx=[0],oldy=[0]
SAVETEMPS

st=stick(0)
vx=st&$02
vy=st&$08
IF lastx<>vx
THEN IF st&$01
THEN x==+SPEED
ELSE x==-SPEED
FI
FI
IF lasty<>vy
THEN IF st&$04
THEN y==+SPEED
ELSE y==-SPEED
FI
FI

lastx=vx
lasty=vy
IF x>157 THEN x=157 FI
IF y>201 THEN y=201 FI
IF x<0 THEN x=0 FI
IF y<17 THEN y=17 FI
IF oldx<>x OR oldy<>y THEN
MovePlayer(0,X,Y)
FI
oldx=x
oldy=y
GETTEMPS ; get temp registers
[JMP XITVBV] ; exit the VBI

;***********************************

PROC ClearVB()
critic=1
```

```
VBIvec=OldVBI
critic=0
RETURN

;************************************

PROC VBinst(); install the VBI
critic=1 ; turn off the interrupts
OldVBI=VBIvec
VBIvec=Move_Cursor ; VBI routine.
critic=0 ; turn the interrupts back on
RETURN

;**********************************

PROC Main()
BYTE cursor=752,consol=53279,
left_margin=82

PlayerCursor()
cursor=1
left_margin=0
SetColor(2,9,0)
PutE()
PrintE("This is a line of normal text.")
PutE()
PrintE("This is a line of inverse text.")
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WHILE consol&$01
DO
Position(0,10)
PrintF("X=%I %EY=%I %E",X,Y)
OD
ClearVB();This is where the Move_Cursor is terminated
ClearPM()
Graphics(0)
left_margin=2
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RETURN
```

Date: 16 Oct 87 20:11:57 GMT
From: itsgw!leah!uwmcsd1!csd4.milw.wisc.edu!john1233@tcgould.tn.cornell.edu (Thomas M Johnson)
Subject: Re: Old 800 Turbo Basic
To: info-atari8@score.stanford.edu

In article <8710151731.AA16907@ucbvax.Berkeley.EDU> VAUGHAN@CANISIUS.BITNET (Tom Vaughan @ Computer Center) writes:
>
>I too would appreciate receiving the old 800 version of TurboBasic.
>

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The reason it only runs on the XL/XE series is it
hides like 11K of itself under the OS. This isn't
possible with a 400/800. Sure you could just have it sit in main memory
but your programming space would be like 18K instead of the
usual 29K.

2 cents worth.
Tom
john1233@csd4.milw.wisc.edu

Mail-From: G.ABRAMS created at 17-Oct-87 06:46:41
Date: Sat 17 Oct 87 06:46:41-PDT
From: Info-Atari Moderator <G.ABRAMS@Score.Stanford.EDU>
Subject: Volunteers needed
To: info-atari8@Score.Stanford.EDU, info-atari16@Score.Stanford.EDU

The incoming mailbox at Score overflowed recently because no one
loged in as moderator. I assume we all had good reasons. It appears
time to solicit new volunteers.

To assist as a moderator you need to be able to log into
Score.Stanford.Edu. That means you have to be able to make a telnet
connection on Arpanet. I have a set of instructions for moderators,
but basicly the work is to read the incoming mail, add people to the lists
upon request, and delete them either upon request or rejected mail.

We also need volunteers to help with the 8-bit program library on
bitnet. The volunteer should be on bitnet and be willing to
review existing programs and put them into a LISTSERV library. The
previous volunter had to drop out because of the load of schoolwork.
This effort will also require someone on ARPANET who can FTP the files
from an archive machine at Stanform and mail them to the librarian on
bitnet.

Please send your messages volunteering to abrams@mitre.arpa.
.

Acting as moderator should take an hour per week, Acting as
librarian can take many more hours.

Those service now are volunteers; additional help would certainly
be appreciated.

Marshall Abrams

Date: Sat, 17 Oct 87 16:03:30 EDT
From: USEREK5X%mts.rpi.edu@itsgw.rpi.edu
Subject: Telephone Touch-Tone Program
To: Info-Atari8@score.stanford.edu

I am looking for a Touch-Tone dialing program for the 8-bit Atari
that was published in some magazine a few years ago (between 1980
and 1984). I believe it was in Compute; Analog and Antic are two
other (less likely) possibilities. If anyone has a program that
will dial Touch-Tone frequencies from BASIC or knows where I can
find the program in whatever magazine, I'd appreciate a response.
Thanks in advance,

Bryant Line USEREK5X@RPITSMTS
BCL@RPITSMTS

Date: 18 Oct 87 01:05:58 GMT
From: aramis.rutgers.edu!knutsen@rutgers.edu (Mark Knutsen)
Subject: Re: Old 800 Turbo Basic
To: info-atari8@score.stanford.edu

In article <3215@uwmcsd1.UUCP> john1233@csd4.milw.wisc.edu (Thomas M Johnson) writes:

> I didn't know there was a 400/800 version of Turbo BASIC.
> The reason it only runs on the XL/XE series is it
> hides like 11K of itself under the OS. This isn't
> possible with a 400/800.
Yes, a 400/800 version of Turbo BASIC does exist. If you or anyone
else can't find it on the net, it's available via the JACG disk
library. For more info, call the JACG BBS, number's listed below.
--
_____________________________ Jersey ||| ____________________________
ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | ||| Computer | The JACG BBS: (201)298-0161
------------------------------- / | \ Group ----------------------------
"Yow! I'm the ONLY Atari 8-bit user at Rutgers University!"

Date: 18 Oct 87 18:06:48 GMT
From: aramis.rutgers.edu!knutsen@rutgers.edu (Mark Knutsen)
Subject: pointer to: Telephone Touch-Tone Program
To: info-atari8@score.stanford.edu

In article <791764@RPITSMTS.BITNET> USEREK5X@mts.rpi.EDU writes:

> If anyone has a program that
> will dial Touch-Tone frequencies from BASIC or knows where I can
> find the program in whatever magazine, I'd appreciate a response.
> Thanks in advance,
Such a program appeared recently on CompuServe. Also, the commercial
program "HomeCard," written by Russ Wetmore & sold through Antic,

can produce such tones.
--
_____________________________ Jersey ||| ______________________________
ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | ||| Computer | The JACG BBS: (201)298-0161
------------------------------- / | \ Group ----------------------------
"Yow! I'm the ONLY Atari 8-bit user at Rutgers University!"

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

640. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-20 18:02:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710232057.AA08713@ucbvax.Berkeley.EDU>
Source record: 117494

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 19 Oct 87 23:36:17 GMT
Received-2: from score.stanford.edu by BBN.COM id aa27325; 19 Oct 87 19:13 EDT
Date: Mon 19 Oct 87 10:20:19 PDT
Subject: Info-Atari8 Digest V87 #91
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Monday, October 19, 1987 Volume 87 : Issue 91

This weeks Editor: Bill Westfield

Today's Topics:

8-bit upgrade/counterpoint
Track-Ball Code! Basic And ACTION! ex.
Re: Old 800 Turbo Basic
Volunteers needed
Telephone Touch-Tone Program
Re: Old 800 Turbo Basic
pointer to: Telephone Touch-Tone Program

------------------------------------------------------------------------

Date: Fri, 16 Oct 87 10:02 EDT
From: <DFLINT02%ULKYVX.BITNET@forsythe.stanford.edu>
Subject: 8-bit upgrade/counterpoint
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu

>>The 16/32 bit upgrade to the Atari 800 line has been on the dealers shelves
>>sinse September 1985 !! The problem that most Atari 800 owners have is
>>one of idenity -- they fail to see what has been placed in front of their
>>faces.
>>I of course am talking about the Amiga 1000. I bought my Atari 800 for
>>its great graphics, sound, and FRIENDLY user interface, BTW its SN is
>>00232 ! The Amiga 1000 IS the NEXT generation Atari 800 ! The chief
>>H/W architect for the Atari 2600, Atari 800 and the Amiga 1000 is Jay
>>Miner ! The Amiga's great MULTITASKING OS is just a super bonus to an
```

>>already super computer. BTW my Amiga's SN is D605 - its a preproduction
>>box !

The 16/32 alternatives to the our 8-bit machines don't happen to be the one
you suggest. The Amiga Is being produced by Commodore(Yuk) and they have
corrupted the machine. The a1000 a500 and a2000 are all very different
machines. Each one has plus and minus features, but are the plus features
enough to stimulate the atari 800/xe/xl comunity to buy one? The Amiga
is diffinitly not targeted for the general user,tho the A2000 has potential
in this realm. The Amiga is most useful to broadcast educators, since
it Audio and Video Capabilities make it well suit for that job. HAVE you
Seen the Job amigas do for MAX HEADROOM.

I have almost learned just about all one could know about the atari 8-bit
family, now it's really very useful to me. It would take me about 2 years
to learn the amiga inside and out by that time the next generation micros
will be arriving. My 800xl can do just about everything i need a computer
for now.

>>BTW I have worked for Atari (pre JT), Commodore (during the JT reign), and
>>Amiga (1984-5). Am I jaded ? YES I will not purchase a JT product ever
>>again !
ARE one of the Guys that the new commodore Dropped/Fired/layed off?
How long do we have before you start working on a new Machine in the
32 bit flavor?
Do you have ideas on what Jay Minor is up lately?

William M. Buford
DFlint02@ulkyvx.bitnet
(I will buy no 16/32 bit before its time!)
(Unless it has about 4Meg ram!)

Date: Fri, 16 Oct 87 10:00 EDT
From: <DFLINT02%ULKYVX.BITNET@forsythe.stanford.edu>
Subject: Track-Ball Code! Basic And ACTION! ex.
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu

Taming your machine with a mouse has long been a dream of the ATARI 8-bitters.
The mouse had it's origins around the 1960's, but did see much use until the
1980's when the Mac,ST and Amiga were unveiled. The mouse was also used by the
engineering world as an input device for graphics workstations in the late
70's. The Track-ball is a close relative to the Mouse. A track-ball is
basicly the same device flipped over allowing the hand position the ball
directly.

The Old ATARI did have some foresight in developing input devices for the 8-bit
machines. The TrackBall is one of them. The Track-ball allows smooth tracking
of 2 dimensional motion and its associated velocity. Atari Basic is too slow
so it can not be read with atari basic. Faster langauges such ACTION and
Assembly can read the velocity vectors directly from the joystick registers.

(mention something about which bits represent the direction and speed.)
One thing the Atari Trak Ball lacks is a separate button that can function as the left mouse button. Since the mouse and the Track-ball are virtually the same device it should be possible to read and ST mouse using the Trak-ball read code. The 8-bits can read the ST left mouse if a pull-up resistor is added to pin 6.

Heres the pinout on the ST mouse.

```
_____________
\ 1 2 3 4 5 /
\ 6 7 8 9 /
---------
```

1- up/xb
2- down/xa
3- left/ya
4- right/yb
5- not connected
6- Fire/left mouse button
7- +5vdc
8- ground
9- Joystick 1 Fire/Right Mouse button.

I have included 3 programs that demostrate the trak-balls ability to read direction and velocity. One program is written in basic with a short assemble used to read the T-ball input vector. The other 2 programs are written in ACTION!

```
| | |
Mike Buford | | | 8-bits Forever/
Dflint02@ulkyvx.bitnet or | | | Whether i buy a new
CL150652@ulkyvm.bitnet / | \ machine or not!
(An Action Programmer!) / | \
```

----------Cut here for Programs----------
This basic program was provided by Bill Wilkinson of O.S.S.

```
10 REM :TBALL2.BAS
100 REM *** POKE MACHINE CODE ***
110 REM 1536-1619
111 DATA 104,169,0,133,212,133,213,173,0,211,41,2,133,205,160,255,173,0,211
112 DATA 41,2,197,205,240,2,230,212,133,205,136,208,240,173,0,211,41,1,208
113 DATA 6,165,212,9,128,133,212,173,0,211,41,8,133,205,160,255,173,0,211
114 DATA 41,8,197,205,240,2,230,213,133,205,136,208,240,173,0,211,41,4,208
115 DATA 6,165,213,9,128,133,213,96,-1
116 FOR I=1536 TO 1619:READ J:K=K+J:POKE I,J:NEXT I
117 IF K-11306 THEN ? "BAD DATA!":END
120 REM
130 GRAPHICS 0:POKE 710,0:POKE 752,1:REM BLACK BACKGROUND ,NO CUSOR
131 POSITION COL,ROW:? " ";:REM ERASE OLD OBJECT
200 REM READ TBALL
210 U=USR(1536):Y=INT(U/256):X=U-Y*256
220 IF X>127 THEN X=X-128:IF X THEN X=-X
```

```
221 IF Y>127 THEN Y=Y-128:IF Y THEN Y=-Y
310 POSITION COL,ROW:? " ";
320 COL=COL+X:REM CALCULATE NEW COLUNM
321 IF COL>39 THEN COL=39
322 IF COL<0 THEN COL=0
330 ROW=ROW+Y
331 IF ROW<0 THEN ROW=0
332 IF ROW>22 THEN ROW=22
340 POSITION COL,ROW:? "+";
350 GOTO 200
```

----------Basic Programmers cut here----------

The following Action! programs were written by Joe McFarland.

```
;TRACK1.ACT
;Display the value read from
;port 1 as track-ball values.
;9/87 Written bye Joe McFarland

PROC PrintT(BYTE val)
;Binary number print:
;Print byte in base Two.
;Modified to only print 4 LSbits.
BYTE mask,n
mask=$08
FOR n=0 TO 3 DO
IF val&mask THEN
Put('1)
ELSE
Put('0)
FI
mask==RSH 1
OD
RETURN

PROC Main()
BYTE b,cursor=752,consol=53279
cursor=1
Position(2,3)
PrintE("|||LHorizontal Dir 0=left, 1=right")
PrintE("||LHorizontal Rate")
PrintE("|Vertical Dir 0=up, 1=down")
PrintE("Vertical Rate")
DO
b=Stick(0)
Position(2,2)
PrintT(b)
Until consol<>7
OD
cursor=1
RETURN
```

```
-------------------------(ACTION! rules the ATARI 8-bit)---------------------
Cut here for (TRACK3.ACT).

;TRACK3.ACT
;Rudimentary PM cursor positioning
;using Track-Ball peripheral
;PM routines added
;Single line rez.
;9/87

BYTE ARRAY player_base
BYTE ARRAY shposp(4) ;pm horiz shadow array.

CHAR ARRAY imagep=[
$F0 $90 $90 $90
$90 $90 $90 $F0

$00 $18 $18 $7E
$7E $18 $18 $00
]
;***********************************

;Move specified player to the
;ABSOLUTE x location (0 to ?).

PROC MovePlayerHor(BYTE pl_num
BYTE pl_x)
BYTE ARRAY hposp=53248
shposp(pl_num)=48+pl_x
hposp(pl_num)=shposp(pl_num)
RETURN

;***********************************
MODULE
BYTE ARRAY old_pl_y(4)=[0 0 0 0]
;Move specified player to the
;ABSOLUTE y location. (from 0 to ?.)

PROC MovePlayerVer(CARD pl_num
BYTE pl_y)
BYTE playery
CARD pl_offset

pl_offset=player_base+$400+pl_num LSH 7
Zero(pl_offset+old_pl_y(pl_num),8)
playery=15+pl_y
MoveBlock(pl_offset+playery,
imagep+pl_num LSH 3,8)
old_pl_y(pl_num)=playery
RETURN

;***********************************
;Move player to absolute x,y
```

```
;x=0 to ?, y=0 to ?

PROC MovePlayer(BYTE pl_num,pl_x,pl_y)
MovePlayerHor(pl_num,pl_x)
MovePlayerVer(pl_num,pl_y)
RETURN

;***********************************

PROC PlayerCursor()
BYTE pmbase=54279,gractl=53277,
gprior=623
BYTE ARRAY pl_color=704,
PMWidth(5)=$D008
BYTE ramtop=106,sdmactl=$22F
ramtop=$A0-8 ;presumes 40K of memory

Graphics(0)
player_base=(ramtop)*256

pmbase=player_base/256
sdmactl=32+8+2+16 ;no missles...
gractl=2 ;again no missles.
Zero(player_base,$800)
pl_color(0)=110
;pl_color(1)=70
gprior=1
MovePlayer(0,0,0)
;MovePlayer(1,4,10)
RETURN

;***********************************

PROC ClearPM()
BYTE ramtop=106,sdmactl=$22F
BYTE cursor=752
BYTE pmbase=54279,gractl=53277,
gprior=623
cursor=0
gractl=0
sdmactl=32+2
;Zero(hposp,4)
ramtop=$A0
Graphics(0)
RETURN

;***********************************

PROC Main()
BYTE cursor=752,consol=53279,
left_margin=82
BYTE lastx,lasty,vx,vy,st
INT x,y,oldx=[0],oldy=[0]
```

```
PlayerCursor()
cursor=1
left_margin=0
SetColor(2,9,0)
PutE()
PrintE("This is a line of normal text.")
PutE()
PrintE("This is a line of inverse text.")
X=0 Y=0
lastx=0 lasty=0

WHILE consol&$01
DO
st=stick(0)
vx=st&$02
vy=st&$08
IF lastx<>vx
THEN IF st&$01
THEN x==+1
ELSE x==-1
FI
FI
IF lasty<>vy
THEN IF st&$04
THEN y==+1
ELSE y==-1
FI
FI

lastx=vx
lasty=vy
IF x>157 THEN x=157 FI
IF y>201 THEN y=201 FI
IF x<0 THEN x=0 FI
IF y<17 THEN y=17 FI
IF oldx<>x OR oldy<>y THEN
MovePlayer(0,X,Y)
FI
IF STRIG(0)
THEN
ELSE
Position(0,10)
PrintF("X=%I %EY=%I %E",X,Y)
FI
oldx=x
oldy=y
OD
ClearPM()
Graphics(0)
left_margin=2
cursor=0
RETURN
```

```
------------------------------------------------------------------------
The next program demostrates ACTION!'s Ability to run 2 or more
procedures at the same time. The Move_cursor routine runs
independent of Main Proc. This Program is extra for Action Programers.
---------------------------(Cut Here)---------------------------------
;TRACK4.ACT
;Rudimentary PM cursor positioning
;using Track-Ball peripheral
;PM routines added
;Single line rez.
;Vertical blank
;9/87

DEFINE SPEED="2"
DEFINE JMP="$4C",
XITVBV="$E462",
SAVETEMPS=
"[$A2 $07 $B5 $C0 $48 $B5 $A0 $48 $B5 $80
10 dF1 $A5 $D3 $48]",
GETTEMPS=
"[$68 $85 $D3 $A2 $00 $68 $95 $A8 $68 $95 $80
$68 $95 $A0 $68 $95 $C0 $E8 $E0 $08 $D0 $EF]"
CARD OldVbi,VBIvec=$224
BYTE critic=$42

BYTE ARRAY player_base
BYTE ARRAY shposp(4) ;pm horiz shadow array.

CHAR ARRAY imagep=[
$0 $90 $90 $90
$90 $90 $90 $F0

$00 $18 $18 $7E
$7E $18 $18 $00
]
INT x=[0],y=[0]
;***********************************

;Move specified player to the
;ABSOLUTE x location (0 to ?).

PROC MovePlayerHor(BYTE pl_num
BYTE pl_x)
BYTE ARRAY hposp=53248
shposp(pl_num)=48+pl_x
hposp(pl_num)=shposp(pl_num)
RETURN

;***********************************
MODULE
BYTE ARRAY old_pl_y(4)=[0 0 0 0]
;Move specified player to the
```

```
;ABSOLUTE y location. (from 0 to ?.)

PROC MovePlayerVer(CARD pl_num
BYTE pl_y)
BYTE playery
CARD pl_offset

pl_offset=player_base+$400+pl_num LSH 7
Zero(pl_offset+old_pl_y(pl_num),8)
playery=15+pl_y
MoveBlock(pl_offset+playery,
imagep+pl_num LSH 3,8)
old_pl_y(pl_num)=playery
RETURN

;***********************************
;Move player to absolute x,y
;x=0 to ?, y=0 to ?

PROC MovePlayer(BYTE pl_num,pl_x,pl_y)
MovePlayerHor(pl_num,pl_x)
MovePlayerVer(pl_num,pl_y)
RETURN

;***********************************

PROC PlayerCursor()
BYTE pmbase=54279,gractl=53277,
gprior=623
BYTE ARRAY pl_color=704,
PMWidth(5)=$D008
BYTE ramtop=106,sdmactl=$22F
ramtop=$A0-8 ;presumes 40K of memory

Graphics(0)
player_base=(ramtop)*256

pmbase=player_base/256
sdmactl=32+8+2+16 ;no missles...
gractl=2 ;again no missles.
Zero(player_base,$800)
pl_color(0)=110
;pl_color(1)=70
gprior=1
MovePlayer(0,0,0)
;MovePlayer(1,4,10)
RETURN

;***********************************

PROC ClearPM()
BYTE ramtop=106,sdmactl=$22F
BYTE cursor=752
```

```
BYTE pmbase=54279,gractl=53277,
gprior=623
cursor=0
gractl=0
sdmactl=32+2
;Zero(hposp,4)
ramtop=$A0
Graphics(0)
RETURN

;***********************************

PROC Move_Cursor()
BYTE lastx=[0],lasty=[0],
vx=[0],vy=[0],st
INT oldx=[0],oldy=[0]
SAVETEMPS

st=stick(0)
vx=st&$02
vy=st&$08
IF lastx<>vx
THEN IF st&$01
THEN x==+SPEED
ELSE x==-SPEED
FI
FI
IF lasty<>vy
THEN IF st&$04
THEN y==+SPEED
ELSE y==-SPEED
FI
FI

lastx=vx
lasty=vy
IF x>157 THEN x=157 FI
IF y>201 THEN y=201 FI
IF x<0 THEN x=0 FI
IF y<17 THEN y=17 FI
IF oldx<>x OR oldy<>y THEN
MovePlayer(0,X,Y)
FI
oldx=x
oldy=y
GETTEMPS ; get temp registers
[JMP XITVBV] ; exit the VBI

;***********************************

PROC ClearVB()
critic=1
```

```
VBIvec=OldVBI
critic=0
RETURN

;************************************

PROC VBinst(); install the VBI
critic=1 ; turn off the interrupts
OldVBI=VBIvec
VBIvec=Move_Cursor ; VBI routine.
critic=0 ; turn the interrupts back on
RETURN

;**********************************

PROC Main()
BYTE cursor=752,consol=53279,
left_margin=82

PlayerCursor()
cursor=1
left_margin=0
SetColor(2,9,0)
PutE()
PrintE("This is a line of normal text.")
PutE()
PrintE("This is a line of inverse text.")
VBinst();This is where we start the Move_Cursor proc
WHILE consol&$01
DO
Position(0,10)
PrintF("X=%I %EY=%I %E",X,Y)
OD
ClearVB();This is where the Move_Cursor is terminated
ClearPM()
Graphics(0)
left_margin=2
cursor=0
RETURN
```

Date: 16 Oct 87 20:11:57 GMT
From: itsgw!leah!uwmcsd1!csd4.milw.wisc.edu!john1233@tcgould.tn.cornell.edu (Thomas M Johnson)
Subject: Re: Old 800 Turbo Basic
To: info-atari8@score.stanford.edu

In article <8710151731.AA16907@ucbvax.Berkeley.EDU> VAUGHAN@CANISIUS.BITNET (Tom Vaughan @ Computer Center) writes:
>
>I too would appreciate receiving the old 800 version of TurboBasic.
>

>
>
>--

I didn't know there was a 400/800 version of Turbo BASIC.
The reason it only runs on the XL/XE series is it
hides like 11K of itself under the OS. This isn't
possible with a 400/800. Sure you could just have it sit in main memory
but your programming space would be like 18K instead of the
usual 29K.

2 cents worth.
Tom
john1233@csd4.milw.wisc.edu

Mail-From: G.ABRAMS created at 17-Oct-87 06:46:41
Date: Sat 17 Oct 87 06:46:41-PDT
From: Info-Atari Moderator <G.ABRAMS@Score.Stanford.EDU>
Subject: Volunteers needed
To: info-atari8@Score.Stanford.EDU, info-atari16@Score.Stanford.EDU

The incoming mailbox at Score overflowed recently because no one
loged in as moderator. I assume we all had good reasons. It appears
time to solicit new volunteers.

To assist as a moderator you need to be able to log into
Score.Stanford.Edu. That means you have to be able to make a telnet
connection on Arpanet. I have a set of instructions for moderators,
but basicly the work is to read the incoming mail, add people to the lists
upon request, and delete them either upon request or rejected mail.

We also need volunteers to help with the 8-bit program library on
bitnet. The volunteer should be on bitnet and be willing to
review existing programs and put them into a LISTSERV library. The
previous volunter had to drop out because of the load of schoolwork.
This effort will also require someone on ARPANET who can FTP the files
from an archive machine at Stanform and mail them to the librarian on
bitnet.

Please send your messages volunteering to abrams@mitre.arpa.
.

Acting as moderator should take an hour per week, Acting as
librarian can take many more hours.

Those service now are volunteers; additional help would certainly
be appreciated.

Marshall Abrams

Date: Sat, 17 Oct 87 16:03:30 EDT
From: USEREK5X%mts.rpi.edu@itsgw.rpi.edu
Subject: Telephone Touch-Tone Program
To: Info-Atari8@score.stanford.edu

I am looking for a Touch-Tone dialing program for the 8-bit Atari
that was published in some magazine a few years ago (between 1980
and 1984). I believe it was in Compute; Analog and Antic are two
other (less likely) possibilities. If anyone has a program that
will dial Touch-Tone frequencies from BASIC or knows where I can
find the program in whatever magazine, I'd appreciate a response.
Thanks in advance,

Bryant Line USEREK5X@RPITSMTS
BCL@RPITSMTS

Date: 18 Oct 87 01:05:58 GMT
From: aramis.rutgers.edu!knutsen@rutgers.edu (Mark Knutsen)
Subject: Re: Old 800 Turbo Basic
To: info-atari8@score.stanford.edu

In article <3215@uwmcsd1.UUCP> john1233@csd4.milw.wisc.edu (Thomas M Johnson) writes:

> I didn't know there was a 400/800 version of Turbo BASIC.
> The reason it only runs on the XL/XE series is it
> hides like 11K of itself under the OS. This isn't
> possible with a 400/800.
Yes, a 400/800 version of Turbo BASIC does exist. If you or anyone
else can't find it on the net, it's available via the JACG disk
library. For more info, call the JACG BBS, number's listed below.
--
_____________________________ Jersey ||| ____________________________
ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | ||| Computer | The JACG BBS: (201)298-0161
------------------------------- / | \ Group ----------------------------
"Yow! I'm the ONLY Atari 8-bit user at Rutgers University!"

Date: 18 Oct 87 18:06:48 GMT
From: aramis.rutgers.edu!knutsen@rutgers.edu (Mark Knutsen)
Subject: pointer to: Telephone Touch-Tone Program
To: info-atari8@score.stanford.edu

In article <791764@RPITSMTS.BITNET> USEREK5X@mts.rpi.EDU writes:

> If anyone has a program that
> will dial Touch-Tone frequencies from BASIC or knows where I can
> find the program in whatever magazine, I'd appreciate a response.
> Thanks in advance,
Such a program appeared recently on CompuServe. Also, the commercial
program "HomeCard," written by Russ Wetmore & sold through Antic,

can produce such tones.
--
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ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | ||| Computer | The JACG BBS: (201)298-0161
------------------------------- / | \ Group ----------------------------
"Yow! I'm the ONLY Atari 8-bit user at Rutgers University!"

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

641. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-20 18:02:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710232254.AA11320@ucbvax.Berkeley.EDU>
Source record: 117495

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 19 Oct 87 23:50:52 GMT
Received-2: from score.stanford.edu by BBN.COM id aa27325; 19 Oct 87 19:13 EDT
Date: Mon 19 Oct 87 10:20:19 PDT
Subject: Info-Atari8 Digest V87 #91
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Monday, October 19, 1987 Volume 87 : Issue 91

This weeks Editor: Bill Westfield

Today's Topics:

8-bit upgrade/counterpoint
Track-Ball Code! Basic And ACTION! ex.
Re: Old 800 Turbo Basic
Volunteers needed
Telephone Touch-Tone Program
Re: Old 800 Turbo Basic
pointer to: Telephone Touch-Tone Program

------------------------------------------------------------------------

Date: Fri, 16 Oct 87 10:02 EDT
From: <DFLINT02%ULKYVX.BITNET@forsythe.stanford.edu>
Subject: 8-bit upgrade/counterpoint
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu

>>The 16/32 bit upgrade to the Atari 800 line has been on the dealers shelves
>>sinse September 1985 !! The problem that most Atari 800 owners have is
>>one of idenity -- they fail to see what has been placed in front of their
>>faces.
>>I of course am talking about the Amiga 1000. I bought my Atari 800 for
>>its great graphics, sound, and FRIENDLY user interface, BTW its SN is
>>00232 ! The Amiga 1000 IS the NEXT generation Atari 800 ! The chief
>>H/W architect for the Atari 2600, Atari 800 and the Amiga 1000 is Jay
>>Miner ! The Amiga's great MULTITASKING OS is just a super bonus to an
```

>>already super computer. BTW my Amiga's SN is D605 - its a preproduction
>>box !

The 16/32 alternatives to the our 8-bit machines don't happen to be the one
you suggest. The Amiga Is being produced by Commodore(Yuk) and they have
corrupted the machine. The a1000 a500 and a2000 are all very different
machines. Each one has plus and minus features, but are the plus features
enough to stimulate the atari 800/xe/xl comunity to buy one? The Amiga
is diffinitly not targeted for the general user,tho the A2000 has potential
in this realm. The Amiga is most useful to broadcast educators, since
it Audio and Video Capabilities make it well suit for that job. HAVE you
Seen the Job amigas do for MAX HEADROOM.

I have almost learned just about all one could know about the atari 8-bit
family, now it's really very useful to me. It would take me about 2 years
to learn the amiga inside and out by that time the next generation micros
will be arriving. My 800xl can do just about everything i need a computer
for now.

>>BTW I have worked for Atari (pre JT), Commodore (during the JT reign), and
>>Amiga (1984-5). Am I jaded ? YES I will not purchase a JT product ever
>>again !
ARE one of the Guys that the new commodore Dropped/Fired/layed off?
How long do we have before you start working on a new Machine in the
32 bit flavor?
Do you have ideas on what Jay Minor is up lately?

William M. Buford
DFlint02@ulkyvx.bitnet
(I will buy no 16/32 bit before its time!)
(Unless it has about 4Meg ram!)

Date: Fri, 16 Oct 87 10:00 EDT
From: <DFLINT02%ULKYVX.BITNET@forsythe.stanford.edu>
Subject: Track-Ball Code! Basic And ACTION! ex.
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu

Taming your machine with a mouse has long been a dream of the ATARI 8-bitters.
The mouse had it's origins around the 1960's, but did see much use until the
1980's when the Mac,ST and Amiga were unveiled. The mouse was also used by the
engineering world as an input device for graphics workstations in the late
70's. The Track-ball is a close relative to the Mouse. A track-ball is
basicly the same device flipped over allowing the hand position the ball
directly.

The Old ATARI did have some foresight in developing input devices for the 8-bit
machines. The TrackBall is one of them. The Track-ball allows smooth tracking
of 2 dimensional motion and its associated velocity. Atari Basic is too slow
so it can not be read with atari basic. Faster langauges such ACTION and
Assembly can read the velocity vectors directly from the joystick registers.

(mention something about which bits represent the direction and speed.)
One thing the Atari Trak Ball lacks is a separate button that can function as the left mouse button. Since the mouse and the Track-ball are virtually the same device it should be possible to read and ST mouse using the Trak-ball read code. The 8-bits can read the ST left mouse if a pull-up resistor is added to pin 6.

Heres the pinout on the ST mouse.

```
_____________
\ 1 2 3 4 5 /
\ 6 7 8 9 /
---------
```

1- up/xb
2- down/xa
3- left/ya
4- right/yb
5- not connected
6- Fire/left mouse button
7- +5vdc
8- ground
9- Joystick 1 Fire/Right Mouse button.

I have included 3 programs that demostrate the trak-balls ability to read direction and velocity. One program is written in basic with a short assemble used to read the T-ball input vector. The other 2 programs are written in ACTION!

```
| | |
Mike Buford | | | 8-bits Forever/
Dflint02@ulkyvx.bitnet or | | | Whether i buy a new
CL150652@ulkyvm.bitnet / | \ machine or not!
(An Action Programmer!) / | \
```

----------Cut here for Programs----------
This basic program was provided by Bill Wilkinson of O.S.S.

```
10 REM :TBALL2.BAS
100 REM *** POKE MACHINE CODE ***
110 REM 1536-1619
111 DATA 104,169,0,133,212,133,213,173,0,211,41,2,133,205,160,255,173,0,211
112 DATA 41,2,197,205,240,2,230,212,133,205,136,208,240,173,0,211,41,1,208
113 DATA 6,165,212,9,128,133,212,173,0,211,41,8,133,205,160,255,173,0,211
114 DATA 41,8,197,205,240,2,230,213,133,205,136,208,240,173,0,211,41,4,208
115 DATA 6,165,213,9,128,133,213,96,-1
116 FOR I=1536 TO 1619:READ J:K=K+J:POKE I,J:NEXT I
117 IF K-11306 THEN ? "BAD DATA!":END
120 REM
130 GRAPHICS 0:POKE 710,0:POKE 752,1:REM BLACK BACKGROUND ,NO CUSOR
131 POSITION COL,ROW:? " ";:REM ERASE OLD OBJECT
200 REM READ TBALL
210 U=USR(1536):Y=INT(U/256):X=U-Y*256
220 IF X>127 THEN X=X-128:IF X THEN X=-X
```

```
221 IF Y>127 THEN Y=Y-128:IF Y THEN Y=-Y
310 POSITION COL,ROW:? " ";
320 COL=COL+X:REM CALCULATE NEW COLUNM
321 IF COL>39 THEN COL=39
322 IF COL<0 THEN COL=0
330 ROW=ROW+Y
331 IF ROW<0 THEN ROW=0
332 IF ROW>22 THEN ROW=22
340 POSITION COL,ROW:? "+";
350 GOTO 200
```

----------Basic Programmers cut here----------

The following Action! programs were written by Joe McFarland.

```
;TRACK1.ACT
;Display the value read from
;port 1 as track-ball values.
;9/87 Written bye Joe McFarland

PROC PrintT(BYTE val)
;Binary number print:
;Print byte in base Two.
;Modified to only print 4 LSbits.
BYTE mask,n
mask=$08
FOR n=0 TO 3 DO
IF val&mask THEN
Put('1)
ELSE
Put('0)
FI
mask==RSH 1
OD
RETURN

PROC Main()
BYTE b,cursor=752,consol=53279
cursor=1
Position(2,3)
PrintE("|||LHorizontal Dir 0=left, 1=right")
PrintE("||LHorizontal Rate")
PrintE("|Vertical Dir 0=up, 1=down")
PrintE("Vertical Rate")
DO
b=Stick(0)
Position(2,2)
PrintT(b)
Until consol<>7
OD
cursor=1
RETURN
```

```
--------------------------(ACTION! rules the ATARI 8-bit)----------------------
Cut here for (TRACK3.ACT).

;TRACK3.ACT
;Rudimentary PM cursor positioning
;using Track-Ball peripheral
;PM routines added
;Single line rez.
;9/87

BYTE ARRAY player_base
BYTE ARRAY shposp(4) ;pm horiz shadow array.

CHAR ARRAY imagep=[
$F0 $90 $90 $90
$90 $90 $90 $F0

$00 $18 $18 $7E
$7E $18 $18 $00
]
;***********************************

;Move specified player to the
;ABSOLUTE x location (0 to ?).

PROC MovePlayerHor(BYTE pl_num
BYTE pl_x)
BYTE ARRAY hposp=53248
shposp(pl_num)=48+pl_x
hposp(pl_num)=shposp(pl_num)
RETURN

;***********************************
MODULE
BYTE ARRAY old_pl_y(4)=[0 0 0 0]
;Move specified player to the
;ABSOLUTE y location. (from 0 to ?.)

PROC MovePlayerVer(CARD pl_num
BYTE pl_y)
BYTE playery
CARD pl_offset

pl_offset=player_base+$400+pl_num LSH 7
Zero(pl_offset+old_pl_y(pl_num),8)
playery=15+pl_y
MoveBlock(pl_offset+playery,
imagep+pl_num LSH 3,8)
old_pl_y(pl_num)=playery
RETURN

;***********************************
;Move player to absolute x,y
```

```
;x=0 to ?, y=0 to ?

PROC MovePlayer(BYTE pl_num,pl_x,pl_y)
MovePlayerHor(pl_num,pl_x)
MovePlayerVer(pl_num,pl_y)
RETURN

;***********************************

PROC PlayerCursor()
BYTE pmbase=54279,gractl=53277,
gprior=623
BYTE ARRAY pl_color=704,
PMWidth(5)=$D008
BYTE ramtop=106,sdmactl=$22F
ramtop=$A0-8 ;presumes 40K of memory

Graphics(0)
player_base=(ramtop)*256

pmbase=player_base/256
sdmactl=32+8+2+16 ;no missles...
gractl=2 ;again no missles.
Zero(player_base,$800)
pl_color(0)=110
;pl_color(1)=70
gprior=1
MovePlayer(0,0,0)
;MovePlayer(1,4,10)
RETURN

;***********************************

PROC ClearPM()
BYTE ramtop=106,sdmactl=$22F
BYTE cursor=752
BYTE pmbase=54279,gractl=53277,
gprior=623
cursor=0
gractl=0
sdmactl=32+2
;Zero(hposp,4)
ramtop=$A0
Graphics(0)
RETURN

;***********************************

PROC Main()
BYTE cursor=752,consol=53279,
left_margin=82
BYTE lastx,lasty,vx,vy,st
INT x,y,oldx=[0],oldy=[0]
```

```
PlayerCursor()
cursor=1
left_margin=0
SetColor(2,9,0)
PutE()
PrintE("This is a line of normal text.")
PutE()
PrintE("This is a line of inverse text.")
X=0 Y=0
lastx=0 lasty=0

WHILE consol&$01
DO
st=stick(0)
vx=st&$02
vy=st&$08
IF lastx<>vx
THEN IF st&$01
THEN x==+1
ELSE x==-1
FI
FI
IF lasty<>vy
THEN IF st&$04
THEN y==+1
ELSE y==-1
FI
FI

lastx=vx
lasty=vy
IF x>157 THEN x=157 FI
IF y>201 THEN y=201 FI
IF x<0 THEN x=0 FI
IF y<17 THEN y=17 FI
IF oldx<>x OR oldy<>y THEN
MovePlayer(0,X,Y)
FI
IF STRIG(0)
THEN
ELSE
Position(0,10)
PrintF("X=%I %EY=%I %E",X,Y)
FI
oldx=x
oldy=y
OD
ClearPM()
Graphics(0)
left_margin=2
cursor=0
RETURN
```

```
------------------------------------------------------------------------
The next program demostrates ACTION!'s Ability to run 2 or more
procedures at the same time. The Move_cursor routine runs
independent of Main Proc. This Program is extra for Action Programers.
---------------------------(Cut Here)---------------------------------
;TRACK4.ACT
;Rudimentary PM cursor positioning
;using Track-Ball peripheral
;PM routines added
;Single line rez.
;Vertical blank
;9/87

DEFINE SPEED="2"
DEFINE JMP="$4C",
XITVBV="$E462",
SAVETEMPS=
"[$A2 $07 $B5 $C0 $48 $B5 $A0 $48 $B5 $80
10 dF1 $A5 $D3 $48]",
GETTEMPS=
"[$68 $85 $D3 $A2 $00 $68 $95 $A8 $68 $95 $80
$68 $95 $A0 $68 $95 $C0 $E8 $E0 $08 $D0 $EF]"
CARD OldVbi,VBIvec=$224
BYTE critic=$42

BYTE ARRAY player_base
BYTE ARRAY shposp(4) ;pm horiz shadow array.

CHAR ARRAY imagep=[
$0 $90 $90 $90
$90 $90 $90 $F0

$00 $18 $18 $7E
$7E $18 $18 $00
]
INT x=[0],y=[0]
;***********************************

;Move specified player to the
;ABSOLUTE x location (0 to ?).

PROC MovePlayerHor(BYTE pl_num
BYTE pl_x)
BYTE ARRAY hposp=53248
shposp(pl_num)=48+pl_x
hposp(pl_num)=shposp(pl_num)
RETURN

;***********************************
MODULE
BYTE ARRAY old_pl_y(4)=[0 0 0 0]
;Move specified player to the
```

```
;ABSOLUTE y location. (from 0 to ?.)

PROC MovePlayerVer(CARD pl_num
BYTE pl_y)
BYTE playery
CARD pl_offset

pl_offset=player_base+$400+pl_num LSH 7
Zero(pl_offset+old_pl_y(pl_num),8)
playery=15+pl_y
MoveBlock(pl_offset+playery,
imagep+pl_num LSH 3,8)
old_pl_y(pl_num)=playery
RETURN

;***********************************
;Move player to absolute x,y
;x=0 to ?, y=0 to ?

PROC MovePlayer(BYTE pl_num,pl_x,pl_y)
MovePlayerHor(pl_num,pl_x)
MovePlayerVer(pl_num,pl_y)
RETURN

;***********************************

PROC PlayerCursor()
BYTE pmbase=54279,gractl=53277,
gprior=623
BYTE ARRAY pl_color=704,
PMWidth(5)=$D008
BYTE ramtop=106,sdmactl=$22F
ramtop=$A0-8 ;presumes 40K of memory

Graphics(0)
player_base=(ramtop)*256

pmbase=player_base/256
sdmactl=32+8+2+16 ;no missles...
gractl=2 ;again no missles.
Zero(player_base,$800)
pl_color(0)=110
;pl_color(1)=70
gprior=1
MovePlayer(0,0,0)
;MovePlayer(1,4,10)
RETURN

;***********************************

PROC ClearPM()
BYTE ramtop=106,sdmactl=$22F
BYTE cursor=752
```

```
BYTE pmbase=54279,gractl=53277,
gprior=623
cursor=0
gractl=0
sdmactl=32+2
;Zero(hposp,4)
ramtop=$A0
Graphics(0)
RETURN

;***********************************

PROC Move_Cursor()
BYTE lastx=[0],lasty=[0],
vx=[0],vy=[0],st
INT oldx=[0],oldy=[0]
SAVETEMPS

st=stick(0)
vx=st&$02
vy=st&$08
IF lastx<>vx
THEN IF st&$01
THEN x==+SPEED
ELSE x==-SPEED
FI
FI
IF lasty<>vy
THEN IF st&$04
THEN y==+SPEED
ELSE y==-SPEED
FI
FI

lastx=vx
lasty=vy
IF x>157 THEN x=157 FI
IF y>201 THEN y=201 FI
IF x<0 THEN x=0 FI
IF y<17 THEN y=17 FI
IF oldx<>x OR oldy<>y THEN
MovePlayer(0,X,Y)
FI
oldx=x
oldy=y
GETTEMPS ; get temp registers
[JMP XITVBV] ; exit the VBI

;***********************************

PROC ClearVB()
critic=1
```

```
VBIvec=OldVBI
critic=0
RETURN

;************************************

PROC VBinst(); install the VBI
critic=1 ; turn off the interrupts
OldVBI=VBIvec
VBIvec=Move_Cursor ; VBI routine.
critic=0 ; turn the interrupts back on
RETURN

;**********************************

PROC Main()
BYTE cursor=752,consol=53279,
left_margin=82

PlayerCursor()
cursor=1
left_margin=0
SetColor(2,9,0)
PutE()
PrintE("This is a line of normal text.")
PutE()
PrintE("This is a line of inverse text.")
VBinst();This is where we start the Move_Cursor proc
WHILE consol&$01
DO
Position(0,10)
PrintF("X=%I %EY=%I %E",X,Y)
OD
ClearVB();This is where the Move_Cursor is terminated
ClearPM()
Graphics(0)
left_margin=2
cursor=0
RETURN
```

Date: 16 Oct 87 20:11:57 GMT
From: itsgw!leah!uwmcsd1!csd4.milw.wisc.edu!john1233@tcgould.tn.cornell.edu (Thomas M Johnson)
Subject: Re: Old 800 Turbo Basic
To: info-atari8@score.stanford.edu

In article <8710151731.AA16907@ucbvax.Berkeley.EDU> VAUGHAN@CANISIUS.BITNET (Tom Vaughan @ Computer Center) writes:
>
>I too would appreciate receiving the old 800 version of TurboBasic.
>

>
>
>--

I didn't know there was a 400/800 version of Turbo BASIC.
The reason it only runs on the XL/XE series is it
hides like 11K of itself under the OS. This isn't
possible with a 400/800. Sure you could just have it sit in main memory
but your programming space would be like 18K instead of the
usual 29K.

2 cents worth.
Tom
john1233@csd4.milw.wisc.edu

Mail-From: G.ABRAMS created at 17-Oct-87 06:46:41
Date: Sat 17 Oct 87 06:46:41-PDT
From: Info-Atari Moderator <G.ABRAMS@Score.Stanford.EDU>
Subject: Volunteers needed
To: info-atari8@Score.Stanford.EDU, info-atari16@Score.Stanford.EDU

The incoming mailbox at Score overflowed recently because no one
loged in as moderator. I assume we all had good reasons. It appears
time to solicit new volunteers.

To assist as a moderator you need to be able to log into
Score.Stanford.Edu. That means you have to be able to make a telnet
connection on Arpanet. I have a set of instructions for moderators,
but basicly the work is to read the incoming mail, add people to the lists
upon request, and delete them either upon request or rejected mail.

We also need volunteers to help with the 8-bit program library on
bitnet. The volunteer should be on bitnet and be willing to
review existing programs and put them into a LISTSERV library. The
previous volunter had to drop out because of the load of schoolwork.
This effort will also require someone on ARPANET who can FTP the files
from an archive machine at Stanform and mail them to the librarian on
bitnet.

Please send your messages volunteering to abrams@mitre.arpa.
.

Acting as moderator should take an hour per week, Acting as
librarian can take many more hours.

Those service now are volunteers; additional help would certainly
be appreciated.

Marshall Abrams

Date: Sat, 17 Oct 87 16:03:30 EDT
From: USEREK5X%mts.rpi.edu@itsgw.rpi.edu
Subject: Telephone Touch-Tone Program
To: Info-Atari8@score.stanford.edu

I am looking for a Touch-Tone dialing program for the 8-bit Atari
that was published in some magazine a few years ago (between 1980
and 1984). I believe it was in Compute; Analog and Antic are two
other (less likely) possibilities. If anyone has a program that
will dial Touch-Tone frequencies from BASIC or knows where I can
find the program in whatever magazine, I'd appreciate a response.
Thanks in advance,

Bryant Line USEREK5X@RPITSMTS
BCL@RPITSMTS

Date: 18 Oct 87 01:05:58 GMT
From: aramis.rutgers.edu!knutsen@rutgers.edu (Mark Knutsen)
Subject: Re: Old 800 Turbo Basic
To: info-atari8@score.stanford.edu

In article <3215@uwmcsd1.UUCP> john1233@csd4.milw.wisc.edu (Thomas M Johnson) writes:

> I didn't know there was a 400/800 version of Turbo BASIC.
> The reason it only runs on the XL/XE series is it
> hides like 11K of itself under the OS. This isn't
> possible with a 400/800.
Yes, a 400/800 version of Turbo BASIC does exist. If you or anyone
else can't find it on the net, it's available via the JACG disk
library. For more info, call the JACG BBS, number's listed below.
--
_____________________________ Jersey ||| ____________________________
ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | ||| Computer | The JACG BBS: (201)298-0161
------------------------------- / | \ Group ----------------------------
"Yow! I'm the ONLY Atari 8-bit user at Rutgers University!"

Date: 18 Oct 87 18:06:48 GMT
From: aramis.rutgers.edu!knutsen@rutgers.edu (Mark Knutsen)
Subject: pointer to: Telephone Touch-Tone Program
To: info-atari8@score.stanford.edu

In article <791764@RPITSMTS.BITNET> USEREK5X@mts.rpi.EDU writes:

> If anyone has a program that
> will dial Touch-Tone frequencies from BASIC or knows where I can
> find the program in whatever magazine, I'd appreciate a response.
> Thanks in advance,
Such a program appeared recently on CompuServe. Also, the commercial
program "HomeCard," written by Russ Wetmore & sold through Antic,

can produce such tones.
--
_____________________________ Jersey ||| _____________________________
ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
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End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED Mpaz.

;532753275

642. Printing Atari8 digest

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-20 18:34:27 UTC
From: Michael_A_Parisi.HENR801G@XEROX.COM
Message-ID: <871020-114042-2046@Xerox>
Source record: 117496

To; The administrator of the Atari8 Digest

I can not print the Digest.

Why is the digest protected.

Is there a way to undo this protection so I can print it?

Thank You.

Mike

643. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-20 19:11:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710232301.AA11457@ucbvax.Berkeley.EDU>
Source record: 117497

```
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there were bad address(es) in TO and/or CC field(s):
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Text:
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This weeks Editor: Bill Westfield

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pointer to: Telephone Touch-Tone Program

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```

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ARE one of the Guys that the new commodore Dropped/Fired/layed off?
How long do we have before you start working on a new Machine in the
32 bit flavor?
Do you have ideas on what Jay Minor is up lately?

William M. Buford
DFlint02@ulkyvx.bitnet
(I will buy no 16/32 bit before its time!)
(Unless it has about 4Meg ram!)

Date: Fri, 16 Oct 87 10:00 EDT
From: <DFLINT02%ULKYVX.BITNET@forsythe.stanford.edu>
Subject: Track-Ball Code! Basic And ACTION! ex.
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu

Taming your machine with a mouse has long been a dream of the ATARI 8-bitters.
The mouse had it's origins around the 1960's, but did see much use until the
1980's when the Mac,ST and Amiga were unveiled. The mouse was also used by the
engineering world as an input device for graphics workstations in the late
70's. The Track-ball is a close relative to the Mouse. A track-ball is
basicly the same device flipped over allowing the hand position the ball
directly.

The Old ATARI did have some foresight in developing input devices for the 8-bit
machines. The TrackBall is one of them. The Track-ball allows smooth tracking
of 2 dimensional motion and its associated velocity. Atari Basic is too slow
so it can not be read with atari basic. Faster langauges such ACTION and
Assembly can read the velocity vectors directly from the joystick registers.

(mention something about which bits represent the direction and speed.)
One thing the Atari Trak Ball lacks is a separate button that can function as the left mouse button. Since the mouse and the Track-ball are virtually the same device it should be possible to read and ST mouse using the Trak-ball read code. The 8-bits can read the ST left mouse if a pull-up resistor is added to pin 6.

Heres the pinout on the ST mouse.

```
-------------
\ 1 2 3 4 5 /
\ 6 7 8 9 /
---------
```

1- up/xb
2- down/xa
3- left/ya
4- right/yb
5- not connected
6- Fire/left mouse button
7- +5vdc
8- ground
9- Joystick 1 Fire/Right Mouse button.

I have included 3 programs that demostrate the trak-balls ability to read direction and velocity. One program is written in basic with a short assemble used to read the T-ball input vector. The other 2 programs are written in ACTION!

```
| | |
Mike Buford | | | 8-bits Forever/
Dflint02@ulkyvx.bitnet or | | | Whether i buy a new
CL150652@ulkyvm.bitnet / | \ machine or not!
(An Action Programmer!) / | \
```

----------Cut here for Programs----------
This basic program was provided by Bill Wilkinson of O.S.S.

```
10 REM :TBALL2.BAS
100 REM *** POKE MACHINE CODE ***
110 REM 1536-1619
111 DATA 104,169,0,133,212,133,213,173,0,211,41,2,133,205,160,255,173,0,211
112 DATA 41,2,197,205,240,2,230,212,133,205,136,208,240,173,0,211,41,1,208
113 DATA 6,165,212,9,128,133,212,173,0,211,41,8,133,205,160,255,173,0,211
114 DATA 41,8,197,205,240,2,230,213,133,205,136,208,240,173,0,211,41,4,208
115 DATA 6,165,213,9,128,133,213,96,-1
116 FOR I=1536 TO 1619:READ J:K=K+J:POKE I,J:NEXT I
117 IF K-11306 THEN ? "BAD DATA!":END
120 REM
130 GRAPHICS 0:POKE 710,0:POKE 752,1:REM BLACK BACKGROUND ,NO CUSOR
131 POSITION COL,ROW:? " ";:REM ERASE OLD OBJECT
200 REM READ TBALL
210 U=USR(1536):Y=INT(U/256):X=U-Y*256
220 IF X>127 THEN X=X-128:IF X THEN X=-X
```

```
221 IF Y>127 THEN Y=Y-128:IF Y THEN Y=-Y
310 POSITION COL,ROW:? " ";
320 COL=COL+X:REM CALCULATE NEW COLUNM
321 IF COL>39 THEN COL=39
322 IF COL<0 THEN COL=0
330 ROW=ROW+Y
331 IF ROW<0 THEN ROW=0
332 IF ROW>22 THEN ROW=22
340 POSITION COL,ROW:? "+";
350 GOTO 200
```

----------Basic Programmers cut here----------

The following Action! programs were written by Joe McFarland.

```
;TRACK1.ACT
;Display the value read from
;port 1 as track-ball values.
;9/87 Written bye Joe McFarland

PROC PrintT(BYTE val)
;Binary number print:
;Print byte in base Two.
;Modified to only print 4 LSbits.
BYTE mask,n
mask=$08
FOR n=0 TO 3 DO
IF val&mask THEN
Put('1)
ELSE
Put('0)
FI
mask==RSH 1
OD
RETURN

PROC Main()
BYTE b,cursor=752,consol=53279
cursor=1
Position(2,3)
PrintE("|||LHorizontal Dir 0=left, 1=right")
PrintE("||LHorizontal Rate")
PrintE("|Vertical Dir 0=up, 1=down")
PrintE("Vertical Rate")
DO
b=Stick(0)
Position(2,2)
PrintT(b)
Until consol<>7
OD
cursor=1
RETURN
```

```
--------------------------(ACTION! rules the ATARI 8-bit)----------------------
Cut here for (TRACK3.ACT).

;TRACK3.ACT
;Rudimentary PM cursor positioning
;using Track-Ball peripheral
;PM routines added
;Single line rez.
;9/87

BYTE ARRAY player_base
BYTE ARRAY shposp(4) ;pm horiz shadow array.

CHAR ARRAY imagep=[
$F0 $90 $90 $90
$90 $90 $90 $F0

$00 $18 $18 $7E
$7E $18 $18 $00
]
;***********************************

;Move specified player to the
;ABSOLUTE x location (0 to ?).

PROC MovePlayerHor(BYTE pl_num
BYTE pl_x)
BYTE ARRAY hposp=53248
shposp(pl_num)=48+pl_x
hposp(pl_num)=shposp(pl_num)
RETURN

;***********************************
MODULE
BYTE ARRAY old_pl_y(4)=[0 0 0 0]
;Move specified player to the
;ABSOLUTE y location. (from 0 to ?.)

PROC MovePlayerVer(CARD pl_num
BYTE pl_y)
BYTE playery
CARD pl_offset

pl_offset=player_base+$400+pl_num LSH 7
Zero(pl_offset+old_pl_y(pl_num),8)
playery=15+pl_y
MoveBlock(pl_offset+playery,
imagep+pl_num LSH 3,8)
old_pl_y(pl_num)=playery
RETURN

;***********************************
;Move player to absolute x,y
```

```
;x=0 to ?, y=0 to ?

PROC MovePlayer(BYTE pl_num,pl_x,pl_y)
MovePlayerHor(pl_num,pl_x)
MovePlayerVer(pl_num,pl_y)
RETURN

;***********************************

PROC PlayerCursor()
BYTE pmbase=54279,gractl=53277,
gprior=623
BYTE ARRAY pl_color=704,
PMWidth(5)=$D008
BYTE ramtop=106,sdmactl=$22F
ramtop=$A0-8 ;presumes 40K of memory

Graphics(0)
player_base=(ramtop)*256

pmbase=player_base/256
sdmactl=32+8+2+16 ;no missles...
gractl=2 ;again no missles.
Zero(player_base,$800)
pl_color(0)=110
;pl_color(1)=70
gprior=1
MovePlayer(0,0,0)
;MovePlayer(1,4,10)
RETURN

;***********************************

PROC ClearPM()
BYTE ramtop=106,sdmactl=$22F
BYTE cursor=752
BYTE pmbase=54279,gractl=53277,
gprior=623
cursor=0
gractl=0
sdmactl=32+2
;Zero(hposp,4)
ramtop=$A0
Graphics(0)
RETURN

;***********************************

PROC Main()
BYTE cursor=752,consol=53279,
left_margin=82
BYTE lastx,lasty,vx,vy,st
INT x,y,oldx=[0],oldy=[0]
```

```
PlayerCursor()
cursor=1
left_margin=0
SetColor(2,9,0)
PutE()
PrintE("This is a line of normal text.")
PutE()
PrintE("This is a line of inverse text.")
X=0 Y=0
lastx=0 lasty=0

WHILE consol&$01
DO
st=stick(0)
vx=st&$02
vy=st&$08
IF lastx<>vx
THEN IF st&$01
THEN x==+1
ELSE x==-1
FI
FI
IF lasty<>vy
THEN IF st&$04
THEN y==+1
ELSE y==-1
FI
FI

lastx=vx
lasty=vy
IF x>157 THEN x=157 FI
IF y>201 THEN y=201 FI
IF x<0 THEN x=0 FI
IF y<17 THEN y=17 FI
IF oldx<>x OR oldy<>y THEN
MovePlayer(0,X,Y)
FI
IF STRIG(0)
THEN
ELSE
Position(0,10)
PrintF("X=%I %EY=%I %E",X,Y)
FI
oldx=x
oldy=y
OD
ClearPM()
Graphics(0)
left_margin=2
cursor=0
RETURN
```

```
------------------------------------------------------------------------
The next program demostrates ACTION!'s Ability to run 2 or more
procedures at the same time. The Move_cursor routine runs
independent of Main Proc. This Program is extra for Action Programers.
---------------------------(Cut Here)---------------------------------
;TRACK4.ACT
;Rudimentary PM cursor positioning
;using Track-Ball peripheral
;PM routines added
;Single line rez.
;Vertical blank
;9/87

DEFINE SPEED="2"
DEFINE JMP="$4C",
XITVBV="$E462",
SAVETEMPS=
"[$A2 $07 $B5 $C0 $48 $B5 $A0 $48 $B5 $80
10 dF1 $A5 $D3 $48]",
GETTEMPS=
"[$68 $85 $D3 $A2 $00 $68 $95 $A8 $68 $95 $80
$68 $95 $A0 $68 $95 $C0 $E8 $E0 $08 $D0 $EF]"
CARD OldVbi,VBIvec=$224
BYTE critic=$42

BYTE ARRAY player_base
BYTE ARRAY shposp(4) ;pm horiz shadow array.

CHAR ARRAY imagep=[
$0 $90 $90 $90
$90 $90 $90 $F0

$00 $18 $18 $7E
$7E $18 $18 $00
]
INT x=[0],y=[0]
;***********************************

;Move specified player to the
;ABSOLUTE x location (0 to ?).

PROC MovePlayerHor(BYTE pl_num
BYTE pl_x)
BYTE ARRAY hposp=53248
shposp(pl_num)=48+pl_x
hposp(pl_num)=shposp(pl_num)
RETURN

;***********************************
MODULE
BYTE ARRAY old_pl_y(4)=[0 0 0 0]
;Move specified player to the
```

```
;ABSOLUTE y location. (from 0 to ?.)

PROC MovePlayerVer(CARD pl_num
BYTE pl_y)
BYTE playery
CARD pl_offset

pl_offset=player_base+$400+pl_num LSH 7
Zero(pl_offset+old_pl_y(pl_num),8)
playery=15+pl_y
MoveBlock(pl_offset+playery,
imagep+pl_num LSH 3,8)
old_pl_y(pl_num)=playery
RETURN

;***********************************
;Move player to absolute x,y
;x=0 to ?, y=0 to ?

PROC MovePlayer(BYTE pl_num,pl_x,pl_y)
MovePlayerHor(pl_num,pl_x)
MovePlayerVer(pl_num,pl_y)
RETURN

;***********************************

PROC PlayerCursor()
BYTE pmbase=54279,gractl=53277,
gprior=623
BYTE ARRAY pl_color=704,
PMWidth(5)=$D008
BYTE ramtop=106,sdmactl=$22F
ramtop=$A0-8 ;presumes 40K of memory

Graphics(0)
player_base=(ramtop)*256

pmbase=player_base/256
sdmactl=32+8+2+16 ;no missles...
gractl=2 ;again no missles.
Zero(player_base,$800)
pl_color(0)=110
;pl_color(1)=70
gprior=1
MovePlayer(0,0,0)
;MovePlayer(1,4,10)
RETURN

;***********************************

PROC ClearPM()
BYTE ramtop=106,sdmactl=$22F
BYTE cursor=752
```

```
BYTE pmbase=54279,gractl=53277,
gprior=623
cursor=0
gractl=0
sdmactl=32+2
;Zero(hposp,4)
ramtop=$A0
Graphics(0)
RETURN

;***********************************

PROC Move_Cursor()
BYTE lastx=[0],lasty=[0],
vx=[0],vy=[0],st
INT oldx=[0],oldy=[0]
SAVETEMPS

st=stick(0)
vx=st&$02
vy=st&$08
IF lastx<>vx
THEN IF st&$01
THEN x==+SPEED
ELSE x==-SPEED
FI
FI
IF lasty<>vy
THEN IF st&$04
THEN y==+SPEED
ELSE y==-SPEED
FI
FI

lastx=vx
lasty=vy
IF x>157 THEN x=157 FI
IF y>201 THEN y=201 FI
IF x<0 THEN x=0 FI
IF y<17 THEN y=17 FI
IF oldx<>x OR oldy<>y THEN
MovePlayer(0,X,Y)
FI
oldx=x
oldy=y
GETTEMPS ; get temp registers
[JMP XITVBV] ; exit the VBI

;***********************************

PROC ClearVB()
critic=1
```

```
VBIvec=OldVBI
critic=0
RETURN

;************************************

PROC VBinst(); install the VBI
critic=1 ; turn off the interrupts
OldVBI=VBIvec
VBIvec=Move_Cursor ; VBI routine.
critic=0 ; turn the interrupts back on
RETURN

;**********************************

PROC Main()
BYTE cursor=752,consol=53279,
left_margin=82

PlayerCursor()
cursor=1
left_margin=0
SetColor(2,9,0)
PutE()
PrintE("This is a line of normal text.")
PutE()
PrintE("This is a line of inverse text.")
VBinst();This is where we start the Move_Cursor proc
WHILE consol&$01
DO
Position(0,10)
PrintF("X=%I %EY=%I %E",X,Y)
OD
ClearVB();This is where the Move_Cursor is terminated
ClearPM()
Graphics(0)
left_margin=2
cursor=0
RETURN
```

Date: 16 Oct 87 20:11:57 GMT
From: itsgw!leah!uwmcsd1!csd4.milw.wisc.edu!john1233@tcgould.tn.cornell.edu (Thomas M Johnson)
Subject: Re: Old 800 Turbo Basic
To: info-atari8@score.stanford.edu

In article <8710151731.AA16907@ucbvax.Berkeley.EDU> VAUGHAN@CANISIUS.BITNET (Tom Vaughan @ Computer Center) writes:
>
>I too would appreciate receiving the old 800 version of TurboBasic.
>

>
>
>--

I didn't know there was a 400/800 version of Turbo BASIC.
The reason it only runs on the XL/XE series is it
hides like 11K of itself under the OS. This isn't
possible with a 400/800. Sure you could just have it sit in main memory
but your programming space would be like 18K instead of the
usual 29K.

2 cents worth.
Tom
john1233@csd4.milw.wisc.edu

Mail-From: G.ABRAMS created at 17-Oct-87 06:46:41
Date: Sat 17 Oct 87 06:46:41-PDT
From: Info-Atari Moderator <G.ABRAMS@Score.Stanford.EDU>
Subject: Volunteers needed
To: info-atari8@Score.Stanford.EDU, info-atari16@Score.Stanford.EDU

The incoming mailbox at Score overflowed recently because no one
loged in as moderator. I assume we all had good reasons. It appears
time to solicit new volunteers.

To assist as a moderator you need to be able to log into
Score.Stanford.Edu. That means you have to be able to make a telnet
connection on Arpanet. I have a set of instructions for moderators,
but basicly the work is to read the incoming mail, add people to the lists
upon request, and delete them either upon request or rejected mail.

We also need volunteers to help with the 8-bit program library on
bitnet. The volunteer should be on bitnet and be willing to
review existing programs and put them into a LISTSERV library. The
previous volunter had to drop out because of the load of schoolwork.
This effort will also require someone on ARPANET who can FTP the files
from an archive machine at Stanform and mail them to the librarian on
bitnet.

Please send your messages volunteering to abrams@mitre.arpa.
.

Acting as moderator should take an hour per week, Acting as
librarian can take many more hours.

Those service now are volunteers; additional help would certainly
be appreciated.

Marshall Abrams

Date: Sat, 17 Oct 87 16:03:30 EDT
From: USEREK5X%mts.rpi.edu@itsgw.rpi.edu
Subject: Telephone Touch-Tone Program
To: Info-Atari8@score.stanford.edu

I am looking for a Touch-Tone dialing program for the 8-bit Atari
that was published in some magazine a few years ago (between 1980
and 1984). I believe it was in Compute; Analog and Antic are two
other (less likely) possibilities. If anyone has a program that
will dial Touch-Tone frequencies from BASIC or knows where I can
find the program in whatever magazine, I'd appreciate a response.
Thanks in advance,

Bryant Line USEREK5X@RPITSMTS
BCL@RPITSMTS

Date: 18 Oct 87 01:05:58 GMT
From: aramis.rutgers.edu!knutsen@rutgers.edu (Mark Knutsen)
Subject: Re: Old 800 Turbo Basic
To: info-atari8@score.stanford.edu

In article <3215@uwmcsd1.UUCP> john1233@csd4.milw.wisc.edu (Thomas M Johnson) writes:

> I didn't know there was a 400/800 version of Turbo BASIC.
> The reason it only runs on the XL/XE series is it
> hides like 11K of itself under the OS. This isn't
> possible with a 400/800.
Yes, a 400/800 version of Turbo BASIC does exist. If you or anyone
else can't find it on the net, it's available via the JACG disk
library. For more info, call the JACG BBS, number's listed below.
--
_____________________________ Jersey ||| ____________________________
ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | ||| Computer | The JACG BBS: (201)298-0161
------------------------------- / | \ Group ----------------------------
"Yow! I'm the ONLY Atari 8-bit user at Rutgers University!"

Date: 18 Oct 87 18:06:48 GMT
From: aramis.rutgers.edu!knutsen@rutgers.edu (Mark Knutsen)
Subject: pointer to: Telephone Touch-Tone Program
To: info-atari8@score.stanford.edu

In article <791764@RPITSMTS.BITNET> USEREK5X@mts.rpi.EDU writes:

> If anyone has a program that
> will dial Touch-Tone frequencies from BASIC or knows where I can
> find the program in whatever magazine, I'd appreciate a response.
> Thanks in advance,
Such a program appeared recently on CompuServe. Also, the commercial
program "HomeCard," written by Russ Wetmore & sold through Antic,

can produce such tones.
--
_____________________________ Jersey ||| _____________________________
ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | ||| Computer | The JACG BBS: (201)298-0161
------------------------------- / | \ Group ----------------------------
"Yow! I'm the ONLY Atari 8-bit user at Rutgers University!"

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

644. Re: 400/800 Turbo BASIC (FROST BASIC)

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-20 21:03:46 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8710202103.AA04253@mitre-bedford.ARPA>
Source record: 117498

Yes, there is a 400/800 Turbo BASIC, which does not hide under the ROM
as the XL/XE version does. This makes it suitable for use with even those
DOS versions which use this space. The XL/XE version, I am told, DOES
work with DOS-XL, even though that program uses the RAM under ROM too.
(This according to John Dunning.)

If anyone needs either program, I have them and can mail them or post them
to the net, though it may take a few days to get everything online.

-John Sangster, jhs@mitre-bedford.arpa

645. Kermit-65 Repost, part 1/3

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-20 21:48:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19871020214812.3.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117499

```
This is a repost of Kermit-65, with bug-fixes and enhancements in
response to the feedback from the first release. The three parts are
the revised documentation, following this text, and binaries for
KERMIT.COM and KERMITNR.COM, exactly the way the first posting was done.
Please see the documentation for a description of the changes since
first release. (Yes, the infamous binary bug is fixed).

Archive maintainers: Please replace any old versions of Kermit-65 with
this one.

Here's the doc:
-------------------------------kermit.doc--------------------------------
Kermit-65 Manual and bug list Page 1

Kermit-65 for Atari 800s

By John Dunning. Bug reports to me (JRD@Symbolics.COM) via Arpanet.
Other net users will have to find some way of getting mail to Ar-
panet, then use the above address.

Kermit-65 is a port of the kermit-65 available for Commodore frobs.
It runs on 48K Atari 800 family machines. Current version (second
release) is 3.3.

Capabilities:

File transfer, text and binary:

Without going into excruciating detail here, Kermit-65 is a fairly
complete implementation of a user side, using the KERMIT protocol.
It's been tested against Kermit-11 under RSX, and C-Kermit under
VMS and Un*x, and seems to work fine. For a description of what
the KERMIT file protocol is all about, and something about how the
it works, see the 'Kermit protocol' section at the end of this do-
cument.

Terminal emulation:

Glass tty, Vt52, or Vt100. Supports 3 flavors of screen
configuration; Atari standard screen, 80-column pannable
(40-column visible) like VTERM, and 80-column graphics, like
V10SQR. Terminal emulation modes may be used in any combination
with screen configurations, though some combinations won't work
real well; for instance trying to do full-screen Vt100-style ed-
itting when using the Atari screen is a good way to lose.

Local file management:
```

Kermit-65 includes Directory, Erase, and Rename commands, allowing the user to do most kinds of maintainance operations without leaving the program. It also allows you set set the default drive to any value 1 thru 8, so you're not stuck using a single drive for everything.

Typing at Kermit-65:

The command processor accepts command lines, consisting of a keyword, optionally some more keywords, and optional values. Things in command lines are delimited by spaces, and terminated by <CR>. At any time, you may type '?' to get a list of valid completions for the word you're typing. You need not type keywords completely; however much uniquely identifies the word you want is enough. At any time, <ESC> will attempt to complete what you've

typed so far. Note that if you've typed a word, but haven't hit a <space> or <ESC> yet, so that the cursor's at the end of the word, '?' will tell you that there's only the one possibility. Hit a space, then '?', for a list of possibilities for the next word. Some commands are 'defaults' in the sense that if you type something non-unique, and hit escape, and one of the possibilities is a 'default', it will win over the other possibilities. One example of this is 'Send'.
Example: The following illustrates a typical interaction between you, the user, and Kermit-65. The stuff that Kermit types (prompts, echos of partial commands, and help) is on the left, stuff typed by the user is in the middle, and commentary is on the right.

Kermit types: You type: Comments:

"Kermit-65>" Kermit prompts.

"s?" User starts typing a
command starting with
"s", then hits "?" for
help.

"Keyword, one of the following: Kermit prints possible
set show for "s"...
send
Kermit-65>s" and reprompts, with the
partial command.

"et?" User finishes the "set"
command, and asks for
help again.

"Keyword, one of the following: Kermit prints the (one)
set possible completion.
Kermit-65>set"

" ?" User hits a space, then
asks for help again.

"Keyword, one of the following:" Kermit prints possible
(various subcommands of 'set' here) completions for words
that can follow "set"

Kermit-65 Manual and bug list Page 3

Kermit-65 commands:

Bye
Tells the kermit on the other side to log out, and ex-
its Kermit-65.

Finish
Tells the kermit on the other side to exit server
mode, but stay logged in.

Connect
Puts Kermit-65 in terminal mode, using whatever param-
eters are currently set for Terminal and Screen confi-
guration. See 'Set Terminal' and 'Set screen' for
more details.

Quit
Exit from Kermit-65 back to Atari DOS.

Exit
Same as Quit.

Get
<file spec>
Ask the kermit on the other side to send the named
file, using whatever file and protocol parameters are
currently in effect. See 'Set' for more details.
Note that <file spec> may be wildcarded; assuming the
serving kermit allows that. In that case the serving
kermit may send several files; Kermit-65 will try to
receive all of them.

Send
<file spec>
Send the named file to the kermit on the other side.
If the file spec is wildcarded (using DOS FMS wildcard
rules) all matching files are sent. In the latter
case, the Kermit on the other side should be in Server
mode, so that it can deal with a whole sequence of in-
coming files.

Receive
<file name>
Attempt to receive into the named file. Assumes the
other kermit is already trying to send it. If no file
name is given, Kermit-65 will attempt to get the name

from the file-header information coming from the other side. This is the command to use after telling the other kermit "Send <something>".

Kermit-65 Manual and bug list Page 4

Set
Baud
(50..9600)
Sets baud rate on the comm port to the supplied value.

Parity
Even, Odd, Mark, Space, None
Sets specified parity for the comm port. See the Atari 850 man for more details on the behaviour of the various parity options.

Word-size
Seven, Eight
Set frame size used for comm port. The default is eight-bit. The preferred value for this depends on what the parameters of the serial line are set to on the other side. In my experience, older systems will tend to use seven-bit configurations, more modern ones will tend to use eight-bits. If you're not sure, it usually works to use eight-bit.

Default-disk
<1..8>
Sets the default disk for all file operations. Legal values are 1 to 8, inclusive.

Rs232-registers
<16-bit hex number>
Directly sets some of the the values used when configuring the serial port. Specifically, the high byte is used as the AUX1 parameter for the XIO 38 (configure translation and parity) and the low byte is used as the AUX1 parameter for the XIO 36 (configure baud rate and word size). This allows settings to be used that aren't covered by the supplied keywords in Baud, Parity, and Word-size.

Debugging
Off, Terse, Verbose
Turns on/off various debug msgs strewn around in the code.

Eight-bit-quoting
On, Off
Turns on/off eight-bit mode quoting in the kermit protocol. The default is off.

File-warning
On, Off
When this mode is on, Kermit-65 will refuse to overwrite files when receiving. When it attempts to receive a file that's already present, it will alter the filename of the incoming file so as not to overwrite the old version. The algorithm for altering the filename is to replace the extension field of the name with a 2 digit hex number, and retry. If the file still exists, the number is incremented. This repeats until a free name is found, or the extension reaches "FF", at which time the receive is aborted. (I think it's never possible to get that far anyway, as you can't put 256 files on one of these disks)

File-type
Atascii
This is a standard atari text file, and is the default mode. End of line is signalled by the ATEOL character ($9B). When sending, other ATASCII characters are translated to their ASCII equivalents, ie ATTAB ($7F) -> Tab ($09), ATRUB ($7E) -> Rubout ($7F). The file header info generated indicates that a text file is being sent. Receiving one does the opposite transformation.

Ascii
Files are sent/received as ordinary ascii-text. Line terminators are assumed to be CR ($0D) followed by LF ($0A), and are handled in the usual kermit fashion. No translation of data happens. This mode isn't the right thing for regular old text files, but is useful for sending around files that are output in plain ascii from various utilities. For example, I have a word processor program which produces formatted output files in ascii, intended to be dumped directly to a printer. This mode gets them over to my pdp-11's print spooler.

Binary
Data is sent in kermit binary form, no line terminators etc.

Flow-control
On, Off
Turns ^S^Q flow control on/off for the incoming line. See 'Com port handling', below, for more details.

Ibm-mode
On, Off
Turns on/off 'IBM mode'. This is apparently a standard thing in kermit implementations, made necessary by the wierditudes designed into the blue equipment. This code has been left as is, so it's got some chance of working, but has not been tested.

Local-echo
On, Off
Controls echo mode in terminal emulator. Default is off.

Send
End-of-line, Padding, Timeout, Pad-char, Quote-char, Eight-bit-quote, Packet-length
Sets one of the listed parameters for the transmitting side of the kermit protocol. Padding, timeout (seconds), and packet-length are in decimal, the others (character codes) are in hex. This command is primarily used when talking to a kermit that can't or won't use the standard set of protocol characters for beginning-of-frame, end-of-frame, etc. As such, it's not generally useful, at least I've never seen a kermit that required it. There are things that might come in handy, though. For instance, if you've got an exceptionally dirty phone connection, you might want to set the frame size down from the default of 94. In that case, you might say "Set Send Frame-size 30". Note that Send parameters can be reset by the other Kermit sending one of the kinds of packets that request certain values, so you may have to tell him directly, to get the effect you want.

Receive
All parameters settable same as 'Send'

Screen-driver
Atari
The standard 24x40 Atari screen driver. This mode does its output to the internal E: device. This isn't very useful for complicated things, but is supplied in case kermit's running someplace where there's not enough memory to do anything better. (Besides, I had to have all the code for it lying aound for other reasons, so why not?)

40-column
A 24x80 screen, using the character CTIA mode. Since that mode only allows 40 visible columns, the screen is pannable left to right, allowing any 40-column

chunk to be displayed. The terminal code will attempt to keep the cursor visible by panning around while output is happening. You can also pan manually using the Start and Select keys. In this mode, reverse- video output works, but none of the other highlighting types.

80-column
A 24x80 screen, using the hi-res (320 bits/raster) graphics CTIA mode. In this mode, both reverse video and underlining are supported. This is the default setting for screen mode.

Terminal-emulation
Vt100, Vt52, None
Sets the terminal emulation mode to the specified value. The default is Vt100.

Show
any of the same keywords as 'Set', or 'All'
Display the value(s) of the specified thing(s). 'All' displays the values of everything in sight.

Status
Dump various goodies about the last file transfer; characters in, out, naks, timeouts etc.

Directory [<filespec>]
Display a directory list from the default drive. <filespec> is optional, if omitted, it defaults to "*.*".

Rename <from-filespec> <to-filespec>
Does a rename operation on files on the default drive. Either filespec may be wildcarded, in which case the rename operation happens according to the rules described in the ATARI OS FMS documentation.

Erase <filespec>
Erases files on the default drive. Filespec may be wildcarded, in which case the erase operation happens according to the rules described in the ATARI OS FMS documentation.

Save
Dump Kermit-65 parameters such as screen settings, send/receive parameters, etc to an init file "KERMIT.INI" on the default disk.

Restore
Read parameters from "KERMIT.INI" back into the running Kermit-65.

Help
Gives a summary of the above command list.

Other interesting things about terminal modes:

Depending on what terminal you're using, there are several things which may be of interest. In 40 or 80 column modes, there's a status line under the 24 data lines. It displays what special keys are active, and the status of the comm port. In 40 column mode, Start pans the screen right, and Select pans left. In both 40 and 80 col modes, Option is used to get the kermit's attention. In Atari mode, c-Y is used instead.
Once you have kermit's attention, it wants a character; one of:

C Break the connection
B Send a break (approx 1/4 sec)
S Display status

Function keys:

Kermit-65 can generate function key sequences ala VT100. The current function key bindings are as follows: (c-sh- means control-shift...)
c-sh-0..c-sh-9 keypad 0 thru 9
c-sh-. keypad dot
c-sh-backspace keypad minus
c-sh-, keypad comma
c-sh-return Enter
c-sh-q..c-sh-r PF1..PF4
c-sh-- Up arrow
c-sh-= Down arrow
c-sh-< Left arrow
c-sh-> Right arrow

Other key bindings for things not on the Atari keyboard:
sh-< { (left brace)
sh-> } (right brace)
sh-backspace ~ (tilde)
c-sh-backspace, or c-7 ` (backquote)

These key bindings aren't quite what I had in mind, but the OS rom won't let me get at all the control-shift keypresses, so they'll have to do for now. I encourage any feedback about how these feel. I've been using them for a while now, and they don't seem as bad as I expected. In particular, they work passably well when using EDT (I'm typing this document with it), which I think is an indication that they're useable, as it's a real keypad hog.

Other special keys:

The Atari key (/|\ on 800 vintage dinosaurs like mine, |/| on newer 800XL vintage equipment) behaves in a special fashion when

using Kermit-65. It toggles a flag that causes input from the comm port to be held up, rather than processed as soon as possible. This is useful for causing the screen to hold up temporarily when in terminal mode. If flow control is enabled, it behaves in the expected fashion; it'll tell the other side to shut up until you press the Atari key again, to let pending input be processed again.

The status line:

When in 40-column or 80-column terminal modes, there's a 25th line below the usual 24 lines of terminal screen. This is the status line. It will look something like this:

K65: Option + o v Rs ok

There are several interesting things displayed here: At the left side, after "K65", is a list of which special keys (option, select, start) are active at the moment. If you press Option, this will change to a prompt for the special characters that can follow Option. In column 22 ('+', above) will appear '+' or '-', or space. This indicator shows you the state of the flow-control logic; + means incoming traffic is enabled, - means it's disabled. Note that it when flow-control is turned on (see commands, above) this flag will toggle back and forth between + and - as the flow-control logic does its thing. If flow-control is turned off, it will just sit on + all the time. Column 24 ('o' above) will contain a blot if comm-port reading is suspended, space otherwise. In column 26, ('v') above, is the caps lock indicator. It will display an up-arrow if caps are locked, or a down-arrow if not. In column 32 is a message describing the last known state of the comm port.

Com port handling:

In its current configuration, Kermit-65 expects to talk thru an Atari 850. In principal, that ought not to be a restriction, but I (JRD) only have an 850 to test with, and don't know what requirements there are for other devices. I've tried to be scrupulous about sticking to the documented interfaces to things, however, so I'd expect any driver that adheres to the spec to work.

The port's opened and closed a lot; you'll hear it, as I've left the 'noisy bus' option turned on. It uses page 6 ($600) as an IO buffer. Since that's only 256 bytes, there's the possibility of overruns at high baud rates. When flow-control's on, Kermit will attempt to shut off the other side when it sees more than 50 bytes pending; it will turn it back on when there's less than 10.

As of this writing, Kermit-65 has been out in the field for a while, and seems to work ok with things other than 850s. One word of caution; I've gotten some feedback to the effect that the default timeout values I chose are too short for reliable operation at low baud rates. I've decided not to change the defaults, as you can easily change them in your KERMIT.INI file, and because most folks seem to have access to 1200 bps modems and things these days. However, if you're running at 300 bps and seeing reliability problems, try pushing the timeouts up to say 15 sec or so.

Other ramblings:

Version 3.3 loads at $2D20, and uses up thru about $B000. That means it'll only run on 48K machines. It appears to run fine on XL and XE equipment, but most of my testing has been on an 800, so there may be some problems. BTW, that load address was chosen because the latest version of DOS XL for Indus GT's uses up thru $2D14 when it's configured for two drives, and the 850 driver is loaded. Older versions of DOS XL take up less memory, as does DOS. I don't know what the requirements are for things like Spartados. If anyone comes up with a conflict, let me know, and I'll assemble you a version that's org'ed somewhere else.

On XLs and XEs, kermit-65 will require that the machine be booted with BASIC disabled, as it's not yet bright enough to detect that that's where it is and map out the cart. (if anyone knows how to do that, and feels like saving me some work...) Kermit-65 is available in 'bare' form, or with an autoloader for the 850 driver prepended to it. The bare version requires that you load whatever rs232 driver you're going to use first, then run kermit. The autoloader equipped version does that for you.

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For those of you who have YAU (posted separately) the byte count and checksum values for KERMIT.COM and KERMITNR.COM respectively are 24622, #x5F17; and 24408, #x1560.

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Credits

I blew it when distributing the first version of this document, and forgot to include this section. Mea culpa.

Many thanks to my beta testers, in particular Marshall Abrams, for his patience in dealing with initial versions of this thing, and for aid in making this document clearer. Thanks also to John Sangster for helping nail down my obscure terminal emulator bugs, and miscellaneous kibutzing. (Sorry John, I still haven't gotten in the key defining util. Maybe next version).

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Bugs and misfeatures:

There's no way to set the comm port to other than R1:. Does anyone care?

The help processor doesn't deal properly with upper-case, and thinks there are no completions.

Vt100 mode is missing still missing insert/delete character.

Blinking fields, bright fields, double-high, double-wide, and 132-col mode are not supported. (Reverse vid and underline are)

There's currently no way to set the screen colors.

It's possible to confuse yourself by hitting c-1 in terminal mode, as my screen drivers ignore it, but Atari's doesn't. You're fine until you break the connection, then everything appears to wedge up.

Flow control for the incoming side of the connection isn't implemented. This can cause problems when trying to send at high baud rates to a host that's got a stupid serial driver, or a small typeahead buffer.

The part of the command parser that deals with pathnames is completely bankrupt (that's what I get for using old code), and doesn't work properly unless it's told that a null pathname is legal. The result of all this is that when entering pathnames and asking for help before entering any data, it will tell you "input file spec or confirm with <cr>". Pay no attention to the man behind the curtain; you really do have to put a pathname in there for anything to happen.

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Bugs fixed for v 3.1

Save and Restore now actually do something, instead of being effectively no-ops.

Rename and Erase commands are now implemented. This means that virtually all file operations one cares about (while up/downloading) can be done without leaving Kermit.

File-warning mode has been fixed so that it really does something useful, instead of just bitching about the file conflict.

The pathname parsing substrate has been installed, so that defaulting and merging can be done in a reasonable fashion, instead of by ad hoc kludgery.

The screen hacking code has been cleaned up a good bit, so as not to be continually clearing the screen when doing transfers.

Logging code has been added to tell the user what files are being sent and received.

Status and help commands in terminal mode are now working.

The directory command now takes an optional filespec parameter.

Bugs fixed for v 3.2

Binary mode now works again. (Sheesh!)

Rename and Erase routines now make sure the comm port's closed before attempting to hack the disk.

The user interface has been cleaned up some; all numeric values other than character codes and some debugging info is now displayed and entered in decimal, rather than hex.

Bugs fixed for v 3.3

Fixed a dumb bug in terminal code that caused graphics mode to be entered at unexpected times.

Fixed file reading code so as not to get confused and generate an extra byte when running under non-standard things like SpartaDos.

Cleaned up Directory code; using new pathname-mapping substrate.

Added support for wildcarded pathnames in Send code.

Fixed packet-dumping debug code to not mask off top bit of char, and quote everything to keep from interpreting screen hacking chars.

Fixed init code to look for an init file on D1, and read it if found.

Fixed flow control code so as not to wedge up unexpectedly.

Re-enabled the suspend-input capability, using the Atari (/|\) key.

Break (Option-B) in terminal mode has been fixed.

Cleaned up the font used in 80-col mode.

Removed Speedscript file type, as Speedscript apparently just uses plain vanilla text files. Changed default file type to Atascii.

Added caps lock functionality, similar to standard Atari kbd driver.

Fixed a bug in terminal mode that was trashing the stack.

The Kermit Protocol

The following a brief description of the Kermit file protocol, excerpted from one of the many documents kicking around. If you already know what it is, or don't care, skip this section.

The Kermit protocol allows many (if not most) types of computer systems to effect, at minimum, error free file transfer with other systems and microcomputers over asynchronous lines.

Introduction

With the widespread use of personal computers the need for file exchange between systems has become of foremost concern among users and managers alike. There are many commercial products available which meet this need, some of which may offer more advanced functions such as transparent record oriented file access. Networks that do this, such as DECnet, can be expensive, and if your computer or microcomputer is not on the network your needs won't be met. Transfer of files with removable disks can work, but generally only when the computers are of the same type, it's not very useful when the systems are removed in location. Rarely will a larger mini or supermini be able to read a microcomputer's disk.

A more realistic approach, from both cost and convenience, is to find a way to use ordinary telecommunications and/or in-house PBX systems to connect computers and microcomputers together. If a local connection using a PBX or front end switch is not available, there is always dialup access with standard 103/212 modems. Data can be transferred with very simple methods, such as TYPING a file on one system and capturing it on the other system, but this gives no protection from noise and overrun of data. It is not very user friendly either. What is really needed is a protocol to accomplish file transfer reliably and efficiently.

The first obvious use of any program or protocol designed to accomplish file transfer is to be able to provide the ability to support file uploads and downloads from minis and superminis such as the VAX and PDP-11 to remote personal computers, such as the Atari 800. It should also be widely available for many different micros and mainframes. File transfer from micro to micro, as well as from a larger central host, should be possible. The command interface should be easy to learn, and require no intervention from a central site operator or other user. The many implementations of Kermit follow these lines, and all versions allow some form of transfer in either direction. More advanced versions,

such as those found on the PDP-11, DEC10/20 and VAX, offer what is known as server operation, which allow the remote (connected) Kermit system to completely control the file exchanges from their system. Since as of this writing (October 9, 1985) there are available over 160 versions of Kermit available for numerous mi-

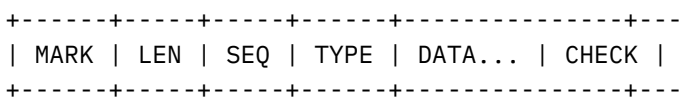
cro, mini and mainframe configurations, Kermit addresses this need quite well.

While the primary use of Kermit will likely be to support file transfer from microcomputer to mini/supermini and mainframe connections, there are many uses for Kermit for connections from mini to mini and so on.

The Kermit protocol

The Kermit protocol is designed to operate over normal asynchronous terminal lines. All data and commands are transferred with a packet oriented protocol, basically consisting of a start of packet character (normally SOH), followed by length, control, data and checksum fields. Communication is half duplex, in that for every packet sent, the sender must wait for either an acknowledgement packet (ACK) or a negative acknowledgement packet (NAK). Transmission is in ascii, with no requirements for the transmission of eight bit characters or control characters other than control-A for marking the start of a packet. All 'control' characters imbedded in the data are prefixed to convert them to printable characters, the same applying to eight bit characters if required by the characteristics of the line. Since there are many different implementations of Kermit, the protocol provides a mechanism by which the capabilities of two connected Kermits can be negotiated to allow for differences in the level of protocol support. Examples of protocol features that not all Kermits understand include data compression and transfer of file attributes.

The packet format is



where all fields consist of ASCII characters, and the char function converts a number in the range 0-94 (10) to a printable ASCII character by adding 32 (10). The MARK, LEN, SEQ and TYPE fields are one byte, the DATA field is variable in size, and the CHECK field is one to three bytes in size.
The MARK (normally control A) signifies the start of a packet. The length field tells how long the rest of the packet is. The SEQ field is used to insure synchronization used to detect lost or

duplicate packets. The SEQ number wraps around every 64 packets due to the need to encode it as a printable ascii character in the range 32 (10) to 126 (10). The TYPE field specifies whether the packet is a DATA or CONTROL packet. The DATA section is used for the actual transfer of data or informative messages from a Kermit server, this field can be up to 90 characters in length. Any character whose low seven bits fall in the range of 0 to 37 (8),

ie, char and 177 (8) is less than 40 (8), will have the value 100 (8) exclusive or'ed (xor'ed) with itself and be prefixed by a shift character, '#'. Other shift characters may be use for eight bit characters if the line characteristics require such. Data compression may also occur in the data field, this is done with yet another shift code and byte count sequence. The CHECK field is a checksum, either a one character, two character or three character CRC check; the sender computes it and the receiver must compute it and compare. A checksum mismatch will result in the receiver sending a NAK packet (negative acknowledgment) which directs the sender to resend the NAK'ed packet. The packet may be following by a terminator (likely an ascii 13). This terminator is NOT part of the protocol and is sent only to tell the receiver that a 'line' is present. Not all Kermit implementations require this; all Kermits will discard data outside of a packet in any event.

Error detection and recovery is by checksum, as noted, and by packet read timeouts. If the packet should be corrupted the checksum will be incorrect, the receiver will NAK the packet. If an expected packet never arrives within the timeout period, or if the received packet is not the expected one (as determined by the SEQ field) the packet will also be NAK'ed. There are limits as to how many times an expected packet will be NAK'ed without aborting the current operation.

Packet types

D Data
Y Acknowledgement (ACK), test may be in DATA field
N Negative Acknowledgement (NAK)
S Send initiate (Send-Init)
R Receive Initiate
B Break (EOT, end of transmission)
F File name header
Z End of file (EOF, end of current file)
E Error packet, text may be present in DATA field
G Generic SERVER command. The first character in the
data field will be a command to a server, arguments
may follow that character.
I Login, user and password follow in data field
C CWD, change working or default directory.

L Bye, Logout server
F Finish, Exit server, but do not log out
E Erase, delete files on server system
D Directory query
U Disk space usage query
T Type a file onto local kermit
R Rename file(s) on server system

K Copy file(s) on server system
W Who's logged in, as in sho sys, sy/s, dev tt
M Send a terminal message to a user
H Help, the server responds with commands it can do
Q Server status query
P Program, run a program
J Journal
V Variable, alter a Kermit setting

C Execute host command. The host command follows in
the data field.

Note that some of the generic server commands, as well as the C packet, may not be feasible for a given environment. For instance, the REMOTE LOGIN command, which sends the generic I command to the server, can only be done under systems that allow you to dial up and start a Kermit without logging in; the generic U command (disk space) is meaningless under some systems (like RSX) unless one wants the free space on the entire volume. No Kermit server will abort on receiving a packet it can't execute, it will simply send an error packet with an informative message saying it can't process the requested function.

An example of a Kermit-65 kermit telling a PRO Kermit-11 server to expect a file follows. The Kermit-65 command was "Send foo.txt"

(0)Atari sends: * S~# @-#Y(
(0)Pro sends: 0 Y~* @-#Y1~* ~T
(1)Atari sends: *!FFOO.TXTE
(1)Pro sends: #!Y?
(2)Atari sends: S"DThis is a test file#M#J
containing two lines.#M#JU
(2)Pro sends: #"Y@
(3)Atari sends: ##ZB
(3)Pro sends: ##YA
(4)Atari sends: #$B+
(4)Pro sends: #$YB

In packet zero, the Kermits exchanged information regarding their capabilities. The Atari sent an 'S' packet with the data for its

maximum packet length, default time out, number of pad characters to follow a packet (none, hence the space), use a null for padding, end of line terminator (a CR + 32), the prefix character for control characters, and a 'YES' to say the it can prefix eight bit characters with the default. It doesn't send any of the extension fields, like indicators for multi-byte CRCs, file header info etc. In packet 1, the Atari sends the filename the Pro should use for the file it creates. The Pro then sends the acknowledgement. In packet three, the Atari sends the first (and only for this file)

packet of data. Note that the sequence #M#J is a carriage return/line feed sequence with 100 (8) xored into each character. The '#' character informs the other Kermit that it must xor the next character with 100 (8). In packet three the Atari sends an EOF packet, the Pro acks it. In packet four, the Atari sends a break packet which tell the Pro that no more files (of a possibly wildcard group) are coming and the Pro Kermit acks the break packet. The Pro kermit then enters the server idle state. More specific information regarding Kermit packets and state transitions can be found in the references listed at the end of the article.

Future directions

With the advent of packet switched networks and satellite communications the Kermit protocol will likely be extended to increase efficiency over such links. The main problem is the half duplex nature of Kermit, the packet acknowledgements can take up to several seconds in transit thus drastically reducing the throughput. There are several possibilities under discussion and a standard should be appearing shortly.

Summary

With the knowledge that there are Kermit implementations for most personal computers in use it becomes apparent that the Kermit standard is well worth looking in to.

(End of protocol description)

For more documentation on what Kermit protocol is all about, see the extensive doc available from the Kermit folks at CU20B.ARPA.

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References:
Kermit: A File-transfer Protocol for Universities
Frank da Cruz and Bill Catchings
BYTE Magazine, June/July 1984

The Kermit Protocol Manual, version 5
Frank da Cruz April 1984
Columbia University Center for Computing Activities

Information on obtaining Kermit:

KERMIT Distribution
Columbia University Center for Computing Activities
7th Floor, Watson Laboratory
612 West 115th Street
New York, N.Y. 10025

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646. Re: Needed: Trackball converting instructions

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-21 14:44:40 UTC
From: knutsen@aramis.rutgers.edu
Message-ID: <2009@aramis.rutgers.edu>
Source record: 117500
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <7095@oliveb.UUCP> dragon@oliveb.UUCP (Give me a quarter or I'll touch you) writes:

> MY 8 bit trakball (which I picked up for $8 since they are selling them at
> every Kaybee toy store around here for that price) emulates a joystick and
> has a 'native' trakball mode. If one feeds the raw signals to the
> appropriate pins on the ST the trakball works like a mouse.

I stand corrected. I have a Wico trakball, which won't do this.

Tidbit: the Wico trakball for the Odyssey II game system works perfectly well on the Atari 8-bits & STs as a joystick, and may possibly be purchased for amnormally pithy amounts from dealers who don't know this & think "almost noone has an Odyssey, I'd better sell that trakball cheap."

--Mark K.
--
_____ Jersey ||| _____
ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | ||| Computer | The JACG BBS: (201)298-0161
----- / | \ Group -----
"Yow! I'm the ONLY Atari 8-bit user at Rutgers University!"

647. Re: What's the right way...

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-22 20:30:50 UTC
From: hans@umd5.umd.edu
Message-ID: <2005@umd5.umd.edu>
Source record: 117501

In article <871006122252.4.JRD@GRACKLE.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>What's the right way
>to return from a program to DOS? I always thought the protocol was that
>DOS (any DOS) effectively JSR'ed to the start address of the program
>once it was loaded; thus the right way to return was just to RTS.
>That's always worked for me, using DOS XL. However, I've gotten some
>reports that Kermit-65 sometimes wedges up when one exits from it. I'm
>pretty sure I'm not trashing the stack; it really looks like DOS expects
>something other than an RTS.
>

While your way should work usually, here is a different way. This is what
Turbo-Basic does before returning to DOS:

1. Clear locations $D200-$D207 (audio registers)
2. Close IOCBs 1-7
3. Jump indirect through DOSVEC ($000A).

If you have done interesting things with the screen, it might be even better
to refine step 2:

2a: Close all IOCBs.
2b: Open IOCB 0 for screen editor.

Of course you can skip step 1 if you have not done anything with the
audio registers, and it may be that DOS (some DOS) will do the equivalent
of steps 2a and 2b after you return.

648. Change of address

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-23 17:44:00 UTC
From: Brunelle.Multics@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <871023164422.978186@HIS-PHOENIX-MULTICS.ARPA>
Source record: 117502

```
This is a test transmission.
```

649. Kermit 65

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-23 19:52:44 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <15866@topaz.rutgers.edu>
Source record: 117503

==========

Help! Is there some way (ie - a handler) that will allow me
to use Kermit 65 as previously posted with an XM-301 modem?
If so, could someone please either post or mail me the
necessary handler? Thanks in advance as always.

-Ray Wilmott

wilmott@topaz.rutgers.edu

650. LittleLister/save paper & time

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-25 21:27:26 UTC
From: curzon@kaoa01.dec.com
Message-ID: <11961@decwrl.DEC.COM>
Source record: 117504

This is a little program I have found useful for printing out text, especially Action! source listings, and saving time & paper. It may be useful for other text printing jobs too, e.g. sources that are saved to disk in ATASCII text form. Check the LL.DOC file included below for a quick rundown.

PRINTER OUTPUT OPTION

Littlelister composes columnar output in memory. It can be used with any printer, to print any size of input file. I wrote it for my 1027, but it works even better with my new NX-10 printer. For maximum speed printing, it can be set to represent "unprintable" bytes with combinations of printable ones; full graphics ATASCII printing is also possible using G: (see below).

THE CODE

The UUencoded binary file follows in a separate message. If it doesn't make it through some gateway in its travels, I will mail a copy direct on request. For least frustration, use the YAU UUdecoder to decode it. It seems some of the other decoders might require extra padding on each line; I used YAUE to encode it. Action! sources also available on request, due to length I haven't posted them... yet)

(Thanks to JRD: YAU and YAUE are very nice tools; they work fine with SpartaDOS in both command line and prompt modes.)
(Thanks also to Bruce Langdon, for the ideas in his PRINT.ACT program posted to Usenet some time ago)

----------LL.DOC----------

LittleLister 2 features:

INPUT: file formatted in a single column, or unformatted.

OUTPUT: formatted in n columns, [0 < n < 256] with several options.

Use with any DOS:

With a command line DOS such as SpartaDOS or DOS XL, type

LL [input [output]]

Used with this command line, LL
starts without presenting a menu; the
variable settings last SAVED will be
in effect. File specifications may
be used for input/output, and the
"D:" prefix is assumed by default.
Output defaults to "P:" (printer).
"LL" alone will bring up the menu.

With other DOS's, just load LL
like any other binary file, and work
from the menu.

Variables include:
----
*input file
*output device (default = P:)
*starting page number (default = 1)
page pause
output options
ASCII
(^ prefixes control characters;
@ prefixes inverse characters;
few special chars output in hex)
HEX
(all bytes represented in HEX -
e.g. $FF)
ATASCII
(no transformation of bytes from
input file)
output width
output page length
number of columns
column width
margin between columns
filler lines at top and bottom

* - not included in variables SAVED
by menu choice 'S'

Other features:

-you can save special configurations
of LL.COM, by using 'S' option
and copying to a different *.COM
filename
-outputs page header with filename,
and page number (if you select
at least 4 filler lines before
the first text line)
-allows any single column file to be
produced in multiple columns:

program listings, database output, utility output, etc.
-chops off blanks at the end of each text line (useful for trimming Action! source code)
-produces output to any device (but page pause is disabled when output is to disk file)
-try ATASCII output to G: device, the graphics printer utility for Epson/Star & compatibles released by Analog in October 1985 issue - very nice ATASCII output.
-Action! programmers may output HEX to disk to transform binary files (character sets, code blocks) to blocks for the Action! compiler.

Version 2 notes:

- added HEX output
- compiled high enough to allow use of the G: device by CF Johnson, for pretty graphic ATASCII output.

651. LittleLister address

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-25 21:30:05 UTC
From: curzon@kaoa01.dec.com
Message-ID: <11962@decwrl.DEC.COM>
Source record: 117355

Oh, these amateurs... forgot to include my ID with the posting on
LittleLister. If interested in a UUENCODED copy, or Action! sources,
just ask...

Richard Curzon
Digital Equipment of Canada
PO Box 13000
Kanata Ontario K2K 2A6
Canada.

(DEC E-NET) KAOA01::CURZON
(UUCP) {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA) curzon%kaoa01.DEC@decwrl.ARPA

652. LittleLister - checksum for YAU uudecode

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-25 21:43:35 UTC
From: curzon@kaoa01.dec.com
Message-ID: <11964@decwrl.DEC.COM>
Source record: 117356

Addendum #2 to the Littlelister binary sent to the net in UUencoded
form. Here is the UUDECODE data you should be given by YAU when you
decode the binary file LL.COM:

byte count: 7147
checksum: #x0A27

If you have a different figure, it will likely be caused by a corrupted
input file. It may be possible to directly mail you a better copy of
the file, let me know if you want one.

Richard Curzon
Digital Equipment of Canada
PO Box 13000
Kanata Ontario K2K 2A6
Canada.

(DEC E-NET) KAOA01::CURZON
(UUCP) {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA) curzon%kaoa01.DEC@decwrl.ARPA

653. Mike Ishler, I can't reach you.

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-26 13:27:56 UTC
From: david1@mhuxu.UUCP
Message-ID: <6862@mhuxu.UUCP>
Source record: 117357

>Rick
>
>Sounds like we're on the right track. Did you remove or otherwise check
>the other diode? Some times they look ok but the connections are still
>bad. Remove the diode and clean the leads and re-solder. Let me know
>what happens also which diode cracked? It may help in determining what
>the problem is.
>
>Mike

I replaced both diodes, CR15 and CR16 I think are their numbers. OThe voltage across them is about 5V. Does this sound right? When I put a disk in the drive and close the handle, the drive makes a noise for only a moment, (you know the sound, whatever it is). The busy light stays on, but the disk never turns and when I turn on the computer I get the disk boot error message.

It costs $90 to have drives repaired around here and you can get a new one for around $135-140. It seems that they're a throw away item if one can't fix it themself.

To answer your question, I think it was CR15 that was the diode that was cracked and the first one replaced.

Have any other suggestions? Your considerations are greatly appreciiated.

Thanks

Rick Nelson
mhuxu!david1

PS
I got the following reply when I tried to send you mail:
We have been unable to contact machine 'ucbvax' since you queued your job.

ucbvax!mail xerox.com!ishler.wbst (Date 10/21)
The job will be deleted in several days if the problem is not corrected.

654. BINHEX

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-26 17:20:00 UTC
From: HABKE@UOFMCC.BITNET
Message-ID: <8710261817.AA06188@ucbvax.Berkeley.EDU>
Source record: 117358

WOULD SOMEONE BE KIND ENOUGH TO SEND ME THE BASIC SOURCE FOR THE
HEXBIN ROUTINE. I NEED THE XL VERSION.

THANK YOU
BILL

655. Atari BASIC source book

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-27 03:15:13 UTC
From: sumrall@msudoc.ee.mich-state.edu
Message-ID: <177@nancy.UUCP>
Source record: 117359

Hello,

I recently called COMPUTE! books and tried to order their book
The Atari BASIC Source Book, but they told me that it is no longer
available. It is not in any local book stores, and I don't think I have
ever seen it advertised by a mail order place like B & C computervision and
the like. Does anyone know where I can get the book, or maybe someone
has a copy that they don't want anymore and are willing to sell me?

Please respond by e-mail. I should be reachable at the following
addresses:

ARPAnet sumrall@msudoc.EGR
UUCP ihnp4!msudoc!sumrall

Thanks in advance.
Kenneth Sumrall

656. Re: Mike Ishler, I can't reach you.

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-28 06:31:38 UTC
From: rich@lakesys.UUCP
Message-ID: <280@lakesys.UUCP>
Source record: 117360

>
>I replaced both diodes, CR15 and CR16 I think are their numbers. OThe voltage
>across them is about 5V. Does this sound right? When I put a disk in the
>drive and close the handle, the drive makes a noise for only a moment, (you
>know the sound, whatever it is). The busy light stays on, but the disk never
>turns and when I turn on the computer I get the disk boot error message.
>

Here's a bit of advice that just may solve your problems. In the
above I noticed that you have replaced the diodes and are now on the lookout
for possible bad solder connections.

My suggestions is that you replace the whole Bridge Rectifier system, and
also the 5 Volt regulator. I have had many a 1050 drive in my hands for repair
and for the most part the 5 volt reg was the problem. The voltage on the side
of the diode, (CR15 I think -- the one comming directly from the bridge)
should be about 22 volts. If it's low, you probably have a leaky diode in the
bridge, so just replace all 4 diodes in the bridge. Replacesment of the 5 volt
regulator is cheap insurance, so I would also opt for that. Just rememer to
get the rigth polarity regulator. Wouldn't want to pop the wrong voltage
potential around the drive, which would make the whole situation worse.

-rich

Lakesys & Milwaukee | Who & where ?????
A great place by a great lake.....

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, but i'm pretty sure about this one!

657. Kermit-65, YAU, YAUE

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-28 09:18:00 UTC
From: V111MFQ6@UBVMS.BITNET.UUCP
Message-ID: <8710281157.AA27113@ucbvax.Berkeley.EDU>
Source record: 117361

Hello there! I'm very new to this wonderfull thing of gateways, and was wondering about some things about my atari 8-bit..
A) How can I go about obtaining A working copy of Kermit-65? I have a doc file for an old version of it, and it seems very good, and I would like to get my hands on it.. Right now I have to use Chameleon to access the vax/vms system, and most other people are using vt100, and, well, uh, Chameleon dosen't support vt100.. At least Moria works with vt52..
B) What are the files YAU and YAUE? I noticed in the info-atari8 list i found that I would use that program to somehow extract LL.COM from the text file?? Please explain and tell me how to obtain these programs also, thanks.
[I already have LL.*, I found it Arc'ed on a BBS I call..]

-Thanks Uck! V111MFQ6@UBVMS.BITNET

658. HELP/STOP re undeliverable mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-28 18:34:19 UTC
From: jws@hpcllf.HP.COM
Message-ID: <4700001@hpcllf.HP.COM>
Source record: 117362

Would somebody figure out and fix the undeliverable mail problem that is currently flooding this group? I don't know enough about it to do anything. It is more than somewhat annoying to read the individual articles once and then encounter them again in the mailing list entry that could not be delivered. A sample failed list follows:

John Stafford -- Hewlett Packard Computer Language Lab
{allegra,decvax,ihnp4,ucbvax}!hplabs!hpclla!jws
{fortune,sun,thirdi,ucbvax} !hpda !hpclla!jws

> Relay-Version: version Notes 2.7 86/07/03; site hpcllf.HP.COM
> From: InfoMail-Mailer@WALKER-EMH.ARPA
> Date: Mon, 26 Oct 87 21:27:00 PST
> Date-Received: Wed, 28 Oct 87 06:03:34 PST
> Subject: Undeliverable Mail
> Message-ID: <8710270549.AA21470@ucbvax.Berkeley.EDU>
> Organization: The ARPA Internet
> Path: hpcllf!hpclla!hpda!hplabs!ucbvax!WALKER-EMH.ARPA!InfoMail-Mailer
> Newsgroups: comp.sys.atari.8bit
> Distribution: world
> Sender: daemon@ucbvax.BERKELEY.EDU
> Lines: 496
>
> Mail was not delivered to the following users because
> there were bad address(es) in TO and/or CC field(s):
> info-atari
> UNDELIVERED-MESSAGE:
> --
> Received: from BBN.COM by WALKER-EMH.ARPA ; 27 Oct 87 05:12:32 GMT
> Received-2: from score.stanford.edu by BBN.COM id aa06047; 27 Oct 87 0:01 EST
> Date: Mon 26 Oct 87 14:09:52 PST
> Subject: Info-Atari8 Digest V87 #92
> From: Info-Atari8 @ SCORE.STANFORD.EDU
> Errors-to: Info-Atari8-request@Score.Stanford.EDU
> Maint-Path: Info-Atari8-request@Score.Stanford.EDU
> To: Info-Atari8 Distribution List:
> Reply-to: Info-Atari8@SCORE.STANFORD.EDU
> Text:
> Info-Atari8 Digest Monday, October 26, 1987 Volume 87 : Issue 92
>
> This weeks Editor: Bill Westfield
>
> Today's Topics:
>
> Printing Atari8 digest

> Re: 400/800 Turbo BASIC (FROST BASIC)
> Re: What's the right way...
> Kermit 65
> LittleLister address
> LittleLister - checksum for YAU uudecode
> LittleLister/save paper & time
> LittleLister UUENCODED (use YAU)

659. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-29 09:59:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710291016.AA23710@ucbvax.Berkeley.EDU>
Source record: 117363

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 29 Oct 87 09:44:48 GMT
Received-2: from score.stanford.edu by BBN.COM id aa18011; 29 Oct 87 4:40 EST
Date: Wed 28 Oct 87 22:10:36 PST
Subject: Info-Atari8 Digest V87 #93
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Wednesday, October 28, 1987 Volume 87 : Issue 93

This weeks Editor: Bill Westfield

Today's Topics:

BINHEX
Atari BASIC source book
Mike Ishler, I can't reach you.
Re: Mike Ishler, I can't reach you.
Kermit-65, YAU, YAUE

------------------------------------------------------------------------

Date: Mon, 26 Oct 87 11:20 CST
To: info-ATARI8@score.stanford.edu
From: HABKE%UOFMCC.BITNET@forsythe.stanford.edu
Subject: BINHEX

WOULD SOMEONE BE KIND ENOUGH TO SEND ME THE BASIC SOURCE FOR THE
HEXBIN ROUTINE. I NEED THE XL VERSION.

THANK YOU
BILL

------------------------------

Date: 27 Oct 87 03:15:13 GMT
From: super.upenn.edu!eecae!nancy!msudoc!sumrall@rutgers.edu (Kenneth Sumrall)
Subject: Atari BASIC source book
To: info-atari8@score.stanford.edu
```

Hello,

I recently called COMPUTE! books and tried to order their book
The Atari BASIC Source Book, but they told me that it is no longer
available. It is not in any local book stores, and I don't think I have
ever seen it advertised by a mail order place like B & C computervision and
the like. Does anyone know where I can get the book, or maybe someone
has a copy that they don't want anymore and are willing to sell me?

Please respond by e-mail. I should be reachable at the following
addresses:

ARPAnet sumrall@msudoc.EGR
UUCP ihnp4!msudoc!sumrall

Thanks in advance.
Kenneth Sumrall

Date: 26 Oct 87 13:27:56 GMT
From: ulysses!mhuxt!mhuxu!david1@ucbvax.Berkeley.EDU (Rick Nelson)
Subject: Mike Ishler, I can't reach you.
To: info-atari8@score.stanford.edu

>Rick
>
>Sounds like we're on the right track. Did you remove or otherwise check
>the other diode? Some times they look ok but the connections are still
>bad. Remove the diode and clean the leads and re-solder. Let me know
>what happens also which diode cracked? It may help in determining what
>the problem is.
>
>Mike

I replaced both diodes, CR15 and CR16 I think are their numbers. OThe voltage
across them is about 5V. Does this sound right? When I put a disk in the
drive and close the handle, the drive makes a noise for only a moment, (you
know the sound, whatever it is). The busy light stays on, but the disk never
turns and when I turn on the computer I get the disk boot error message.

It costs $90 to have drives repaired around here and you can get a new one
for around $135-140. It seems that they're a throw away item if one can't fix
it themself.

To answer your question, I think it was CR15 that was the diode that was
cracked and the first one replaced.

Have any other suggestions? Your considerations are greatly appreciiated.

Thanks

Rick Nelson
mhuxu!david1

PS
I got the following reply when I tried to send you mail:
We have been unable to contact machine 'ucbvax' since you queued your job.

ucbvax!mail xerox.com!ishler.wbst (Date 10/21)
The job will be deleted in several days if the problem is not corrected.

Date: 28 Oct 87 06:31:38 GMT
From: hao!boulder!sunybcs!bingvaxu!leah!uwmcsd1!lakesys!rich@ames.arpa (Rich Dankert)
Subject: Re: Mike Ishler, I can't reach you.
To: info-atari8@score.stanford.edu

>
>I replaced both diodes, CR15 and CR16 I think are their numbers. OThe voltage
>across them is about 5V. Does this sound right? When I put a disk in the
>drive and close the handle, the drive makes a noise for only a moment, (you
>know the sound, whatever it is). The busy light stays on, but the disk never
>turns and when I turn on the computer I get the disk boot error message.
>

Here's a bit of advice that just may solve your problems. In the
above I noticed that you have replaced the diodes and are now on the lookout
for possible bad solder connections.

My suggestions is that you replace the whole Bridge Rectifier system, and
also the 5 Volt regulator. I have had many a 1050 drive in my hands for repair
and for the most part the 5 volt reg was the problem. The voltage on the side
of the diode, (CR15 I think -- the one comming directly from the bridge)
should be about 22 volts. If it's low, you probably have a leaky diode in the
bridge, so just replace all 4 diodes in the bridge. Replacesment of the 5 volt
regulator is cheap insurance, so I would also opt for that. Just rememer to
get the rigth polarity regulator. Wouldn't want to pop the wrong voltage
potential around the drive, which would make the whole situation worse.

-rich

Lakesys & Milwaukee | Who & where ?????
A great place by a great lake.....

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, but i'm pretty sure about this one!

From: V111MFQ6%UBVMS.BITNET@forsythe.stanford.edu
Date: Wed, 28 Oct 87 04:18 EST
Subject: Kermit-65, YAU, YAUE
To: info-atari8@score.stanford.edu
X-Vms-To: IN%"info-atari8@score.stanford.edu"

Hello there! I'm very new to this wonderfull thing of gateways, and was
wondering about some things about my atari 8-bit..

A) How can I go about obtaining A working copy of Kermit-65? I have a doc file for an old version of it, and it seems very good, and I would like to get my hands on it.. Right now I have to use Chameleon to access the vax/vms system, and most other people are using vt100, and, well, uh, Chameleon dosen't support vt100.. At least Moria works with vt52..
B) What are the files YAU and YAUE? I noticed in the info-atari8 list i found that I would use that program to somehow extract LL.COM from the text file?? Please explain and tell me how to obtain these programs also, thanks.
[I already have LL.*, I found it Arc'ed on a BBS I call..]

-Thanks Uck! V111MFQ6@UBVMS.BITNET

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

660. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-29 11:04:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8710291119.AA25099@ucbvax.Berkeley.EDU>
Source record: 117364

```
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there were bad address(es) in TO and/or CC field(s):
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UNDELIVERED-MESSAGE:
------------------------------------------------------------
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Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
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Info-Atari8 Digest Wednesday, October 28, 1987 Volume 87 : Issue 93

This weeks Editor: Bill Westfield

Today's Topics:

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Mike Ishler, I can't reach you.
Re: Mike Ishler, I can't reach you.
Kermit-65, YAU, YAUE

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From: HABKE%UOFMCC.BITNET@forsythe.stanford.edu
Subject: BINHEX

WOULD SOMEONE BE KIND ENOUGH TO SEND ME THE BASIC SOURCE FOR THE
HEXBIN ROUTINE. I NEED THE XL VERSION.

THANK YOU
BILL

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Date: 27 Oct 87 03:15:13 GMT
From: super.upenn.edu!eecae!nancy!msudoc!sumrall@rutgers.edu (Kenneth Sumrall)
Subject: Atari BASIC source book
To: info-atari8@score.stanford.edu
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The Atari BASIC Source Book, but they told me that it is no longer
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Thanks in advance.
Kenneth Sumrall

Date: 26 Oct 87 13:27:56 GMT
From: ulysses!mhuxt!mhuxu!david1@ucbvax.Berkeley.EDU (Rick Nelson)
Subject: Mike Ishler, I can't reach you.
To: info-atari8@score.stanford.edu

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ucbvax!mail xerox.com!ishler.wbst (Date 10/21)
The job will be deleted in several days if the problem is not corrected.

Date: 28 Oct 87 06:31:38 GMT
From: hao!boulder!sunybcs!bingvaxu!leah!uwmcsd1!lakesys!rich@ames.arpa (Rich Dankert)
Subject: Re: Mike Ishler, I can't reach you.
To: info-atari8@score.stanford.edu

>
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>turns and when I turn on the computer I get the disk boot error message.
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get the rigth polarity regulator. Wouldn't want to pop the wrong voltage
potential around the drive, which would make the whole situation worse.

-rich

Lakesys & Milwaukee | Who & where ?????
A great place by a great lake.....

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
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wondering about some things about my atari 8-bit..

A) How can I go about obtaining A working copy of Kermit-65? I have a doc file for an old version of it, and it seems very good, and I would like to get my hands on it.. Right now I have to use Chameleon to access the vax/vms system, and most other people are using vt100, and, well, uh, Chameleon dosen't support vt100.. At least Moria works with vt52..
B) What are the files YAU and YAUE? I noticed in the info-atari8 list i found that I would use that program to somehow extract LL.COM from the text file?? Please explain and tell me how to obtain these programs also, thanks.
[I already have LL.*, I found it Arc'ed on a BBS I call..]

-Thanks Uck! V111MFQ6@UBVMS.BITNET

End of Info-Atari8 Digest
****

------------------END OF UNDELIVERED MESSAGE------------------

661. December 1987 ANTIC TOC

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-29 21:21:35 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2222@ihlpe.ATT.COM>
Source record: 117365

DECEMBER 1987 ANTIC TOC
Theme: Printer Power

page article

9 I/O BOARD
Letters from Readers.
10 NEWS UPDATE
ANTIC tests the newest Atari hardware.
14 GAME OF THE MONTH: DUNGEON ARCADE
An epic-scale fantasy role-playing adventure that offers elements of arcade action when you fight monsters in the 40-room dungeon. BASIC.
17 COMMUNICATIONS: ICONVERTER
A program that converts any Print Shop icon directly to ATASCII graphics. A whole new treasure trove of online art is now available.
19 NEW PRODUCTS
A description but not a review of several new products available for the Atari computers. This months list include Graphics Companion I (Datasoft), Lightspeed C, Classy Chassy and Time Bomb (Clearstar Softechnologies).
24 PRODUCT REVIEWS
Software
First XLEnt Word Processor V2.1 (XLEnt Software)
Awardware (Hi Tech Expressions, Inc)
30 APPLICATIONS: SCIENCE STATISTICIAN
Just what you need for all those laboratory experiments where you have to calculate averages and standard deviations for your results. BASIC.
37 NEWS STATION PAGE-DESIGNER
A review of News Station and News Station Companion from Reeve Software.
40 P.S. ENVELOPE MAKER
Now you can make an endless supply of custom-addressed envelopes just the right size for your Print Shop cards.
41 PRINT SHOP POWER TRICKS
Master advanced PS techniques not documented with this popular software. Mix upper and lower case letters, place multiple graphics on the same page, etc.
42 MORE ICONS FOR PRINT SHOP
Sources for public domain and low cost icon disks.
44 DESIGNER LABELS MAIL-MERGE
A short patch for Designer Labels (ANTIC 4/87) that allows you to use PS icons to decorate your mailing list labels.

51 TURBOBASE BUSINESS SOFTWARE
A review of MicroMiser's TurboBase Integrated Business
Applications software. This company really knows how to
support its users.

**********BEGIN THE ST RESOURCE SECTION**********

54 ST PRODUCT NEWS
New Products (description only)
This months list include: Plutos and Q-Ball (Mindscape,Inc),
Hacker and Little Computer People--lower prices (Activision,
Inc), MasterCAD (INDI C.A.), MIDI Maze (Hybrid Arts, Inc),
SCAD (XETEC, Inc), IMG SCAN (Seymor-RAdix), Vegas Gambler,
Vegas Craps and Club Backgammon (Logical Design Works, Inc)
and Athena II (Iliad Software, Inc).
55 ST PRODUCT REVIEWS
Software
ST Wars (Miles Computing)
1st Math (Elmer Larsen Stone & Associates)
Memory Master and My Letters (Elmer Larsen Stone & Associates)
Numbers and Words (Elmer Larsen Stone & Associates)
Shanghai (Activision, Inc)
Hardball (Accolade Software)
57 MORSE CODE TRAINER
This program (actually 2, one for the ST and one for 8bit
computers) will take text from a file and send it to you
as morse code. It also prints the text to the screen so
you can see your mistakes as it sends.

**********END THE ST RESOURCE SECTION**********

61 SOFTWARE LIBRARY
This section contains all the program listings for the
articles in this issue.
82 TECH TIPS
This section is a collection of tips and short
programs from readers or collected from various Users
Groups newsletters. This months is all sound effects.

Coming next month: The sixth annual Shoppers Guide.

Comments: The disk bonus this month is ANTIC PUBLISHER for the 8bit owners.
It is a starter desktop publishing program that gives you some
of the key capabilities of Print Shop and Newsroom. It features
pull-down menus and joystick control.

Kit Kimes
AT&T-ISL
1100 E. Warrenville Rd.
Naperville, IL 60566
...!ihnp4!ihlpe!kimes

662. FROST and Turbo BASIC questions...

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-29 22:49:47 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8710292249.AA12047@mitre-bedford.ARPA>
Source record: 117366

Does anybody know if the Turbo BASIC compiler and runtime system work

(a) on an 800 or upgraded 400?

(b) on an XL/XE under SpartaDOS or DOS-XL or any other
DOS that uses portions of the RAM under ROM?

I am wondering whether to bother sending out the compiler and runtime
system to people who request FROST BASIC. In general I have not, but somebody
ought to try out the above combinations.

-John Sangster, jhs@mitre-bedford.arpa

663. Re: The BASIC Source Book

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-29 23:02:59 UTC
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Message-ID: <8710292303.AA12386@mitre-bedford.ARPA>
Source record: 117367

You might try (with no guarantees)

American TV (415) 352-3787

CSC (Hightstown NJ) (609) 448-8889

Applied Computer Associates 1-800 4-ATARIS (428-2747)

If you strike out, and need specific questions answered, I'll try to find time to look them up for you. Somebody oughta ask COMPUTE! if they will release the book into the Public Domain so die-hards can copy it for friends.

-John Sangster / jhs@mitrebedford.arpa

664. To Atari Digest Editor

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-30 14:59:20 UTC
From: Hugh_E._Wells.ElSegundo@XEROX.COM.UUCP
Message-ID: <871030-065944-5476@Xerox>
Source record: 117368

10/30/87

I have enjoyed the Atari Digest and appreciate seeing it posted on the network.

Can you help me locate an Atari 825 printer? My preference is a functional device, but would accept one for parts. I could also use a Centronics 737 or Radio Shack Model IV printer.

I appreciate any help you may be able to provide.

Thank you,

Hugh Wells
(213) 333-7923 Work
(213) 546-2137 Home

665. compilers for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1987-10-30 23:49:36 UTC
From: krastes@nucleus.UUCP
Message-ID: <127@nucleus.UUCP>
Source record: 117369

I have a 130XE with 320K ram and I am interested in programing it but basic is not the language of my choice for any real programing what languages are there available? what public domain conpilers are out for this machine (not including basic compilers) I would be expecialy interested in ones that use the extra memory. If there are any good pascal compilers I would appreciate it if someone would mail me a copy Thank you

666. cc8 documentation

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-02 18:25:02 UTC
From: saulnier@cg-atla.UUCP
Message-ID: <1027@cg-atla.UUCP>
Source record: 117370

Could the author/distributor of the "cc8" C compiler please repost
the documentation of same? I have searched my entire account and it
seems to be gone. (Our system does that sometimes....takes things with
it when it crashes, which is often, unfortunately.)

Many thanx.
--
Jim Saulnier

...!{decvax,ima,ism780c,ulowell,cgeuro,cg-f}!cg-atla!saulnier
"Wow, it never did THAT before."

667. Several things

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-02 21:35:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19871102213520.5.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117371

A while ago, I posted an upgraded, bug-fixed etc version of Kermit-65.
I haven't seen it appear in the archives, nor have I seen any mail about
it. Does anyone know what happened? Did it disappear into hyperspace?
I'll repost it if so.

Second thing: I'm whipping up a new assembler for use in the C compiler
project, and was wondering what sort of macro syntax anyone prefers?
In particular, what does MAC/65 do? I gather from reading mail that a
number of folk like that one. Any other favorites? Any particular
kinds of macro capabilities in demand?

Finally, in digging back thru old mail, I discovered a rumor that
someone was going to come up with a relocatable object format. I
haven't seen anything about it since; does anyone have any info about
such a thing? If not, I'll finish my own design and use that.

Thanks for any feedback.

668. Turbo BASIC runtime and compiler compatibility with SpartaDOS.

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-02 23:19:00 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8711022319.AA20698@mitre-bedford.ARPA>
Source record: 117372

```
Thanks to John DiMarco for supplying the following information.
-John Sangster, jhs@mitre-bedford.arpa
------- Forwarded Message
From: "John D. DiMarco" <jdd%csri.toronto.edu@RELAY.CS.NET>
Message-Id: <8711022059.AA24394@csri.toronto.edu>
To: jhs
Subject: Re: FROST and Turbo BASIC questions...
-------
The Turbo basic runtime and compiler systems do NOT work on an XL running
spartados.

John DiMarco Disclaimer: I take complete responsibility for
anything I have written above.
jdd@csri.toronto.edu The University of Toronto can in no
ihnp4!utzoo!utcsri!jdd way be responsible for anything I say.
-------------------------end-of-forwarded-message-----------------------------
```

669. Re: FROST and Turbo BASIC questions...

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-03 13:56:01 UTC
From: oaa@houxl.UUCP
Message-ID: <1405@houxl.UUCP>
Source record: 117373

In article <8710292249.AA12047@mitre-bedford.ARPA>, jhs@MITRE-BEDFORD.ARPA writes:
> Does anybody know if the Turbo BASIC compiler and runtime system work
>
> (a) on an 800 or upgraded 400?

FROST BASIC will work on a 800 or 400 as well as an XL/XE computer.

Turbo BASIC will only work on an XL/XE and gives about 12K more RAM.

> (b) on an XL/XE under SpartaDOS or DOS-XL or any other
> DOS that uses portions of the RAM under ROM?

Turbo BASIC will not work with any DOS that uses the RAM under the
ROM.

FROST BASIC will only work with the DOS that is supplied on it's disk.
The compiler and DOS are very closely tied (I tried unsuccessfully to
de-couple them), if fact they are appended together as one binary file,
and the compiler uses hard coded vectors to interface with the DOS.

==========
Owen Alexander | For the wages of sin is death; but the gift of
AT&T Communications | God is eternal life through Jesus Christ our Lord.
UUCP: ihnp4!houxl!oaa | - Romans 6:23 -
==========

670. 1050 disk format

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-03 18:41:00 UTC
From: Makey@LOGICON.ARPA
Message-ID: <8711031041.8580.Makey@LOGICON.ARPA>
Source record: 117374

I am writing an exerciser for my (unmodified) Atari 1050 disk drive, and I would like to know what the "worst cast" pattern is that I should write to the disk to test for bad media.

For the uninitiated, the worst case pattern is like alternating ones and zeroes, except that the particular method of encoding the ones and zeroes on the disk may mean that a different pattern is actually the "worst" case. Thus, even if you don't know which pattern is worst you could help me if you could tell me how ones and zeroes are physically stored on the disk. Thanks in advance.

:: Jeff Makey
Makey@LOGICON.ARPA

671. Repost: CC8 documentation

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-04 03:38:59 UTC
From: smk@cbterra.ATT.COM
Message-ID: <3737@cbterra.ATT.COM>
Source record: 117375

[This is a repost of the V2.3 CC8 documentation. I've fixed some grammatical and spelling errors and appended the notes for V2.3b, the last posted version of the compiler. - Steve]

CC8 DOCUMENTATION

This compiler is an upgraded version of the Deep Blue C (DBC) compiler which supports more features of standard C and is much faster. It generates the same kind of pseudo code as DBC and ACE C and can be used with either's linker and runtime engine. I recommend using ACE C for its speed and expanded features. This document gives a brief overview of the extended features of the compiler along with its limitations.

This document is not intended as a C tutorial, nor is it intended as a tutorial for DBC or ACE C. Features such as assembly language protocol, built-in routines, and floating point depend solely upon the type of linker and runtime system you are using, and NOT upon this compiler.

PREPROCESSING

CC8 supports all preprocessor functions except for #line. This includes macro functions, #ifdef, #ifndef, #if, and #undef. In addition,

o #include files may be nested (currently only 2 deep)

o no restriction on placement of comments

o the TAB character may be used as white space.

o predefined symbols __LINE__ (replaced by current line number) and __FILE__ (replaced by current file name).

o #ifdef, #ifndef, and #if may be nested (5 deep maximum).

Caveats:

- "bizarre" usage of #define macros may not work as expected (or at all)

- in the "skipped" section of an #ifdef-#else-#endif group, comments are not processed. Thus it is not a good idea to "comment out" #else's or #endif's.

VARIABLE DECLARATIONS

CC8 supports more complex type constructions than DBC or ACE C, e.g., pointers to pointers. In addition, the types struct, union, and enum have been added and variables can be declared static.

o multidimensional arrays may be declared.

o functions may be declared as returning char, int, or pointer to anything. Pointers to functions, arrays of pointers to functions, etc, may be declared. Note: a pointer to a function must now be used correctly:

(*pf)();

not

(pf)();

o variables declared as type "enum x" are really declared as type "int"; the name "x" is ignored. Note that user assignment of numbering scheme is implemented, e.g.,

enum colors $(red = 2, white = 0, blue $);

assigns red = 2, white = 0 and blue = 1.

o external array declarations of the form

extern int array_name[];

are now valid.

o in expressions, the sizeof and type cast operators may be used.

Caveats:

- no float/double declarations (but a limited floating point is available when ACE C's linker and runtime engine are used)

- all struct/unions must have a tag name

- all global symbols, struct/union tags and components are drawn from the same name pool.

- no bit fields

- identical declarations of a variable neither cause an error nor do they work reasonably. For example,

int a; int a;

will silently declare "a" twice and confuse the linker.

COMPILE TIME EVALUATION OF CONSTANT EXPRESSIONS

CC8 supports a limited form of compile time evaluation of constant expressions. A constant expression is defined as any expression containing integer constants, character constants, sizeof, or a constant expression separated by one or more operators in one of the following groups, "|", "^", "&", "==", "!=", ">> <<", "+ -", "* / %", or prefixed by one of the unary operators, "-", "!", "$-". Evaluation follows normal rules of operator precedence

and can be overridden by parentheses. Examples:

x = 12*24 + 13; => x = 301;

x = 12 + 13 + y; => x = 25 + y;

x = y + 12 + 13; => x = y + 12 + 13; (1)

x = y + 12*13; => x = y + 156; (2)

x = y + (12 + 13) => x = y + 15; (3)

1. compiler "gives up" after finding non-constant 'y'.

2. '*' is in a different precedence group than '+' and thus "12*13"
appears to the compiler as a separate expression.

3. Parentheses force compiler to treat "12 + 13" as a subexpression.

Constant expressions may be used in array declarations, initializers,
and #if.

INITIALIZERS

CC8 supports initialization of global variables of type char, int,
pointer, array, struct/union, and enum. The syntax is a subset of that
allowed by standard C.

Rules:

1. Simple types (char, int, pointer) can be initialized by
a constant expression. The constant expression must not
be enclosed inside $($). Absolutely no type checking is
done. The definition of constant expression is extended
to include:

o address of static variable
o static array names
o function names
o "character string"

2. Aggregate types can be initialized by the following
construct:

$(init-element-1, init-element-2, ..., init-element-m $)

a. if fewer initializers than elements appear, the rest of
the aggregate is initialized to zero.

b. if the number of elements of an array is not specified,
then it will be set to the number of initializers.

c. a character array may be initialized by a string.

Examples:

int x = 23*22;

```
char *p = "hello";
char q[10] = "hello"; /* q[6] ... q[9] are set to '\0' */

int f();
int (*pf)() = f;

/* array bound set to 5 */
char *weekdays[] = $( "Mon", "Tues", "Wed", "Thu", "Fri" $);

struct x $(
char *symbol;
int value;
$);
struct x tab[] = $(
$( "word1", 4 $),
$( "word2", 8 $),
$( "word3", 13 $)
$);
```

Caveats:

- local variables cannot be initialized (bad programming practice anyway)

- unions cannot be initialized (properly, that is)

GOTOS AND LABELS

CC8 supports the dreaded goto statement and labels. Note: the compiler cannot distinguish between labels and local variables.

ERROR HANDLING

Error messages are printed in the typical Unix C fashion:

file-name, line #: error message

In addition, the line causing the error is printed. Note: if the error occurs near the end of a line, the compiler will usually flag the next line.

This compiler, like DBC and ACE C, does not know how to intelligently recover from syntax errors. For this reason, the compiler will halt compilation after 8 errors.

The compiler no longer exits directly to DOS on fatal errors (e.g., too many errors) so that the user may jump directly to an editor using the command line feature described below.

I would appreciate knowing if the compiler hangs after finding an error or a certain sequence of errors.

INTERNAL LIMITS AND TABLE SIZES

Lest we forget this is not a 48K 8 bit implementation of C, here are some of the more important limits:

1. 7000 bytes of "global space" -- shared by:

- macro definitions
- each unique non-macro symbol name (15 bytes + length of symbol)
- global symbol type info

2. 256 bytes of "local space"

- local symbol type info
- only 128 local symbols may be declared.

3. A source line may not be longer than 254 characters after macro expansion. WARNING: this limit is not checked!

4. An expression cannot generate more than 512 bytes of p-code instructions. An expression violating this limit would be ridiculously huge. WARNING: this limit is not checked!

5. 512 bytes of "string space"

- This table was 3000 bytes in DBC and probably ACE C too.
- A way around the size constraint is to use initializers:

```
char dummy1[] = " ... ";
char dummy2[] = " ... ";
...
```

6. 2300 bytes of stack space

The compiler has been written to conserve stack space, so stack overflows should be a rarity. This is fortunate because -- WARNING: this limit is not checked! Stack overflow will overwrite screen memory (but it's possible compilation will complete normally).

7. #define macros may have up to 128 arguments.

CC8 uses memory from MEMLO to MEMTOP and locations $480 to $6FF. MEMLO must not exceed $2BFF.

SPEED

CC8 is much faster than DBC and slightly faster than ACE C (15% - 30% depending on type of program). Compilation time is affected most by the presence of #defines. You should expect compilation times of 15 to 30 seconds for small programs, and up to 2:00 for large programs with many #defines. Larger source files are possible, but run the risk of running out of internal table space. Some sample times:

Program Description	SC	ACEC	DBC
238 lines, no #defines	58	80 (1)	551
same, one #define	66 (2)	77 (1)	-
482 lines + 222 #include'd many #defines + comments	107	-	-

Note: these timings were made on an 800xl with a 1050 running DOS 2.5 with write verify on.

(1) I can't explain this anomaly.

(2) The reason one #define makes so much difference is that the compiler takes advantage of the zero #defines to skip part of the pre-processing phase.

COMMAND LINE FEATURES

For users of DOS' that take a long time to reload (such as DOS 2.X), a way to load and run files directly from the command line has been provided.

o ^L<RETURN> runs file called "D1:LINK.COM"
o ^Lfilename<RETURN> runs file called "filename"
("D1:" and ".COM" default)
o ^E<RETURN> runs file called "D1:EDIT.COM"

Note this feature is in its infancy.

1. The control characters print as their equivalent graphic characters.

2. ^L runs the ACE C and DBC linkers, and ^E runs SpeedScript. Nothing else has been tested.

3. "Theoretically" the load routine understands INIT addresses.

MISCELLANEOUS

Switch statement handling has been reworked. The last clause need not end in "break", "continue", or "return". In addition, the "default" clause need not be the last (this was a bug in DBC). On the down side, you are limited to 100 "case"s per switch statement, and switch statements may be safely nested only four or five deep. I'll wait until someone complains before I attempt to fix this.

More efficient code is now generated for the && and || operators.

Local variables may be declared at the beginning (not just anywhere as in DBC) of compound statements. However no two local variables declared inside a function may have the same name (this is a departure from standard C). Variables declared with a storage class of "register" are the same as "auto".

All C reserved words are recognized by the compiler. Thus a variable cannot be named "float" or "entry."

Characters with the 8th bit set that are not part of character constants, strings, or comments will cause the compiler to crash.

FASTC.COM should work on CC8 output.

I have been told that the compiler also works with the LightSpeed C linker and runtime engine.

FUTURE

1. Improve error handling

2. Add ability to pass files to compile in command line for SpartaDOS
and compatible DOS.

ACKNOWLEDGEMENTS

Thanks to Harald Striepe and Marc Appelbaum for their beta testing.

Thanks to Mark VandeWettering and Greg Koolbeck for their input.

AUTHOR

Steve Kennedy

1895 Fountainview Ct
Columbus, OH 43232

cbosgd!smk (seismo, decwrl, and ihpn4 know about cbosgd)

The following is a list of fixed bugs, enhancements, and known problems:

Bug fixes:

1. Empty expressions in for statement accepted, i.e.,

for(;;;) $($)

2. Constant expression are now valid after "case", i.e.,
"case 2*3." (fixes "case -1:" problem)

3. "*a" if a is an array no longer generates an error.

4. A function argument declaration of "type var[]" is now
converted to "type *var." Previously, the compiler generated
bad code which caused a lock-up when the resulting program
was run (e.g., programs using "getname()" in ACECIO.C).

Enhancements:

1. The expressions "a[x]" and "x[a]" are both valid and
equivalent provided one of x or a is a pointer or array.

2. structs without explicit tag names are now legal, i.e.,

"struct $(.... $) y;"

3. The compiler now recognizes the keywords "short" and "long."
Note that "int" = "short" = "short int" = "long" = "long int"
= 2 bytes. "Long" declarations produce the warning
"long == short."

4. The compiler now recognizes the keyword "unsigned" and
will generate unsigned comparison code for <, <=, >, or >=
when one or both operands are unsigned.

Caveats:

- You'll have to write your own routines to print these
correctly (no %u in ACE C or DBC printf).

- I'm not sure *, /, or % work properly on unsigned numbers.

Known problems (send mail or post if you want to add to the list):

1. Not all escape sequences recognized by ACE C are recognized by
CC8. (\u, \d, \l, \r, \e)

2. Compiler doesn't like "register x" although it will accept
"register int x." Note that "register" doesn't do anything
special anyway.

672. TO the Editor:

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-04 04:43:00 UTC
From: V111MFQ6@UBVMS.BITNET
Message-ID: <8711040539.AA12937@ucbvax.Berkeley.EDU>
Source record: 117376

In one of the last Info-8 Digests (I have to rely on the digest's),
the yau/yaue/etc. programs were in the middle, and I had to read thru them
to get to the rest of the digest.. Do you think you could be moving the
programs in the digest to the end of the file?? It would be much better, I think
Also, In the headers, of the program, like the ---------cut-here-for-xxxxxx.xxx-
-
Have you thought about putting in something like --%%-----cut-here-etc..
That way I could use the search command of my vms system, look for --%%
to get the lines for the beggining and ends of the different files, so I'm not
searching for them in the editor.. I suggest something like:
--%%----cut-here-for-XXXXXXXX.XXX--------------------
BLAH
BLAH
BLAH
--%%----end-of-XXXXXXXX.XXX-------------------------

I just think those two ideas would make things a bit easier for the readers?

-Uck! [Errol Cilen] V111MFQ6@UBVMS.BITNET

/s
What am I thinking?

673. Re: 1050 disk format

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-04 08:34:42 UTC
From: conklin@eecae.UUCP
Message-ID: <3661@eecae.UUCP>
Source record: 117377

Since the format itself is untouchable on a stock 1050, your
only option would be to use worst case data.

The TRS-80 always used the Hex byte E5 to fill all the unused
sectors on a track. This was the worst case data you could
get, and helped verify flaky disks. Since the TRS, Atari,
IBM and ST all use (cough) the same disk format (well, I us
the TRS to copy disks for all of the above!) it would seem
a safe assumption that this would prove close if not it.

Terry Conklin
ihnp4!msudoc!cs the

674. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-04 12:34:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8711041257.AA21059@ucbvax.Berkeley.EDU>
Source record: 117378

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 4 Nov 87 04:52:59 GMT
Received-2: from score.stanford.edu by BBN.COM id aa12500; 3 Nov 87 21:16 EST
Date: Tue 3 Nov 87 11:12:59 PST
Subject: Info-Atari8 Digest V87 #95
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Tuesday, November 3, 1987 Volume 87 : Issue 95

This weeks Editor: Bill Westfield

Today's Topics:

compilers for Atari 8bit
Re: FROST and Turbo BASIC questions...
Several things
Turbo BASIC runtime and compiler compatibility with SpartaDOS.
cc8 documentation
1050 disk format

------------------------------------------------------------------------

Date: 30 Oct 87 23:49:36 GMT
From: pyramid!fmsrl7!nucleus!krastes@LLL-LCC.ARPA (David Krastes)
Subject: compilers for Atari 8bit
To: info-atari8@score.stanford.edu

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Date: 1 Nov 87 01:18:06 GMT
From: aramis.rutgers.edu!knutsen@rutgers.edu (Mark Knutsen)
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Subject: Re: FROST and Turbo BASIC questions...
To: info-atari8@score.stanford.edu

In article <8710292249.AA12047@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes:

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> (a) on an 800 or upgraded 400?
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_____________________________ Jersey ||| ____________________________
ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | ||| Computer | The JACG BBS: (201)298-0161
------------------------------- / | \ Group ----------------------------
"Yow! I'm the ONLY Atari 8-bit user at Rutgers University!"

Date: Mon, 2 Nov 87 16:35 EST
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Subject: Several things
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Date: Mon, 02 Nov 87 18:19:00 EST
From: jhs@mitre-bedford.ARPA

Thanks to John DiMarco for supplying the following information.
-John Sangster, jhs@mitre-bedford.arpa
------- Forwarded Message
From: "John D. DiMarco" <jdd%csri.toronto.edu@RELAY.CS.NET>
Message-Id: <8711022059.AA24394@csri.toronto.edu>
To: jhs
Subject: Re: FROST and Turbo BASIC questions...

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John DiMarco Disclaimer: I take complete responsibility for
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End of Info-Atari8 Digest
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-------------------END OF UNDELIVERED MESSAGE-------------------

675. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-04 13:56:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8711041408.AA22301@ucbvax.Berkeley.EDU>
Source record: 117379

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 4 Nov 87 13:44:29 GMT
Received-2: from score.stanford.edu by BBN.COM id aa12500; 3 Nov 87 21:16 EST
Date: Tue 3 Nov 87 11:12:59 PST
Subject: Info-Atari8 Digest V87 #95
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
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End of Info-Atari8 Digest
****

-------------------END OF UNDELIVERED MESSAGE-------------------

676. Re: FROST and Turbo BASIC questions...

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-04 17:31:53 UTC
From: P7O@PSUVMA.BITNET
Message-ID: <24252P7O@PSUVMA>
Source record: 117380

As far as I know,Turbo Basic wont work very well with Dos Xl,
I dint try it will Sparta Dos,I think My Dos 4.3B (With Ramdisk)
will work,for the 800XL at least!!!

677. Atari diagnostics diskette

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-04 20:54:57 UTC
From: mikey@molihp.UUCP
Message-ID: <543@molihp.UUCP>
Source record: 117381

I am getting desperate and have exhausted local possibillities for obtaining
a diagnostics diskette for the 1050 drive. Does anyone know how to get one of
these critters?? I have posted once before but to no avail, and a drive that
reads fine but writes seemingly random errors is making me crazy. Bringing
it to the local repair shop is out since they "fixed" it once already, and
I really don't want to hand over any more dough to these guys. ANY help would
be greatly appreciated. Please respond by email unless you may have a great
revalation that may help others with similar problems with "repair" shops.

Thanks in advance,
mikey@molihp
Moli Energy Ltd.
Burnaby B.C.
Canada
MOLICEL "First in commercial rechargeable Lithium power systems"

678. Programming

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-04 21:51:51 UTC
From: lackey@alliant.Alliant.COM
Message-ID: <824@alliant.Alliant.COM>
Source record: 117382

Can someone "out there" send me some information on doing I/O to the joystick ports? I just *know* it is possible to do output to them as well as input. Would greatly appreciate. -Stan

679. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-05 08:19:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8711050909.AA17734@ucbvax.Berkeley.EDU>
Source record: 117383

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
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Date: Tue 3 Nov 87 11:12:59 PST
Subject: Info-Atari8 Digest V87 #95
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
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680. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-05 10:07:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8711051016.AA18846@ucbvax.Berkeley.EDU>
Source record: 117384

```
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Subject: Info-Atari8 Digest V87 #95
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681. Object code relocator

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-05 15:08:42 UTC
From: curzon@kaoa01.dec.com
Message-ID: <12097@decwrl.DEC.COM>
Source record: 117385

RE: Object Code relocator.

The only thing close to relocatable code generator for Atari 8 bits that I have heard of, is a back-end thing done by Keith Ledbetter. It is takes as input 2 object files compiled at origins $102 bytes apart, and attaches some relocating code. It imposes a few constraints on how to reference memory. It also doesn't take into account SpartaDOS and DOS XL (I believe they will try to enter the code at the load point after processing the INIT and RUN vectors like Atari DOS... which will crash the system unless you "manually" put an RTS at the load-point, I think)

Sounds like John Dunning is going to brew us up another nifty tool here; in the meantime does anybody want Keith Ledbetter's relocatable code generator? I can post it with Docs within a week if anybody wants...

Richard Curzon
Digital Equipment of Canada
PO Box 13000
Kanata Ontario K2K 2A6
Canada.

(DEC E-NET) KAOA01::CURZON
(UUCP) {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA) curzon%kaoa01.DEC@decwrl.ARPA

682. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-06 13:01:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8711061316.AA22129@ucbvax.Berkeley.EDU>
Source record: 117386

```
Mail was not delivered to the following users because
there were bad address(es) in TO and/or CC field(s):
info-atari
UNDELIVERED-MESSAGE:
------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 6 Nov 87 12:51:04 GMT
Received-2: from score.stanford.edu by BBN.COM id aa12500; 3 Nov 87 21:16 EST
Date: Tue 3 Nov 87 11:12:59 PST
Subject: Info-Atari8 Digest V87 #95
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List:
Reply-to: Info-Atari8@SCORE.STANFORD.EDU
Text:
Info-Atari8 Digest Tuesday, November 3, 1987 Volume 87 : Issue 95

This weeks Editor: Bill Westfield

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compilers for Atari 8bit
Re: FROST and Turbo BASIC questions...
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Turbo BASIC runtime and compiler compatibility with SpartaDOS.
cc8 documentation
1050 disk format

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ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | ||| Computer | The JACG BBS: (201)298-0161
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Thanks for any feedback.

Posted-From: The MITRE Corp., Bedford, MA
To: info-atari8@score.stanford.edu
Subject: Turbo BASIC runtime and compiler compatibility with SpartaDOS.
Date: Mon, 02 Nov 87 18:19:00 EST
From: jhs@mitre-bedford.ARPA

Thanks to John DiMarco for supplying the following information.
-John Sangster, jhs@mitre-bedford.arpa
------- Forwarded Message
From: "John D. DiMarco" <jdd%csri.toronto.edu@RELAY.CS.NET>
Message-Id: <8711022059.AA24394@csri.toronto.edu>
To: jhs
Subject: Re: FROST and Turbo BASIC questions...

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John DiMarco Disclaimer: I take complete responsibility for
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jdd@csri.toronto.edu The University of Toronto can in no
ihnp4!utzoo!utcsri!jdd way be responsible for anything I say.
------------------------end-of-forwarded-message----------------------------

----

Date: 2 Nov 87 18:25:02 GMT
From: spdcc!m2c!ulowell!cg-atla!saulnier@husc6.harvard.edu (Jim Saulnier X7097)
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To: info-atari8@score.stanford.edu

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...!{decvax,ima,ism780c,ulowell,cgeuro,cg-f}!cg-atla!saulnier
"Wow, it never did THAT before."

Date: 3 Nov 87 10:41 PST
From: Jeff Makey <Makey@LOGICON.ARPA>
To: info-atari8@SCORE.STANFORD.EDU
Subject: 1050 disk format

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and zeroes, except that the particular method of encoding the ones and
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:: Jeff Makey
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End of Info-Atari8 Digest
****

-------------------END OF UNDELIVERED MESSAGE-------------------

683. Re: compilers for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-06 17:34:20 UTC
From: P7O@PSUVMA.BITNET
Message-ID: <24460P7O@PSUVMA>
Source record: 117387

I have a Atari 800XL with 256K and I would also be interested in
a Pascal compiler. I've seen one for about $70,is that the only
one out there?

684. Undeliverable Mail

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-07 10:15:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8711071030.AA16505@ucbvax.Berkeley.EDU>
Source record: 117388

```
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there were bad address(es) in TO and/or CC field(s):
info-atari
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------------------------------------------------------------
Received: from BBN.COM by WALKER-EMH.ARPA ; 7 Nov 87 10:00:32 GMT
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Date: Tue 3 Nov 87 11:12:59 PST
Subject: Info-Atari8 Digest V87 #95
From: Info-Atari8 @ SCORE.STANFORD.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
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Date: 1987-11-07 21:38:00 UTC
From: InfoMail-Mailer@WALKER-EMH.ARPA
Message-ID: <8711072210.AA24684@ucbvax.Berkeley.EDU>
Source record: 117389

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686. Re: compilers for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-07 22:31:44 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <1444@bsu-cs.UUCP>
Source record: 117390

I recently purchased Kyan Software's Pascal compiler, and I must admit I'm a little disappointed. The documentation is fairly thorogh in terms of Pascal and actually writing programs, but the entire section on how to get the environment (Editor, Compiler, Assembler, Utilities) seems to refer to an earlier form of the system - the user interface is almost completely DIFFERENT from what the manual says. I was able to work it out because I have used an Atari (and other computers) for many years and knew roughly what SHOULD need to be done, but I can see a lot of novices having trouble with this system as-is.

My other major complaint about Kyan Pascal is that nearly EVERYTHING on the system is in a separate file which MUST be present on the SAME disk as the program-to-be-compiled. This leaves me with about 80 sectors free to use for Pascal source, intermediate Assembly source, and final executable file. On top of that, many of the more useful functions, even minor ones such as "PLOT" and "DRAWTO" equivalents, must be 'included' into your source code from still more - guess what - "required" files.

You with 256K RAM should be all right, though, because there's support for the XL/XE D8: Ramdisk device, leaving you with a little more elbow room than I've got with a single-drive, single-density system.

Personally I'm thinking of sending it back.

Chris Chiesa
Senior, CS
Ball State University,
Muncie IN 47305

687. Re: 1050 disk format

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-08 05:17:26 UTC
From: saulnier@cg-atla.UUCP
Message-ID: <1049@cg-atla.UUCP>
Source record: 117391

Here in diagnostic land, we have always used a worst case
data pattern of -> 6D, B6, DB when testing floppy subsystems. I'm not
sure why this pattern came into being, but I do know that we have been
using this as a standard for many years, and this company is usually
more conscious of it's diagnostics than most other companies.

--
Jim Saulnier

...!{decvax,ima,ism780c,ulowell,cgeuro,cg-f}!cg-atla!saulnier
"Wow, it never did THAT before."

688. Disk R/W problem - causes?

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-08 18:53:49 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <1448@bsu-cs.UUCP>
Source record: 117392
Cross-posted to: comp.sys.atari.8bit,comp.misc

I've just gotten thoroughly disgusted with my Percom AT-88 SS/SD 5 1/4" floppy drive. It's been screwing up my disks more and more over the past few months, and I finally "caught it in the act" today.

Situation: I copied a large (200+ sectors) file onto a disk which turned out not to have enough free sectors (neglected to check in advance), resulting in error 162 - "Disk Full." Issued "DELETE filename.ext" command. Normal I/O sounds, then repeated "buzz-clunk" of "unreadable sector." Examined disk, found sectors 685 and up unreadable with Error 144, "invalid 'DONE' byte". Tried to patch file by adding next-sector field of 00 (end-of-file), but was unable to write formerly-readable sectors. Was THEN unable to READ formerly-readable sectors. Drive had turned a "good" sector into a "bad" one right before my eyes. Has made many of my disks unreliable.

Error appears to occur primarily with high-end (600 and up) sectors, when it occurs (I was able to write that file to begin with, but glitched when trying to alter it later). NO problem at ANY time with low and mid-range (360's) sectors.

1) I'm hoping this is just a case of a dirty head: hasn't been cleaned or otherwise maintained since I bought the drive in mid-1983. Can anyone offer opinions on the likelihood of this being the cause?

2) Can anyone recommend a drive-head-cleaning procedure or product (with vendor info, if possible)?

3) I use a Q-Tip saturated in rubbing alcohol to clean the heads of my audio equipment; would this be satisfactory for the disk head, or is it more delicate? Would like to know before just TRYING it.

(Would someone, somewhere, please just plain REPLY to this, so that I know it's being seen? I've NEVER had a response to ANYTHING I've posted in the whole time (a month or two) I've been posting to the net. Are you reading me at all, world?)

Appreciatively,

Chris Chiesa, Senior, CS Dept, Ball State University, Muncie, IN

(317) 285-1517 work
(317) 288-2957 home (weird answering message but don't panic - it's just me)

689. Stan Lackey's question about joystick I/O

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-09 21:21:30 UTC
From: USEREK5X@mts.rpi.EDU
Message-ID: <821350@RPITSMTS.BITNET>
Source record: 117393

I also would like some joystick I/O info. As far as I know, tying
a pin to +5v will signal a 'joystick' up, down, left, right, etc.
This means that impossible joystick movements like up-down are also
possible. I think there is a listing in the Atari manual, but it is
always possible to get a listing by just printing the memory locations
of a joystick port and connecting different pins to the 5 volt pin to
see what value is printed. Don't connect the 5 volt pin to ground...

Bryant

690. Re: Disk R/W problem - causes?

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-10 06:47:26 UTC
From: ruiu@tic.UUCP
Message-ID: <147@tic.UUCP>
Source record: 117394
Cross-posted to: comp.sys.atari.8bit,comp.misc

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[description of error ...]

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> or otherwise maintained since I bought the drive in mid-1983. Can
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I doubt it is just a dirty head. Your problem sounds almost identical
to a problem I had on my Corona IBM clone five years ago. It had Tandon ds/dd
floppy drives. The drive would consistently get errors on high track numbers,
and there seemed to be no pattern to it. It was easily reproduceable but never
on the same sector. Wrote fine. Errors occured only on reads. No errors on low
tracks.

The first thing I did was clean the heads and check the speed. You can do
this too. If you physically remove the drive you will notice it should have
a ring of alternating black and white spots on the flywheel. If you watch this
wheel under a fluorescent lamp (You must be in a country with 60Hz power) the
spots should stay still. If they don't, your drive is too slow or fast. This
can be adjusted by turning a pot on the drive logic board... If it is not
marked, you should find out or get a real techie to do it for you.

Your other option is to find one of the many public domain disk testers.
Maybe someone you know has a special disk put out by Verbatim a while ago
that checks rudimantary things like speed, tracking etc... It's not perfect
but if you can find it it could point out what is wrong.

My experience was that you are probably out of luck. My problem eventually
wound up with a disk drive technician, he tried everything he knew on it, he
actually spent many days checking the logic board and everything (In those
days floppy drives were expensinve!). He found zilch. Luckily he didn't
charge me, because the time he spent on it would have been twice the price
of a new drive. My drive tracked perfetly, passed all the analyzer disks
and the logic board was impeccably clean. Under software however, SHAZAP!

It might not be worth the aggravation to fix it. You should be able to find someone with an old floppy drive at an user's group meeting in your region. I have three in my basement... (Including the shazap model :-) and the prices for new ones is certainly cheap(~>$100). The new ones are *quiet* too.

> 3) I use a Q-Tip saturated in rubbing alcohol to clean the heads of my
> audio equipment; would this be satisfactory for the disk head, or is
> it more delicate? Would like to know before just TRYING it.

I was once told that rubbing alcohol had compounds that did not evaporate. I clean my stereo with floppy disk cleaner (:-) because it is the same thing as those horrendously expensive bottles they sell in stereo stores, but a lot cheaper... (a big bottle costs as much as a little stereo bottle)
If anyone can confirm the rubbing alcohol, I would appreciate it.(chemists?)

But be careful, poking your Q-tip in the cramped drive space, you don't have much room, even in a full height drive. $15 at your local computer store could probably save you a lot of headaches. If you insist on Q-tips, make sure you get some extra long ones. The head assembly is not glass but bay be pushed out of alignment by poking around. On some drives the head does not lift enough for a Q-tip to squeeze in. Personally, I'm very scheptical about cleaning heads this way. Commercial kits are so much easier and safer.

As far as commercial kits, make sure you look for a non-abrasive one if you intend to make cleaning a habit. This goes for your VCR head cleaner too. I've seen VCR heads damaged permanently by some of those early abrasive (sandpaper anyone :-) head cleaners. The same technique used to be used by some floppy kits (past tense I hope).

Good luck.
--
Dragos Ruiu Disclaimer: My opinons are my employer's, I'm unemployed!
UUCP:{ubc-vision,mnetor,vax135,ihnp4}!alberta!edson!tic!dragos!work
(403) 432-0090 #1705, 8515 112th Street, Edmonton, Alta. Canada T6G 1K7
Never play leapfrog with Unicorns...

691. LittleLister Action! source

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-10 14:29:43 UTC
From: curzon@kaoa01.dec.com
Message-ID: <8711101429.AA04064@decwrl.dec.com>
Source record: 117395

For those interested in the Action! language, this is the LittleLister source code. In order to represent the non-ASCII characters, it was prepared by LittleLister itself. It prefixes the inverse video characters with a "@" -- so it will need some editing to run...

If you are checking out compiled languages for the 8bit, you will note Action! has similarities to Pascal and C, as can be seen in this example. And it is faster in compilation, and compactness of code produced than any other hi-level language on the 8 bit. A pleasure to use, comes with a good built-in program editor.

Potentially interesting things:

```
procedure GetAD(), PutAD() - block I/O suggested by Bruce
Langdon
procedure Get_Wds() - gets the words from the command line for
Sparta DOS, DOS XL as well as detecting whether
the DOS in use has command line capability
procedure End() - goes to DOS (not too tricky), but
this procedure also keeps the stack clear, regardless
of how deeply nested you are when you call it.
procedure Clr_Dos() - a work around. I found that if I returned to
SpartaDOS, when the last disk access was for write or
update, I often got some out-of-control disk writing.
This function ensures that the last disk access was a
read before we exit to DOS. [If anybody can explain, I
would like to know what causes this!]
-------------------------------------------
```

```
;LL.ACT OCT 15,1987 - R CURZON
;(I/O from PRINT.ACT by Bruce Langdon)

;locate above the G: device by
;CF Johnson, to allow graphics
;output
SET 14=$2F01
SET $491=$2F01

; command line dos will try to run
; twice unless we put rts at start

BYTE rts = [$60]

; --System Variables

BYTE shflok = $2BE, ch = $2FC,
crsinh = $2F0
```

```
CARD sdslst = $230

; --Working globals

; First global ARRAY, other than
; BYTE ARRAY of length < 257,
; is placed AFTER rest of program

BYTE ARRAY in_b(257) ; locate
; the in_buff
; variables array

BYTE ARRAY vars
BYTE pr_wid = [80], file_lim = [39],
col_lim = [2], file_marg = [2],
line_lim = [56], page_len = [66],
top_bl = [5], bott_bl = [5],
pause_fl = ['Y], convert_fl = ['S],
page_st = [1]

; PRECEDING SHOULD BE CHANGED ONLY
; WITH CARE IN ORDER FOR "S" COMMAND
; TO UPDATE LL.COM TO WORK

BYTE ARRAY convert_st = " "

BYTE c_wds ;command line flag

BYTE r_ent =[0] ;flags if program
;entered through Run_Ent

BYTE file_l, col_l, line_l

BYTE ARRAY out_b
CHAR ARRAY out_dev(20),
in_fil(20)

CARD line_c, file_c, col_c, out_s,
in_s, in_c, out_i, in_i

BYTE op_ok, b, page_n, b_wid,
col_wid

BYTE cio_status ; global for CIO
; return value (per ACS convention)

INCLUDE "RTIME.ACT"

PROC End=*()
[$68$AA$68$CD$2E8
$90$5$CD$2E6$90$F3
$48$8A$48$60]
; entry: PLA; TAX; PLA; CMP MEMLO+1;
; BCC lab; CMP MEMTOP+1; BCC entry;
; lab: PHA; TXA; PHA; RTS
```

```
;
; Trace back thru RTS's and
; return to cartridge or DOS.
; From ACS bulletin board.

; error routines

PROC Sys_Error(BYTE errno)

PROC Clr_Dos(BYTE chan)
; seems to clear Spartados
; settings for exit to DOS
; (dummy directory)
Close(chan)
Open(chan,"D:*.*",6,0)
Close(chan)
RETURN

PROC My_Error(BYTE errno)
Close(2) Close(3)
PrintF("error %I. Rerun%E",errno)
End()

PROC D_Error(BYTE errno)
BYTE i
IF errno=128 THEN
Close(2) Clr_Dos(3) End() FI
PrintF("error %I. Try again%E",errno)
op_ok = 0
RETURN

CARD FUNC GetAD(BYTE chan CARD addr,
len) ; Block read
TYPE IOCB = [BYTE hid,dno,com,sta
CARD badr,put,blen
BYTE aux1,aux2,aux3,
aux4,aux5,aux6]
IOCB POINTER ic
BYTE chan16
chan16 = (chan&$07) LSH 4
ic = $340+chan16
ic.com = 7 ; read
ic.blen = len
ic.badr = addr
[$AE chan16 $20 $E456 $8C cio_status]

; LDX chan JSR CIO STY cio_status

IF cio_status = $88 THEN
eof(chan) = 1
FI
RETURN (ic.blen)
```

```
CARD FUNC PutAD(BYTE chan CARD addr,
len) ; Block write
TYPE IOCB = [BYTE hid,dno,com,sta
CARD badr,put,blen
BYTE aux1,aux2,aux3,
aux4,aux5,aux6]
IOCB POINTER ic
BYTE chan16
chan16 = (chan&$07) LSH 4
ic = $340+chan16
ic.com = 11 ; write
ic.blen = len
ic.badr = addr

[$AE chan16 $20 $E456 $8C cio_status]

; LDX chan JSR CIO STY cio_status

RETURN(ic.sta)

PROC Fix_FlSp(BYTE ARRAY filespec)
CARD i
IF filespec(2) <> ': AND filespec(3)
<> ': THEN

; if no device, prefix "D:" to file

filespec^ == +2
i=filespec^
WHILE i>2 DO
filespec(i) = filespec(i-2)
i == -1
OD
filespec(1) ='D filespec(2) =':
FI
RETURN

PROC Show_Hdr()
Print(
" @L@i@t@t@l@e@L@i@s@t@e@r@ @2 - R Curzon
'LL' =setup @ @ 'RUN 4A60' =rerun
'LL [input [output]]' =command line
")
RETURN

PROC Show_Vars()
PutE()
PrintF("@A Printer width : %U%E",
pr_wid)
PrintF("@B Width per column : %U%E",
file_lim)
PrintF("@C Number of columns: %U%E",
col_lim)
PrintF("@D Between columns : %U%E",
```

```
file_marg)
PrintF("@E Text lines/page : %U%E",
line_lim)
PrintF("@F Total lines/page : %U%E",
page_len)
PrintF("@G Filler lines/top : %U%E",
top_bl)
PrintF("@H Filler lines/bot : %U%E",
bott_bl)
PrintF("@I Page pause Y/N : %C%E",
pause_fl)
PrintF("@J ASCII/ATASCII/HEX: %S%E",
convert_st)
PrintF("@K Starting page num: %U%E",
page_st)
PrintF("@L Output device : %S%E",
out_dev)
PutE()
PrintE("@S Save configuration - @A-@J")
PrintE("@X Execute")
RETURN

PROC Set_Defs()
BYTE i
FOR i = 1 TO 20 DO
in_fil(i) = '
OD
in_fil(0) = 0
page_n = 0
out_dev(0)=2
out_dev(1)='P
out_dev(2)=':
vars = @pr_wid
RETURN

PROC Set_Vars()
BYTE change, i, j, save_fail
BYTE loc_err
ch = 255
Close(4)
Open(4,"K:",4,0)
loc_err = 0
save_fail = 0
DO ; check for bad values, allow
; changes to program variables
IF col_lim = 0 THEN col_lim =1 FI
IF line_lim=0 THEN line_lim =1 FI
IF convert_fl ='S THEN
convert_st = "ASCII "
ELSEIF convert_fl ='T THEN
convert_st = "ATASCII"
```

```
ELSE convert_st = "HEX "
FI
crsinh = 1
Put(125)
Show_Hdr()
Show_Vars()
Position(5,21)
IF pr_wid< file_lim * col_lim
+file_marg * (col_lim-1) THEN
loc_err = 1
Print("@I@N@V@A@L@I@D@ @A@,@ @B@,@ @C@,@ @D")
ELSEIF page_len # line_lim +
top_bl + bott_bl THEN
loc_err = 1
Print("@I@N@V@A@L@I@D@ @E@,@ @F@,@ @G@,@ @H")
ELSEIF out_dev(1) >= 'a THEN
loc_err = 1 ;should be upperc.
Print("@I@N@V@A@L@I@D@ @L")
ELSEIF save_fail = 1 THEN
Print("@N@O@ @F@I@L@E@ @D@:@L@L@.@C@O@M")
save_fail = 0
loc_err = 0 ; not fatal error
ELSEIF change = 'S THEN
Print("LL.COM revised")
loc_err = 0 ; not error
ELSE loc_err = 0
FI
shflok = $40 ; upper case
change = GetD(4)
Position(0,21)
Print(" ")
crsinh = 0
IF change>= 'a THEN
change == -32 FI
IF change>='A and change<='L THEN
Position(23,change-61)
Print(" ")
Position(21,change-61)
Print(": ")
IF change<'I OR change ='K THEN
vars(change - 65) = InputB()
ELSEIF change = 'I THEN
IF pause_fl = 'N
THEN pause_fl = 'Y
ELSE pause_fl = 'N
FI
ELSEIF change = 'J THEN
IF convert_fl = 'S
THEN convert_fl = 'T
ELSEIF convert_fl = 'T
```

```
THEN convert_fl = 'H
ELSE convert_fl = 'S
FI
ELSEIF change = 'L THEN
InputMD(0,out_dev,20)
Fix_FlSp(out_dev)
FI
FI
IF change='S AND loc_err= 0 THEN
Close(3)
Error = D_Error op_ok = 1
Open(3,"D:LL.COM",12,0)
Error = My_Error
IF op_ok = 1 THEN
FOR i = 1 TO 13 DO
j = GetD(3)
OD ; find the 14th byte
FOR i = 0 TO 9 DO
PutD(3,vars(i))
OD ; update the variables
ELSE save_fail = 1
FI
Clr_Dos(3)
FI
UNTIL loc_err= 0 AND change= 'X OD
Close(4)
RETURN

PROC Alloc_Buffs()
CARD size

col_wid = file_lim + file_marg
b_wid = col_wid *(col_lim)
-file_marg + 1

; set index values

file_l = file_lim -1
col_l = col_lim -1
line_l = line_lim -1

ch = 255

; find size and location of
; the output buffer

out_s = (line_lim) * b_wid
out_b = sdslst - out_s

; input buffer starting point
; was set to end of program
; in variable declarations
```

```
IF in_b > out_b - 200 THEN
PrintE(
"@n@o@t@ @e@n@o@u@g@h@ @m@e@m@o@r@y@!@!")
End() FI

; find size of input buffer

in_s = sdslst - out_s - in_b
RETURN

PROC Print_Clear()
CARD i, b_ptr, o_b_ptr
BYTE j, k, n, tc, bc, test
b_ptr = 0 o_b_ptr = 0
FOR i = 0 to line_l DO

; trim trailng spaces from
; each print line

n = 0
FOR j = 0 to b_wid - 1 DO
IF out_b(b_ptr + j) # ' THEN
n = j FI
OD

; line will be chopped at "n"

b_ptr == + n + 1
out_b(b_ptr) = $9B
b_ptr == +1

; slide everything else down
; over the unused space

MoveBlock(out_b + b_ptr,
out_b + o_b_ptr + b_wid,
(line_l - i) * b_wid)
o_b_ptr = b_ptr
OD
tc = top_bl bc = bott_bl
WHILE tc > 0 DO
IF top_bl >3 AND tc= top_bl-2
THEN

; if enough room print page header

PrintD(3,in_fil)
FOR i= 9 TO pr_wid-in_fil(0) DO
PutD(3,' )
OD
PrintD(3,"Page ")
PrintBDE(3,page_n)
tc == -1
ELSE
PutDE(3) tc == -1
```

```
FI
OD
PutAD(3,out_b,b_ptr)
WHILE bc > 0 DO ;bottom fill lines
PutDE(3) bc == -1
OD
IF pause_fl= 'Y AND
out_dev(1) # 'D THEN
PutE()
PrintE("@R@E@T@U@R@N@ @=@m@o@r@e@ @,@B@R@E@A@K@ @=@q@u@i@t")
Close(4)
Open(4,"K:",4,0)
ch = 255
DO test = GetD(4)
UNTIL test = $9B OD
Close(4)
FI
RETURN

PROC Rst_Outb()
file_c = 0 line_c = 0 col_c = 0
out_i = 0
SetBlock(out_b,out_s,' )

; 'blank' is not $00!

RETURN

PROC Compose(BYTE chx)
; find where each character belongs
; in the output buffer

IF chx = $9B OR file_c>file_l THEN
out_i == -file_c + b_wid
line_c == +1
file_c = 0
FI
IF chx = $9B THEN RETURN FI
IF line_c>line_l THEN
col_c == +1
out_i = col_c * col_wid
line_c = 0
file_c = 0
FI
IF col_c>col_l THEN
page_n == +1
IF page_n >= page_st THEN
Print_Clear()
FI
Rst_Outb() ;clear/reset ptrs
FI
```

```
;
; out_i now points to where to put
; this character
;

out_b(out_i) = chx
file_c == +1 out_i == +1
RETURN

PROC Op_File()
BYTE dnum
BYTE ARRAY dir_wk(21)
BYTE ARRAY dir_nm = "Dn:*.*"
ch = 255
dnum = 0
op_ok = 1
DO
IF in_fil(0) = 0 OR r_ent = 1
OR op_ok = 0
THEN

; if menu, set position
IF (c_wds < 2 OR r_ent = 1)
AND dnum = 0 THEN
Position(25,21)
Print(" ")
Position(2,21)
FI
Print("@S@o@u@r@c@e(RET quits/1-4,8):")
shflok = $40 ; upper case
dnum = 0
DO UNTIL ch # 255 OD
IF ch = 31 THEN dnum = 1 FI
IF ch = 30 THEN dnum = 2 FI
IF ch = 26 THEN dnum = 3 FI
IF ch = 24 THEN dnum = 4 FI
IF ch = 53 THEN dnum = 8 FI
IF dnum # 0 THEN
dir_nm(2) = dnum + '0
ch = 255
op_ok = 1
Error = D_Error
Close(2)
Open(2,dir_nm,6,0)
IF op_ok = 1 THEN
PrintF("%E%E@D@r@i@v@e@ @#@ %C%E%E",
dnum + '@0 )
DO
InputMD(2,dir_wk,20)
IF op_ok = 0 THEN EXIT FI
PrintE(dir_wk)
IF dir_wk(1) >= '0 AND
```

```
dir_wk(1) <= '9 THEN EXIT
FI
OD
PutE()
FI
Close(2) op_ok = 0
Error = My_Error
ELSE
InputS(in_fil)
IF in_fil^ = 0 THEN
End() FI
Fix_FlSp(in_fil)
FI
FI
Error = D_Error
IF dnum = 0 THEN
Close(2)
op_ok = 1
Open(2,in_fil,4,0)
FI
UNTIL op_ok OD
Error = My_Error
RETURN

PROC Hcompose(BYTE chx)
BYTE t
Compose('$)

t =(chx&$F0) RSH 4 + '0
IF t > '9 THEN t == +7 FI
Compose(t) ; first digit

t =(chx&$0F) + '0
IF t > '9 THEN t == +7 FI
Compose(t) ; last digit
RETURN

PROC Print_File()
BYTE t
CARD i
Rst_Outb()
Op_File()
Close(3)
Open(3,out_dev,8,0)

IF convert_fl = 'T THEN
DO
in_c =GetAD(2,in_b,in_s)
FOR i = 0 TO in_c - 1 DO
Compose(in_b(i))
OD
IF eof(2) THEN
```

```
page_n == +1
Print_Clear() EXIT
FI
UNTIL eof(2) OD

ELSEIF convert_fl = 'H THEN
DO
in_c =GetAD(2,in_b,in_s)
FOR i = 0 TO in_c - 1 DO
Hcompose(in_b(i))
OD
IF eof(2) THEN
page_n == +1
Print_Clear() EXIT
FI
UNTIL eof(2) OD

ELSEIF convert_fl ='S THEN

DO
in_c =GetAD(2,in_b,in_s)
FOR i = 0 TO in_c - 1 DO
IF in_b(i) =$9B THEN
Compose($9B)
ELSE t = in_b(i) & $7F
IF t >26 AND t <32 OR
t =96 OR t >122 THEN
Hcompose(in_b(i))
ELSE
IF in_b(i) > $7F THEN
Compose('@) FI
IF t < 27 THEN
Compose('^)
Compose(t + $40)
ELSE Compose(t)
FI
FI
FI
OD
IF eof(2) THEN
page_n == +1
Print_Clear() EXIT
FI
UNTIL eof(2) OD
FI
Close(2)
Clr_Dos(3)
RETURN

PROC Get_wds()
CARD POINTER dosvec = $0A
```

```
BYTE POINTER comtab_ptr1
BYTE POINTER comtab_ptr2
BYTE ARRAY c_line, wk_d
BYTE i, j, eol_fl

in_fil(0) = 0
comtab_ptr1 = dosvec^ + 3

c_wds = 0
; no of words on command line
; 0 means not a comm line type DOS

; command line DOS's have a JMP instr
; at comtab + 3 to file crunch
; routine
IF (comtab_ptr1^) # $4C THEN
RETURN
FI

; but make sure it's not Machdos
; (no command line)
comtab_ptr1 = dosvec^ + 6
comtab_ptr2 = dosvec^ + 9
IF (comtab_ptr1^) = $4C AND
(comtab_ptr2^) = $4C THEN
RETURN
FI

c_line = dosvec^ + 63

; get command line words
eol_fl = 0
i = 0
DO

; find start of word
DO
IF c_line(i) = $9B OR
i > 63 THEN
eol_fl = 1 EXIT
ELSEIF c_line(i) # ' THEN EXIT
ELSE i == +1 FI
OD
IF eol_fl THEN EXIT FI

; trace to end of word, store
j = 1
c_wds == +1

; ignore 1st word only
IF c_wds = 2 THEN wk_d = in_fil
ELSEIF c_wds=3 THEN wk_d=out_dev
FI
```

```
IF c_wds > 1 THEN
DO
wk_d(j) = c_line(i)
i == +1
IF c_line(i) = $9B OR i > 63
THEN eol_fl = 1 FI
IF c_line(i) =' OR eol_fl =1
THEN wk_d(0) = j EXIT FI
j == +1
OD
Fix_FlSp(wk_d)
ELSE
DO
i ==+1
IF c_line(i) = $9B THEN
eol_fl = 1 EXIT
ELSEIF c_line(i)=' THEN EXIT
FI
OD
FI
UNTIL eol_fl = 1 OR c_wds = 3 OD
RETURN

PROC Run_Ent()
; entry point for RUN dos command
r_ent = 1

PROC Main()
device = 0 ; suggested by ACS
Sys_Error = Error
Error = My_Error
Set_Defs()

; check if command line type DOS,
; and if filename on the command
; line

Get_wds()
DO
IF c_wds > 1 AND r_ent = 0 THEN
Show_Hdr()
ELSE Set_Vars()
FI
Alloc_Buffs()
Print_File()
Set_Defs()
IF c_wds > 1 THEN EXIT FI
OD
Close(2)
IF out_dev(1) = 'D THEN Clr_Dos(3)
ELSE Close(3) FI
RETURN
```

692. Re: Stan Lackey's question about joystick I/O

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-10 15:16:04 UTC
From: saulnier@cg-atla.UUCP
Message-ID: <1060@cg-atla.UUCP>
Source record: 117396

The joystick data lines are ACTIVE LOW. If nothing is connected
to these ports, you will read $FF from the joystick register.
I would not advise connecting +5v to ANY of these lines. I'm
not sure if any damage would result, but it's not a good idea
anyway. The Atari Hardware manual has the pinout for these
ports. I usually read directly from the regiter rather than
the shadow locations. In my 130XE, both data ports can be
read from the same register ($D300 I think), with port 0
being the lower nibble and port 1 the upper nibble.

Anyway, if you want to find the data lines, connect GND to
the different pins and read the register or shadow.
Better yet, at your request, I will post the pinout for
the port and requirements for reading/writing this port.

--
Jim Saulnier

...!{decvax,ima,ism780c,ulowell,cgeuro,cg-f}!cg-atla!saulnier
"Wow, it never did THAT before."

693. Turbo BASIC Compiler and Runtime System.

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-10 15:44:36 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8711101544.AA14984@mitre-bedford.ARPA>
Source record: 117397

Mark:

Are you SURE that there are a special version of the COMPILER and RUNTIME system for the 800? I was the guy that Ulrich Lange of West Germany mailed the 800 version of the INTERPRETER to (called FROST BASIC), and I have distributed it on the net and via disk to many people. However, I have never seen any version of the COMPILER and RUNTIME system other than the one that comes with Turbo BASIC XL. My question was whether or not these will work with FROST BASIC.

If you have access to a compiler and runtime system specifically for FROST BASIC, I think that would be of interest to the net.

-John Sangster, jhs@mitre-bedford.arpa

694. xmodem

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-10 16:17:48 UTC
From: john1233@csd4.milw.wisc.edu
Message-ID: <3448@uwmcsd1.UUCP>
Source record: 117398

We have a local x-modem utility here at UW-Milwaukee and every
time I try to use it with my 8-bit Atari I have trouble.

When I upload (in ASCII) the unix machine doesn't recognize
the Carriage Return.

When I download (also in ASCII) everytime there should be a CR
a capital D is in the text.

I have never tried going into ATASCII because I didn't think it would
work. Any suggestions?

Tom
john1233@csd4.milw.wisc.edu
or
tommyj@lakesys

695. ** Kyan Pascal **

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-11 09:03:00 UTC
From: V111MFQ6@UBVMS.BITNET.UUCP
Message-ID: <8711111646.AA00750@ucbvax.Berkeley.EDU>
Source record: 117399

I have Kyan Pascal, and think it's GREAT.

One of the most important things about it, to me, is that it does work with Spartados, even with that weird kix environment.. [It's weird, but it works wonderfully.. I type DOS from KIX to go to SpartaDos, and hit break to go back to KIX. It's wonderfull.. The editor that comes with it isn't that great, but I use Analog's T:EDIT anyways..

The documentation dosen't seem to have any problems regarding the kix environment, as you said, it's not that complicated, but I can't see any problems.. Maybe you got the Apple version docs by mistake or something?

And YOU DON'T NEED EVERYTHING ON THE SAME DISK.. I have the most used files copied to ramdisk (130xe, 64k ramdisk), and then some stuff on drive 2, like include files, and some other things that are used rather often, or just even used, since my 2nd drive is a happy, and happy's don't work well with SpartaDos when you right to them, so.. And then my drive 1, u.s. doubler, is my workdisk, my sources, output files, everything else in between fits on there just fine.. I would imagine you would have to do alot of waiting and disk swapping if you didn't have a ramdisk, and only had one drive, but I have no problems..

696. ReRepost of Kermit-65. 1 of 3.

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-11 16:49:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19871111164904.1.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117400

Ok, folks, let's try this again.

I still haven't figured out exactly what happened to the the repost of Kermit-65 version 3.3 that I sent out a few weeks ago; it appears to have made it to USENET, and maybe some other places, but fell into a black hole on its way to the ARPA list. In any event, here we go again.

This is the first of three messages, containing the Doc, KERMIT.UUE and KERMITNR.UUE respectively. Archive maintainers, please replace old versions of Kermit-65 with this one. If you've seen version 3.3 go by previously; my apologies for the confusion, and please ignore these messages.

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--------------------------------kermit.doc--------------------------------

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Kermit-65 for Atari 800s

By John Dunning. Bug reports to me (JRD@Symbolics.COM) via Arpanet.
Other net users will have to find some way of getting mail to Ar-
panet, then use the above address.

Kermit-65 is a port of the kermit-65 available for Commodore frobs.
It runs on 48K Atari 800 family machines. Current version (second
release) is 3.3.

Capabilities:

File transfer, text and binary:

Without going into excruciating detail here, Kermit-65 is a fairly
complete implementation of a user side, using the KERMIT protocol.
It's been tested against Kermit-11 under RSX, and C-Kermit under
VMS and Un*x, and seems to work fine. For a description of what
the KERMIT file protocol is all about, and something about how the
it works, see the 'Kermit protocol' section at the end of this do-
cument.

Terminal emulation:

Glass tty, Vt52, or Vt100. Supports 3 flavors of screen
configuration; Atari standard screen, 80-column pannable
(40-column visible) like VTERM, and 80-column graphics, like
V10SQR. Terminal emulation modes may be used in any combination
with screen configurations, though some combinations won't work
real well; for instance trying to do full-screen Vt100-style ed-
```

itting when using the Atari screen is a good way to lose.

Local file management:

Kermit-65 includes Directory, Erase, and Rename commands, allowing the user to do most kinds of maintainance operations without leaving the program. It also allows you set set the default drive to any value 1 thru 8, so you're not stuck using a single drive for everything.

Typing at Kermit-65:

The command processor accepts command lines, consisting of a keyword, optionally some more keywords, and optional values. Things in command lines are delimited by spaces, and terminated by <CR>. At any time, you may type '?' to get a list of valid completions for the word you're typing. You need not type keywords completely; however much uniquely identifies the word you want is enough. At any time, <ESC> will attempt to complete what you've

typed so far. Note that if you've typed a word, but haven't hit a <space> or <ESC> yet, so that the cursor's at the end of the word, '?' will tell you that there's only the one possibility. Hit a space, then '?', for a list of possibilities for the next word. Some commands are 'defaults' in the sense that if you type something non-unique, and hit escape, and one of the possibilities is a 'default', it will win over the other possibilities. One example of this is 'Send'.
Example: The following illustrates a typical interaction between you, the user, and Kermit-65. The stuff that Kermit types (prompts, echos of partial commands, and help) is on the left, stuff typed by the user is in the middle, and commentary is on the right.

Kermit types: You type: Comments:

"Kermit-65>" Kermit prompts.

"s?" User starts typing a
command starting with
"s", then hits "?" for
help.

"Keyword, one of the following: Kermit prints possible
set show for "s"...
send
Kermit-65>s" and reprompts, with the
partial command.

"et?" User finishes the "set"
command, and asks for
help again.

"Keyword, one of the following: Kermit prints the (one)
set possible completion.
Kermit-65>set"

" ?" User hits a space, then
asks for help again.

"Keyword, one of the following:" Kermit prints possible
(various subcommands of 'set' here) completions for words
that can follow "set"

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Kermit-65 commands:

Bye
Tells the kermit on the other side to log out, and ex-
its Kermit-65.

Finish
Tells the kermit on the other side to exit server
mode, but stay logged in.

Connect
Puts Kermit-65 in terminal mode, using whatever param-
eters are currently set for Terminal and Screen confi-
guration. See 'Set Terminal' and 'Set screen' for
more details.

Quit
Exit from Kermit-65 back to Atari DOS.

Exit
Same as Quit.

Get
<file spec>
Ask the kermit on the other side to send the named
file, using whatever file and protocol parameters are
currently in effect. See 'Set' for more details.
Note that <file spec> may be wildcarded; assuming the
serving kermit allows that. In that case the serving
kermit may send several files; Kermit-65 will try to
receive all of them.

Send
<file spec>
Send the named file to the kermit on the other side.
If the file spec is wildcarded (using DOS FMS wildcard
rules) all matching files are sent. In the latter
case, the Kermit on the other side should be in Server
mode, so that it can deal with a whole sequence of in-
coming files.

Receive
<file name>
Attempt to receive into the named file. Assumes the other kermit is already trying to send it. If no file name is given, Kermit-65 will attempt to get the name from the file-header information coming from the other side. This is the command to use after telling the other kermit "Send <something>".

Set
Baud
(50..9600)
Sets baud rate on the comm port to the supplied value.

Parity
Even, Odd, Mark, Space, None
Sets specified parity for the comm port. See the Atari 850 man for more details on the behaviour of the various parity options.

Word-size
Seven, Eight
Set frame size used for comm port. The default is eight-bit. The preferred value for this depends on what the parameters of the serial line are set to on the other side. In my experience, older systems will tend to use seven-bit configurations, more modern ones will tend to use eight-bits. If you're not sure, it usually works to use eight-bit.

Default-disk
<1..8>
Sets the default disk for all file operations. Legal values are 1 to 8, inclusive.

Rs232-registers
<16-bit hex number>
Directly sets some of the the values used when configuring the serial port. Specifically, the high byte is used as the AUX1 parameter for the XIO 38 (configure translation and parity) and the low byte is used as the AUX1 parameter for the XIO 36 (configure baud rate and word size). This allows settings to be used that aren't covered by the supplied keywords in Baud, Parity, and Word-size.

Debugging
Off, Terse, Verbose
Turns on/off various debug msgs strewn around in the code.

Eight-bit-quoting
On, Off
Turns on/off eight-bit mode quoting in the kermit protocol. The default is off.

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File-warning
On, Off
When this mode is on, Kermit-65 will refuse to overwrite files when receiving. When it attempts to receive a file that's already present, it will alter the filename of the incoming file so as not to overwrite the old version. The algorithm for altering the filename is to replace the extension field of the name with a 2 digit hex number, and retry. If the file still exists, the number is incremented. This repeats until a free name is found, or the extension reaches "FF", at which time the receive is aborted. (I think it's never possible to get that far anyway, as you can't put 256 files on one of these disks)

File-type
Atascii
This is a standard atari text file, and is the default mode. End of line is signalled by the ATEOL character ($9B). When sending, other ATASCII characters are translated to their ASCII equivalents, ie ATTAB ($7F) -> Tab ($09), ATRUB ($7E) -> Rubout ($7F). The file header info generated indicates that a text file is being sent. Receiving one does the opposite transformation.

Ascii
Files are sent/received as ordinary ascii-text. Line terminators are assumed to be CR ($0D) followed by LF ($0A), and are handled in the usual kermit fashion. No translation of data happens. This mode isn't the right thing for regular old text files, but is useful for sending around files that are output in plain ascii from various utilities. For example, I have a word processor program which produces formatted output files in ascii, intended to be dumped directly to a printer. This mode gets them over to my pdp-11's print spooler.

Binary
Data is sent in kermit binary form, no line terminators etc.

Flow-control
On, Off
Turns ^S^Q flow control on/off for the incoming line.

See 'Com port handling', below, for more details.

Ibm-mode
On, Off
Turns on/off 'IBM mode'. This is apparently a standard thing in kermit implementations, made necessary by the wierditudes designed into the blue equipment. This code has been left as is, so it's got some chance of working, but has not been tested.

Local-echo
On, Off
Controls echo mode in terminal emulator. Default is off.

Send
End-of-line, Padding, Timeout, Pad-char, Quote-char, Eight-bit-quote, Packet-length
Sets one of the listed parameters for the transmitting side of the kermit protocol. Padding, timeout (seconds), and packet-length are in decimal, the others (character codes) are in hex. This command is primarily used when talking to a kermit that can't or won't use the standard set of protocol characters for beginning-of-frame, end-of-frame, etc. As such, it's not generally useful, at least I've never seen a kermit that required it. There are things that might come in handy, though. For instance, if you've got an exceptionally dirty phone connection, you might want to set the frame size down from the default of 94. In that case, you might say "Set Send Frame-size 30". Note that Send parameters can be reset by the other Kermit sending one of the kinds of packets that request certain values, so you may have to tell him directly, to get the effect you want.

Receive
All parameters settable same as 'Send'

Screen-driver
Atari
The standard 24x40 Atari screen driver. This mode does its output to the internal E: device. This isn't very useful for complicated things, but is supplied in case kermit's running someplace where there's not enough memory to do anything better. (Besides, I had to have all the code for it lying aound for other reasons, so why not?)

40-column
A 24x80 screen, using the character CTIA mode. Since
that mode only allows 40 visible columns, the screen
is pannable left to right, allowing any 40-column
chunk to be displayed. The terminal code will attempt
to keep the cursor visible by panning around while
output is happening. You can also pan manually using
the Start and Select keys. In this mode, reverse- vi-
deo output works, but none of the other highlighting
types.

80-column
A 24x80 screen, using the hi-res (320 bits/raster)
graphics CTIA mode. In this mode, both reverse video
and underlining are supported. This is the default
setting for screen mode.

Terminal-emulation
Vt100, Vt52, None
Sets the terminal emulation mode to the specified va-
lue. The default is Vt100.

Show
any of the same keywords as 'Set', or 'All'
Display the value(s) of the specified thing(s). 'All'
displays the values of everything in sight.

Status
Dump various goodies about the last file transfer; characters
in, out, naks, timeouts etc.

Directory [<filespec>]
Display a directory list from the default drive. <filespec>
is optional, if omitted, it defaults to "*.*".

Rename <from-filespec> <to-filespec>
Does a rename operation on files on the default drive. Either
filespec may be wildcarded, in which case the rename operation
happens according to the rules described in the ATARI OS FMS
documentation.

Erase <filespec>
Erases files on the default drive. Filespec may be wild-
carded, in which case the erase operation happens according to
the rules described in the ATARI OS FMS documentation.

Save
Dump Kermit-65 parameters such as screen settings, send/re-
ceive parameters, etc to an init file "KERMIT.INI" on the
default disk.

Restore
Read parameters from "KERMIT.INI" back into the running
Kermit-65.

Help
Gives a summary of the above command list.

Other interesting things about terminal modes:

Depending on what terminal you're using, there are several things
which may be of interest. In 40 or 80 column modes, there's a
status line under the 24 data lines. It displays what special
keys are active, and the status of the comm port. In 40 column
mode, Start pans the screen right, and Select pans left. In both
40 and 80 col modes, Option is used to get the kermit's attention.
In Atari mode, c-Y is used instead.
Once you have kermit's attention, it wants a character; one of:

C Break the connection
B Send a break (approx 1/4 sec)
S Display status

Function keys:

Kermit-65 can generate function key sequences ala VT100. The cur-
rent function key bindings are as follows: (c-sh- means
control-shift...)
c-sh-0..c-sh-9 keypad 0 thru 9
c-sh-. keypad dot
c-sh-backspace keypad minus
c-sh-, keypad comma
c-sh-return Enter
c-sh-q..c-sh-r PF1..PF4
c-sh-- Up arrow
c-sh-= Down arrow
c-sh-< Left arrow
c-sh-> Right arrow

Other key bindings for things not on the Atari keyboard:
sh-< { (left brace)
sh-> } (right brace)
sh-backspace ~ (tilde)
c-sh-backspace, or c-7 ` (backquote)

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These key bindings aren't quite what I had in mind, but the OS rom
won't let me get at all the control-shift keypresses, so they'll
have to do for now. I encourage any feedback about how these
feel. I've been using them for a while now, and they don't seem
as bad as I expected. In particular, they work passably well when
using EDT (I'm typing this document with it), which I think is an
indication that they're useable, as it's a real keypad hog.

Other special keys:

The Atari key (/|\ on 800 vintage dinosaurs like mine, |/| on newer 800XL vintage equipment) behaves in a special fashion when using Kermit-65. It toggles a flag that causes input from the comm port to be held up, rather than processed as soon as possible. This is useful for causing the screen to hold up temporarily when in terminal mode. If flow control is enabled, it behaves in the expected fashion; it'll tell the other side to shut up until you press the Atari key again, to let pending input be processed again.

The status line:

When in 40-column or 80-column terminal modes, there's a 25th line below the usual 24 lines of terminal screen. This is the status line. It will look something like this:

K65: Option + o v Rs ok

There are several interesting things displayed here: At the left side, after "K65", is a list of which special keys (option, select, start) are active at the moment. If you press Option, this will change to a prompt for the special characters that can follow Option. In column 22 ('+', above) will appear '+' or '-', or space. This indicator shows you the state of the flow-control logic; + means incoming traffic is enabled, - means it's disabled. Note that it when flow-control is turned on (see commands, above) this flag will toggle back and forth between + and - as the flow-control logic does its thing. If flow-control is turned off, it will just sit on + all the time. Column 24 ('o' above) will contain a blot if comm-port reading is suspended, space otherwise. In column 26, ('v') above, is the caps lock indicator. It will display an up-arrow if caps are locked, or a down-arrow if not. In column 32 is a message describing the last known state of the comm port.

Com port handling:

In its current configuration, Kermit-65 expects to talk thru an Atari 850. In principal, that ought not to be a restriction, but I (JRD) only have an 850 to test with, and don't know what requirements there are for other devices. I've tried to be scrupulous about sticking to the documented interfaces to things, however, so I'd expect any driver that adheres to the spec to work.

The port's opened and closed a lot; you'll hear it, as I've left the 'noisy bus' option turned on. It uses page 6 ($600) as an IO buffer. Since that's only 256 bytes, there's the possibility of overruns at high baud rates. When flow-control's on, Kermit will attempt to shut off the other side when it sees more than 50 bytes

pending; it will turn it back on when there's less than 10.

As of this writing, Kermit-65 has been out in the field for a while, and seems to work ok with things other than 850s. One word of caution; I've gotten some feedback to the effect that the default timeout values I chose are too short for reliable operation at low baud rates. I've decided not to change the defaults, as you can easily change them in your KERMIT.INI file, and because most folks seem to have access to 1200 bps modems and things these days. However, if you're running at 300 bps and seeing reliability problems, try pushing the timeouts up to say 15 sec or so.

Other ramblings:

Version 3.3 loads at $2D20, and uses up thru about $B000. That means it'll only run on 48K machines. It appears to run fine on XL and XE equipment, but most of my testing has been on an 800, so there may be some problems. BTW, that load address was chosen because the latest version of DOS XL for Indus GT's uses up thru $2D14 when it's configured for two drives, and the 850 driver is loaded. Older versions of DOS XL take up less memory, as does DOS. I don't know what the requirements are for things like Spartados. If anyone comes up with a conflict, let me know, and I'll assemble you a version that's org'ed somewhere else.

On XLs and XEs, kermit-65 will require that the machine be booted with BASIC disabled, as it's not yet bright enough to detect that that's where it is and map out the cart. (if anyone knows how to do that, and feels like saving me some work...) Kermit-65 is available in 'bare' form, or with an autoloader for the 850 driver prepended to it. The bare version requires that you load whatever rs232 driver you're going to use first, then run kermit. The autoloader equipped version does that for you.

For those of you who have YAU (posted separately) the byte count and checksum values for KERMIT.COM and KERMITNR.COM respectively are 24622, #x5F17; and 24408, #x1560.

Credits

I blew it when distributing the first version of this document, and forgot to include this section. Mea culpa.

Many thanks to my beta testers, in particular Marshall Abrams, for his patience in dealing with initial versions of this thing, and for aid in making this document clearer. Thanks also to John Sangster for helping nail down my obscure terminal emulator bugs, and miscellaneous kibutzing. (Sorry John, I still haven't gotten in the key defining util. Maybe next version).

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Bugs and misfeatures:

There's no way to set the comm port to other than R1:. Does anyone care?

The help processor doesn't deal properly with upper-case, and thinks there are no completions.

Vt100 mode is missing still missing insert/delete character.

Blinking fields, bright fields, double-high, double-wide, and 132-col mode are not supported. (Reverse vid and underline are)

There's currently no way to set the screen colors.

It's possible to confuse yourself by hitting c-1 in terminal mode, as my screen drivers ignore it, but Atari's doesn't. You're fine until you break the connection, then everything appears to wedge up.

Flow control for the incoming side of the connection isn't implemented. This can cause problems when trying to send at high baud rates to a host that's got a stupid serial driver, or a small typeahead buffer.

The part of the command parser that deals with pathnames is completely bankrupt (that's what I get for using old code), and doesn't work properly unless it's told that a null pathname is legal. The result of all this is that when entering pathnames and asking for help before entering any data, it will tell you "input file spec or confirm with <cr>". Pay no attention to the man behind the curtain; you really do have to put a pathname in there for anything to happen.

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Bugs fixed for v 3.1

Save and Restore now actually do something, instead of being effectively no-ops.

Rename and Erase commands are now implemented. This means that virtually all file operations one cares about (while up/downloading) can be done without leaving Kermit.

File-warning mode has been fixed so that it really does something useful, instead of just bitching about the file conflict.

The pathname parsing substrate has been installed, so that defaulting and merging can be done in a reasonable fashion, instead of by ad hoc kludgery.

The screen hacking code has been cleaned up a good bit, so as not to be continually clearing the screen when doing transfers.

Logging code has been added to tell the user what files are being sent and received.

Status and help commands in terminal mode are now working.

The directory command now takes an optional filespec parameter.

Bugs fixed for v 3.2

Binary mode now works again. (Sheesh!)

Rename and Erase routines now make sure the comm port's closed before attempting to hack the disk.

The user interface has been cleaned up some; all numeric values other than character codes and some debugging info is now displayed and entered in decimal, rather than hex.

Bugs fixed for v 3.3

Fixed a dumb bug in terminal code that caused graphics mode to be entered at unexpected times.

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Fixed file reading code so as not to get confused and generate an extra byte when running under non-standard things like SpartaDos.

Cleaned up Directory code; using new pathname-mapping substrate.

Added support for wildcarded pathnames in Send code.

Fixed packet-dumping debug code to not mask off top bit of char, and quote everything to keep from interpreting screen hacking chars.

Fixed init code to look for an init file on D1, and read it if found.

Fixed flow control code so as not to wedge up unexpectedly.

Re-enabled the suspend-input capability, using the Atari (/|\) key.

Break (Option-B) in terminal mode has been fixed.

Cleaned up the font used in 80-col mode.

Removed Speedscript file type, as Speedscript apparently just uses plain vanilla text files. Changed default file type to Atascii.

Added caps lock functionality, similar to standard Atari kbd driver.

Fixed a bug in terminal mode that was trashing the stack.

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The Kermit Protocol

The following a brief description of the Kermit file protocol, excerpted from one of the many documents kicking around. If you already know what it is, or don't care, skip this section.

The Kermit protocol allows many (if not most) types of computer systems to effect, at minimum, error free file transfer with other systems and microcomputers over asynchronous lines.

Introduction

With the widespread use of personal computers the need for file exchange between systems has become of foremost concern among users and managers alike. There are many commercial products available which meet this need, some of which may offer more advanced functions such as transparent record oriented file access. Networks that do this, such as DECnet, can be expensive, and if your computer or microcomputer is not on the network your needs won't be met. Transfer of files with removable disks can work, but generally only when the computers are of the same type, it's not very useful when the systems are removed in location. Rarely will a larger mini or supermini be able to read a microcomputer's disk.

A more realistic approach, from both cost and convenience, is to find a way to use ordinary telecommunications and/or in-house PBX systems to connect computers and microcomputers together. If a local connection using a PBX or front end switch is not available, there is always dialup access with standard 103/212 modems. Data can be transferred with very simple methods, such as TYPING a file on one system and capturing it on the other system, but this gives no protection from noise and overrun of data. It is not very user friendly either. What is really needed is a protocol to accomplish file transfer reliably and efficiently.

The first obvious use of any program or protocol designed to accomplish file transfer is to be able to provide the ability to support file uploads and downloads from minis and superminis such as the VAX and PDP-11 to remote personal computers, such as the Atari 800. It should also be widely available for many different micros and mainframes. File transfer from micro to micro, as well as from a larger central host, should be possible. The command interface should be easy to learn, and require no intervention from a central site operator or other user. The many implementations of Kermit follow these lines, and all versions allow some form of transfer in either direction. More advanced versions,

such as those found on the PDP-11, DEC10/20 and VAX, offer what is known as server operation, which allow the remote (connected) Kermit system to completely control the file exchanges from their system. Since as of this writing (October 9, 1985) there are

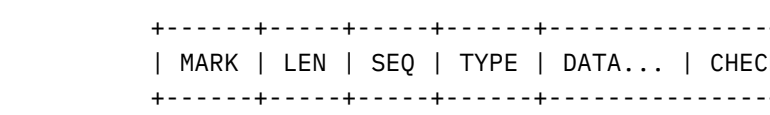
available over 160 versions of Kermit available for numerous micro, mini and mainframe configurations, Kermit addresses this need quite well.

While the primary use of Kermit will likely be to support file transfer from microcomputer to mini/supermini and mainframe connections, there are many uses for Kermit for connections from mini to mini and so on.

The Kermit protocol

The Kermit protocol is designed to operate over normal asynchronous terminal lines. All data and commands are transferred with a packet oriented protocol, basically consisting of a start of packet character (normally SOH), followed by length, control, data and checksum fields. Communication is half duplex, in that for every packet sent, the sender must wait for either an acknowledgement packet (ACK) or a negative acknowledgement packet (NAK). Transmission is in ascii, with no requirements for the transmission of eight bit characters or control characters other than control-A for marking the start of a packet. All 'control' characters imbedded in the data are prefixed to convert them to printable characters, the same applying to eight bit characters if required by the characteristics of the line. Since there are many different implementations of Kermit, the protocol provides a mechanism by which the capabilities of two connected Kermits can be negotiated to allow for differences in the level of protocol support. Examples of protocol features that not all Kermits understand include data compression and transfer of file attributes.

The packet format is



where all fields consist of ASCII characters, and the char function converts a number in the range 0-94 (10) to a printable ASCII character by adding 32 (10). The MARK, LEN, SEQ and TYPE fields are one byte, the DATA field is variable in size, and the CHECK field is one to three bytes in size.
The MARK (normally control A) signifies the start of a packet. The length field tells how long the rest of the packet is. The SEQ field is used to insure synchronization used to detect lost or

duplicate packets. The SEQ number wraps around every 64 packets due to the need to encode it as a printable ascii character in the range 32 (10) to 126 (10). The TYPE field specifies whether the packet is a DATA or CONTROL packet. The DATA section is used for the actual transfer of data or informative messages from a Kermit server, this field can be up to 90 characters in length. Any

character whose low seven bits fall in the range of 0 to 37 (8), ie, char and 177 (8) is less than 40 (8), will have the value 100 (8) exclusive or'ed (xor'ed) with itself and be prefixed by a shift character, '#'. Other shift characters may be use for eight bit characters if the line characteristics require such. Data compression may also occur in the data field, this is done with yet another shift code and byte count sequence. The CHECK field is a checksum, either a one character, two character or three character CRC check; the sender computes it and the receiver must compute it and compare. A checksum mismatch will result in the receiver sending a NAK packet (negative acknowledgment) which directs the sender to resend the NAK'ed packet. The packet may be following by a terminator (likely an ascii 13). This terminator is NOT part of the protocol and is sent only to tell the receiver that a 'line' is present. Not all Kermit implementations require this; all Kermits will discard data outside of a packet in any event.

Error detection and recovery is by checksum, as noted, and by packet read timeouts. If the packet should be corrupted the checksum will be incorrect, the receiver will NAK the packet. If an expected packet never arrives within the timeout period, or if the received packet is not the expected one (as determined by the SEQ field) the packet will also be NAK'ed. There are limits as to how many times an expected packet will be NAK'ed without aborting the current operation.

Packet types

D Data
Y Acknowledgement (ACK), test may be in DATA field
N Negative Acknowledgement (NAK)
S Send initiate (Send-Init)
R Receive Initiate
B Break (EOT, end of transmission)
F File name header
Z End of file (EOF, end of current file)
E Error packet, text may be present in DATA field
G Generic SERVER command. The first character in the
data field will be a command to a server, arguments
may follow that character.
I Login, user and password follow in data field
C CWD, change working or default directory.

L Bye, Logout server
F Finish, Exit server, but do not log out
E Erase, delete files on server system
D Directory query
U Disk space usage query
T Type a file onto local kermit

R Rename file(s) on server system
K Copy file(s) on server system
W Who's logged in, as in sho sys, sy/s, dev tt
M Send a terminal message to a user
H Help, the server responds with commands it can do
Q Server status query
P Program, run a program
J Journal
V Variable, alter a Kermit setting

C Execute host command. The host command follows in
the data field.

Note that some of the generic server commands, as well as the C packet, may not be feasible for a given environment. For instance, the REMOTE LOGIN command, which sends the generic I command to the server, can only be done under systems that allow you to dial up and start a Kermit without logging in; the generic U command (disk space) is meaningless under some systems (like RSX) unless one wants the free space on the entire volume. No Kermit server will abort on receiving a packet it can't execute, it will simply send an error packet with an informative message saying it can't process the requested function.

An example of a Kermit-65 kermit telling a PRO Kermit-11 server to expect a file follows. The Kermit-65 command was "Send foo.txt"

(0)Atari sends: * S~# @-#Y(
(0)Pro sends: 0 Y~* @-#Y1~* ~T
(1)Atari sends: *!FFOO.TXTE
(1)Pro sends: #!Y?
(2)Atari sends: S"DThis is a test file#M#J
containing two lines.#M#JU
(2)Pro sends: #"Y@
(3)Atari sends: ##ZB
(3)Pro sends: ##YA
(4)Atari sends: #$B+
(4)Pro sends: #$YB

In packet zero, the Kermits exchanged information regarding their capabilities. The Atari sent an 'S' packet with the data for its

maximum packet length, default time out, number of pad characters to follow a packet (none, hence the space), use a null for padding, end of line terminator (a CR + 32), the prefix character for control characters, and a 'YES' to say the it can prefix eight bit characters with the default. It doesn't send any of the extension fields, like indicators for multi-byte CRCs, file header info etc. In packet 1, the Atari sends the filename the Pro should use for the file it creates. The Pro then sends the acknowledgement. In

packet three, the Atari sends the first (and only for this file) packet of data. Note that the sequence #M#J is a carriage return/line feed sequence with 100 (8) xored into each character. The '#' character informs the other Kermit that it must xor the next character with 100 (8). In packet three the Atari sends an EOF packet, the Pro acks it. In packet four, the Atari sends a break packet which tell the Pro that no more files (of a possibly wildcard group) are coming and the Pro Kermit acks the break packet. The Pro kermit then enters the server idle state. More specific information regarding Kermit packets and state transitions can be found in the references listed at the end of the article.

Future directions

With the advent of packet switched networks and satellite communications the Kermit protocol will likely be extended to increase efficiency over such links. The main problem is the half duplex nature of Kermit, the packet acknowledgements can take up to several seconds in transit thus drastically reducing the throughput. There are several possibilities under discussion and a standard should be appearing shortly.

Summary

With the knowledge that there are Kermit implementations for most personal computers in use it becomes apparent that the Kermit standard is well worth looking in to.

(End of protocol description)

For more documentation on what Kermit protocol is all about, see the extensive doc available from the Kermit folks at CU20B.ARPA.

Kermit-65 Manual and bug list Page 21

References:
Kermit: A File-transfer Protocol for Universities
Frank da Cruz and Bill Catchings
BYTE Magazine, June/July 1984

The Kermit Protocol Manual, version 5
Frank da Cruz April 1984
Columbia University Center for Computing Activities

Information on obtaining Kermit:

KERMIT Distribution
Columbia University Center for Computing Activities
7th Floor, Watson Laboratory
612 West 115th Street
New York, N.Y. 10025

```
------------------------------------------------------------
end of kermit.doc
```

697. Re: 1050 disk format

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-11 17:15:41 UTC
From: hans@umd5.umd.edu
Message-ID: <2028@umd5.umd.edu>
Source record: 117401

The 1050 disk drive (as all Atari drives) uses industry standard (or is it IBM standard) Floppy disk format (except that the index hole is not used). In single density FM encoding is used, in double (or enhanced) density MFM encoding is used.

FM encoding records a transition in the middle of each bit cell, and an additional transition between equal bits.
MFM encoding records a transition in the middle of bit cells containing a one bit, and additional transitions between bit cells which both contain zero bits.
Thus transitions are one-half or one bit cell apart in FM mode; and one, one-and-a-half, or two bit cells apart in MFM mode. Note: Since the bit density is twice as high in MFM mode, the actual minimum and maximum spacing between transitions is the same in both modes.

The lowest density of recorded transitions in either mode happens for alternating 0 and 1 bits.
The highest density of transitions in either mode occurs for sequences of all zero bits or all one bits.
The intermediate transition density in MFM mode occurs for sequences of the form 001001001 etc.

A good test pattern probably should contain some of all recording densities. IBM uses data bytes of E5 to fill empty sectors in FM mode, which qualifies on that count. Similarly the pattern 6D B6 DB which was suggested alternates between high and low density transitions in MFM mode. I would think, however, that a good MFM test pattern should also contain a good supply of medium-density signals, to verify that the three spacings can be distinguished reliably.

An additional complication you need to know about is the fact that all data bytes are inverted before they are written to disk, and after reading.

698. Re: Disk R/W problem - causes?

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-11 19:07:15 UTC
From: hans@umd5.umd.edu
Message-ID: <2030@umd5.umd.edu>
Source record: 117402

Unfortunately your problem does not sound like one you can fix by cleaning the head. If you can read old disks, but newly written ones become unreadable and unwritable, I would strongly suspect that your drive speed has drifted out of tolerance. Atari packs things slightly more densely than others, and as a result drive speed is more critical.
If your drive has speeded up, writing a sector may cause the sector id field of the next physical sector to be trashed. The next physical sector usually is 2 logical sectors beyond the current one. (Sectors are arranged in the sequence 1,3,5,...,15,17,2,4,6,...,14,16,18 -- at least on standard Atari drives).
This may also explain why lower sectors work better: The disk may be slowed down more when the head is near the outside of the disk.

Another possibility is that the part of the drive electronics which turns write current on and off is not functioning properly.
This is what I would suspect if writing one sector makes more than it or the next sector on the track unreadable.

There are a few experiments you could do. Get a program which checks your drive speed. If you can find an old disk that
you don't care about, write single sectors and see how much of the track gets trashed. Also try formatting a new disk, and run read-write tests on it.

Good luck, you might need it on this one!

699. John Dunning's Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-11 19:26:59 UTC
From: BILLW@SCORE.STANFORD.EDU
Message-ID: <12349816283.36.BILLW@Score.Stanford.EDU>
Source record: 117403

John Dunning's posinting of KERMIT 65 has been received and may
be FTPed from Score (It is tto large to mail). The file name is
<INFO-ATARI>KERMIT65.NTXT, and it can be retrieved via anonymous
login. The file actually contans several versions (unless I get
around to cleaning it up), and is 340Kbytes long. It is a text
file containg the original mail messages, and should be retrieved
in ASCII mode...

Bill Westfield
----

700. Using Kermit65 with either the XM301 or 1030, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-12 15:48:00 UTC
From: atariman@bsu-cs.UUCP
Message-ID: <1485@bsu-cs.UUCP>
Source record: 117404

[]
Help!

I recently downloaded the Kermit65 and Kermit65NR. Can anyone tell me how, or if it is possible to use these programs with either the Atari XM301 or 1030 modems? I have both the XM301 and the 1030, but I would prefer to use Kermit with my XM301 if possible. If anyone has been able to do this (with either the XM or 1030), or knows how it can be done, please reply either in E-mail or post the reply.

I think it may be as simple as getting the right handler, but which one is the right one? And where can I get it?

Thanks in advance for any help you can give this peasant XM301/1030 user.

---------- Jeff Scott ----------
{ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!atariman
atariman@bsu-cs.UUCP

701. Re: ** Kyan Pascal **

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-12 16:30:36 UTC
From: john1233@csd4.milw.wisc.edu.UUCP
Message-ID: <3482@uwmcsd1.UUCP>
Source record: 117305

I wouldn't go out of my way to say Kyan Pascal is great. It has MANY more faults than you give it credit for.

#1 on my mind is speed. I ran the prime number benchmark and here are the results as best as I can remember them.

Action! 5.2 sec.
MMG BASIC compiler 5.3 sec.
Kyan Pascal 8 minutes

I'm not sure of the exact numbers but that is roughly the way it worked out.
Next, your are 100% correct, the Kyan editor stinks!!! enough said about that.

Unless you have a RAMdisk, the Kyan compiler is too hard to work with.
After your are done editing, you must load the compiler. It is huge.
Even with my TRAK drive in turbo mode, it still takes a while. The give it the filename to compiler and to get a soda because it take quite some time to get its job done. If there are errors, you shut off the machine and load the Action! cart for an editor and start over (see above paragraph)

Those are the bad things. Here are the good ones.
Kyan Pascal is a standard Pascal. All normal keywords are implemented.
And (with include files) some extras like graphics commands and random access files.

It has a built in assembler. Not the kind where you must get out your caclulator to figure out BNE or BEQ jumps but it has labels.

It has its runtime file on the disk. You need the file LIB on the D1: to run the program but it can be appended onto the file.

The manual is very good, it is a short tutorial of Pascal.

A little more than my 2 cents worth but it had to be said
Tom

702. Re: ** Kyan Pascal **

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-12 18:21:38 UTC
From: dennett@kodak.UUCP
Message-ID: <1016@kodak.UUCP>
Source record: 117306

A couple of years ago a friend of mine bought this. He was just learning Pascal. He suspected a few bugs in it and gave it to me to look at since I had more knowledge about Pascal. Apparently some of the examples in the manual did not work. Anyway, I played around with it and did find a couple of bugs. If I remember, the WITH construct for records just plain did not work. I had to fully qualify items in records. I think the other bug had something to do with reading and writing files. There was a 255 (or was it 256?) record limit. Does anyone know if these were, in fact, real bugs? If so, were they fixed? I think the version of Kyan Pascal was 1.something.

--
Charlie Dennett | UUCP: ...!rutgers!rochester!kodak!dennett
Eastman Kodak Company | Voice: 716-726-4480
901 Elmgrove Road | Company Mail: Dept 420 Technical Support Services
Rochester, NY 14650 |

703. T:EDIT

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-13 14:48:20 UTC
From: lazear@GATEWAY.MITRE.ORG
Message-ID: <8711131448.AA12179@saturn.mitre.org>
Source record: 117307

Someone mentioned T:EDIT the other day. I researched my old Analogs
and Compendium and 8-bit Extra, but couldn't find the source. Anyone
have a solid reference or the source I could get?
Walt

704. T:Edit & Xmodem

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-14 14:53:00 UTC
From: V111MFQ6@UBVMS.BITNET.UUCP
Message-ID: <8711142237.AA00863@ucbvax.Berkeley.EDU>
Source record: 117308

I'm not sure what Analog had T:Edit in it, but I have it and a little doc file that just tells what keys do what, if anyone wants it, they can send me mail, and I'll either send it out individually, or if alot of people want it, I'll just send it to info-atari8.

Since Atari 8-bits and most aother computers, including mainframes, use different return characters, there will be a problem. You can do one of two things:

1) Get a program to convert the return characters, I have one that works rather well, if anyone wants it, I'll send it as above.
2) Get Chameleon. In Chameleon, you can specify a file is a text file, and it will convert the return characters, tabs, etc. while it is sending or receiving.

705. More on Atari 65xx CPUs

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-14 23:10:20 UTC
From: ehs@jumbo.dec.com
Message-ID: <1034@jumbo.dec.com>
Source record: 117309

A while back, there was some discussion of the 6502 and the slightly customized versions thereof used in the Atari 8-bitters. I recently got a 65C02 for another project and decided to try it out in my 1982-vintage 800. I also got a copy of Sams' Computerfacts for the 800 on a recent trip to Computer Literacy.

Summary: The 65C02 works just fine in my 800, and both the assembler and debugger in the MAC/65 cartridge support the additional op codes. But apparently not all 800s use a vanilla 6502, so I was lucky.

Details:

The 65C02 I got from Jameco is an NCR 65C02A. I haven't been able to find an NCR data book. I do have a 1984/1985 Synertek data book (their last?) with specs for the 65C02 that I think are equivalent. (I believe that the Rockwell version is somewhat different.) If so, the A version is a 2MHz part. The 6502 that I replaced is a Rockwell 6502B. The latter is a 3MHz part, but specs and experiment say that 2MHz is good enough.

Replacing the chip was fairly easy; anyone not intimidated by removing one 40-pin DIP from a socket and inserting another shouldn't have much trouble. Heed the usual warning and be very careful about unplugging the keyboard; the socket and ribbon cable look fairly easy to damage. Also, expect to see a lot more shielding and a lot more discrete components than typical of more recent home computers; I can see that the 800 must not have been cheap to assemble.

A simple chip swap, without tinkering with the clock, seems to get you the following:
(1) a CPU chip that draws less current (see below).
(2) some new instructions and addressing modes, mostly well chosen to fill annoying gaps in the original, but none revolutionary.
(3) slightly slower decimal mode arithmetic (presumably affecting the ROM floating point routines used by Basic).
I will probably leave the 65C02 installed until I have to open things up again, and I might take advantage of point (2) in some of my own programs, but I still don't consider the 65C02 much of an "upgrade."

The Sams publication was somewhat helpful as a guide to assembly and disassembly. In contrast to the Atari Technical Notes, it includes complete and legible schematics. I was surprised to see that it shows two different versions of the CPU board. The "alternate" version is apparently the original; it corresponds to the schematic in the Technical Notes and matches what I found installed in my machine. Here are brief descriptions:

- The "alternate" board uses a 6502B (Atari # CO14377) plus the following TTL parts:
2 x 74LS244
1 x 7474
1 x 74LS02
Half of the '74 is used to generate the system phi2 signal; the other half is used to synchronize the halt' signal from Antic, generating a signal that suspends the 6502 clock input (gated by the 'LS02), forces Read/Write' to Read (more 'LS02), and disconnects the 6502's address pins from the address bus on the board (the 'LS244s).

- The "standard"(?) board apparently uses a custom 6502 (Atari # CO14806) and a single 'LS244 that simply buffers the 7 low order address bus lines (A0-A6) and system phi2 as they go off the board (always enabled). The CPU appears to use the following non-standard signals:
pin# 35 Halt' input (from Antic)
36 Read/Write' (output, normally pin 34)
37 phi0 (input)
38 ground
39 phi2 (output)
Actually, 37 and 39 agree with a standard 6502, but 39 is not connected on the "alternate" board. I assume that pulling 35 low forces 36 high and tri-states the address pins, but I don't know the timing. The Sams photo shows a part with a Rockwell logo. Rockwell does make several 6502-family devices with built-in tristate capabilities, but these pin uses do not seem to match any of their catalog items.

Replacing the processor in the old version with a 65C02 (or, most likely, a 65C802) is easy. A similar swap on the new version of the board would be a lot more work, presumably requiring duplication of the old circuitry on a daughter board or the like. On the other hand, the new version should draw less power (the '74 and second 'LS244 are not the world's lowest powered chips), so the power savings of CMOS would be less important.

I don't know when the transition from old to new CPU board took place, nor have I investigated the 800 CPU boards available from B&C, etc. I bought my 800 in the summer of 1982, and its 6502 had a 1981 date code. The Sams photos show CPUs with date codes of late 1979 (Synertek) and early 1983 (Rockwell) on the two versions.

I'd appreciate hearing from anyone with more information about this. In particular, is the CPU in the late 800s the same one used on the XLs and XEs? Is there any compatibility with the custom 6502s that have been used in the various Commodore machines?

Ed Satterthwaite, N6PLO
Arpa: ehs@SRC.DEC.COM
Uucp: {...}!decwrl!ehs

706. Re: T:EDIT

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-15 01:14:25 UTC
From: ehs@jumbo.dec.com
Message-ID: <1035@jumbo.dec.com>
Source record: 117310

T:EDIT was published in the May 1987 issue of Analog, pages 44-53.

707. disk drives, question on...

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-15 23:23:44 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8711152323.AA21255@mitre-bedford.ARPA>
Source record: 117311

Can anyone give me an update on disk drives available for the Atari 8-bitters? In particular, is the new Atari 5.25-inch drive available yet, and if so, for what price (and who is selling it)? Is it a Double Sided drive, by the way? Who else makes DS/DD drives (Astra is the only one I have seen)? Does anybody have any strong recommendations pro or con on any of the SS/DD drives out there, e.g. Astra, Percom, Indus? How about recommendations on DD upgrades for 1050s, e.g. U.S. Doubler or Happy? If I want to upgrade a couple of 1050s and also buy one or more new drives, what would be the best, most compatible approach?

What's the best deal going on hard disks for the 8-bitters? Has anybody done a SCSI interface so one can use IBM-PC hard drives?

I trust the answers will be useful to the net at large, so if any answers are sent to me directly, I will summarize them to the net. Thanks for any help anyone can give.

-John Sangster, jhs@mitre-bedford.arpa

708. Re: Disk R/W problem - causes?

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-16 03:24:57 UTC
From: root@uwspan.UUCP
Message-ID: <188@uwspan.UUCP>
Source record: 117312
Cross-posted to: comp.sys.atari.8bit,comp.misc

```
+---- ruiu@tic.UUCP (Dragos Ruiu) writes in <147@tic.UUCP> ----
| > 3) I use a Q-Tip saturated in rubbing alcohol to clean the heads of my
| > audio equipment; would this be satisfactory for the disk head, or is
| > it more delicate? Would like to know before just TRYING it.
|
| I was once told that rubbing alcohol had compounds that did not evaporate.
| I clean my stereo with floppy disk cleaner (:-) because it is the same thing
| as those horrendously expensive bottles they sell in stereo stores, but a lot
| cheaper... (a big bottle costs as much as a little stereo bottle)
+----

Use Isopropyl alcohol, 91% by volume or better. Do NOT use the 75% shit -
it does leave crud on your heads! Qtips leave fibers stuck to things, it
is better to use a special cleaning disk - saturate it with isopropyl,
stick it in the drive, and "format" it :-) Works wonders! (the isopropyl
is also good for the audio stuff)

The better sterio stores have flat, foam tipped swabs with long handles which
are made for cleaning tape drives - they work OK on floppies in a pinch.

Some of the cleaning kits recomend cleaning as often as weekly (shudder)!
I clean the heads about once every 6 months or 6000 miles :-) as needed.
If someone smokes near the drive then you might want to
a) Shoot the smoker -or-
b) Help him/her quit the habit (at least while near the computer) -or-
c) Clean the drive more often (monthly?).

-John

PS. Just a wild guess on the floppy problem, try moving the color monitor
away from the floppy drive - the monitor screws up the electronic signals
on the floppy drive.

--
Email to unix-at-request@uwspan with questions about the newsgroup unix-at,
otherwise mail to unix-at@uwspan with a Subject containing one of:
386 286 Bug Source Merge or "Send Buglist"
(Bangpath: rutgers!uwvax!uwspan!unix-at & rutgers!uwvax!uwspan!unix-at-request)
```

709. Re: More on Atari 65xx CPUs

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-16 17:05:44 UTC
From: hans@umd5.umd.edu
Message-ID: <2040@umd5.umd.edu>
Source record: 117313

Atari part CO14806 is the CPU used on the XL series, and probably the
XE series too.

710. Re: Info-Atari8 Digest V87 #100

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-17 03:00:00 UTC
From: Cothrell@DOCKMASTER.ARPA
Message-ID: <871117030010.624828@DOCKMASTER.ARPA>
Source record: 117314

ICD puts out their MIO adapter...which has what I am told is a SCSI port on it for HD controllers...Adaptec 4000 and 4070A...which allow you to use a "standard IBM-type" Hard drive (or RLL Drive depending on controller). What I want to know is: if the port on the MIO is truly Scuzzy? and if so, could you then just plug in a hard drive with an embedded SCSI controller?

answers (speculation too) requested...and dont send me ICD's phone number, I tried them, they were as friendly as a turtle, and about as competent...or maybe I got them on a rough day!?

711. Re: Using Kermit65 with either the XM301 or 1030, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-17 03:50:52 UTC
From: john1233@csd4.milw.wisc.edu
Message-ID: <3518@uwmcsd1.UUCP>
Source record: 117315

In article <1485@bsu-cs.UUCP> atariman@bsu-cs.UUCP (Jeff Scott) writes:
>[]
>Help!
>
>I recently downloaded the Kermit65 and Kermit65NR. Can anyone tell me how, or
>if it is possible to use these programs with either the Atari XM301 or 1030
>modems? I have both the XM301 and the 1030, but I would prefer to use
>Kermit with my XM301 if possible. If anyone has been able to do this (with
>either the XM or 1030), or knows how it can be done, please reply either in
>E-mail or post the reply.
>I think it may be as simple as getting the right handler, but which one is the
>right one? And where can I get it?

The XM301 and the 1030 have have a T: handler built in.
Kermit (and almost all other terminal programs) use the 850 R:
handler.

Well, that answers what handler you need, as to where to get it.
Beats me, try you local users group or a local BBS. I have seen
it available but I never downloaded it because I own an MPP

Tom

712. Re: T:EDIT

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-17 04:22:09 UTC
From: john1233@csd4.milw.wisc.edu
Message-ID: <3519@uwmcsd1.UUCP>
Source record: 117316

In article <8711131448.AA12179@saturn.mitre.org> lazear@GATEWAY.MITRE.ORG writes:
>Someone mentioned T:EDIT the other day. I researched my old Analogs
>and Compendium and 8-bit Extra, but couldn't find the source. Anyone
>have a solid reference or the source I could get?
> Walt

T:EDIT appeared in the May '87 issue. But no source.
Quote time:
"Listing 1 is the BASIC data used to create TEDIT.COM file.
For those of our readers interested in the assembly language
source code of this program, the listing is available on the
disk version of this magazine, or on the ANALOG Computing
Atari Users' Group SIG on the Delphi network."

That's what ANALOG is doing with most of its assembly lang.
source codes lately. I used to look at these sources and learn to
program in assembly from them. I also used some of their
routines in my programs.
Now I have to pay extra for them on disk or pay to use
Delphi.

ANALOG is slipping! But they will never catch the lack
of quality that Antic now has. Antic is 1 bad publication!

Tom

713. Character translation [was T:Edit & Xmodem]

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-17 15:32:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19871117153229.0.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117317

Date: Sat, 14 Nov 87 09:53 EST
From: Uck! <V111MFQ6%UBVMS.BITNET@forsythe.stanford.edu>

Since Atari 8-bits and most aother computers, including mainframes, use
different return characters, there will be a problem.
[...]
2) Get Chameleon. In Chameleon, you can specify a file is a text file, and it
will convert the return characters, tabs, etc. while it is sending or
receiving.

Or use Kermit-65. Atascii text mode (the default) will do appropriate
translations to/from Atascii as it's processing the file.

714. Re: Analog, etc. (was T:EDIT)

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-17 17:14:24 UTC
From: ehs@jumbo.dec.com
Message-ID: <1043@jumbo.dec.com>
Source record: 117318

I'm glad I'm not the only one who has given up on Antic and thinks that Analog is slipping. It seems to me that Analog's publication policy is exactly backwards. Object code is for reading by computers; source code is at least potentially interesting to people.

I can't imagine that many readers actually type page after page of numbers into the so-called "machine-language loaders" when disk versions are available at a reasonable price, especially given the risk that the resulting program will be mediocre or worse. On the other hand, I have often gotten ideas and documentation-by-example from the assembly language listings, even when I've had no use for the program itself.

Maybe some letters to the editor or publisher could help to reverse this trend. On the other hand, the appearance of a section devoted to video game machines in the latest issue of Analog seems a bad omen.

Along the same lines, I've noticed that books about the Atari 8-bitters -- good, bad and indifferent -- have almost disappeared from the computer and technical book stores in this area. Also, street prices of current and discontinued models as well as spares seem to be going up. Too bad.

715. Re: Disk R/W Problems - Causes?

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-17 19:40:34 UTC
From: lazear@gateway.mitre.ORG
Message-ID: <8711171940.AA05173@saturn.mitre.org>
Source record: 117319

I bought a second hand drive and set it on the TV cart (big 19" color job) to test it. It worked sporadically, and I thought it was a piece of junk. Sometimes it would format a disk, sometimes not. Sometimes it couldn't read its own writing! It was a foot below the bottom of the TV, so I didn't think about magnetic effects. But when I moved the drive to a shelf over the 800 (with my original drive), it worked like a charm and has for about 2-3 years. On the shelf it was about two feet from the TV. Amazing what a little distance can make!

Walt Lazear

716. Re: Info-Atari8 Digest V87 #100

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-17 20:09:05 UTC
From: knutsen@aramis.rutgers.edu
Message-ID: <2262@aramis.rutgers.edu>
Source record: 117320

> ICD puts out their MIO adapter...which has what I am told is a SCSI port
> on it for HD controllers...Adaptec 4000 and 4070A...which allow you to
> use a "standard IBM-type" Hard drive (or RLL Drive depending on
> controller). What I want to know is: if the port on the MIO is truly
> Scuzzy? and if so, could you then just plug in a hard drive with an
> embedded SCSI controller?
>
> answers (speculation too) requested...and dont send me ICD's phone
> number, I tried them, they were as friendly as a turtle, and about as
> competent...or maybe I got them on a rough day!?
You got them on a rough day. Usually, they're very helpful.

I do not own an MIO, but know many BBS SysOps who do. All of them are
very satisfied with its performance as a hard drive interface. As far
as I understand, the MIO has a "real" SCSI port on it.

Let it be known, however, that software problems prevent usage of the
MIO as an effective printer buffer/interface. IE, don't buy this unit
for your printer, buy it for you hard drive.
--
\ Yow! I finally got \ Jersey \ GEnie GE Mail: M.KNUTSEN \ |||
\ around to changing \ Atari \ The JACG BBS: (201)298-0161 \ / | \
||| \ my .signature file! \ Computer \ NetLand: knutsen@rutgers.edu \
/ | \ \ --Mark Knutsen \ Group \ or: {...}!rutgers.edu!knutsen \

717. Re: Info-Atari8 Digest V87 #100

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-18 00:26:38 UTC
From: striepe@muscat.UUCP
Message-ID: <10570@muscat.UUCP>
Source record: 117321

In article <871117030010.624828@DOCKMASTER.ARPA> Cothrell@DOCKMASTER.ARPA writes:
>ICD puts out their MIO adapter...which has what I am told is a SCSI port
>on it for HD controllers...Adaptec 4000 and 4070A...which allow you to
>use a "standard IBM-type" Hard drive (or RLL Drive depending on
>controller). What I want to know is: if the port on the MIO is truly
>Scuzzy? and if so, could you then just plug in a hard drive with an
>embedded SCSI controller?
>
>answers (speculation too) requested...and dont send me ICD's phone
>number, I tried them, they were as friendly as a turtle, and about as
>competent...or maybe I got them on a rough day!?
The MIO comes in 256K and 1 meg versions. It attaches to the parallel port
on XL's and 130XE's (the latter require an adapter). The driver software is
in ROM in the new parallel device space. A configuration program is
selected during boot or reset by pressing the select button simultaneously.
The MIO features a parallel, serial, and SCSI/SASI port. Serial and
parallel port can be configured for printers, optionally using the available
RAM as spoolers. Any remaining RAM can be configured as RAM disk (with
drivers in software). On repartitioning the RAM the system will initialize
the pseudo disks in SpartaDOS format. If the serial port is not used, it
can function as a regular R: device. Current ROMS seems to have a bug
causing printed output to be lost during spooling while concurrent serial IO
is active. An additional RGB and NTSC port are awaiting an 80 column board
currently on hold (heat problems). Since the RAM has its own refresh and
powers supply, it can be non-volatile (while the AC power lasts). All
drive assignments (serial, RAM, and HD partitions) are interchangable
through the menu (e.g. you can make your old 810 set to be #1 appear as #8).

The SCSI appears to be fairly standard, it definitely supports 4000A and
4070, and should have no problems with SCSI drives like Seagate (I have
heard of people using it). I have used XEBEC 1410A and am now using Adaptec
with no problems.

The MIO is the best things that ever happened to the 130XE (even if it does
have a few bugs). However, you should use a DOS that can handle the larger
drives. I have used all, and find SpartaDOS to be the best by far. ICD's
Flashback backup utiltity is a must (no redundant disk structures, you can
clobber your disk on an unprotected system without too much oif a problem).
Hardback fails on large drives, and does not preserve creation dates
(SpartaDOS has time and date stamping). I am waiting for a field test copy
of ADOS...

The winchesterss are almost as fast as the ramdisk...
--
Harald Striepe

Digital Equipment Corp., SPG Mktg, Sunnyvale, CA
decwrl!muscat!striepe, decwrl!dec-rhea!dec-canvas!striepe, CANVAS::STRIEPE

718. Program Location

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-18 02:40:58 UTC
From: WALKERKE@UREGINA1.BITNET.UUCP
Message-ID: <8711180350.AA29045@ucbvax.Berkeley.EDU>
Source record: 117322

I have just started to use the network and am under the understanding that there is a collection of Public Domain programs and back issues of INFO-ATARI. Could someone be of help and send me the location. During the summer I managed to get Macintosh programs for work through MACSERVE AT PUCC. I am part of a Atari user group and would appreciate someones....anyones....help.

Thanks in advance to whomever,

Ken Walker
WALKERKE@UREGINA1 or WALKER1K@UREGINAV

719. Re: Using Kermit65 with either the XM301 or 1030, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-18 13:26:28 UTC
From: pkopp@potpourri.UUCP
Message-ID: <723@potpourri.UUCP>
Source record: 117323

In article <3518@uwmcsd1.UUCP>, john1233@csd4.milw.wisc.edu (Thomas M Johnson) writes:
-> In article <1485@bsu-cs.UUCP> atariman@bsu-cs.UUCP (Jeff Scott) writes:
-> >[]
-> > [stuff deleted]
->
-> The XM301 and the 1030 have have a T: handler built in.
-> Kermit (and almost all other terminal programs) use the 850 R:
-> handler.
->
No, no, no!!! The T: handler in NOT built into the XM301 OR the 1030
modems. The T: handler is usually appended (or pre-pended) to the
modem PROGRAM you are using. Of course, some modem programs have the
handler already incorporated (Express! is a good example). Chameleon gives
you the choice of handlers; you pick from a menu of supported modems and
Chameleon loads up the appropriate handler.

The only terminal programs that use the R: handler are the ones written for
modems connected to a serial interface (R: = RS232??).

Paul Kopp
Gould Inc., Computer Systems Division
Fort Lauderdale, Florida
** The opinions expressed are my own. **

720. Re: T:EDIT

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-18 14:10:54 UTC
From: kimes@ihlpe.UUCP
Message-ID: <2297@ihlpe.ATT.COM>
Source record: 117324

In article <3519@uwmcsd1.UUCP>, john1233@csd4.milw.wisc.edu (Thomas M Johnson) writes:
>
> ANALOG is slipping! But they will never catch the lack
> of quality that Antic now has. Antic is 1 bad publication!
>
> Tom

I have to disagree somewhat. I read both magazines and type in some of the programs. In the last 1 to 2 years, I have never had a case of a bad program from ANTIC. I can't say that about Analog. Especially bad was their Wheel of Fortune type of game from last December. I typed it in, tried to run it and ran into all kinds of problems. I went to the trouble of debugging it to the extend of my capability. I sent my notes and comments to them and talked to someone at their booth at the Summer CES, all to no avail. I never got a response, nor did I see any kind of correction information in any subsequent issues. I think the version that came on their disk was OK though, because there was one letter from a reader saying what a great program it was. I can guarentee you he didn't type it in from the magazine. In general, Analog's coverage of news in the industry seems to be better though, and they have more reviews.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

721. Re: disk drives, question on...

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-18 15:35:23 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <1530@bsu-cs.UUCP>
Source record: 117325

In article <8711152323.AA21255@mitre-bedford.ARPA>, jhs@MITRE-BEDFORD.ARPA writes:
> Can anyone give me an update on disk drives available for the Atari
> 8-bitters?

... among other comments.

To the many people who've replied so far to my earlier posting about trouble with MY Percom SS/SD drive, Thank You! I'll summarize to the net soon, when Finals Week is over here at Ball State.

But, as long as you're thinking of answering John S's question above, why not answer this at the same time:

If any of you have a Percom drive, where are you getting maintenance, service, support etc? I've tried to phone Percom Data at both numbers (normal and toll-free) listed in my drive manual, but neither is in service apparently. Am I correct in assuming Percom Data is OUT OF BUSINESS? I'd be especially glad if anyone in Dallas could take a drive past "11220 Page-mill Rd." and SEE if Percom Data is there... (The phone number they give, incidentally, is (214) 340-7081)

Thanks in advance.

Chris Chiesa

722. Drive problem

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-18 15:51:51 UTC
From: adams@svcrus.dec.com
Message-ID: <8711181551.AA26966@decwrl.dec.com>
Source record: 117326

In article <1448@bsu-cs.UUCP>, cfchiesa@bsu-cs.UUCP (Christopher F. Chiesa) writes:
>
> I've just gotten thoroughly disgusted with my Percom AT-88 SS/SD 5 1/4" floppy
> drive. It's been screwing up my disks more and more over the past few months,
> and I finally "caught it in the act" today.

[description of error ...]

> Error appears to occur primarily with high-end (600 and up) sectors, when it
> occurs (I was able to write that file to begin with, but glitched when trying
> to alter it later). NO problem at ANY time with low and mid-range (360's)
> sectors.
>
> 1) I'm hoping this is just a case of a dirty head: hasn't been cleaned
> or otherwise maintained since I bought the drive in mid-1983. Can
> anyone offer opinions on the likelihood of this being the cause?

I don't think so. From past experience with many types of disk drives (mostly
large mainframe types) and tinkering with my 8-bit drives when they bite the
big one. I have found that this type of error is usually indicative of the
carriage-way being out of alignment. A simple head out of alignment symptom
will give you problems on all or most of the tracks at one time with the
key symptom being that the drive will format, write and read itself just fine,
which makes sense since the heads are in the same place for writing as reading
even if that is the wrong place,but a disk written on a properly aligned drive
(as is the case with store bought programs) can not be read on the misaligned
drive.Also try formatting and writing all sectors on the drive in question
and then trying to read what it wrote on a known good drive.This may or may
not work since a drives alignment is only as good as the alignment disk used.
And these can vary by more that you could believe.
This is easily corrected if you happen to have a scope and alignment
disk and diagnostic cartridge(which I do:-)).
But your case is a little more complicated. It appears that the heads are
not tracking in a perfectly straight line. So at track 0 the heads are in
line but as they move closer to the spindle they angle either to the write
or left and eventually are out of alignment.
I don't know if the drive mechanism you are using has an adjustment for
the carriage-way or if you could get someone with the right equipment to
do it. You need a calibrated micrometer and a way to attach it to the
carriage-way and some way to adjust it. I think it would be cheaper to
just get another drive or head assembly.
But before you trash the drive completely you could try to adjust the
head alignment slightly in one direction and then test it. If it still
doesn't work or if it is worse then try the other direction. Since the
alignment has a margin in it for compatibility (slop) with other drives moving

the alignment slightly like this may be able to compensate for the carriage-way problem. I have aligned my sisters drive like this in the past before I aquired the proper equipment and it is still working today. I formatted a disk on a known good compatible drive and then ran a program that tested disk speed constantly while I moved the alignment screw until the disk would read. The procedure took some trial and error and I actually ended up moving the heads much farther than I thought I would have to. After the drive will pass the speed test then try and test all the sectors on the known good disk. If it works your all set if not try it again if you have the patience. This procedure took me about 45 minutes (and I do it for a living). The final test will be to format a disk on the adjusted drive and then test all the sectors on your known good drive. GOOD LUCK.
I hope I wasn't to long winded on this one.
Bob Adams I.H.F.S.
Digital Equipment corp.
126 Parker St.
Maynard, Ma. 01754
PK01/D-6-2

723. Atari disk drives.

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-18 17:12:52 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8711181712.AA21251@mitre-bedford.ARPA>
Source record: 117327

I just saw the "Insight Atari" column in the latest COMPUTE!, and it contains a glowing review of the new Atari SF551 (hope I got that right) disk drive. Bill Wilkinson is working on the new ADOS for Atari, and says it is not quite ready yet, but the drive is apparently "real", at least in prototype form. It IS both Double Sided and Double Density, and is said to be priced at "under $200". Apparently it DOES support the Percom standard, and is very flexible in terms of being programmable. In DS/DD mode, that is 360K bytes per disk -- not bad! It'll also read older SS/SD and SS/DD disks without problems, being able to figure out the format for itself! (Well, maybe with a little software help!) And it's FAST, especially when the disk is formatted under ADOS to take advantage of the drive's capabilities.

Wilkinson had nothing but praise for this product. I think I've made up my mind what floppy drive to buy, as soon as it appears on the shelves!

-John Sangster / jhs@mitre-bedford.arpa

724. RE: Disk drive problems

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-18 20:35:00 UTC
From: BALLEWS@BAYLOR.BITNET.UUCP
Message-ID: <8711190814.AA15522@ucbvax.Berkeley.EDU>
Source record: 117328

In response to Dragos Ruiu's posting about disk drive speed checking, the method described to check for an accurately adjusted disk speed:

> If you physically remove the drive you will notice it should have
> a ring of alternating black and white spots on the flywheel. If you watch this
> wheel under a fluorescent lamp (You must be in a country with 60Hz power) the
> spots should stay still. If they don't, your drive is too slow or fast.

does not work on drives designed for the Atari 8-bit computers. This method will accurately detect a drive running at 300 RPM but for some ungodly reason, Atari decided their drives should run at 288 RPM! (Does anyone know WHY?!)

There are several programs available to test the disk speed but all pretty much do it the same way:

1) read sector 1 repeatedly recording the time it takes between successive reads
2) average these times and scale them into an RPM

Obviously to be fast enough, this must be done in ML and I am not equipped to post any of the many drive testers I have.

With regard to Stan's original problem, I might also comment about the possibilities of alignment problems. If the drive has not been serviced at all in many years, the alignment might have drifted. However, this should only show up when trying to read old disks, not ones just written. It can destroy an otherwise good disk that has been recently written to and does appear to be a variable problem at different tracks since when a tech aligns a drive, he tests it on track 1 and 40 and then in the middle (around track 20, I think.) For this problem, short of an oscilloscope, there is no way to detect or repair it at home.

Scott Ballew
ballews%baylor.bitnet@wiscvm.wisc.edu

725. Re: disk drives, question on...

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-19 07:40:14 UTC
From: sullivan@marge.math.binghamton.edu
Message-ID: <747@bingvaxu.cc.binghamton.edu>
Source record: 117329

In article <1530@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher F. Chiesa) writes:
> If any of you have a Percom drive, where are you getting maintenance,
>service, support etc? I've tried to phone Percom Data at both numbers

Over a year ago I called Percom and was told to contact

STS
1073 W. Broad St.
Falls Church, VA 22046
(703) 237-2930

for service. I did, and they fixed my drive, including installation of some upgrades, for about $75 (it was $70 plus parts). It was not just alignment -- the drive was dying whenever it got hot. My only complaint about their work is that they took four or five months to do it. I have no idea whether they are still in business or whether they still work on the drives.

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903
Email: sullivan@marge.math.binghamton.edu

726. Analog

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-19 14:33:01 UTC
From: Mike_Beezley.Houston@XEROX.COM.UUCP
Message-ID: <871119-063326-9325@Xerox>
Source record: 117330

o ANALOG is slipping! But they will never catch the lack
o of quality that Antic now has. Antic is 1 bad publication!

Analog sure will give Antic a run for the money in bad customer satisfaction. After buying Analog and Antic on the newsstands for a year I decided Analog was the better of the 2 magazines. I subscribed last December. I have spent the last year writting letters to Analog and making phone calls to Robin Levitsky trying to get my subscription straightened out. I have yet to get a single issue through normal subscription channels. I ususally wait 2 or 3 months and realize that the mag just isn't going to show up and then give Robin a call and a couple of weeks later my back issues show up. All my letters get no answers. I have even sent a letter to the editors and I still have no answer. My magazines show up months late and there is no response from the editor even attempting to explain why.

Analog's customer satisfaction rating is about as low as you can go. You can bet that when they mail my renewal card to me I will ignore it also.

__mike
"mbeez.houston".xerox.com

727. Re: Using Kermit65 with either the XM301 or 1030, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-19 16:32:31 UTC
From: john1233@csd4.milw.wisc.edu
Message-ID: <3561@uwmcsd1.UUCP>
Source record: 117331

In article <723@potpourri.UUCP> pkopp@potpourri.UUCP (Paul Kopp) writes:
>No, no, no!!! The T: handler in NOT built into the XM301 OR the 1030
>modems. The T: handler is usually appended (or pre-pended) to the
>modem PROGRAM you are using.

You're right, but the 1030 has the T: handler built in. Its part of the
built term program of the 1030. Do you have to load anything to use the
1030? I thought you just had to turn it on and away you go...

Like I said, I an MPP user.
Tom

728. Re: Using Kermit65 with either the XM301 or 1030, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-20 00:48:55 UTC
From: atariman@bsu-cs.UUCP
Message-ID: <1547@bsu-cs.UUCP>
Source record: 117332

In article <3561@uwmcsd1.UUCP> john1233@csd4.milw.wisc.edu.UUCP (Thomas M Johnson) writes:
>In article <723@potpourri.UUCP> pkopp@potpourri.UUCP (Paul Kopp) writes:
>>No, no, no!!! The T: handler in NOT built into the XM301 OR the 1030
>>modems. The T: handler is usually appended (or pre-pended) to the
>>modem PROGRAM you are using.

The T: handler is built in to the 1030, and some terminal programs do load the handler from the modem (such as older versions of 1030 Express!). You hear basically the same whine from the 1030 when the T: handler is being loaded as when the R: handler is being loaded from the 850. The T: handler (or any other handler for that matter) is not built into the XM301 though.

>
>You're right, but the 1030 has the T: handler built in. Its part of the
>built term program of the 1030. Do you have to load anything to use the
>1030? I thought you just had to turn it on and away you go...
> Tom

To use the built in terminal software (ModemLink(?)), all you have to do is boot the computer without any other devices on (except for the printer, if you use it with Modemlink) and without BASIC. The built in software on the 1030 is not very good (to say the least). No file transfer what so ever. Just, basically, a dumb terminal.

One thing I have to say in its (Modemlink) defense, it is good if you just want something to log-on quickly.

---------- Jeff Scott ----------
{ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!atariman
atariman@bsu-cs.UUCP
---

729. Re: Disk drive problems

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-20 04:23:07 UTC
From: jgroves@hawk.ulowell.edu.UUCP
Message-ID: <2022@ulowell.cs.ulowell.edu>
Source record: 117333

>
>There are several programs available to test the disk speed but all pretty much
>do it the same way:
>

Rana Systems and The Designer's Workshop were distributing SmartDOS (v. 6.1
and 8.2, respectively) which had an accurate, built in RPM tester (as well
as many other useful features) This may help if you can get a copy through
your local BBS or User group...

-jg "Look ma, no .source!"

730. Re: Using Kermit65 with either the XM301 or 1030, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-20 05:41:17 UTC
From: mark@lakesys.UUCP
Message-ID: <292@lakesys.UUCP>
Source record: 117334

In article <723@potpourri.UUCP> pkopp@potpourri.UUCP (Paul Kopp) writes:
>No, no, no!!! The T: handler in NOT built into the XM301 OR the 1030
>modems. The T: handler is usually appended (or pre-pended) to the
>modem PROGRAM you are using.
>-------

Not so, the 1030 modem does have the T: handler in ROM in the modem
along with a built in terminal program. I don't believe that the XM301 has
this. I believe there was some code floating around that would pull the
handler out of the 1030.

--
Mark A. Storin | These opinions are my own,
Lake Systems, Milw., WI | you can't have them!
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!mark |

731. Re: Using Kermit65 with either the XM301 or 1030, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-20 05:46:06 UTC
From: weaver@tut.UUCP
Message-ID: <1981@tut.cis.ohio-state.edu>
Source record: 117335

In article <723@potpourri.UUCP> pkopp@potpourri.UUCP (Paul Kopp) writes:
>In article <3518@uwmcsd1.UUCP>, john1233@csd4.milw.wisc.edu (Thomas M Johnson) writes:
>-> In article <1485@bsu-cs.UUCP> atariman@bsu-cs.UUCP (Jeff Scott) writes:
>-> The XM301 and the 1030 have have a T: handler built in.
>-> Kermit (and almost all other terminal programs) use the 850 R:
>-> handler.
>->
>No, no, no!!! The T: handler in NOT built into the XM301 OR the 1030
>modems. The T: handler is usually appended (or pre-pended) to the

Sorry, wrong again. The T: handler _is_ actually loaded from the
ROMs of both the XM301 and the 1030. In fact, this is why you can use the
1030 with _no_ software of any type -- it has its very own terminal emulator
built in. If you have this as your only device on the SIO, the OS will
automatically dump you into the most brain dead terminal program known to man.

A program has to call this routine, however (like 1030 Express!)
That is the high-speed squeal you hear when booting Express--it is the
sound of data coming over the SIO (you know the annoying beeping sound that
you get when data is read/wrote from disk or tape?) Same thing.

>Paul Kopp

--
Andrew Weaver, The Ohio State University College of Business
UUCP: ...!cbosgd!cis.ohio-state.edu!weaver | "This ain'ta my planet,
ARPA: weaver@tut.cis.ohio-state.edu | monkey-boy!"
| - Emilio Lizardo

732. Re: Program Location

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-20 13:36:04 UTC
From: P7O@PSUVMA.BITNET
Message-ID: <25607P7O@PSUVMA>
Source record: 117336

I am also relatively new to this network,and would like some info
on 8-bit software. Any info. would be very helpful.

733. 1040ST and monitor.

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-20 14:53:25 UTC
From: 870646c@aucs.UUCP
Message-ID: <576@aucs.UUCP>
Source record: 117337

Keywords:St for sale.

Hi all, due to personal projects, and recent MONEY IN HAND!, I am moving up to a Mega2. My 1040ST and monochrome monitor are up for sale. The 1040 is about 4 months old and in perfect condition, the monitor belongs to the Atari shop that I work for part time. The owner has allowed me to sell it with the 1040ST so that I can keep my colour monitor, at cost price, so this means the monitor comes with full warranty! I will also be including some extras like a new parr. printer cable, anti static dust cover and some software(yes orginals). All I can say is that this gear is in perfect condition. I would like to get around $1100.00 or so for the system and extras(Can. dollars). If interested call me at 1-(902)-542-2312 or 1-(902)-466-5345. Or just reply to this message. Do yourself a favor and move up into the world of the ST, I promise you will not be sorry.
later
- mid

734. Info-Atari8 Digest V87 #95

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-20 15:05:47 UTC
From: MEAD.WBST311@XEROX.COM
Message-ID: <871120-070719-1370@Xerox>
Source record: 117338

GVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGV
Subject: Info-Atari8 Digest V87 #95
From: Info-Atari8 Digest <Info-Atari8@Score.Stanford.EDU>
To: Info-Atari8 Distribution List: ;
Reply-to: Info-Atari8@Score.Stanford.edu
Return-Path: <Info-Atari8-Request@Score.Stanford.EDU>
Redistributed: XeroxAtari8Users^.X
Received: from Score.Stanford.EDU by Xerox.COM ; 03 NOV 87 14:33:35 PST
Original-Date: Tue, 3 Nov 87 11:12:59 PST
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
GVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGVGV

Info-Atari8 Digest Tuesday, November 3, 1987 Volume 87 : Issue 95

This weeks Editor: Bill Westfield

Today's Topics:

compilers for Atari 8bit
Re: FROST and Turbo BASIC questions...
Several things
Turbo BASIC runtime and compiler compatibility with SpartaDOS.
cc8 documentation
1050 disk format

Date: 30 Oct 87 23:49:36 GMT
From: pyramid!fmsrl7!nucleus!krastes@LLL-LCC.ARPA (David Krastes)
Subject: compilers for Atari 8bit
To: info-atari8@score.stanford.edu

I have a 130XE with 320K ram and I am interested in programing it but
basic is not the language of my choice for any real programing what
languages are there available? what public domain conpilers are out for
this machine (not including basic compilers) I would be expecialy
interested in ones that use the extra memory. If there are any good
pascal compilers I would appreciate it if someone would mail me a copy
Thank you

Date: 1 Nov 87 01:18:06 GMT
From: aramis.rutgers.edu!knutsen@rutgers.edu (Mark Knutsen)
Subject: Re: FROST and Turbo BASIC questions...
To: info-atari8@score.stanford.edu

In article <8710292249.AA12047@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes:

> Does anybody know if the Turbo BASIC compiler and runtime system work
>
> (a) on an 800 or upgraded 400?
Yes. There is a special 800-only version.

>
> (b) on an XL/XE under SpartaDOS or DOS-XL or any other
> DOS that uses portions of the RAM under ROM?
Perhaps the 800 version will, but the XL version won't.
--
_____________________________ Jersey ||| ______________________________
ARPA: knutsen@rutgers.edu | Atari / | \ | GEnie GE Mail: M.KNUTSEN
UUCP: {...}!rutgers.edu!knutsen | ||| Computer | The JACG BBS: (201)298-0161
-------------------------------- / | \ Group ----------------------------
"Yow! I'm the ONLY Atari 8-bit user at Rutgers University!"

Date: Mon, 2 Nov 87 16:35 EST
From: John R. Dunning <jrd@stony-brook.scrc.symbolics.com>
Subject: Several things
To: Info-Atari8@score.stanford.edu

A while ago, I posted an upgraded, bug-fixed etc version of Kermit-65.
I haven't seen it appear in the archives, nor have I seen any mail about
it. Does anyone know what happened? Did it disappear into hyperspace?
I'll repost it if so.

Second thing: I'm whipping up a new assembler for use in the C compiler
project, and was wondering what sort of macro syntax anyone prefers?
In particular, what does MAC/65 do? I gather from reading mail that a
number of folk like that one. Any other favorites? Any particular
kinds of macro capabilities in demand?

Finally, in digging back thru old mail, I discovered a rumor that
someone was going to come up with a relocatable object format. I
haven't seen anything about it since; does anyone have any info about
such a thing? If not, I'll finish my own design and use that.

Thanks for any feedback.

Posted-From: The MITRE Corp., Bedford, MA
To: info-atari8@score.stanford.edu
Subject: Turbo BASIC runtime and compiler compatibility with SpartaDOS.
Date: Mon, 02 Nov 87 18:19:00 EST
From: jhs@mitre-bedford.ARPA

Thanks to John DiMarco for supplying the following information.
-John Sangster, jhs@mitre-bedford.arpa
------- Forwarded Message
From: "John D. DiMarco" <jdd%csri.toronto.edu@RELAY.CS.NET>

Message-Id: <8711022059.AA24394@csri.toronto.edu>
To: jhs
Subject: Re: FROST and Turbo BASIC questions...

The Turbo basic runtime and compiler systems do NOT work on an XL running
spartados.

John DiMarco Disclaimer: I take complete responsibility for
anything I have written above.
jdd@csri.toronto.edu The University of Toronto can in no
ihnp4!utzoo!utcsri!jdd way be responsible for anything I say.
-------------------------end-of-forwarded-message-----------------------------

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Date: 2 Nov 87 18:25:02 GMT
From: spdcc!m2c!ulowell!cg-atla!saulnier@husc6.harvard.edu (Jim Saulnier X7097)
Subject: cc8 documentation
To: info-atari8@score.stanford.edu

Could the author/distributor of the "cc8" C compiler please repost
the documentation of same? I have searched my entire account and it
seems to be gone. (Our system does that sometimes....takes things with
it when it crashes, which is often, unfortunately.)

Many thanx.
--
Jim Saulnier

...!{decvax,ima,ism780c,ulowell,cgeuro,cg-f}!cg-atla!saulnier
"Wow, it never did THAT before."

Date: 3 Nov 87 10:41 PST
From: Jeff Makey <Makey@LOGICON.ARPA>
To: info-atari8@SCORE.STANFORD.EDU
Subject: 1050 disk format

I am writing an exerciser for my (unmodified) Atari 1050 disk drive,
and I would like to know what the "worst cast" pattern is that I should
write to the disk to test for bad media.

For the uninitiated, the worst case pattern is like alternating ones
and zeroes, except that the particular method of encoding the ones and
zeroes on the disk may mean that a different pattern is actually the
"worst" case. Thus, even if you don't know which pattern is worst you
could help me if you could tell me how ones and zeroes are physically
stored on the disk. Thanks in advance.

:: Jeff Makey
Makey@LOGICON.ARPA

End of Info-Atari8 Digest
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735. I/O Port expandtion module

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-20 15:15:13 UTC
From: Mead.WBST311@XEROX.COM
Message-ID: <871120-071531-1382@Xerox>
Source record: 117339

I have an Atari 800 XL computer at home collecting dust ,I am thinking about using a computer at work to run a power supply test and I thought about using an Atari 130 XE instead of Comadoore 64 . The reason for think
ing about this is the Atari is less expensive it is some what compatable with my computer at home and I can communicate via a modem from home also.
I am not all that familar with the accessability of I/O Port expandtion of either computer . Imformation in this area would help also is Basic on the XL
machine much different from the XE machine and the same question holds for the DOS systems too. My XL machine has DOS 2.5 which replaced DOS 3.0.
I know someone who did the same type of testing of a power supply but he did it with a Apple computer but I would like to a avoid the cost factor so I can gain my Managers approval much easier . Also I have a question for Rochester Xerox User where are the locations of the local distributers of Atari computers . I bought my computer from K-Mart when they were on sale because they discontinued the sale of Atari equipment. Any help would be appreciated and please excuse me for any misspelled words I do not have any more time to check for spelling.

Thanks again, Bob Mead

736. Re: disk drives, question on...

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-20 18:57:28 UTC
From: kimes@ihlpe.UUCP
Message-ID: <2306@ihlpe.ATT.COM>
Source record: 117340

In article <747@bingvaxu.cc.binghamton.edu>, sullivan@marge.math.binghamton.edu (fred sullivan) writes:
>
> Over a year ago I called Percom and was told to contact
>
> STS
> 1073 W. Broad St.
> Falls Church, VA 22046
> (703) 237-2930
>
> for service.
>
> Fred Sullivan

I don't know if the following company is the same under a different name but it is in the same part of the country.

Computer Serviceland
14506-B Lee Rd.
Chantilly, VA 22021
(703)-631-4949

They advertise Percom drives at very good prices (which I won't mention in deference to our ARPAnet friends).

They do service work on Percom drives and they have a ROM upgrade kit to correct a timing problem when they are used with XL/XE series of Atari computers. The price is quite reasonable (it is the fourth bill in ascending order of US currency starting with $1, $5, etc). I have recommended to others via Email, but I don't know if anyone has actually tried them.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

737. Re: Using Kermit65 with either the XM301 or 1030, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-20 19:21:19 UTC
From: sumrall@msudoc.ee.mich-state.edu
Message-ID: <205@nancy.UUCP>
Source record: 117341

>No, no, no!!! The T: handler in NOT built into the XM301 OR the 1030
>modems. The T: handler is usually appended (or pre-pended) to the
>modem PROGRAM you are using. Of course, some modem programs have the
>handler already incorporated (Express! is a good example). Chameleon gives
>you the choice of handlers; you pick from a menu of supported modems and
>Chameleon loads up the appropriate handler.
>
>The only terminal programs that use the R: handler are the ones written for
>modems connected to a serial interface (R: = RS232??).
>

Ok. Now for some facts. The XM301 and 1030 modems do indeed have a
built in T: handler. In fact, it is described in some great detail in
Antic magazine. I'm not sure what issue it is in, but the article is
written by the same guy who wrote the Hometerm program.

Sending commands to the T: device driver is much different than sending
commands to the R: device driver. The R: driver responds to XIO
commands from basic, or their equivilent CIO calls from assembly. The
T: handler is accessed by setting memory location 7 to non-zero, and then
sending ESC sequences. Memory location 7 is then set to zero, and the
ESC sequences are just sent through to the modem.

There are many device drivers for the 1030 and XM301 modems that act
like T: and R: drivers, however, and they are often pre-pended to
terminal programs to supply the required device driver. I have seen a T:
handler that uses XIO calls instead of using ESC sequences for control
of the modem. I have also seen an R: driver for the 1030 and XM301 that
implement the stantard XIO calls of the 850 R: driver. This driver also
implements additional XIO calls to support dialing, going on and off
line, and other various modem functions. This is the device driver that
I am using to run the Omnicom terminal program posted to the net a while
ago.

Now, to use Kermit 65 with the 1030 or XM301, one of two things must be
done. The first is to find an R: driver for the 1030 and XM301 that
emulates the Hayes command set. I have heard of a rumor that such a
driver exists, but I have never seen it. If someone has one, please
post it to the net, as the rest of us would appreciate it. The second
possibility is to teach Kermit 65 how to dial the 1030 and XM301 modems
if present. This is not that hard to do, provided source code is
available. I will send John R. Dunning info on how to do this as soon
as I am able to write it all down legibly. Maybe he will release a 3rd
version of Kermit 65 then. :-)

Well, I have gone on long enough, and I haven't even mentioned the MPP modem and the similiar problems that it has. I will have an MPP to play with during Christmas break, and if I find anything interesting, I will post it to the net. Till then.

Kenneth Sumrall
ARPA: sumrall@msudoc.egr.msu.edu
UUCP: ihnp4!msudoc!sumrall

P.S. I would appreciate any and all replies concerning the above, but no flames please, my flame proof suit is at the cleaners. :-)

738. Re: I/O Port expandtion module

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-20 21:58:55 UTC
From: c60a-2ae@web4e.berkeley.edu.UUCP
Message-ID: <6004@jade.BERKELEY.EDU>
Source record: 117342

The easiest way to interface some I/O device to an 800XL is through
the joystick ports. Together they provide 8-bits parallel input/output
through the PIA chip in the computer. The PIA has 16 bits of I/O but
the second 8 are used to bank switch memory.

There are also four pot inputs.
BTW the ports can be configured for x bits input and y bits out.

References:

Mapping the ATARI, Ian Chadwick, compute books
Every ATARI owner MUST get this book, it's the best memory map around.

Bits & Pieces, a column in Analog computing. Get the back issues first,
they have clear data on setting up the ports.

An 8-bit parallel interface for the 800xl, Analog computing. I forget which
issue, but I can find it (probably was from 1985). I believe this was an
interface that provided handshaking and parity checking. Hardware and
software.

Sams Computerfacts, of course.
I have neither their repair manuals or their programming manual, but
people keep referring me to these. Check electronics stores for these
(not radio shaft).

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739. New Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-21 19:48:40 UTC
From: al1f+@andrew.cmu.edu
Message-ID: <oVdSsMy00W0K5bg0FX@andrew.cmu.edu>
Source record: 117343

I am thinking about applying the Archieve compression to compress boot disks. Currently, there are so many programs that transform boot disks into files, such as Scrunch, Shrink, and Masher. They all claim to reduce the size of the transformed disks to minimum. I believe none of them will be able to compete with the Archieve compression, so I propose that we write a program using the Archieve compression.

Furthermore, I also propose a better version of Archieve file for the Atari. The current version is so slow...

* Andy A. Lee *

740. New Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-21 19:49:42 UTC
From: al1f+@andrew.cmu.edu
Message-ID: <EVdStKy00W0KNbg0Kf@andrew.cmu.edu>
Source record: 117344

I am thinking about applying the Archieve compression to compress boot disks. Currently, there are so many programs that transform boot disks into files, such as Scrunch, Shrink, and Masher. They all claim to reduce the size of the transformed disks to minimum. I believe none of them will be able to compete with the Archieve compression, so I propose that we write a program using the Archieve compression.

Furthermore, I also propose a better version of Archieve file for the Atari. The current version is so slow...

* Andy A. Lee *

741. Re: Info-Atari8 Digest V87 #99

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-23 01:00:00 UTC
From: VAUGHAN@CANISIUS.BITNET
Message-ID: <8711230123.AA20599@ucbvax.Berkeley.EDU>
Source record: 117345

Here is the DOCs and UUE T: handler for the Xm301. I couldn't get
it to work with Kermit65. If someone does, please let me know!

ATARI[R] XM301 MODEM[TM]
TECHNICAL SOFTWARE SPECIFICATIONS

This manual contains the reference
specifications for the software
interfaces used by applications
programs and the Operating System to
control the XM301 Modem.

Contents

Section 1: Description of the XM301
Modem
Interface With Other Products
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the XM301 Modem
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The Six Standard Input/Output
Command Interfaces
OPEN
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INPUT
OUTPUT
STATUS
Parameters Passed as Data Strings
Error Handling
Buffer Use
Handler/Operating System Interface

SECTION 1
DESCRIPTION OF THE XM301 MODEM

The XM301 Modem is a stand-alone
peripheral which connects to the
ATARI 400[TM]/800[TM], and the
XL[TM]/XE[TM] series with the SIO
interface by means of the serial bus.
The modem connects to the telephone
line by means of the RJ-11C jack.

The modem control software resides in the internal ROM of the 8048 single chip microprocessor. A separate software handler will be disk-based.

Interface With Other Products

The XM301 Modem is an input-output peripheral, and performs no actions without instructions from an applications program.

To use the XM301 Modem from a high-level language, the following types of commands are required:

OPEN
CLOSE
GET (or equivalent READ, INPUT)
PUT (or equivalent PRINT, WRITE)
POKE
PEEK

Family Of Products

The XM301 Modem performs telecommunications functions in conjunction with applications designed specifically for use with the XM301. It is interface compatible with the Telelink II[TM] application. The modem is capable of accepting any commands issued by the Telelink II handler without performing in an irregular fashion or returning the "illegal command" error code.

Reference Documents

ATARI Home Computer System Technical Reference Notes:
Operating System User's Manual
Operating System Source Listing and Hardware Manual

The Technical Reference Notes are available from ATARI Customer Relations, P.O. Box 61657, Sunnyvale, CA 94088. Cost: $29.95 plus $2.50 for shipping. California residents should add appropriate sales tax. Write "Order for Technical Reference Notes" on the outside of the envelope

to speed up the order process.

SECTION 2
LOGICAL REQUIREMENTS FOR THE XM301 MODEM

The handler is provided by an AUTORUN.SYS disk file.

The modem controller, an 8048H microprocessor, is accessed by the handler through the serial I/O channel.

The handler uses RAM for input and output buffers, variables for communicating with the user, and internal variables. Internal variables are in low memory, with one variable (CMCMD) permanently allocated in the Operating System database for use by this handler.

User communication variables are the system IOCBs, the zero page IOCB, and the command flag CMCMD. IOCB use is described in the ATARI Home Computer System Technical Reference Notes, and in Section 2, Handler/Operating System Interface. CMCMD use is described in Section 2, Parameters Passed As Data Strings.

The XM301 handler allocates an input and output buffer where data can be entered between the application and the handler. The output is 64 bytes long; the input buffer is 256 bytes long. There are 2 bytes used for buffer control variables by the handler. Applications use of buffer control bytes is described in Section 2, Buffer Use. The remainder of the buffer area is reserved for the buffers. The use of the buffer area is decided upon by the handler. The application program has no defined way of directly accessing data in this area.

Man/Machine Interface

It is the responsibility of the mass storage media device to contain and load the XM301 handler along with the required applications.

The Six Standard Input/Output Command Interfaces

The applications program accesses the modem handler by calling on CIO, which in turn, calls the handler. There are six I/O calls.

(1) OPEN

An OPEN command must be performed before any other modem operations are allowed. Any of the IOCBs may be used. Aux1 specifies the I/O direction: bit 2 for input; bit 3 for output; both for bidirectional. The directionality applies only to communications data; initialization parameters are passed in either direction after any OPEN command. Aux2 is ignored by the handler.

The device name is "T". The rest of the filename is ignored.

The command flag (CMCMD) is set to zero by the handler during OPEN.

(2) CLOSE

The CLOSE command terminates the I/O procedure and releases the IOCB. Any data waiting in the output buffer is sent first. The buffer area is then relinquished and any input data remaining in the buffer is lost. When the buffer area is empty, the phone is placed on hook.

[System.Reset] produces similar results to the CLOSE command except that the output buffer is not sent. Refer to Section 2, Handler/Operating System Interface, for details.

The modem operation may be suspended without closing the IOCB, allowing the serial bus to continue communicating with other devices.

This operation is described under the appropriate commands in Section 2, Parameters Passed As Data Strings.

(3) INPUT

Any INPUT or GET operation through CIO will result in the modem handler being asked to provide data for the user.

If no data is available, the handler waits for a character. There is no time-out when waiting for received data. This waiting is terminated when either the [Break] or [System.Reset] key is pressed. The waiting is also terminated if the carrier is lost. Error 136 is returned when the carrier is lost.

If data has been received, the Handler stores the characters in the input buffer as the data is received (up to the buffer's capacity). The CIO request for data is then satisfied from this FIFO buffer. (See Section 2, Buffer Use.)

The modem is double-buffered, so the handler has one character time to input each character received.

Communications data is processed for parity and for translation from ASCII to ATASCII. These operations are described under the appropriate commands in Section 2, Parameters Passed As Data Strings.

(4) OUTPUT

Any PRINT or PUT operation to CIO will result in one or more bytes for the handler to hand to the modem.

This data is interpreted either as set-up commands and parameters, or as communications data, as controlled by the command flag byte CMCMD. (See Section 2, Parameters Passed As Data Strings.)

Communications data is processed for translation from ATASCII to ASCII, and then from parity. These operations are described under the appropriate commands in Section 2, Parameters Passed As Data Strings.

Output bytes are received by the handler and placed into the output buffer as fast as the bytes come from CIO. If the FIFO buffer fills, the handler loops other character from CIO until space becomes available in the buffer. There is no time-out when the handler is waiting for buffer space. The looping is broken when either the [Break] or [System.Reset] key is pressed. A loss of carrier also breaks the loop, and returns Error 136.

Any time the buffer contains data, the modem continues to send until the buffer is emptied.

(5) STATUS (Combines with PEEK)

The STATUS command causes the handler to place four bytes of status information in the Operating System status area DVSTAT through DVSTAT+3 (02EA - 02ED). These four bytes contain error and status information from both the modem and from the handler. The application program can then PEEK at these four bytes.

The four bytes contain the following bit-encoded data:

DVSTAT+0: Communications Error Flags

The internal flags corresponding to the status bits in this byte are reset upon STATUS request.

Bit 7: Framing error encountered on received data.

Bit 6: Byte-level overrun encountered. The modem lost one or more characters due to slow interrupt handling. This is caused either by slow reading of data by the

application, or by an incorrectly programmed main CPU.

Bit 5: Parity error encountered on received data.

Bit 4: Received data buffer overflow. The received data buffer overflowed because the applications program did not input data from the buffer in time. If the received buffer has not been supplied, only error bit 6 is set.

Bit 3: Zero (Reserved for expansion).

Bit 2: Zero (Reserved for expansion).

Bit 1: Zero (Reserved for expansion).

Bit 0: Illegal command (recognized by handler). This error applies only to the most recent command. This error is cleared upon acceptance of a legal command.

DVSTAT+1: Modem Status Flags

Bit 7: Carrier detect. 1 when the carrier is present.

Bit 6: Zero (Reserved for expansion).

Bit 5: Loop Test enabled. 1 when Analog Loopback Test is active.

Bit 4: Originate/Answer. Zero = originate, 1 = answer.

Bit 3: Auto-Answer. 1 = enabled, 0 = disabled.

Bit 2: DTMF dialing. 1 for DTMF dialing.
0 for pulse dialing.

Bit 1: Zero (Reserved for expansion)

Bit 0: Off hook. 1 when the phone
is off-hook.
0 when the phone
is on-hook.

DVSTAT+2: All bits set to zero.
(Reserved for expansion).

DVSTAT+3: All bits set to zero.
(Reserved for expansion).

(6) SPECIAL (XIO)

This call is not supported by the handler. The handler returns Error 92 (hex), 146 (decimal), Function Not Supported.

Parameters Passed As Data Strings

Control functions (i.e., setting translation and parity handling, sending a break signal, and dialing the telephone) are handled by passing the commands and parameters to the handler as the output and input data.

There are two types of commands: Those with parameters and those without. Commands start with a two-byte escape saequence output to the modem handler. This escape sequence identifies the start of the command and specifies the command. If the command containsparameter bytes, they are sent immediately following the escape sequence.

In normal operation, the CIO output deals only with communications data. The handler checks the Operating System RAM area command flag byte CMCMD as it receives each output from CIO. (CMCMD is fixed in the Operating System database at location 0007.) If the flag is zero, the handler treats the byte as communications data. If the flag is nonzero, the handler treats the byte as a command.

When the handler is not processing a command, output bytes sent with CMCMD nonzero are checked for a command and

are not transmitted. The handler starts processing a command when: It is not processing a previous command; CMCMD is nonzero; or the output data byte received is ESC (1B hex, 27 decimal). Once a command sequence starts, the handler finishes the sequence regardless of the state of CMCMD. The number of output and input bytes is constant for any given command (except the DIAL command). When the command bytes have been passed, the handler again checks CMCMD with each output byte.

Commands start with two output bytes: [Esc] followed by the command letter; and the commands with output parameters containing those two bytes followed by the parameter.

The handler ensures proper sequencing of commands with output data by emptying the output buffer prior to processing the command. This operation occurs when the command is accepted (i.e., the command letter is accepted). During this output buffer drain, communications input characters are saved in the input buffer.

With both the handler and modem, communications being received are placed in the input buffer even when commands are being processed.

Except with the BREAK command, each command below is completed when the handler returns from accepting the final byte. Execution of a command may result in an error which is returned by the handler to the application when the command completes execution. (See Section 2, Error Handling.)

Illegal commands (command letter not valid) produce Error 84 (hex) 132 (decimal), an invalid command, and are not processed.

The commands are defined as follows:

SET TRANSLATION: (A ASCII, 41 hex, 65 decimal)

Two bytes of parameter follow this command. The first specifies the translation options. The second is the will-not-translate substitution character. Translation always follows parity checking on input, and always precedes parity setting on output. The translation options are interpreted as follows:

Bit 7: Ignored by the modem.

Bit 6: When 1, specifies appending linefeed (0A hex, 10 decimal) whenever a Carriage Return (OD hex, 13 decimal) is transmitted. This bit is ignored if bits 5-4 of this parameter byte are 10 or 11. The Carriage Return character may come either from the untranslated ATASCII graphics character with code OD hex, or from the translation of ATASCII EOL (9B hex, 155 decimal) to CR. This translation option has no effect on input data. The initialization default for this bit is 1.

Bits 5 & 4: When 10 or 11, specifies no translation. This option suppresses bit 6.

When 00, specifies minimal ("light") translation. On input, Carriage Return (0D hex, 13 decimal) is converted to EOL (9B, 155). On output, EOL is converted to CR. Bit 7 of code is cleared in both cases with the exception of EOL (9B, 155).

When 01, specifies major ("heavy") translation. Codes whose interpretations in ATASCII do not correspond to the ASCII interpretation are untranslatable. Codes below Blank (20 hex, 32 decimal) and codes above Vertical Bar (7C hex, 124 decimal) are untranslatable, with the exception of

Carriage Return and EOL. CR and EOL are translated just as in mode 00. On output, untranslatable codes are suppressed and not transmitted. On input, untranslatable codes are converted to the will-not-translate substitution character supplied by the user.

Bits 3 - 0: Ignored by the modem.

SET PARITY: (C ASCII, 43 hex, 67 decimal)

One byte of parameter follows this command.

Bits 7 - 4: Ignored by the modem.

Bits 3 & 2: Specify input parity operation. The input parity operation precedes the translation operation. 00 specifies no parity operation. 01 specifies an odd parity check. 10 specifies even parity checking. Should any parity check fail, the parity error status bit is set. 11 specifies no parity checking. In all but mode 00, the parity bit is cleared after the check. The parity bit is always bit 7 (high-order bit) of the 8-bit form of the character, regardless of transmission byte size. The default for these bits is 00.

Bits 1 & 0: Specify output parity generation. The output parity operation follows the translation. If LF is appended to CR, each is treated separately for parity. 00 specifies even parity. 11 specifies forcing the parity bit to 1. The parity bit is always bit 7 (high-order bit) of the 8-bit form of the character, regardless of transmission byte size. The default for these bits is 00.

END OF COMMANDS: (E ASCII, 45 hex, 69 decimal)

The handler sets the command flag CMCMD to zero when it receives this command. The user has the option of ending command mode either by poking CMCMD to zero or by including this command in the output.

STATUS: (F ASCII, 46 hex, 70 decimal)

Performs the same function as the C10 STATUS call (DVSTAT through DVSTAT+3 shall be filled in the Operating System RAM area). This alternate status call is supplied for high-level languages lacking the C10 STATUS call. No data is returned in the input stream.

SET AUTO-ANSWER: (G ASCII, 47 hex, 71 decimal)

The modem is set in the AUTO-ANSWER Mode. (The default AUTO-ANSWER is disabled.) Once Auto-Answer is enabled, all subsequent incoming phone calls will be considered as computer connections. To disable the Auto-Answer use the [Esc][T] command.

BREAK: (H ASCII, 48 hex, 72 decimal)

A BREAK signal is transmitted. The execution of this command is deferred (control returns immediately and the BREAK is sent for the following 500ms). Output data is buffered until the BREAK finishes.

Since the BREAK transmission proceeds concurrently as control is returned to the caller, another command may be given to the modem handler before the BREAK is completed. Should this happen, the handler finishes the break and transmits any characters being held in the output buffer before executing the new command.

SET ORIGINATE: (I ASCII, 49 hex, 73 decimal)

The modem is set in Originate Mode (the default).

SET ANSWER: (J ASCII, 4A hex, 74 decimal)

The modem is set in Answer Mode.

DIAL DIGITS: (K ASCII, 4B hex, 75 decimal) Used for pulse dialing.

A string of digits to dial follows this command. Each digit is held in one byte. The handler ignores the most significant four bits of each digit byte, and interprets the low-order bits as follows:

0 - 9 Digit to dial, 0 through 9

B End-of digits

C 3-second delay

A,D,E,F, Ignored (reserved for future expansion)

(Note: Digits may be represented in either ATASCII or BCD.)

For pulse dialing, the controller is responsible for inter-digit timing. After dialing each digit, the modem waits the appropriate inter-digit time before accepting the next digit. The controller dials each new digit as instructed to do so.

For DTMF dialing, the handler is responsible for timing and transmission of the DTMF tones by generating them from POKEY and transmitting them into the telephone line.

The end-of-digits characters are required to terminate each DIAL DIGITS command. The handler interprets each character received as a digit for dialing until an XB (hex) character is received. (Note: ATASCII EOL, 9B hex, may be the terminating character.)

It is not required that the user dial a complete telephone number with one use of the DIAL DIGITS command. The user may use more than one DIAL

DIGITS command to dial a phone number. There will be no signal to the modem of the last digit of the complete phone number. The modem assumes each DIAL DIGITS command may be the last, and monitors for the carrier following each command. The modem starts a thirty-second time-out following each end-of-digits command. If neither another DIAL DIGITS command nor carrier is detected in the period, the modem will place the phone on-hook.

In DTMF dialing mode, the computer resident handler passes dial tones directly through the modem, and terminates the dialing sequence with the thirty-second timeout "P" command, causing the wait for carrier detect and subsequent actions (establishing line connect or time-out and going on-hook).

GO OFF-HOOK: (L ASCII, 4C hex, 76 decimal)

The modem takes the phone off-hook. The modem then monitors for the carrier (with thirty-second time-outs.

GO ON-HOOK: (M ASCII, 4D hex, 77 decimal)

The modem places the phone on-hook (the default). This command is used to terminate dialing, or to terminate waiting for the carrier following dialing.

SET PULSE DIALING: (N ASCII, 4E hex, 78 decimal)

The handler communicates dial digits commands to the modem for pulse dialing (the default).

SET TONE DIALING: (O ASCII, 4F hex, 79 decimal)

The handler performs dial digits operations itself by suspending

operation of the modem on the SIO interface, generating the tones using POKEY, resuming operation of the modem, and invoking a thirty-second time-out using the "P" command.

START THIRTY SECOND TIME-OUT: (P ASCII, 50 hex, 80 decimal)

The modem begins a thirty-second time-out for detecting a carrier. This command is used after generating a tone-dialing sequence from the computer. If no carrier is detected within thirty seconds, the modem place the telephone on-hook.

RESET MODEM: (Q ASCII, 51 hex, 81 decimal)

Reinitializes the modem controller code.

ENABLE SOUND: (Ru ASCII, 52 hex, 82 decimal)

Turns sound to T.V. on

DISABLE SOUND: (S ASCII, 53 hex, 83 decimal)

Turns sound to T.V. off. (The default)

DISABLE AUTO-ANSWER: (T ASCII, 54 hex, 84 decimal)

Turns Auto-Answer mode off. (The default)

SET ANALOG LOOP: (W ASCII, 57 hex, 87 decimal)

The Analog Loopback Test is turned on.

This command is used by an application with an appropriate indication to the user as to whether the test has passed or failed.

CLEAR ANALOG LOOP: (X ASCII, 58 hex, 88 decimal)

The Analog Loopback Test is turned off. This is the default state.

RESUME MODEM OPERATION: (Y ASCII, 59 hex, 89 decimal)

Communication with the modem is re-enabled. This command is used in conjunction with the SUSPEND command (see description below) to reallocate the serial bus for communication with the modem. Execution of this command causes CMCMD to set to zero and fills DVSTAT through DVSTAT+3 with current status information.

SUSPEND MODEM OPERATION: (Z ASCII, 5A hex, 90 decimal)

Communication with the modem is disabled. The nature of the serial bus protocol requires that no other device may use the serial bus while the modem is in an active (receiving) state. The SUSPEND command, unlike the CLOSE command, maintains all of the current modem settings (phone stays off-hook) including data which may remain in the user-supplied I/O buffer. Upon execution of this command, the serial bus is relinquished and the application can communicate with other peripherals.

While the modem is in the "suspended" state, only the RESUME MODEM and CIO CLOSE commands are considered valid and processed normally by the handler. All other operations requested of the handler return the CIO error code for invalid command(84 hex, 132 decimal).

Any information received by the modem over the telephone line while the modem is "suspended" will be lost. It is the responsibility of the applications software to guard against this possibility (i.e., by implementing a flow-control protocol).

Error Handling

Three exceptional conditions may occur: Errors in calling on and controlling the modem; Communications errors; and Asynchronous interruption ([Break] key and[System.Reset]). Errors of the first type always occur as a result of an I/O call to the modem handler through CIO. The error condition is signaled to the application via a CIO error return. The second error type includes buffer overrun, framing errors, parity errors, and loss of carrier. These errors occur during the application with a CIO error. Instead, these errors set internal error flags which the application may check with the STATUS command. (See Section 2, The Six Standard Input/Output Command Interfaces.) The third type of error, [System Reset], results in an open IOCB to the modem. (See Section 2, Handler/Operating System Interface.)

Certain errors may occur on any I/O call to the handler:

ERROR
FROM

80 hex (128 dec) [BREAK] key I/O abort handler

85 hex (133 dec) IOCB not open
CIO

86 hex (134 dec) bad IOCB specified CIO

8A hex (138 dec) timeout (no modem response) handler

Error 85 does not occur on OPEN or STATUS since CIO performs an implicit temporary OPEN for these operations. Other errors are specific to certain I/O calls:

CALL ERROR
FROM

OPEN 81 (129) IOCB already open
CIO

84 (132) Invalid command (no I/O direction) handler

96 (159) Port (modem) already open handler

INPUT 83 (131) Write only handler

88 (136) EOF (means carrier loss) handler

OUTPUT 87 (135) Read only handler

88 (136) EOF (means carrier loss) handler

XIO 92 (146) Function not supported handler

OUTPUT 84 (132) Invalid command (not recognized) handler

establish 98 (152) Illegal user-supplied buffer handler

[System.Reset] results in the closing of the modem IOCB. When the modem IOCB is closed, any data not yet sent from the output buffer will not be sent. [System.Reset] affects the file closing by "mashing" the system to its reset state. This operation is described in Section 2, Handler/Operating System Interface.

Buffer Use

The 256 byte input and 64 byte output buffer areas allow effective concurrent operation between the modem performing full duplex communications and the 6502 CPU running an application. The application may not, however, use the serial I/O channel while the modem is active. As the modem receives a communications byte, it interrupts the 6502. The modem handler fields the interrupt and saves the incoming character in the input buffer. Data held in the buffer is subsequently read by the application via an input call through CIO to the modem

handler. Similarly, output data first goes into the output buffer. As the modem completes sending each output byte, it interrupts the 6502 for more data. The handler takes the interrupt and gives the next buffered byte to the modem for transmission.

The modem handler is responsible for keeping track of the data in the buffers as the data arrives and is sent. Status is maintained by the handler, keeping track of how much data each buffer holds at any time. The application program has access to this information by PEEKing at it. Each buffer is circular (a ring), holding up to one fewer bytes than the buffer's size. Each buffer is accounted for by internal, user-transparent pointers. There are two byte-count bytes which may be PEEKed at by the application if it needs to know the quantity of data backlog. These counters are located as follows:

Location $400 INCNT Number of bytes currently in input buffer.

Location $401 OUTCNT Count of bytes currently in output buffer.

The buffer area is always formatted the same, even if the modem is being used for INPUT only or OUTPUT only.

The applications program may PEEK at INCNT and OUTCNT to determine the number of bytes currently in the input or output buffers. All other parts of the buffer area are for handler use only. There is no defined way for the application to use any of this data.

The output buffer is always 64 bytes in length. As soon as data is put into the output buffer, it is drained by the handler at the maximum rate of the modem until the buffer is

emptied. Should the buffer fill, the handler loops for space, waiting for the modem, and returns to the application through CIO only when the byte is placed in the buffer. If the application does not wish to be held, it will have to check the buffer use before making the output request.

The input buffer is 256 bytes in length. It is drained by the application as fast as the application can handle the data, until the buffer empties. When the handler is drained, it loops and waits for data from the modem. If the application does not wish to be held, it will check the buffer use before making the input request. Should the buffer overflow, an error flag will be set which may be interrogated by the STATUS command. (See Section 2, The Six Standard Input/Output Command Interfaces.) Input buffer overflow indicates that data is lost. The handler retains the data in the buffer and discards the new data from the modem.

Handler/Operating System Interface

The handler interfaces to the Operating System in the following ways: Initialization (cold start); System reset (warm start); Break key flag; Interrupt handling (IRQ); System vertical blank timer, and CIO (including the "put byte" call by which the application bypasses CIO). There are also a number of fixed bytes/words in the Operating System RAM area reserved for use by the modem module handler.

Calling interfaces between the application and the CIO, and between the CIO and any handler, is described in the ATARI Home Computer System Technical Reference Notes. In addition to operating under CIO access, the handler supports the PUT

BYTE entry made by 8K BASIC directly (bypassing CI). BASIC enters PUT BYTE with the A, X, and Y registers as set by CIO. However, the zero page IOCB is not established (except ICAX1Z and ICAX2Z), and any checking normally done by CIO is bypassed and performed by the handler.

The handler monitors the System Break key flag (BRKKEY) whenever executing any loop which either continues indefinately(as when waiting for the modem where there is a possibility the modem may not respond), or whenever the loop may exceed one second. If the [Break] key is detected, the handler returns to the caller with Error 80(hex). (See Section 2, Error Handling.)

The handler/modem interface is designed so that pressing the [Break] key does not produce any undesirable side effects. (Preferably, the modem should abort an operation when the [Break] key is pressed at the same time as the handler aborts.)

The handler includes code for fielding the IRQs which are generated by the modem. The handler's interrupt code address is installed in the Operating System RAM vectors (Serial Input Ready, Serial Output Read, Serial Output Complete) when the modem is OPENed or, subsequent to OPEN, when the modem operation is RESUMEd. The handler contains a special serial bus driver for the modem. When the modem is CLOSEd or SUSPENDed the handler reinstalls the Operating System RAM interrupt vector for Serial Input Ready.

The power-on default conditions are as follows: All errors are cleared; translation and parity controls are set to zero; and the Analog Loopback Test is off.

The effect of a warm-start ([System.Reset]) is to close any file open to the modem and to reinitialize the handler and modem to the power-on.

742. To Mike Ishler about my disk drive problems:

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-23 13:39:36 UTC
From: david1@mhuxu.UUCP
Message-ID: <6969@mhuxu.UUCP>
Source record: 117346

My mail message to you got bounced back to me again so I presume you didn't receive it. If you've run out if ideas, that's OK, so have I. I guess I'll buy a new one or get it fixed. Anyway here was my message:

Thanks for your latest recommendations. Here are the results of my latest disk drive inspection:

The drive was made by Northland Corp.

The belt looks like it's intact and in place.

The spindle doesn't turn after the head resets.

The busy light comes on for about 5-6 seconds after I put a disk in and close the latch. Then it goes out. However the disk spindle doesn't turn.

I turned connector J10 around. Besides the fact it no longer lined up with the other connectors, the head resetting sounded kind of sick so I put it back the way it was.

There doesn't appear to be any wires under the metal shield around the LSI chips.

How likely would it be that the motor is dead? Or a ROM?

I'm still trying. Thanks for the help.

Rick

By the way. Which of the following addresses is correct or will both get my message to you?

ihnp4!ucbvax!Xerox.COM!Ishler
ihnp4!ucbvax!Xerox.COM!Ishler.WBST

743. ACTION! Language

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-23 14:07:18 UTC
From: rastroobossc@violet.waterloo.edu
Message-ID: <4204@watdragon.waterloo.edu>
Source record: 117347

I am currently developing a run-time memory manager for the Action
programming language. This run-time manager will serve two functions.
First, it will allow for dynamic memory allocation and disposal. The function
New () takes as input the size of a requested block and returns an address
to this block. The procedure Dispose takes as input the address of a block
and returns it to the internal heap.
Second, the memory manager will allow the user to call procs and funcs
recursively. This is accomplished by pushing parameters and local variables
onto the internal stack via the procedures PushStack () and ShoveStack ().
Similiarly, the user can pop items off the stack with the function PopStack ()
and procedure HeaveStack ().

If you are interested in using some of these programming aids, feel
free to contact me via the net or via electronic mail.

Lastly, I have one question for you knowledgeable Action! programmers.

While developing this run-time manager, I have frequently used TYPEs and
POINTERs to records of TYPEs. I have found a error in the way Action!
compiles code with respect to record TYPEs. At least I think that it does,
on my cartridge at least.
Let me provide an example, and then I will explain how Action! compiles
this.

```
MODULE

TYPE BlockNode=[CARD data
CARD next]
BlockNode POINTER FrontNode

DEFINE True="1"
DEFINE Nil="$FFFF"

PROC Test ()

BlockNode POINTER CurrNode

CurrNode=FrontNode
WHILE CurrNode <> NIL DO
IF CurrNode.data = PrevNode.data THEN
RETURN (True)
ELSE
CurrNode=CurrNode.next
FI
OD

RETURN
```

The problem lies in the execution of the statements after the ELSE clause. I have reviewed the object code that the Action! compiler produces and have discovered these things. Action! accesses fields of records by using indirect indexed addressing, ie. (addr),Y. As it compiles the IF clause it produces code that uses indirect indexed addressing to retrieve the values for CurrNode.data and PrevNode.data. This code includes LDY #1 and DEY, since the data field in the record is located in two bytes, that are offset by 0 and 1 respectively from the start of the record. That's easy you say, and I agree, but the problem occurs when Action! compiles the line, CurrNode=CurrNode.next. In an attempt to optimize the code, the object code produced does not explicitly LDY #3 and DEY to access the next field. Rather, it expects the code produced by the IF clause to have set the Y register to 1, and simply INYs the Y-register. However, the IF clause does not leave the Y register as 1, but as 0, and then when trying to access the next field in CurrNode.next, we access 1 byte away from it, which really screws up tree traversals and linked list traversals.

So far, I have been fixing this by including explicit LDY #1 [$A0 $01] instructiions in my code. But I am wondering, has anyone else had this problem, or can they verify it on their cartidges?

Thanks for your time, if my essay has been too confusing, reply and ask more questions. If the above example I gave does work, (it shouldn't) I will post the original problem from my micro (when I get a modem for Christmas) including the source code and object code in assembly language form.

Rick Stroobosscher
University of Waterloo

744. Re: Info-Atari8 Digest V87 #102

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-23 18:18:04 UTC
From: lazear@GATEWAY.MITRE.ORG.UUCP
Message-ID: <8711231818.AA11552@saturn.mitre.org>
Source record: 117348

My subscriptions to Antic and Analog have been relatively error-free for over four years. When an issue is missing (twice for Analog) a phone call has gotten a replacement issue without question within a couple of weeks. The Antic disk ordering has produced a disk in hand within two weeks. There are times, however, when I think the quality of the articles and programs take a real nosedive (especially in Antic). Like when they both publish the same utilities or they republish a game that was primitive years ago and the "new improved version" is slow and primitive today. Or when they think a Basic version of an assembler game they published years ago is appropriate now (i.e., LIFE). It makes you think they have run out of material and are stretching to find something useful for the 8 bitters.

Walt Lazear

745. Re: Disk drive problems

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-24 03:07:06 UTC
From: jwt@atari.UUCP
Message-ID: <892@atari.UUCP>
Source record: 117349

In article <8711190814.AA15522@ucbvax.Berkeley.EDU>, BALLEWS@BAYLOR.BITNET (Scott Ballew) writes:

> Atari decided their drives should run at 288 RPM! (Does anyone know WHY?!)

At 288 RPM you have a little better than 8 mS more per revolution (compared to 300 RPM) which gives you time to squeeze that "one last (128 byte) sector" (and gap) onto a track. The bit density on the media is slightly higher than normal. At 300 RPM, you would have gotten one fewer sector per track (without shrinking the gaps, and thereby reducing margin).

Jim Tittsler {ames, pyramid, imagen, sun, portal}!atari!jwt

746. Request for software

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-24 04:37:32 UTC
From: c60a-2ae@web8b.berkeley.edu.BERKELEY.EDU
Message-ID: <6044@jade.BERKELEY.EDU>
Source record: 117350

Could someone please mail me Omniterm and the PD C compiler.
Thanks in advance.

John
8 bits= 1 byte
2 bits = 25 cents
therefore 8 bits = 1 buck
and 1 byte=1 buck

+-+-+-

747. Re: ACTION! Language

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-24 16:04:37 UTC
From: john1233@csd4.milw.wisc.edu
Message-ID: <3631@uwmcsd1.UUCP>
Source record: 117351

In article <4204@watdragon.waterloo.edu> rastroobossc@violet.waterloo.edu (Rick Stroobosscher) writes:
>
> I am currently developing a run-time memory manager for the Action
>programming language. This run-time manager will serve two functions.
>First, it will allow for dynamic memory allocation and disposal. The function
>New () takes as input the size of a requested block and returns an address
>to this block. The procedure Dispose takes as input the address of a block
>and returns it to the internal heap.

The Action! toolkit contains an include file called
ALLOCATE.ACT and it allows dynamic memory usage. I don't know if it
is as nice as yours though, I never tried using it.

Tom

748. ACTION! toolkit

Newsgroup: comp.sys.atari.8bit
Date: 1987-11-25 13:52:22 UTC
From: rastroobossc@violet.UUCP
Message-ID: <4226@watdragon.waterloo.edu>
Source record: 117352

Apparently, as Tom Johnson has reminded me, the ACTION! toolkit already has a procedure for allocating memory dynamically. Does anyone have time to post a short summary of some of the better routines that are available in the ACTION! toolkit? Does it support real numbers, recursive proc and func calls, what else will it do? Perhaps, you could also give your opinion about the quality of the product.

Rick Stroobosscher
University of Waterloo

749. PC/VCR Integration

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-14 20:01:48 UTC
From: sigrid@geac.UUCP
Message-ID: <1975@geac.UUCP>
Source record: 117353
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga

Hello and SEASINGS GREETONS -

I am new to both the comp.sys.atari.8bit group as well as the comp.sys.amiga group. From what I understand one/both of these machines has the potential for what I need to do. I am hoping that someone out there in net.land will be able to help me figure out what is needed for the following:

-hook up a VCR to a pc
-organize, access and modify video content (ie. on a "frame-by-frame" basis)
-superimpose graphics (free-hand and text) on video content
-integrate sound (e.g., narration/music) with video/graphics content

So what you would end up with is sort of like one of those movies you see in highschool science class where there is a mixture of people in labcoats talking, "live footage" of some phenomenon and then some graphics superimposed on the "live footage" which the narration/music describes, etc.

I saw a commercial on TV awhile back of a guy who is raving about how he can make his own "music videos" etc with his machine and how you can't do that with a Mac (or something). I don't remember the name of that particular machine but any help anyone can offer will be GREATLY APPRECIATED.

Thanking you in advance...
Sincerely,
:-)
Sigrid Grimm (mnetor, yetti, utgpu !geac!sigrid)
--
"The greatest good is the knowledge of the union which
the mind has with the whole nature." -- Spinoza
--

750. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-17 20:34:00 UTC
From: PVIGIL@SCU.BITNET
Message-ID: <8712172035.AA11286@ucbvax.Berkeley.EDU>
Source record: 117354

```
SEND DIR PS:<BBOARD>ATARI.*
```

751. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-17 20:40:00 UTC
From: PVIGIL@SCU.BITNET
Message-ID: <8712172042.AA11452@ucbvax.Berkeley.EDU>
Source record: 117255

```
SEND DIR PS:<BBOARD>ATARI.*
```

752. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-17 20:41:00 UTC
From: PVIGIL@SCU.BITNET
Message-ID: <8712172042.AA29103@jade.berkeley.edu>
Source record: 117256

```
SEND DIR PS:<BBOARD>ATARI.*
```

753. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-17 20:44:00 UTC
From: PVIGIL@SCU.BITNET
Message-ID: <8712172045.AA11564@ucbvax.Berkeley.EDU>
Source record: 117257

```
SEND DIR PS:<BBOARD>ATARI.*
```

754. TEDIT

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-18 20:26:00 UTC
From: HABKE@UOFMCC.BITNET
Message-ID: <8712182039.AA03404@ucbvax.Berkeley.EDU>
Source record: 117258

I HAVE JUST FINISHED UUDECODING TEDIT. IT LOOKS LIKE A NICE, SIMPLE
TO USE EDITER. I'M HAVING PROBLEMS TRYING TO FIGURE OUT HOW
FIND AND DELETE WORK. COULD SOMEONE FORWARD DOCUMENTATION
OR LET ME KNOW WHICH ISSUE OF ANTIC THIS PROGRAM APPEARED IN.
THANK YOU
BILL

755. Re: Double density format questions...

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-19 02:24:07 UTC
From: hans@umd5.umd.edu
Message-ID: <2149@umd5.umd.edu>
Source record: 117259

There are actually three fairly common disk formats in the Atari world:

Single density (FM), 128 byte sectors, 18 sectors per track, 720 sectors per side, single sided. This is commonly called "single density".

Double density (MFM), 128 byte sectors, 26 sector per track, 1040 sectors per side, single sided. This is commonly called "enhanced density".

Double density (MFM), 256 byte sectors, 18 sectors per track, 720 sectors per side, single sided. This is commonly called "double density".

The 810 drive is single density only.

The 1050 drive supports single and enhanced density.

The never released 815 drive would have been double density only.

Various other vendors made drives which support all three densities: Indus, Rana, Trak come to mind, there probably are others, too.
There also are upgrades for the 1050 which make it work in all three densities.

There are also the double sided versions of these formats supported by some drives (i.e. Percom, maybe others, and now the XF551).

Disk i/o is done by sending sector numbers to the drive, which converts them to track/record(/side) as appropriate. Sector numbers start at 1. For single sided drives the conversion is the obvious one, but I do not know how the mapping is done on double sided drives. -- But: send me an XF551 (or a Percom drive) and I will find out for you!! :-)

Since the bootstrap in the os rom does not know about double density drives, there is a special hack in the drive firmware for this: Sectors 1 - 3 are treated as if they were 128 bytes long, even in double density. They actually are 256 bytes long on the disk, but only 128 bytes are transferred from/to the sio interface.

There are three methods for changing a drive's density that I am aware of:
1. Most drives will automatically determine the correct density when a disk is inserted.
2. Some drives have front panel controls to set the density.
3. Some drives (all multi-density drives except the 1050, as far as I know) will accept a configuration command over the sio bus.

A drive's density may be determined in two ways:
1. The Status function returns bits which allow one to distinguish between the three popular densities. All drives support this.
2. Some drives (see comment in 3. above) support a command to read the

configuration record.

Dos (2.0, 2.5, xl, and Mydos, at least, I haven't looked at any others) set flags to indicate the sector length, where the byte count/forward link are located, etc., whenever they are performing i/o operations. These just happen to be in the boot block (see "mapping the Atari"), and when a boot block is written they reflect the state of that disk drive. This is the information the boot code uses when loading the rest of Dos. Dos 2.0 then uses the status function to determine the sector size for all configured and attached drives.

Dos 2.0 apparently has 99% of the code needed to support double density drives. The main things missing are a mechanism to change density of a drive, or even to let Dos know that the density of a drive has changed, and the code to write a good copy of DOS.SYS to a boot disk. There were patches for this posted a while back, and if needed I may be able to find them. I don't know if this support was continued in Dos 2.5.

On double density disks the vtoc is still at sector 360, and the directory follows. These sectors are now 256 bytes long, and DOS allocates 256 byte buffers for them, but only 128 bytes are used. Since the sector link in Dos 2.0 and 2.5 is only 10 bits wide, only 1023 sectors per disk can be used. Sector 1024 in enhanced density is used for an extension of the vtoc and sectors 1025 to 1040 are not used. Mydos supports drives with lots more sectors, including double sided. I don't know how they get around this, perhaps by doing away with the file number in each block, and thus expanding the size of the sector link.

Well, this is probably lots more than you ever wanted to know about this subject, so I'll quit now. I will be glad to answer any additional questions.

756. Analog?

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-19 20:49:06 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <17151@topaz.rutgers.edu>
Source record: 117260

==========

Just wondering if anybody knows what the deal is with Analog?
They skipped the november issue, and I have yet to see a
December issue! I remember that they skipped last July or
August, and then the following 2 or 3 issues (the last I
received) were very late in coming out. Does anybody know
if they're ever gonna come out with another issue already?!?!?!?

-Ray

PS - Merry Christmas one and all! :-)

wilmott@topaz.rutgers.edu

757. Re: Analog?

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-20 20:36:41 UTC
From: Tom_Tom_McComb@cup.portal.com
Message-ID: <2077@cup.portal.com>
Source record: 117261

Heres the deal with ANALOG. No they are not going bankrupt, as the rumors havc?
When STlog went monthly their printer couldn't handle the load. THye founHey, s
Hopefully things will be back to normal soon. They should start mailing any day
Please be patient folks, they really got the shaft and are working day and nigh
Tom

758. Re: Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-21 20:45:39 UTC
From: neil@atari.UUCP
Message-ID: <913@atari.UUCP>
Source record: 117262

In article <2059@cup.portal.com>, Tom_Tom_McComb@cup.portal.com writes:
> The XF551 is onsale in Canada, Poland and Argentina. Convienent, No?
> ADOS was finished by OSS ages ago. Atari is still awaiting FCC approval for US
> The current guestimate is Jan-Feb '88. But don't go and hold your breath.
> Tom McComb
> Sysop @orner Pub BBS
> 718-948-9146

Whoah!

The XF551 has hit the USA also, within the last couple of weeks. I know
that Federated stores have them, and some others locally here.

Also, ADOS was recently finished as far as beta testing was concerned. Not
ages ago, weeks ago.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

759. Re: Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-21 20:50:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19871221205015.8.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117263

Date: 18 Dec 87 00:32:49 GMT
From: hans@umd5.umd.edu (Hans Breitenlohner)

In article <19871217223805.9.JRD@GRACKLE.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
...
>However, as near as I can tell, the much-vaunted XF551 (sp?) still
>hasn't been released,

I was under the impression the new drive was out, ADOS to be released later.
Lots of people are advertising it, among them CMO and Harmony Computers.
Are you saying that all that is vaporware?

Oops! I just checked the latest batch of ads, and you're right, it's
apparently available from several places. Sorry if I caused any
confusion.

760. Software reviewers needed

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-21 23:32:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19871221233235.6.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117264

I'm looking for folks to help me get our 8-bit software archives straightened out. Specifically, I need people to volunteer to test software, and write up little blurbs about what each frob is, how well it works, etc etc; ie all the little tidbits you wish you had when you were pawing thru a catalog that you snagged off a bitnet server, for instance.

Anyone who's interested (or if you think you might be interested, or you've heard of someone who's interested... I'm not picky) please let me know, and I'll send you the the current version of the catalog file, and the list of things that need to be reviewed. I'm not enclosing it here, cause it's getting pretty big.

Please folks, help out a poor overwhelmed hacker!

761. Re: Info-Atari8 Digest V87 #112

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-22 14:18:29 UTC
From: Fleysher.wbst@XEROX.COM
Message-ID: <871222-061936-6803@Xerox>
Source record: 117265

My Percom RFD-40 (SSDD) disk drive has developed a thermal problem - the drive won't spin after it has been powered up for more than a short time. ("Short time" used to be several minutes; now it's down to several seconds.)

Dare I hope that it's something simple like a power supply regulator? Does anyone have schematic drawings and/or a service manual?

Dan

---

762. Percom Disk Drive - Drawings?

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-22 14:18:57 UTC
From: Fleysher.wbst@XEROX.COM
Message-ID: <871222-062004-6807@Xerox>
Source record: 117266

My Percom RFD-40 (SSDD) disk drive has developed a thermal problem - the drive won't spin after it has been powered up for more than a short time. ("Short time" used to be several minutes; now it's down to several seconds.)

Dare I hope that it's something simple like a power supply regulator? Does anyone have schematic drawings and/or a service manual?

Dan

---

763. Re: Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-22 17:08:41 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2407@ihlpe.ATT.COM>
Source record: 117267

In article <19871221205015.8.JRD@GRACKLE.SCRC.Symbolics.COM>,
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>
> Oops! I just checked the latest batch of ads, and you're right, it's
> apparently available from several places. Sorry if I caused any
> confusion.

Remember that companies that advertise in magazines have to have their
proofs into the publisher approximately 3 months before publication date.
Three months ago (or more), most dealers thought they would have XF551's
before Christmas.

Moral: Just because you see it in an ad, don't assume that that means
they actually have them.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

PS. John, I send you private Email regarding your software reviews. If
you don't get it, try writing to me.

764. Autorun a BASIC program (a request)

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-22 20:49:40 UTC
From: pkopp@potpourri.UUCP
Message-ID: <809@potpourri.UUCP>
Source record: 117268

I'm looking for some kind of utility that will create an AUTORUN.SYS file to boot a BASIC program of my choice (only one program, no menus....I want to be able to specify the filename to boot when the autorun file is created). I have tried to use a sector editor to modify the filename in an existing autorun file. The problem with that was (it seems) the program placed a fixed number of bytes into BASIC's line buffer....and my filename was shorter then the original (I haven't tried to disassemble the 2 sector autorun file and see what the problem really was).

Anyway......does anyone out there have a handy little utility they wrote that they would like to share?? If not, I guess I have a software project to work on. Post or mail....I'm not picky!

Paul Kopp The opinions (if any) expressed
Gould Inc., Computer Systems Division are my own.
Fort Lauderdale, Florida
Mail paths?, oh yea mail paths: ...!{sun,uunet,pur-ee,brl-bmd}!gould!pkopp
...!{ihnp4!codas,allegra}!novavax!gould!pkopp

765. Re: Percom Disk Drive - Drawings?

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-23 13:46:19 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2408@ihlpe.ATT.COM>
Source record: 117269

In article <871222-062004-6807@Xerox>, Fleysher.wbst@XEROX.COM (Dan Fleysher) writes:
|
| My Percom RFD-40 (SSDD) disk drive has developed a thermal problem - the drive
| won't spin after it has been powered up for more than a short time. ("Short
| time" used to be several minutes; now it's down to several seconds.)
|
| Dare I hope that it's something simple like a power supply regulator? Does
| anyone have schematic drawings and/or a service manual?
|
The following company provides service and repair parts for Percom drives.
You can call and ask if they also sell service manuals.

Computer Serviceland
14506-B Lee Rd.
Chantilly, VA 22021
(703)-631-4949

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

766. Re: Software reviewers needed

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-23 22:06:09 UTC
From: gordon@hpirs.HP.COM
Message-ID: <4590009@hpirs.HP.COM>
Source record: 117270

As a long time 8-bit user and a person who would love to see something like that do here by throw my hat into the ring.

I would like to help out were needed. Do not have much time with running an 8-bit only user group here in good old California and running a 8-bit on BBS here as well. Atari 8-bit only that is.

Let me know where and what I can help with. Please do not expect quick turn around.

Gordy

767. Re: Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-23 23:41:07 UTC
From: Tom_Tom_McComb@cup.portal.com
Message-ID: <2134@cup.portal.com>
Source record: 117271

Hi there Neil!
My info on the XF551 was from Bill Wilkenson. I just recieved confirmation that XF551s have shown up in a real dealer today (12/23).
How about SX Express!, Keith Ledbetter has stated that he turned it over to Ata
Tom

768. Re: Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-24 17:34:19 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1574@ihlpm.ATT.COM>
Source record: 117272

In article <913@atari.UUCP>, neil@atari.UUCP (Neil Harris) writes:
> In article <2059@cup.portal.com>, Tom_Tom_McComb@cup.portal.com writes:
> > The XF551 is onsale in Canada, Poland and Argentina. Convienent, No?
> > ADOS was finished by OSS ages ago. Atari is still awaiting FCC approval for US
> > The current guestimate is Jan-Feb '88. But don't go and hold your breath.
>
> Whoah!
>
> The XF551 has hit the USA also, within the last couple of weeks. I know
> that Federated stores have them, and some others locally here.

For the benefit of those of you who do not have an account on DELPHI, I saw
a message there from Matt Ratcliff about the XF551: His local dealer (in
St. Louis Mo. area) just got his first shipment. Many people have "heard"
that Atari wasn't going to ship '551s until late January, but Atari has
proven them wrong. What a nice Christmas present for us 8-bit Atari "fans!"

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

Meowy Chrismouse and Happy New Litter
^^ /
=''=
--
( )~
oo

769. Re: PERCOM DISK DRIVES

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-24 19:03:58 UTC
From: nrechtma@potpourri.UUCP
Message-ID: <816@potpourri.UUCP>
Source record: 117273

in article <302@upvax.UUCP>, dennisg@upvax.UUCP (Dennis Griffith) says:
-> Now for a question. Do you know how to upgrade the AT88 drives from
-> single density to double? There used to be a kit that would do this, but since
-> the drives are no longer sold, the kits aren't either. Please send me any info
-> if you have it.
->
-> Dennis Griffith
-> tektronix!upvax!dennisg
-> home phone:(206) 695-3006

contact computer software services in richmond virginia. If you need to
contact me for the exact number, i can be reached at (305)748-2150
They have all the percom stuff you need. In fact Percom gave me their
number when they went out of business.
norm

770. Re: Percom Disk Drive - Drawings?

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-25 01:25:25 UTC
From: rich@jolnet.UUCP
Message-ID: <241@jolnet.UUCP>
Source record: 117274

In article <2408@ihlpe.ATT.COM>, kimes@ihlpe.ATT.COM (Kit Kimes) writes:
> In article <871222-062004-6807@Xerox>, Fleysher.wbst@XEROX.COM (Dan Fleysher) writes:
> |
> | My Percom RFD-40 (SSDD) disk drive has developed a thermal problem - the drive
> | won't spin after it has been powered up for more than a short time. ("Short
> | time" used to be several minutes; now it's down to several seconds.)
> |

I do have a set of drawings but they are pretty shabby and really won't
photostat to be really useful. The best way to fix that problem is to
do the following:

1) Replace the regulators.

2) Solder them in. Do not use the sockets. The sockets have caused
90% of all failures on the RFD-40.

3) Check the rectifiers and replace if necessary.

If you do all of the above It should work for another 5 years or
more without trouble.

As a note:
The RFD-40 has a jumper on the board that will allow the
Atari to see it as drives 5-8 instead of 1-4. Kinda neat if you
want more online storage.

If all of the above fails then email me your name and address
and i can either exchange your old controller or repair your
old one.

Rich Andrews

...killer!jolnet!rich

771. Info atari instructions. Please read and retain for future reference.

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-25 15:40:24 UTC
From: ravi@mcnc.org
Message-ID: <2717@alvin.mcnc.org>
Source record: 117275
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

This message contains the latest info-atari instructions to subscribers. Please go through it (even seasoned users!) and retain for future reference. Of special interest to BITNET users (and interent users with access to bitnet) is a section on accessing the 16-bit program libraries at the Univ of Houston.

The info-atari moderators.

Welcome To Info-Atari.

1. Sending Messages

You may send messages to all "subscribers" by address-ing it to

info-atari8@score.stanford.edu

and/or

info-atari16@score.stanford.edu

Administrative messages should be sent to

info-atari{8,16}-request.

Please do NOT send general messages to this address. Your moderators get enough mail as it is!

2. Ground Rules

All messages should be in good taste. Commercial mes-sages and advertisements are not permitted. When answering a question, please consider carefully whether the answer should go to the whole list, or just to the person who asked the question.

The following ground rules should make the use of this (or of any other) mailing list much easier:

* never send a message that a totally irrelevant to the mailing list's purpose to a mailing list. This espe-cially includes any expressions of irritation at another list member.

* never forward a message that is totally irrelevant to the mailing list's purpose to a mailing list.

* when replying to a message on a mailing list, reply only to the sender of the message unless the reply is of interest to the entire mailing list.

* avoid inserting the message being replied to in a reply, especially in a message going to a mailing list. The context of the reply should be clear from *your* reply and from various mailer functionalities such as Message-ID.

* when replying to an earlier reply that violates the previous rule, ABSOLUTELY DO NOT make matters worse by adding your own violation.

December 25, 1987

3. Archives

Archives are kept in several places in formats available to everyone. As described below, if you are on ARPANET/DDN you will probably find it more convenient to retrieve files from the archive on radc-softvax.arpa using FTP. If you are not on ARPANET/DDN, or are unable to use FTP, you will be able to retrieve files from archives distributed over several Bitnet hosts by sending mail (notes) to a program called LISTSERV.

3.1. Archives on radc-softvax.arpa

Files from radc-softvax.arpa are available by FTP. FTP will work only for hosts directly connected to ARPANET/DDN. Please obtain local documentation and advice for the FTP user programming running on your host. There are two directories under the anonymous account. One for atari8 and one for atari16.

FTP to radc-softvax using login:guest and password:guest. To get the current list of available atari16 files do a 'get atari16/files.doc'. All of the atari16 files are stored in the atari16 subdirectory. If you need any other information, contact Marc Poulin.

The archive is maintained by Rodney Peck (Peck@radc-multics.arpa) and Marc Poulin (Poulin@radc-multics.arpa or Archives@radc-softvax.arpa).

3.2. LISTSERV

LISTSERV provides access to files for everyone who can send mail, independent of their location. Note, however, that intermediate notes have been known to refuse to handle long messages or have damaged them in transit. LISTSERV provides a number of features which you can access by send-

ing mail (note) to LISTSERV. Only the barest minimum are described herein. On Bitnet messages should be sent to your nearest LISTSERV (the one from which you receive the info-atari digests). (If your address is not on Bitnet, an address for file servers is given below.) All mail sent to LISTSERV contains command lines. LISTSERV will respond by return mail. No subject is necessary in such mail. For more information send the command

INFO

3.2.1. List Names

The list_name for 16-bit Ataris is INFO-A16. The list_name for 8-bit Ataris is INFO-A8. These list names are used by Bitnet addressees for subscribing and unsubscribing

and by everyone for obtaining back copies of news digests. The list_names for programs stored in the archives are PROG-A16 and PROG-A8.

3.2.2. (Un)Subscribing

If you are on Bitnet you may add or remove yourself from the distribution list. It would greatly convenience the moderators if you would do so when you no longer wish to receive digests.

The command to join the list is

SUBSCRIBE list_name User_name

The command to remove yourself from the list is

UNSUBSCRIBE list_name

It would be most convenient if users took care of their own subscribing and unsubscribing, but messages to INFO-ATARI-REQUEST{8,16}@SCORE.STANFORD.EDU will still be accepted.

3.2.3. Accessing Program & Digest Archives

All digests are in the archives. There is a separate program library. You can obtain copies of files from LIST-SERV by sending a message in the specified format.

If you are on ARPAnet (or gatewayed to it), your mail concerning 16-bit Atari information should be addressed to

LISTSERV%CANADA01.BITNET@CUNYVM.CUNY.EDU

Mail concerning 8-bit Atari information should be addressed to

LISTSERV%TCSVM.BITNET@CUNYVM.CUNY.EDU

To obtain a list of files in the file server, the command is

INDEX list_name

The command to obtain a specific file is

GET list_name file_name

for example,

GET INFO-A16 87-00076

December 25, 1987

If you want to learn more, send the message

HELP

The moderator of the 8-bit program library is John R. Dunning. This library is not yet available for use, and further information will be posted to both newsgroups as it becomes available.

3.2.4. LISTSERV Moderators

The person to contact if you are having problems (un)subscribing is Harry Williams (harry@marist.bitnet). The moderator of the 16-bit digest archives is Peter Jasper-Fayer (sofpjf@uoguelph.bitnet). The moderator of the 16-bit program archives is Richard Werezak (carson@mcmaster.bitnet). The moderator of the 8-bit archives is John Voigt (sysbjav@tcsvm.bitnet). The moderator of the 8-bit program archives is Arnold de Leon (adeleon@hmcvax.bitnet).

3.2.5. Information Concerning 16-bit Archive Organization

The digests are numbered sequentially as they come in. Sometimes the files arrive here out of order, or with missing ones, or with extra ones or with mail from BITNET users requesting information. Often the moderator has to logon to LISTSERV and re-name the files according to the "Subject:" line within it. Those "Subject:" lines are what end up in the indexes (in both "-A16" lists)

The program files are largely extracts from the digests (INFO-A16). As far as possible, they are numbered the same as the digests they came from. Other programs were inserted somewhere in the list. The numbers of these "inserted"

files were selected so that they would appear in the index at about the correct CHRONOLOGICAL sequence. If no programs were included in the digests, and no contributions were received, then those spaces in the index numbers were left blank.

3.2.6. Supplemental information for BITNET users

Bitnet sites normally cannot make a connection to an internet site (such as Score) and FTP files over, so you do not have direct access to the archives on radc-softvax.arpa from your BITNET site. However, BITNET has some sites with all the good stuff, so you can get files from there. The LISTSERV's at CANADA01 and FINHUTC have old digests, and the ATARINET server at Univ of Houston has most of the best programs. You can get to the LISTSERVs by saying

TELL LISTSERV AT FINHUTC GET ATARI FILELIST

or

TELL LISTSERV AT CANADA01 GET ATARI FILELIST

to get a list of files. To get a specific file if you know it's name, you can say

TELL LISTSERV AT <HOSTNAME> GET <FILENAME> <FILETYPE>

To get stuff from the Univ of Houston server, you can say

TELL UH-INFO AT UHUPVM1 ATARINET HELP

or

TELL UH-INFO AT UHUPVM1 ATARINET INDEX

for further instructions. After you know a file's name, you can get it by saying

TELL UH-INFO AT UHUPVM1 ATARINET SEND <FILENAME> <FILETYPE>

772. Re: Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-27 22:35:44 UTC
From: euloth@dalcsug.UUCP
Message-ID: <256@dalcsug.UUCP>
Source record: 117276

njd@ihlpm.ATT.COM (DiMasi) writes :
>... Matt Ratcliff about the XF551: His local dealer (in
> St. Louis Mo. area) just got his first shipment.
> Many people have "heard" that Atari wasn't going to ship
> '551s until late January, but Atari has proven them wrong.

What about ADOS? Here in Canada we have been told that we might not
expect it until March or April. HAs anyone seen the elusive ADOS from
OSS? Does any other DD Dos work with it? DOS XL or SpartaDOS or MyDOS?

George Seto

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless unless *
* /\/\/\/\/\/\/\/\/\ || otherwise noted. *
****AKA: Atari Nut**********

773. Printshop vs Typesetter

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-27 23:06:30 UTC
From: lazear@GATEWAY.MITRE.ORG
Message-ID: <8712272306.AA25305@gateway.mitre.org>
Source record: 117277

I am looking for opinions on whether Printshop (and Companion plus libraries) is a better package than Xlent's Typesetter (and Rubber Stamp plus Page Designer). I received some Xmas money and could buy either for my old 800. Flexibility, compatibility with other utilities (MicroPainter and DOS, for example), and unique features are all of interest.

Walt Lazear (lazear@gateway.mitre.org)

774. New XF551 Disk & ADOS

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-27 23:08:27 UTC
From: lazear@GATEWAY.MITRE.ORG
Message-ID: <8712272308.AA25311@gateway.mitre.org>
Source record: 117278

```
Any news on the faster new disk and the truth behind the mail-order ads?
Is there any truth behind the rumor that ADOS might see light in '88?
```

775. XF551 + Printshop followups

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-27 23:24:27 UTC
From: lazear@GATEWAY.MITRE.ORG
Message-ID: <8712272324.AA25381@gateway.mitre.org>
Source record: 117279

Sorry to clog the net with XF551 queries when answers were on their way!

If there is someone in the Tysons Corner, VA area that could let me try
their Printshop or Typesetter, I would appreciate the chance for a demo.

Walt Lazear (lazear@gateway.mitre.org)

776. Re: Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-28 15:45:27 UTC
From: daryl@ihlpe.ATT.COM
Message-ID: <2412@ihlpe.ATT.COM>
Source record: 117280

In article <256@dalcsug.UUCP>, euloth@dalcsug.UUCP (George Seto) writes:
> >... Matt Ratcliff about the XF551:
> What about ADOS?

I would suspect that ICD will have SPARTA drivers ready before ADOS. And
SPARTA is great anyway.

Anyone know for sure yet? I have not called in to ICD recently.

Daryl Monge UUCP: ...!ihnp4!ihcae!daryl
AT&T CIS: 72717,65
Bell Labs, Naperville, Ill AT&T 312-979-3603

777. Kermit65 (where's the tilde?)

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-28 15:49:24 UTC
From: pkopp@potpourri.UUCP
Message-ID: <817@potpourri.UUCP>
Source record: 117281

Kermit65 has become my terminal emulator of choice ever since it was posted here on the net. I love the way you can switch between 40/80/Atari modes.

Is Kermit65 capable of generating the tilde character? I was using Chameleon in the past; to generate the tilde (why couldn't Atari just put it on their keyboard) you typed a "control <delete/backspace>".

Also, I noticed a bug (I think). When hitting the break key followed by a <CR>, the program goes into "nuts mode" printing G's all over the screen. The only way to regain control is to reboot. Has anyone else experienced this?

Last but not least....Is the source for this program available anywhere?

Paul Kopp The opinions (if any) expressed
Gould Inc., Computer Systems Division are my own.
Fort Lauderdale, Florida
Mail paths?, oh yea mail paths: ...!{sun,uunet,pur-ee,brl-bmd}!gould!pkopp
...!{ihnp4!codas,allegra}!novavax!gould!pkopp

778. Autorun a BASIC program (a request)

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-28 22:52:20 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8712282252.AA00986@mitre-bedford.ARPA>
Source record: 117282

Paul Kopp's desire to autorun a BASIC program might be easiest to satisfy by using Turbo BASIC or FrOst BASIC. A compiled program can be autorun by the method described in the Turbo BASIC documentation. I think you name the runtime system AUTORUN.SYS and name the compiled BASIC program AUTORUN.CTB or something.

Other than that, there have from time to time been articles in the various Atari magazines telling how to do this with standard Atari BASIC, including type-in programs etc. I'll see if I can find a reference.

-John Sangster, jhs@mitre-bedford.arpa

779. DG Terminal Emulators...

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-28 22:56:52 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8712282256.AA01052@mitre-bedford.ARPA>
Source record: 117283

KOST@TRIUMFCL.BITNET writes...
>
> Does anyone know of a Terminal Emulator for the Data General
> machines, eg. the D-400 series terminal, for the Atari ST.
>

I'd be interested also in such an emulator that ran on the Atari 8-bitters,
if anyone knows about one!

-John Sangster / jhs@mitre-bedford.arpa

780. Re: Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-29 01:30:55 UTC
From: neil@atari.UUCP
Message-ID: <922@atari.UUCP>
Source record: 117284

In article <913@atari.UUCP>, neil@atari.UUCP (Neil Harris) writes:

> Also, ADOS was recently finished as far as beta testing was concerned. Not
> ages ago, weeks ago.

Saw Bill Wilkinson today. Seems that ADOS had a small problem, and he's
fixing it. So, it's back to beta for a bit.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

781. Re: Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-29 01:32:44 UTC
From: neil@atari.UUCP
Message-ID: <923@atari.UUCP>
Source record: 117285

In article <2134@cup.portal.com>, Tom_Tom_McComb@cup.portal.com writes:

> How about SX Express!, Keith Ledbetter has stated that he turned it over
> to Atari.

It seems to be done, and is now being documented.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

782. Re: Autorun a BASIC program (a request)

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-29 05:53:45 UTC
From: rich@lakesys.UUCP
Message-ID: <332@lakesys.UUCP>
Source record: 117286

In article <8712282252.AA00986@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes:
>Paul Kopp's desire to autorun a BASIC program might be easiest to satisfy by
>using Turbo BASIC or FrOst BASIC.

Lots of edit

>-John Sangster, jhs@mitre-bedford.arpa

You might want to try and scare up a copy of Smart Dos. It used to be
packaged with the Rana Drives. There were a coupla versions, 6.1D, 8.1D. A few
others also.

Anyway, with the DOS they supplied a program to set up a special
autorun file that will run a basic program. Really works slick. I'm not sure
if it will (the auto made program) work with DOS 2.0 or 2.5, but it would
seem reasonable that it would. Just have to rename the filename.AR1 to
reflect the Atari Autorun syntax.

If someone can let me know if this program is able to be passed
along, I would be more than happy to post it.

-rich
UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct!

783. Re: Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-29 06:58:43 UTC
From: conklin@eecae.UUCP
Message-ID: <5208@eecae.UUCP>
Source record: 117287

Speaking of the XF551, can anyone at Atari tell me why they didn't ship SpartaDOS with the XF551? It's _easily_ the best thing out for an 8 bit, (I resist temptation here to list the massive numbers of Sparta features I have seen) And already supports hard drives (a growing commonality, at least around here.) Did anyone contact ICD? Or wouldn't ICD go for it, or what?

Maybe it's just that old wishful thinking. But it's not all just wishful! I have a new 256K+ based typsetting program on my detroit board! And am beta-testing a multitasking Atari OS (yes. Stop. Back up 8 words. "multitasking.") Extended memory support is HERE!

Terry Conklin
ihnp4!msudoc!conklin
conklin@cps.msu.edu
Club II Detroit (313) 334-8877 (a tad large for net, I think.)

784. Re:Autorun a BASIC program

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-30 03:19:45 UTC
From: euloth@dalcsug.UUCP
Message-ID: <258@dalcsug.UUCP>
Source record: 117288

If you want to autorun a BASIC program then the easiest thing to do is
to get a copy of "Compute!'s Third Book of Atari". In it there is a program
called Automate which allows you to type in BASIC commands and then it will
write the ml code for it. It is very short. Unfortunately, since it is
from Compute! there is a copyright problem. I really wish Compute! wasn't
so tough on copyrighting programs such as these. I mean, is it really
worth it? The program is quite short, not even a hunderd lines. The
easiest thing to do with this program is to give it one BASIC command...
RUN"D1:YOURFILE.BAS" and then you're on your way. It is on page 167 of
the above mentioned book. A very useful utility!

Glenn.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless unless *
* /\/\/\/\/\/\/\/\/\ || otherwise noted. *
****AKA: Atari Nut**

785. Re: Fix to last posting about drives

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-30 07:34:13 UTC
From: aj19+@andrew.cmu.edu
Message-ID: <wVq-lpy00XoHzKA0DX@andrew.cmu.edu>
Source record: 117289

Hello,

I am just about clueless about connecting my Atari 600xl to the hosts at my school. I don't even know if it is possible. All I have is the keyboard. I don't have any pheripheral attachments. Can anyone tell if I would be able to use the thing as a sort of dummy terminal, just to log in to the host and enter info in my school accounts. I don't have alot of money to buy a new computer and I figured that this may be a possibility.

If it is possible can you also tell me what other equipment I would need and where to get it. All advice and help will be appreciated.

Thanks in Advance

786. Re: Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1987-12-31 15:17:48 UTC
From: jdd@db.toronto.edu
Message-ID: <1987Dec31.101749.16185@jarvis.csri.toronto.edu>
Source record: 117290

What will Ados look like? Will it be a command-driven dos like DOS XL or Spartados (perhaps with a menu option), or will it be a menu dos like most of the others? How will it compare in functionality to DOS 2.0/5? Will it be able to read/write 2.0/2.5 disks (I assume YES, but after thinking about DOS 3.0.....)

John

--

John DiMarco Hard work never killed a man ...
jdd@csri.toronto.edu ... but it sure has scared lots of them!
{uunet!utai,watmath!utai,decvax,decwrl,ihnp4}!utcsri!jdd jdd@utcsri.UUCP

787. Yet Another 1050 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-01 00:50:54 UTC
From: shafferj@bknlvms.BITNET
Message-ID: <8801010048.AA04632@ucbvax.Berkeley.EDU>
Source record: 117291

I've seen lots of 1050 drive questions here before, so I'm hoping someone
can help me.
About a month ago, the belt in my drive came off. I thought nothing of it
and put it back on. Over the course of the next week or two, it began to come
off with increasing frequency. I took it to the nearest service center,
thinking that it was only a problem of the belt stretching from normal use.
They told me that they would have to diagnose it themselves. About a week
later, I got my drive back. They told me that they needed to install a "motor
shim kit" and adjust the speed. (There
was no speed problem noticeable in
normal use.) The drive worked fine for about a week, then the belt came off
again. I put it back on and subjected the drive to heavier-than-normal use for
about another week with no problems whatsoever. Just today, though, it came off
again. Obviously, it has become quite annoying to replace it. I'm reluctant to
take it back for service, however, because I don't want to pay for something
that they didn't get right the first time.
Can anyone help me? Is this problem common, and can it be fixed? And what
did the service center do to my drive, and why?

I would appreciate replies directed to myself, so that I don't have to
wait for the digest.

Thank you in advance,
James Shaffer, Jr.
<shafferj@bknlvms.bitnet>
<shafferj%bknlvms.bitnet@forsythe.stanford.edu> (I think...)

788. SpeedScript.

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-02 08:02:45 UTC
From: HACKIT@AI.AI.MIT.EDU
Message-ID: <305896.880102.HACKIT@AI.AI.MIT.EDU>
Source record: 117292

Hi,

I would like to know if anyone out there knows of the status of speedscript,ei. is it in the public domain. I would like a copy of it to use with cc8 If anyone knows of the status of it pleaslease let me know.

John..

789. Re: SpeedScript.

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-03 04:35:07 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <1767@bsu-cs.UUCP>
Source record: 117293

....and I have a copy of it -- if I can just dig up my copy and figure out how to UUencode it...

Chris Chiesa

790. Re: Fix to last posting about drives

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-03 08:34:05 UTC
From: andrew@dasys1.UUCP
Message-ID: <2443@dasys1.UUCP>
Source record: 117294

In article <wVq-lpy00XoHzKA0DX@andrew.cmu.edu>, aj19+@andrew.cmu.edu (Anthony Johnson, II) writes:
> Hello,
>
> I am just about clueless about connecting my Atari 600xl to the hosts at my
> school. I don't even know if it is possible. All I have is the keyboard. I
> don't have any pheripheral attachments. Can anyone tell if I would be able
> to use the thing as a sort of dummy terminal, just to log in to the host and
> enter info in my school accounts. I don't have alot of money to buy a new
> computer and I figured that this may be a possibility.
>
> If it is possible can you also tell me what other equipment I would
> need and where to get it. All advice and help will be appreciated.
>
> Thanks in Advance

That's tough. If you want to log in to your favorite mini/mainframe, you are going to have to buy a modem, and possibly software to run that modem. If you want to use one of those Hayes-compatibles, you will also need an RS232 interface (P:R: connection or the Atari 850) and cable. From there use the school's dial-in numbers. Otherwise, there is nothing you can do unless you are a hardware superguru. The cheapest setup is to buy a second-hand 1030 modem (it runs at 300 baud, it isn't produced anymore) with its built-in terminal software (extremely primitive, and it doesn't emulate anything useful). You'll have to hunt around for those. A more sophisticated setup is

1) Get the Atari SX212 300/1200 modem w/ terminal software. Check with Atari dealers or mail-order companies. May need a disk drive to run the software.

2) Get a Hayes or Hayes compatible modem from almost any computer dealer (prices will vary) that can go 1200 or 2400 baud. You will need an RS232 interface and cable (available from mail-order houses or Atari dealers) and software (850 Express (Shareware), Amodem 7.x (???), or Kermit-65 (PD, posted here before, but I missed it 8-(). Kermit-65 is the only one of the 3 with decent terminal emulation, but the others have good features also. You will also need a drive here and this setup can cost bet. $300-$400. But at least if you switch computers, you can still use the modem.

Couple of notes: If your system has not been expanded to at least 48K ram your only option may be the 1030. In that case, it may be better to just start again with a new computer system. Also, all these options assume that you are able to connect the modem to a standard phone jack in some way. They cannot communicate through the phone receiver (like the old acoustic modems).

791. Re: Autorun a BASIC program (a request)

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-05 17:54:15 UTC
From: herb@hpindda.HP.COM
Message-ID: <4230001@hpindda.HP.COM>
Source record: 117295

There is a public domain utility called MENUPLUS that, amongst other things, has an option to create autorun.sys files to run a BASIC program. The BASIC program can only be a few lines, but it is used typically to execute a RUN of the actual program you want. I have used it to create an autorun.sys to automatically boot up AMODEM - the little basic program I wrote that is attached to the autorun.sys prints in large letters "LOADING AMODEM", and then runs AMODEM. The version of MENUPLUS that I have is V5.5. It has one annoying feature that it tends to change one of the characters in the BASIC program (randomly?), so it may require minor experimentation.

You should be able to get MENUPLUS (and lots of other goodies) from your friendly local user group (hopefully you have one!)

```
. .
|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-| "What will I be when I grow up?
| Herb Gellis | You are already grown up.
| {ucbvax,...}!hplabs!hpindda!herb | You mean this is as UP as I will get?..."
|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
| | David Gerrold, "When HARLIE Was One"
--- ---
```

792. Display list problems

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-05 20:42:00 UTC
From: Makey@LOGICON.ARPA
Message-ID: <8801051242.12196.Makey@LOGICON.ARPA>
Source record: 117296

I have been experimenting with display lists on my 800XL and have encountered a couple of strange problems. The first is that if I try to use the very bottom scan line on the display, the picture rolls. Adjusting the vertical hold on the monitor doesn't help. There doesn't seem to be a sync signal, or something, as I can slow down the roll to *almost* a stop, but it doesn't latch into position when it should. There is no problem with using the top scan line of the display.

The second problem occurs when I try to use a wide playfield. In this case, the 3 leftmost columns on the display show the border color instead of the background color or any text that is there. On the right side, the last column is non-existent (black) and the second-to-last column has a moving snow-like appearance. Once again, I have tried adjusting the monitor but it doesn't help. I am not just running off the edge of my CRT.

Some notes: I bought my 800XL, serial number 189429, in June 1986. It has the GTIA chip, "B" OS ROMs, and all of this happens with an Action! cartridge plugged in. I use a B/W composite monitor, not a TV.

Has anyone seen anything like this before? Is it an inherent problem, a configuration problem, or just my breath?

:: Jeff Makey
Makey@LOGICON.ARPA

793. ANTIC since December?

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-06 14:32:40 UTC
From: lazear@GATEWAY.MITRE.ORG
Message-ID: <8801061432.AA05649@saturn.mitre.org>
Source record: 117297

Anybody seen an issue of ANTIC since the December one?
I heard of ANALOG's problems with dual publishing and am
patiently awaiting their next issue, but hadn't heard anything
about ANTIC.

Walt (Lazear@gateway.mitre.org)

794. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-06 16:16:33 UTC
From: THOMPSON@MAINE.BITNET
Message-ID: <8801061719.AA21464@ucbvax.Berkeley.EDU>
Source record: 117298

In vol88, issue 2 of the Info-Atari8 Digest, hackit@ai.mit.edu
(john Bunch) writes,
> I would like to know if anyone out there knows of the status of
> speedscript,ei. is it in the public domain. I would like a copy of it
> to use with cc8 If anyone knows of the status of it pleaslease let me
> know.

I wrote to the Editor of COMPUTE! a while back about using Speedscript
for the Apple 2 in an educational setting (a microcomputer cluster).
I was informed that it is definitely NOT in the public domain, that
COMPUTE! retained the rights to it, and that we would have to purchase
a copy of it for each machine.

They are, of course, perfectly within their rights at COMPUTE! to hold
to that position. No argument there. But the exchange does point out
a subtle (in the minds of users) but critical (in the minds of publishers)
issue. For a piece of software to be in the public's hands is not at all
the same as being in the public domain.

Software gets into the public's hands by being published (then by being
pirated, black bagged, stolen, ripped off, etc., but we won't go into
the little matter of those "unofficial" distribution channels right now).
Software goes into the public domain when the copyright holder says,
"OK, if anybody wants it, go ahead and copy it."

I'm sure John understands this distinction, or he wouldn't have brought
up the issue; he would simply have asked for the program. But I thought I
might point out for anyone who wasn't aware that most of the magazines that
publish software specifically reserve all rights to the software. If we want
the program, we're supposed to buy the magazine or the disk, just like the
more traditional commercial ware.

I can't see Richard Mansfield coming out with the sheriff to throw somebody
in the slammer for typing in a copy of some program out of a friend's back
issue of COMPUTE! rather than buying the back issue. But I've noticed
references to a number of bulletin boards in this Digest, and people who
are sysops or club software librarians need to keep an eye out at least for
the better-known pieces of magazine software (?periodicalware?), and not
put them on the boards without the copyright holder's permission. As for
who holds the copyright, in almost all cases it is the MAGAZINE, not the
author who holds it, and therefore holds the power to grant permission
to copy the program.

Sorry about the soapbox speech, but after needing asbestos gloves to
read the letter form COMPUTE!, I thought I'd share with everyone,
especially people associated with bulletin boards or software libraries,

the publisher's totally unambiguous position.

By the way, COMPUTE! wanted me to buy a copy of the MANUAL for EACH machine as well, a totally unreasonable position when they sell the program disk separately from the manual. The result: we bought Apple Writer for the cluster. Much more expensive, but no high handedness. On second thought, maybe I *can* see him coming out with the sheriff....

Brent Thompson I had two spiders once,
BITNET: THOMPSON@MAINE but they could never see
MA BELL NET: 207 581-2510 eye to eye to eye to eye...
SNAIL NET: 12 Shibles Hall, UMaine
Orono, ME 04469

795. Re: ANTIC since December?

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-07 13:34:44 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2433@ihlpe.ATT.COM>
Source record: 117299

In article <8801061432.AA05649@saturn.mitre.org>, lazear@GATEWAY.MITRE.ORG writes:
> Anybody seen an issue of ANTIC since the December one?
> I heard of ANALOG's problems with dual publishing and am
> patiently awaiting their next issue, but hadn't heard anything
> about ANTIC.
>
I have received both the January and February issue of ANTIC although
I simply haven't had the time to post an index of the articles as I
have been doing for the past couple of years. I hope to resume later
this month with the February issue although I do not plan to go back
and post the January index.

One of the highlights of the January issue was the disk bonus program
called SuperCopy which is billed as one of the fastest and easiest
multi-file disk copying programs ever published for the 8bit Atari.
I have the disk but haven't tried this program yet. The featured
applications program is TopShelf, an outstanding all-around database
program that offers many powerful features and is easy to use.

The January issue was also the annual shoppers guide with over 100
of the best products for the 8bit Ataris. If you are a fan of SSI's
wargame simulations, you know that most games require you to use the
keyboard numbers to move various directions. There is an article and
patch to allow you to use your joystick to direct your forces.

Hope this dispells any rumors of ANTIC's demise. I may have been
the source of some of the doubts since I haven't posted the Index
for the last two months. Sorry...

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

796. Re: ANTIC since December?

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-07 16:35:44 UTC
From: pirc2499@csd4.milw.wisc.edu
Message-ID: <4101@uwmcsd1.UUCP>
Source record: 117300

In article <8801061432.AA05649@saturn.mitre.org> lazear@GATEWAY.MITRE.ORG writes:
>Anybody seen an issue of ANTIC since the December one?
>I heard of ANALOG's problems with dual publishing and am
>patiently awaiting their next issue, but hadn't heard anything
>about ANTIC.
>
I have received both January and, on Dec. 31, February issues. Thus they
are sending them...

James
True : James Pirc
ARPA : pirc2499@csd4.milw.wisc.edu
GEnie: JIM.PIRC

797. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-07 19:05:49 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1598@ihlpm.ATT.COM>
Source record: 117301

>
> ....
> up the issue; he would simply have asked for the program. But I thought I
> might point out for anyone who wasn't aware that most of the magazines that
> publish software specifically reserve all rights to the software. If we want
> the program, we're supposed to buy the magazine or the disk, just like the
> more traditional commercial ware.
> ...

I should point out here that this is not strictly true for all of
the Atari- specific magazines: ANALOG states (both in their
mag and on the DELPHI Atari SIG that they support) that programs
published in their magazines are NOT public domain, but after
the issue date of the magazine, the programs may be "made available"
to user groups, BBSs, etc. (Since their publication has been
behind, once the mag's have come out, the issue date has passed. So,
recently, I have been able to legitimately give a friend of mine
a copy of a program obtained from ANALOG/DELPHI-Atari-SIG as soon as I
get it myself. ANALOG does not give permission to distribute the
text of the articles describing the programs, however.

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

798. Re: Info-Atari8 Digest

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-08 18:26:10 UTC
From: Michael_A_Parisi.HENR801G@XEROX.COM
Message-ID: <880108-115926-1984@Xerox>
Source record: 117302

Is there any way the Atari game cartridges for the video game systems (like 2600) can be modified to run on the 8 bit machines?

Also is there any way of converting the cassette based games I have to disk format?

799. Re: Re: New 8bit developments

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-08 19:10:58 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1602@ihlpm.ATT.COM>
Source record: 117303

> In article <538@udccvax1.acs.udel.EDU>, gdtltr@vax1.acs.udel.EDU (DUZAN) writes:
>
>> Since I have the MIO, I use the internal BS RAM
>> very little and I anxiously await any good new software designed to use it.
>
> Here here! The 1 Meg MIO is great but makes the extra 64K in the 130XE
> almost useless.
>
> Another use for the extra memory in the 130XE, other than multiprocessing,
> would be some type of swapping of a single application. I wish some of the
> games, etc. I have could use the extra memory.
>
I have Super 3D Plotter II (from Elfin Magic Co. a/k/a Randolph Constan[sp?]), which is a great program for 3D graphics on the 8-bits, but has never been updated to even use the "extra" 16K in the XLs, much less the banks in the 130XE. If S3DP2 used the banks, it could probably allow some good features that larger CAD programs have, but had to be left out of this one. (Mr. Constan mentions this as a future possibility at the end of the user manual, but says that he hasn't decided whether to expand S3DP2 for the XL/XE machines, or upgrade the program for the ST machines. In the latter arena, there are already some powerful contenders.) I for one plan to write Mr. Constan and ask for this. Anyone care to join me?

I also have the Synfile XE (or whatever the 130XE version is called), and it supposedly uses the "upper" 64K in the 130XE. My wife uses it with our 130XE, but I don't use it much and can't tell what it may be using the memory for (the "in-core" index and maybe other "buffers" I would guess). Now if I can just convince my wife to try using double-density data disks...

Lastly, I have OMNIVIEW XL/XE which will use the 64K as a RAMdisk without special DOS support. I haven't taken the time to try it yet, but when I get back into programming instead of just "using," I'll give it a shot.

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

800. Atari 850s, Trak disk drives and manuals for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-08 20:04:48 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8801082004.AA26275@mitre-bedford.ARPA>
Source record: 117304

Of possible interest to the Net:

A friend of mine here in the Boston area, Barry Kassindorf, has acquired an interesting collection of Atari 8-bit hardware and documentation, some of which he is willing to sell.

Specifically, Barry has a couple of Atari 850 interface boxes and several Trak Double Density drives to sell. Also, he has several extra copies of the 800 hardware manual and of De Re Atari.

Barry's phone number is (617) 877-4977.

801. Re: Info-Atari8 Digest

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-08 22:18:58 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <543@udccvax1.acs.udel.EDU>
Source record: 117155

In article <880108-115926-1984@Xerox> "Michael_A_Parisi.HENR801G"@XEROX.COM writes:
>Is there any way the Atari game cartridges for the video game systems (like
>2600) can be modified to run on the 8 bit machines?

Reasonably speaking, I believe not. As I understand it, the 2600 uses a completely different processor (not 6502) than the computers. I'm not certain of this, but if so, you would have to convert the machine code. You may as well rewrite the program.

>
>Also is there any way of converting the cassette based games I have to disk
>format?

Possible. I have seen utilities that convert cassette boot programs into disk boot programs, but I'm not sure where you would get one. As you know, cassettes are not used a whole lot anymore. Good luck.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

802. Re: Re: New 8bit developments

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-10 04:56:04 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <546@udccvax1.acs.udel.EDU>
Source record: 117156

In article <1602@ihlpm.ATT.COM> njd@ihlpm.ATT.COM (DiMasi) writes:

>Lastly, I have OMNIVIEW XL/XE which will use the 64K as a RAMdisk
>without special DOS support. I haven't taken the time to try it yet,
>but when I get back into programming instead of just "using," I'll
>give it a shot.
>

Again, I may be wrong, but modifying the OS of the Atari can interfere
with the operation of the MIO. Such changes may involve the internal parallel
bus handlers. This fear may be unfounded since I don't know the technical
details of the Omniview or the MIO. Anyone know?

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

803. Blacklists, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-11 00:31:06 UTC
From: shafferj@bknlvms.BITNET
Message-ID: <8801110030.AA01630@ucbvax.Berkeley.EDU>
Source record: 117157

Does anyone have a list of 8-bit Atari virus programs, if any exist? I searched in vain for one on CompuServe, and I don't have the money to do an extensive search of private BBSs.
I decided to try to obtain a list for two reasons: the recent CHRISTMAS EXEC virus on Bitnet, and the appearance of _two_ IBM PC viruses in recent months.

804. 800XL Hardware Problems

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-11 20:17:00 UTC
From: henry_k@apollo.uucp
Message-ID: <399db0e9.c998@apollo.uucp>
Source record: 117158

My Atari 800XL appears to have a hardware problem. When I RUN the program:

```
10 PRINT "HELLO"
20 GOTO 10
```

It works for a second or so, then changes the color map, prints garbage at the bottom of the screen, and hangs. A RESET is required to bring the machine back to life. Occasionally, I get error 12 (non-existent line number) instead.

Although many things work OK (including the self-tests :-)) I would like to fix this problem. ATARI Customer Service at 1-800-538-8543 appears to be non-existent. This leads me to the following questions:

1) Is there a known fix for the above problem?
2) Are there any known design problems which require hardware changes to fix?
3) What is the state of ATARI these days; including their Customer Service department?

Please reply directly. If deemed appropriate, I will later summarize to the NET.

/keith

805. Re: Info-Atari8 Digest

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-12 02:52:44 UTC
From: jwt@atari.UUCP
Message-ID: <940@atari.UUCP>
Source record: 117159

In article <880108-115926-1984@Xerox>, "Michael_A_Parisi.HENR801G"@XEROX.COM writes:
> Is there any way the Atari game cartridges for the video game systems (like
> 2600) can be modified to run on the 8 bit machines?

The address space of the 2600 and the 8 bit computers are very different,
and the video display is organized *very* differently. It is not practical
to attempt to run the game cartridges. Even given the source for the games,
it is a fair hassle to do a conversion.

Jim Tittsler, Atari Corporation

806. Re: 800XL Hardware Problems

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-12 03:15:48 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <554@udccvax1.acs.udel.EDU>
Source record: 117160

I believe that Atari's customer service line has been down for quite a while. As for the problem, is that the only case in which you have a problem? Do you have trouble with non-BASIC programs? I have not heard of this specific problem, but if BASIC is the problem, your BASIC ROM may have been fried.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

807. BBCS software.

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-13 04:28:14 UTC
From: euloth@dalcsug.UUCP
Message-ID: <270@dalcsug.UUCP>
Source record: 117161

I saw some mention on one of my excursions into the BBS world in the US
that some people are talking about fixing BBCS. Does anyone have any
word on this?

Hope to hear from people soon.

George Seto - Using a friend's account.

.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

808. Hack, and the 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-13 14:32:00 UTC
From: Johnny@UACSC1.ALBANY.EDU
Message-ID: <8801131502.AA21280@ucbvax.Berkeley.EDU>
Source record: 117162

From: Johnny B.
I would like to know if anyone in netland knows if there is a version of hack for the 8-bit atari? I have it for the st, but I dont always have access to the st. If I could get it for the 8-bit it would be great. Anyone know of anything?

John Bunch.

J.Bunch@uacsc1.albany.edu Internet.
JBB665@albny1vx BITnet.

809. Re: 800XL Hardware Problems

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-13 18:32:56 UTC
From: neil@atari.UUCP
Message-ID: <943@atari.UUCP>
Source record: 117163

In article <554@udccvax1.acs.udel.EDU>, gdtltr@vax1.acs.udel.EDU (DUZAN) writes:
>
> I believe that Atari's customer service line has been down for quite a
> while.

Not true. It's not an 800 number, but it is available.

For non-tech calls, use 408-745-2367. For technical questions, use
408-745-2004.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

810. Re: Hack, and the 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-13 20:20:01 UTC
From: dennett@kodak.UUCP
Message-ID: <1093@kodak.UUCP>
Source record: 117164

In article <8801131502.AA21280@ucbvax.Berkeley.EDU> J.Bunch@UACSC1.ALBANY.EDU writes:
>From: Johnny B.
> I would like to know if anyone in netland knows if there is a version
>of hack for the 8-bit atari?

I don't know about hack, but I came across a version of rogue for the 8-bitters.
I was not all that impressed. In fact, I believe I purged it from the disc
it was on. I found it on one of the local boards here in Rochester.

--
Charlie Dennett | UUCP: ...!rutgers!rochester!kodak!dennett
Eastman Kodak Company | Voice: 716-726-4480
901 Elmgrove Road | Company Mail: Dept 420 Technical Support Services
Rochester, NY 14650 | Company DECnet: VXMM01::DENNETT

811. Kermit -- How can I implement it?

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-14 21:12:46 UTC
From: euloth@dalcsug.UUCP
Message-ID: <273@dalcsug.UUCP>
Source record: 117165

I am running an Atari 130XE and a 1050 drive. I am using an XM301
modem with this configuration and I would like to know how I can get Kermit-65,
which was posted a while back, to work. I have two files, one I am told is
Kermit with NO rs232 port (XM301 modem?) and one with rs232. I am also using
this at home with a phone. Could someone who has such a thing working please
explain to me how theirs is set up. I have heard some good things about Kermit
but I have yet to get it to work. Also, how do you (or can you) get it to
dial? The documentation makes no mention of it. Any help would be
greatly appreciated!

Glenn Euloth
--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

812. Output of job "INFO-A8" from LISTSERV@PUCC

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-15 00:36:00 UTC
From: LISTSERV@UIUCVMD.BITNET
Message-ID: <8801150225.AA04187@ucbvax.Berkeley.EDU>
Source record: 117166

```
No recipients for this server, probable loop
symptom. Distribution for all the remaining
recipients has been carried out by this server.
```

813. BITNET PROBLEMS

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-15 15:56:00 UTC
From: HABKE@UOFMCC.BITNET
Message-ID: <8801151612.AA18530@ucbvax.Berkeley.EDU>
Source record: 117167

WOULD SOME KIND SOUL PLEASE SEND ME A LIST OF ALL THE ASCII
CHARACTERS IN ASCENDING ORDER SO I CAN FIND WHICH ONES ARE
BEING SWICHED AROUND BY THE BITNET NODES:
I HAVE ALREADY TRIED CHANGING ALL 'c' TO '~' AND FILLING IN
MISSING BLANKS AT THE ENDS OF THE LINES BUT SOMETHING STILL APPEARS
TO BE WRONG; HEX FORMAT SEEMS TO BE THE ONLY WAY TO GET SOMETHING
THROUGH BITNET NODES.
THANKS
BILL

814. I Hate To Be A Bonehead, But...

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-15 20:16:53 UTC
From: rw1x+@andrew.cmu.edu
Message-ID: <kVvbQpy00VsEZKU04B@andrew.cmu.edu>
Source record: 117168

OK, I read the documentation on subscribing/using Info-A8 that was posted a couple of weeks ago and attempted to subscribe via LISTSERV since the machine I'm using (not this one) is a BITNET machine.

As of yet, I haven't received any information from the list. The system people haven't been any help at all. Could any of you give me some suggestions/instructions.

The Bitnet node is OUACCVMB and the Listserv I tried subscribing to is TCSVM.

THanks for your time.
Rory Wohl

Valentin @ ouaccvmb.BITNET or
rw1x @ andrew.cmu.edu
(It all gets forwarded to the same place.)

815. Re: BITNET PROBLEMS

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-15 22:33:02 UTC
From: G15@PSUVM.BITNET
Message-ID: <29970G15@PSUVM>
Source record: 117169

In article <8801151612.AA18530@ucbvax.Berkeley.EDU>, HABKE@UOFMCC.BITNET says:
>
> WOULD SOME KIND SOUL PLEASE SEND ME A LIST OF ALL THE ASCII
> CHARACTERS IN ASCENDING ORDER SO I CAN FIND WHICH ONES ARE
> BEING SWICHED AROUND BY THE BITNET NODES:
<.....decoding attempts deleted.>

I had this problem once before with a file, and was able to solve it with a little help. Below is a portion of an article which appeared a while back on comp.sys.atari.st:

I experienced problems when uudecoding disasmbl.tos, too. But as I noticed,

that the program has been posted by someone on BITNET, I examined the file

more closely. And this is, what I've found:

1. Some lines are short of a few bytes.

-> Fill those lines with trailing blanks until they line up with

all the other lines.

2. There are a lot of tildes ('^' == 0x7e) in the file.

Tilde is not a valid character in an uuencoded file. But I happened to

remember a posting by someone on the net who found out, that these tildes

started out as pointers ('^' == 0x5e).

-> Change all tildes (0x7e) to pointers (0x5e).

Next: Now uudecode that modified file.

In addition to this, sometimes a file contains 'grave markers' in place of spaces (on an 8-bit Atari, they appear as the solid diamond character). To fix this problem, simply replace each grave marker with a single space. I've found that SpeedScript's global find-and-replace feature works well in repairing files plagued with these problems. Hope this helps...

```
**************************************************************************
* *
* PPPP SSSS U U John F. Gbruoski G15 @ PSUVM.BitNet *
* PPPP SS U U *
* P enn SState U University "Young fool...Only now, at the End, *
* P SSSS UUUU do you understand." *
```

```
* *
* Claimer: These opinions are my own, and PSU can't have them! *
*********************************************************************
```

816. ANALOG - ST/Log bought out

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-16 14:48:33 UTC
From: bruce@ektools.UUCP
Message-ID: <1010@ektools.UUCP>
Source record: 117170
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

This notice regarding ANALOG and ST/Log was posted on Delphi:

ANALOG is in the process of being bought out by a very large publishing company based in Los Angeles, California. The publishing company will provide printing, distribution and subscription services for ANALOG and ST/Log Magazines. For the most part, the editorial content will still be lead by Lee Pappas, Clayton Walnum and the assortment of contributing editors currently adding their prose to the magazine.

The first issue of ANALOG and ST/Log that will be published under the new company will be the March, '88 issues. These issues will be on the news-stands in late January, '88. After the re-introduction, ANALOG and ST/Log magazines will be published monthly with approximately the same coverage and substance as was previously made available.

Subscribers will continue to receive their issues as normal under this new arrangement. ANALOG will be installing an answering machine on their Worcester, Massachusetts phone number sometime this week. The machine will give more precise details regarding the publication dates and subscriber information.

817. Booting disk software on an 800XL reliably.

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-17 05:25:58 UTC
From: peter@nuchat.UUCP
Message-ID: <539@nuchat.UUCP>
Source record: 117171

I have been having trouble getting disks booted on an 800XL. Sometimes it takes 4 or 5 tries to boot up (say) Boulder Dash Construction Kit, following directions in the package or not. Usually it doesn't even hit the disk... just gives me notepad. Once it starts talking to the disk everything usually goes like clockwork.

I've tried turning on the computer first, the disk first, holding down various keys during the boot, etc... what is the accepted sequence?

I have an 800 with two Percom DD drives, and an 800XL with 2 1050s (as well as a Zenith terminal and an Amiga 1000 with 4.5 Megs... I also pull down mumble mumble bucks a year as a Sr Software Engineer... that is to say I'm not a novice).
--
-- a clone of Peter (have you hugged your wolf today) da Silva `-_-'
-- normally ...!hoptoad!academ!uhnix1!sugar!peter U
-- Disclaimer: These aren't mere opinions... these are *values*.

818. Problems with AtariWriter+

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-17 23:07:32 UTC
From: avp@garfield.UUCP
Message-ID: <4397@garfield.UUCP>
Source record: 117172

Hi, I'm writing this for a friend. We've been trying to get Atari Writer+ to do page numbering, without success. If I remember correctly , it worked if the page # command was put in a header, but not in the footer (which is what he needs). He is using a Panasonic 1080i printer, and I have it all set up to do everything, but can't get this page # in the footer thing to work.

If you can help some one-time know-it-all 8-bit user, please reply to

avp@garfield.UUCP
avp@garfield.mun.cdn

Thanks.

819. Looking for a used 800XL!

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-18 00:36:18 UTC
From: 870646c@aucs.UUCP
Message-ID: <752@aucs.UUCP>
Source record: 117173

A friend of mine that does not have access to the net has destroyed his 800XL?
He wants to know if there is anyone out there selling a used 800XL only for
a good price. If so can you e-mail me your address so that I can pass it on to
him, so that he can give you a call.
later
Barry

820. Re: I Hate To Be A Bonehead, But...

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-18 13:39:38 UTC
From: pkopp@potpourri.UUCP
Message-ID: <864@potpourri.UUCP>
Source record: 117174

in article <kVvbQpy00VsEZKU04B@andrew.cmu.edu>, rw1x+@andrew.cmu.edu (Rory Mark Wohl) says:
->
-> OK, I read the documentation on subscribing/using Info-A8 that was posted
-> a couple of weeks ago and attempted to subscribe via LISTSERV since the
-> machine I'm using (not this one) is a BITNET machine.
->
-> As of yet, I haven't received any information from the list.
->
-> Rory Wohl

I've also tried this. As I recall, I used the command
"SUBSCRIBE INFO-A8 PKOPP".

I got a message back saying INFO-A8 was locked by
(someone's name) on December XX, 1987.

Paul Kopp
Gould Inc., Computer Systems Division
Fort Lauderdale, Florida

821. Re: Booting disk software on an 800XL reliably.

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-18 21:24:25 UTC
From: seg@pbhya.UUCP
Message-ID: <8480@pbhya.UUCP>
Source record: 117175

References: <539@nuchat.UUCP>

In article <539@nuchat.UUCP>, peter@nuchat.UUCP (Peter da Silva) writes:
> I've tried turning on the computer first, the disk first, holding down various
> keys during the boot, etc... what is the accepted sequence?
>

You boot the computer with the disk on, when you are dealing with
a 130xe. And I would think that would be true of most systems, I
have to do the same with 3B5s and 3B2s at work. If the disk isnt
on, the proccesor won't find it when it boots, and will be unaware
it exists.

Stephen Grove sun!ptsfa!pbhya!seg

822. Re: Booting disk software on an 800XL reliably.

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-19 08:57:53 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <1895@bsu-cs.UUCP>
Source record: 117176

Here's the scoop on booting disks on the 800XL:

1) Turn on at least Drive 1 BEFORE turning on the computer. Wait for the little red light to go out (about 5-8 sec).

2) Place an autoboot disk (not ALL disks CAN autoboot, for one thing) in Drive 1.

3) Whether or not you have any cartridges in the slot is up to you; if you're gonna use, say, ACTION!, you need to have that one IN. SPACE INVADERS or whatever, you'd want OUT...

4) If not using a cartridge, to boot WITHOUT "built-in" BASIC, hold down the OPTION key, and continue holding it down while you go to step 5. If you want to boot WITH built-in BASIC, DON'T hold anything, just go to step 5!

5) TURN ON THE POWER TO THE COMPUTER!

At this point, the disk should begin twirling, the light on the drive should come on, and you should hear the bee-bee-bee-bee-beeps of the disk-read operation.

If you don't mind my asking, how'd you get to own an 800XL with all those drives, and NOT KNOW THIS stuff? Seems well-nigh inconceivable to me; I'd think it'd not only be in the manuals, but would be just about the first thing ANY computer owner would pick up in the first two hours of ownership...

Oh well, maybe I'm biased; I'm quick with these things. If it can be flow-charted, I can comprehend it.

Chris Chiesa
Senior, CS Dept.
Ball State University
Muncie, IN

823. BITNET mail follows

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-19 16:31:00 UTC
From: VALENTIN@OUACCVMB.BITNET
Message-ID: <8801191741.AA10774@ucbvax.Berkeley.EDU>
Source record: 117177

Subject: 8-Bit Music

Could anyone give me some information about MIDI options for the
8-bit Ataris, if there are any, specifically the old 800?

Thanks,
Rory Wohl

Valentin @ ouaccvmb.bitnet
(614) 597-3500

824. Output of job "INFO-A8" from LISTSERV@PUCC

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-19 20:15:00 UTC
From: LISTSERV@UIUCVMD.BITNET
Message-ID: <8801192030.AA14596@ucbvax.Berkeley.EDU>
Source record: 117178

```
No recipients for this server, probable loop
symptom. Distribution for all the remaining
recipients has been carried out by this server.
```

825. Output of job "INFO-A8" from LISTSERV@PUCC

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-19 20:15:00 UTC
From: LISTSERV@UIUCVMD.BITNET
Message-ID: <8801192018.AA14284@ucbvax.Berkeley.EDU>
Source record: 117179

```
No recipients for this server, probable loop
symptom. Distribution for all the remaining
recipients has been carried out by this server.
```

826. A few questions....

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-20 03:14:43 UTC
From: SAGAPO@SBCCVM.BITNET
Message-ID: <8801200318.AA23410@ucbvax.Berkeley.EDU>
Source record: 117180

Okay... a few questions.....

1) About the Upgrades for the 130XE, namely the 1 and 2 MEG, where can you find the directions for the mods? How do they effect the 130XE in relation to program use? What do you have to sacrifice? I realize that there isn't a company that produces the mods and I will have to do most of the wiring myself, but I do a few things with electronics and I think I can hack it.

2) The Multi-tasking program of Terry Conklin. If you have more than 128k..i.e. the above mentioned 1 meg... is it possible to set up the program to use more than 16k for a task?

3) In answer to John R. Dunning's request for help to get the 8-bit software archives straightened out: I am here. I need the progs to download from an IBM 3083 to a 130XE, but other than that, I am free. How does UUNECODE work? If it is not too much trouble, would someone explain how it works and possibly send me a copy? It would me much appreciated...

Thanx in advance,
Ron Trenka
SAGAPO at SBCCVM

The above statements are from my own mad delusions and do not represent anyone's opinion, including my own... 'Hold that thought...'

827. kermit65 and XM301

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-20 15:29:19 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8801201529.AA16115@mitre-bedford.ARPA>
Source record: 117181

Glenn Euloth writes...
> I am running an Atari 130XE and a 1050 drive. I am using an XM301
> modem with this configuration and I would like to know how I can get
> Kermit-65, which was posted a while back, to work. I have two files, one I
> am told is Kermit with NO rs232 port (XM301 modem?) and one with rs232. I
> am also using this at home with a phone. Could someone who has such a
> thing working please explain to me how theirs is set up. I have heard some
> good things about Kermit but I have yet to get it to work. Also, how do
> you (or can you) get it to dial? The documentation makes no mention of it.
> Any help would be greatly appreciated!
>
> Glenn Euloth

The two versions of kermit65 are identical except that the one "with"
is "with" an RS-232 handler attached (prepended or appended, I am not
sure which). CDY's OmniCom is "shipped" ONLY WITHOUT a handler (unless
someone has tacked one on). If you had an 850 or very compatible rs-232
controller, you could use kermit65 "with" the standard handler. I'm not
familiar with the XM301, but I believe it requires a special, i.e. different,
handler. I seem to recall seeing one posted that was written in ACTION! and
included autodialing and emulation of other Hayes features in the handler
itself. In any case, you DEFINITELY will need to load a handler along with
the bare bones kermit65 just as you do with OmniCom, in order to make it
work with ANY serial comms device.

It is usually convenient to select a handler, then tack it on either in front
of or at the end of the terminal emulator program. The DOS loader (program
that runs when you use the L command) then will load both the handler and the
terminal emulator "automatically" (what else, its a computer after all!!??).
Concatenating the two load modules is easy: just copy the one you want first
to a file with the desired name, e.g.

C<RETURN>
FILE1.OBJ, TERMPROG.COM<RETURN>.

Then copy the one you want second to the SAME FILE, but use the /A (append)
switch on the end of the destination file's name, with no spaces, e.g.

C<RETURN>
FILE2.OBJ, TERMPROG.COM/A<RETURN>.

Deciding which to put first and which to put second may be harder; in general
it is probably safest to put the handler file first, as the terminal emulator
program probably will most likely be designed to start running upon being
loaded. This has to do with which type of "load vector" the files end with.
Sometimes binary files are incompatibly assembled so that neither order will

work. In that case, you have to go in and patch the final load vectors of one or both using a sector editor/debugger. However, if you find an XM301 handler and put it in front of kermit65 or OmniCom, I suspect you will be "on the air".

-John Sangster / jhs@mitre-bedford.arpa

828. Used 800XL, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-20 15:45:32 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8801201545.AA16697@mitre-bedford.ARPA>
Source record: 117182

I saw an ad in a recent Antic from a place that sells used equipment. They had the 800XL for about $64 as I recall. I don't have the address handy but can dig it up if you can't find it.

New ones are still available and are under $80 in any case. Your friend might be smart to just buy a new one. Computer Mail Order or Electronic One are probably good sources. CMO: (800) 233-8950, E/O: (614) 864-9994.

By the way, when you say "destroyed", do you mean he ran over it with the family pickup truck, or is it physically intact but just no longer working, for some non-obvious reason. If it's the latter, I might be interested in acquiring it for fixing up or spare parts. I'd be willing to pay a small amount for it, which would perhaps offset the cost of the replacement one. Get back to me if your friend is interested and I'll give you a phone number.

-John Sangster

829. Bicycling BBS

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-21 04:10:00 UTC
From: beckman@silver.bacs.indiana.edu
Message-ID: <21200001@silver>
Source record: 117183

```
/* Written 11:06 pm Jan 20, 1988 by beckman@silver.UUCP in silver:rec.bicycles */
/* ---------- "Bicycling BBS" ---------- */
THE BIKEPATH is a new BBS for bicyclists. The BBS is primarily for
IBM and compatables (only if you wish to download software). All users
can leave messages and debate cycling topics, as well as receive information
on upcoming events. The Bikepath is the official BBS for the Ultra-Marathon
Cycling Association (UMCA), and the Bloomington Indiana Bicycle Club.
The BBS Phone number is 812-332-9926: set your modem for 300/1200 8N1.
/* End of text from silver:rec.bicycles */
```

830. SPELLING CHECKER

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-21 15:20:00 UTC
From: HABKE@UOFMCC.BITNET
Message-ID: <8801211529.AA02209@ucbvax.Berkeley.EDU>
Source record: 117184

CAN ANYONE TELL ME IF THERE IS A SPELLING CHECKER AVAILABLE
FOR USE USE WITH SPEEDSCRIPT.
EVEN A STANDALONE CHECKER TO RUN AGAINST THE FILE WOULD BE OK.
THANKS
BILL

831. UUDECODE/UUENCODE SOURCE

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-21 15:36:01 UTC
From: adb@bucsb.UUCP
Message-ID: <1420@bucsb.UUCP>
Source record: 117185

Could someone please e-mail me a basic source for uudecode/encode?

Or is there a binary which comes with a simplified basic uudecoder that
will uudecode the uudecoder? :-)

-thanks--
Adam Bryant || ARPANET: adb@bucsb.bu.edu
91 Bay State Rd || BITNET: adb@buenga engb0du@bostonu
Boston, MA 02215 || UUCP: ..!harvard!bu-cs!bucsb!adb
(617) 375-7380 || CSNET: adb%bucsb@bu-cs

832. Re: A few questions....

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-22 18:01:45 UTC
From: conklin@eecae.UUCP
Message-ID: <5661@eecae.UUCP>
Source record: 117186

> 1) About the Upgrades for the 130XE, namely the 1 and 2 MEG, where
> can you find the directions for the mods? How do they effect

Full directions for every upgrade mod ever produced are specially maintained on the Club II BBS in Detroit. There are tons of mem-upgrade files online. If anyone ever produces any upgraded-memory related PD software/text, we'd appreciate it if you'd help the sys stay complete, too. (313) 334-8877, 300/1200 baud. File area 29.

> 2) The Multi-tasking program of Terry Conklin.
> Ron Trenka

Whoa! I'm not the author, just Beta-testing it. And no, it's really limited to 16K. Otherwise, you'd have an absurd jumble where software was loaded onto 2 concurrent pages in RAM, software would be coded to be _multiply_ assembled at the same (rotated 16K page) address, and youd have to jump across pages. Arrgh, what a mess.

Terry Conklin

833. CDY, OMNIVIEW, and OmniCom

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-22 23:19:21 UTC
From: njd@ihlpm.UUCP
Message-ID: <1631@ihlpm.ATT.COM>
Source record: 117187

[I attempted to e-mail this message to John Sangster, but my path for him no longer works; anyway, this ought to be of general interest here.]

Do you have a correct (and working) e-mail address for CDY? I have one from around 8 months(?) ago, and I tried sending him e-mail, but got no reply from Mr. Young (nor an "undelivered mail" or any other response from any mailer along the way). He used to respond to e-mail (he even replied to a news article of mine by e-mail once).

Alternatively, do you have any information about any features added to OmniCom (since the ~4/87 version) or OMNIVIEW (since the full-ASCII support was put in - no, I don't have that version of the chip yet...)?

Thanks,

Nick DiMasi (...!ihnp4!ihlpm!njd)

P.S. Thanks for the shareware OmniCom... it will come in handy when I upgrade my OMNIVIEW chip!

834. Re: A few questions....

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-23 13:21:08 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <330@pasteur.Berkeley.Edu>
Source record: 117188

In article <5661@eecae.UUCP> conklin@eecae.UUCP (Terry Conklin) writes:
>> 2) The Multi-tasking program of Terry Conklin.
>> Ron Trenka
>Whoa! I'm not the author, just Beta-testing it. And no, it's really
>limited to 16K. Otherwise, you'd have an absurd jumble where software
>Terry Conklin

Just what is this multitasking program. Can we expect things like back-
ground spellchecks, or printspooling or r othr goodies like that???
AND, How fast is it?

835. XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-25 05:09:37 UTC
From: conklin@eecae.UUCP
Message-ID: <5688@eecae.UUCP>
Source record: 117189

Checks of the local Toys-R-Us store has shown sales of the XE Game System to be cruising right along. A friend says when he checked, they were completely sold out.

If you could, I would appreciate it if you could call your local retailer and find out how they are doing in your area. If sales of the new machine are good generally (and not just here) I am seriously considering taking time out to develop a new game (which had been 20% developed some time ago, but stopped due to a shrinking Atari market at the time.)

Please post replies to the net. Any sales news/numbers from Atari would be appreciated as well.

P.S. It seems important to note that the people I have talked to are not only getting the game system, but a disk drive as well.

Terry Conklin
ihnp4!msudoc!conklin
(517) 372-3131 3/12/2400 The Club
(313) 334-8877 3/1200 The Club II (w/lotsa files & new 8 bit sysop)

836. Re: Hack, and the 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-25 17:54:02 UTC
From: jdd@db.toronto.edu
Message-ID: <1988Jan25.125404.28913@jarvis.csri.toronto.edu>
Source record: 117190

There is NO version of Hack for the Atari 8-bit, simply
because Hack is an extremely space-intensive (i.e.
memory-intensive) game. Just consider - the hack
dungeon consists of over 20 levels, each of which may
need to be stored, rooms, hallways, monsters, and all. 48k
of memory is simply not enough.

There is a version of Rogue available for the Atari 8-bit,
however (since Rogue only saves one dungeon level at a time,
such a thing is possible). It is produced under the Epyx
label, I think.

John
--

John DiMarco Hard work never killed a man ...
jdd@csri.toronto.edu ... but it sure has scared lots of them!
{uunet!utai,watmath!utai,decvax,decwrl,ihnp4}!utcsri!jdd jdd@utcsri.UUCP
---

837. Re: Booting disk software on an 800XL reliably.

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-25 18:08:25 UTC
From: jdd@db.toronto.edu
Message-ID: <1988Jan25.130826.28981@jarvis.csri.toronto.edu>
Source record: 117191

In article <539@nuchat.UUCP> peter@nuchat.UUCP (Peter da Silva) writes:
>I have been having trouble getting disks booted on an 800XL. Sometimes
>it takes 4 or 5 tries to boot up (say) Boulder Dash Construction Kit,
>following directions in the package or not. Usually it doesn't even hit the
>disk... just gives me notepad.

You mean 'self-test mode', don't you? An 800XL doesn't have a notepad mode.

Anyhow - how warm is the room your computer is in? I've found on my 800XL
(with one 1050 drive), that if the room is too cold, I have to try several times
before I can get the disk booted.

>I've tried turning on the computer first, the disk first, holding down various
>keys during the boot, etc... what is the accepted sequence?

Turn the disk drive on first, then the computer. If you don't want BASIC, hold
the option key down while you turn on the computer. If the boot doesn't work,
try again until it does.

>I have an 800 with two Percom DD drives, and an 800XL with 2 1050s (as well as
>a Zenith terminal and an Amiga 1000 with 4.5 Megs...

I'll trade you an 800XL with one drive, an MPP1000C modem, and a 1020 plotter for
that Amiga. :-)

>.. I also pull down mumble
>mumble bucks a year as a Sr Software Engineer...

Care to give any money to a poor student? :-)

John
--
John DiMarco Hard work never killed a man ...
jdd@csri.toronto.edu ... but it sure has scared lots of them!
{uunet!utai,watmath!utai,decvax,decwrl,ihnp4}!utcsri!jdd jdd@utcsri.UUCP

838. Output of job "INFO-A8" from LISTSERV@PUCC

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-25 18:25:00 UTC
From: LISTSERV@UIUCVMD.BITNET
Message-ID: <8801251904.AA14391@ucbvax.Berkeley.EDU>
Source record: 117192

```
No recipients for this server, probable loop
symptom. Distribution for all the remaining
recipients has been carried out by this server.
```

839. Re: XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-26 14:11:56 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2532@ihlpe.ATT.COM>
Source record: 117193

In article <5688@eecae.UUCP>, conklin@eecae.UUCP (Terry Conklin) writes:
>
> If you could, I would appreciate it if you could call your local
> retailer and find out how they are doing in your area. If sales of the
> new machine are good generally (and not just here) I am seriously
> considering taking time out to develop a new game (which had been 20%
> developed some time ago, but stopped due to a shrinking Atari market at
> the time.)
>
> Please post replies to the net. Any sales news/numbers from Atari would
> be appreciated as well.
>
I have been following the situation here in the Western Suburbs of Chicago and have found the status about the sames. Our Toys R Us, Kay Bee Toys and Child's World all sold out their supply of XE game machines. Some of them had a pretty good supply, too.

The only down note is that software is very scarce. All the games they had before Christmas were older games such as Tennis, Ms Pac Man, etc and these were going for $19.95 to $24.95. Since Christmas, I have seen two new games, One-On-One and Archon. What I find positive about this is that they are marketed by Atari, even though they were developed by a third party company. This is an absolute MUST. Third party companies are not going to support a system that isn't even supported by the company that developed it. One example is Radio Shack's Color Computer III. This is a relative new system with even less hardware on the market than Atari computers but I just got the new RS sale flyer. Guess what? In the software section for the CoCo 3 is Shanghai and Microscopic Mission, two games I would like to see for the Atari 8bit (Shanghai is supposed to be released for the ST, it looks like a fun game). They also have Where In The World Is Carmen Sandiego, which I have been waiting to come out for the 8bit Atari. The point is, these games are marketed by RS and sold through their stores. Activision and Broderbund have little invested other than some time. Atari needs to take this approach a little more than they have in the past. Even if it is just for games that are going to be released on cartridge, they need to do it.

One other comment on the XE game machine. Few disk drives were sold here because none of the stores I have visited have ever received any. The manager of the Kay Bee Toys told me that many people had ask him where they could get them and he ask me as a member of the local Atari users group. The sad truth is, I couldn't send him to any place within 20 miles of here. Our users group is inviting new owners of the XE game machine to our club meetings to see how they can get the most out of their machines but until they can buy a disk drive, there isn't much we

can do for them. We made up flyers and the manager of the Kay Bee Toy store has been giving them to buyers of the XE-SGS and to anyone who asks about more information on disk drives, etc. We hope to get several new members and help out confused owners in the process. Other groups might try something similar in your area. Try offering three months free membership or free software for joining, etc. The response might be better than you expect.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

840. Re: XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-26 19:26:14 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1639@ihlpm.ATT.COM>
Source record: 117194

Terry Conklin writes:
>
> Checks of the local Toys-R-Us store has shown sales of the XE Game
> System to be cruising right along. A friend says when he checked, they
> were completely sold out.
> .....
> .....
> P.S. It seems important to note that the people I have talked to are not
> only getting the game system, but a disk drive as well.
^^^^^^^^^^
I assume that you are referring to the Atari XF551 DSDD drive? (If not, what drive(s) are being sold?!?) How do these people like this drive?

I haven't talked to my local Toys-R-Us, Kay-Bee Toys, etc. , but from the recent ATARI SIG traffic on Delphi from people who have, I see that the XEGSs are a "hit" in at least several major cities in the U.S.

If you decide to develop a game for the XEGS, keep in mind that it should be compatible with the rest of the 8-bits too (or at least the XL/XE machines!). There are a lot of us "old 8-bitters" out here (as just a LOCAL [Chicago area] BBS listing I did late last summer showed), and a new game every once in a while helps us keep the "old faithful 8-bit" out of the closet (in my case, my 8-bits are my ONLY home computers - so far... Tramiel(s), where's that 680x0 UNIX(tm) box?).

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

841. The Atari XE Game System Arrives

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-27 00:21:21 UTC
From: conklin@eecae.UUCP
Message-ID: <5717@eecae.UUCP>
Source record: 117195

(what is a line eater, anyhow?)

[the following review is an in-depth look at the Atari XE Game System. I had the opportunity to really give it the once over, and did so because of the limited review given in Antic. This is expressly created for distribution of any form, as long as the copyright remains intact, whether by BBS or Compuserve or your local newsletter. Magazines contact the author through the system below.]

"Hands-on the Atari XE Game System. An In-Depth look
Copyright 1988 by Terry Conklin
from Club Network - (517) 372-3131 / (313) 334-8877

Atari's first new 8-bit computer in some time has hit the streets, and preliminary magazine reviews have been pretty scanty, so when a shiny new machine came in, I gave it the works.

First impressions: The XE Game System is built well. At least as well as the 130XE and perhaps a bit better. The base unit is solid and the separate, detachable keyboard is nicely weighted. The POWER switch, perhaps one of the most used switches on any game machine, wasn't the greatest and could have been better made. On the other hand, the big pastel colored START/SELECT/OPTION/RESET buttons were fine.

The detached keyboard is a new entity to Atari 8-bits, and I really liked it. It isn't super-light, and is well sized and shaped for setting in one's lap for programming. I say programming because many long time Atari owners are giving the XE Game System a serious look as a second machine, largely because of the keyboard. However, the console keys are on the main unit, not the detached keyboard, so some of it's usefulness as a "lean back and relax" work device is inhibited

The HELP key is on the keyboard. And I noticed that it has the same distinctive feel of the rest of the keyboard, even though it's a large round button like the console keys. This means that the XE Game System keyboard is not made of the same unit as the 130/65XE keyboard, and thus if something breaks, you can't tap that large collection of parts. Otherwise, the keyboard is completely identical to the XE keyboard in feel, shape and layout. You almost wonder why they bothered to make a new one.

The cable that attaches the keyboard to the main unit is about 12 inches long and plugs in on the left hand side in a recessed port. It uses a connector much like the 850 interface printer port, much like a joystick connector but with more pins. I noticed that someone thoughtfully included a little nub on the connector so that when you plug in the

keyboard cable, it fits snug and is not likely to come out when you pull on the keyboard (which is inevitable.) The keyboard also has hooks at the back that allow you to connect it to the main unit, forming a single piece. This was easy to do and I found myself switching from lap to desk-connected as the software I was using dictated. The main unit and keyboard connected together make up a 14 X 15 inch square, so be sure to have plenty of desk space for this system.

The main unit has the cartridge slot on the top, like an XL, but slanted at an angle matching the XE-style design, (though there is no cover protecting the cartridge slot as on the XL.) The joystick ports are on the right hand side, underneath and at an angle. This is the same sort of approach used first on the 1200XL and later on the 1040/520ST-FM. While it doesn't make it really easy to switch joysticks/lightguns/etc., I didn't have any trouble with it at all, and it does make it more aesthetically pleasing and easier on the joystick connectors to have the cable coming out of the computer in the general direction of the rest of the joystick.

On the back of the unit I ran into something of a suprise: an audio jack! A second later I realized that the XE game system has changed the connector for the monitor output. Unlike the 5-pin DIN plug monitor jack on other 8-bits, the XE system monitor output is supplied on two phono-plug jacks; one for sound, one for composite video. The television plug is next to these, but confusion is unlikely.

Continuing across the back, there is no parallel bus connector. There isn't on the 65XE either, (which this really is,) but it means you cant use parallel bus peripherals like the MIO (Multi-IO) from ICD. Next is a standard SIO port to connect to Atari peripherals. Amusingly, in Atari's current school of design, they stamp an icon above each connector on the back to indicate what should plug in where. On the ST for example, there is a telephone over the RS232 port, and a diskette over the disk drive port. Following this school of thought, there are 4 icons crammed in over the SIO port! At least things are consistent. The power connector is identical to the previous XL/XE connector.

Having wrapped up the physical description, how does it run software? Like a 65XE. In fact, absolutely like a 65XE, which is no suprise since that's essentially what it is. But for safety's sake, I decided to give it a full range compatibility test.

In total I tested 8 cartridges and a lot of disk software. One of the cartridges was a 600/800XL system diagnostics cartridge as well. Even this cart claimed that the system was an XE, and everything ran fine. During the testing of all this various software, I did notice some sort of twitch in the video. It only happened once every five or ten minutes that I saw, and the diagnostic cart didn't make it happen, but I checked the monitor and it was fine. I'll be investigating more XE Game Systems to find out if this is a factory trait or just a individual case.

A couple options come with the XE Game System that weren't previously available. Most notably the light gun and a couple new cartridges. The XE Game System also has the game Missile Command built-in. Wherever it is, it's awfully well hidden. I turned the machine on with no cartridge and it came up in BASIC. When I held down the OPTION key, it came up with the XL/XE Self Test screen. Needless to say, it IS a 65XE. I never got a chance to test Missile Command because quite frankly, I didn't even remember it was there!

The Atari light gun is at once the most fun addition and the biggest disappointment. One of the two cartridges that comes with the system is a bug-shootout game. At first, it seems rather simple-minded, but the more I played the more I enjoyed it, and it gets quite challenging. Unfortunately, the challenge isn't one to hone your skills on. The light gun is easily the cheapest component of the system. The aim was _noticeably_ off, even at point blank, and the "gun sights" formed into it's plastic case were completely useless. Sometimes you get the distinct impression that the gun's aim actually changes. I might attribute that to reviewer error, but having over half-million point scores on the gun game "Hogan's Alley" in the arcades, I have spent at least a hundred hours with a good, workable system and this doesn't come close. Still, after a while I was able to get 80+% "hit ratios" on the included game, so it can work. Owners of the game system may find that they "learn" the aim of their own guns and enjoy them more.

We also tested the game cartridge and gun on a standard 130XE and 800XL, and they work fine. Perhaps Atari can be convinced to release the gun separately as an option for existing Atari owners.

The other cartridge included with the system is Flight Simulator II. This in itself is an impressive feat. Flight Simulator II is a _128K_ cartridge, making it the largest Atari cartridge ever produced. Flight Simulator II itself is an amazingly accurate 3-D solid-graphics flight simulation that lets you fly a Piper PA-28-181 Archer II, a single engine 148 Mph aircraft. It also has a "Europe 1917" mode that lets you test your flying skill in World War I combat against enemy planes and ground targets. One advantage of the cartridge FS-II is instant load times. The original disk Flight Simulator II would occasionally pause to load additional scenery information from diskette. The FS-II cartridge instantly changes scenery for constantly smooth flight. I did not check to see if the FS-II cart. could read Flight Simulator scenery disks.

Of all the system, there was only one incompatibility that I discovered, that being a difference in the operation of the RESET key. On the XL/XE computer line, when you pressed and held down the RESET key, the system would be held, reset, in never-never land. This was often handy if you hadn't quite gotten the next disk in the drive yet or needed a second before the machine tried to boot. It also made a special technique for saving extended-memory RAMdisks possible, where if you locked the machine up, you could hit and hold RESET, insert a cartridge, release and hit RESET again, then remove the cartridge. The machine will _always_

cold-boot, but without ever having to shut the machine off, thus the RAMdisk contents are intact.

On the new XE Game System, the RESET key didn't reset on the way down, but reset when you release the button (on the way back up.) Holding the button in this halfway up state proved to be difficult at best. Since the XE Game System is otherwise identical to the 800XL, it is not unimaginable that some game system owners might want to add memory (a.k.a. a 256K standard upgrade,) in the future. The difference is more or less negligible.

All in all, the XE Game System is a fine Atari 8bit. As a new machine for people interested in gaming, the massive selection of Atari games makes it a far better value than Sega's & Nitendo's offerings, and the graphics are, of course, terrific. Add to that the fact that it is a real computer, with all the versatility thereof, and it can't be beat. As a machine for new Atari owners, I judge it a better value than the 65XE, given the better keyboard and included software and gun. As a replacement machine or upgrade for existing Atari owners, it's a close call. The detachable keyboard is a joy to use. On the other hand, the lack of any parallel bus capability is a big minus. More and more people are putting hard disk drives on their 8-bits, and the "big" Atari 8bit (>256K of memory, several drives and/or a hard disk) is getting common. It might make a good "partner" machine.

Any way you look at it, the XE Game System is a good machine that will make it into a lot of homes bringing new owners, new users, and yet more customers for Atari 8-bit software. For 8-bit owners everywhere, "Thanks Atari."

Terry Conklin
ihnp4!msudoc!conklin
conklin@egr.msu.edu

842. Re: XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-27 03:45:49 UTC
From: daryl@ihlpe.ATT.COM
Message-ID: <2544@ihlpe.ATT.COM>
Source record: 117196

In article <5688@eecae.UUCP>, conklin@eecae.UUCP (Terry Conklin) writes:
> Checks of the local Toys-R-Us store has shown sales of the XE Game
> System to be cruising right along. A friend says when he checked, they
> were completely sold out.
>
> If you could, I would appreciate it if you could call your local
> retailer and find out how they are doing in your area. If sales of the
> new machine are good generally (and not just here) I am seriously
> considering taking time out to develop a new game

The Child World here in the western Chicago suburbs had nearly a wall of
XE game machines. After Christmas, they were nearly sold out.

Problem is, mail order seems the only way to find a good selection of software.
Local stores are not carrying much, if anything.
(But they are covered with C64 stuff - YUCH!)

Daryl Monge UUCP: ...!ihnp4!ihcae!daryl
AT&T CIS: 72717,65
Bell Labs, Naperville, Ill AT&T 312-979-3603

843. Gauntlet?

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-27 13:49:40 UTC
From: HACKIT@AI.AI.MIT.EDU
Message-ID: <317083.880127.HACKIT@AI.AI.MIT.EDU>
Source record: 117197

> From: nunki.usc.edu!rjung@oberon.usc.edu (Robert Alley Jung)
>...
> All the shareware software I've seen on the Ataris (PICSWITCH 0.7 on the ST
> and GAUNTLET on the 8-bits come to mind) seem to impose the "Money is nice,
> but not demanded" idea...
>
> --R.J.,
> New netter with big mouth
> B-)

I would be interested in seeing GAUNTLET on the 8-bit.. Does
someone think that they could post it?

John Bunch

844. Re: Hack, and the 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-27 15:40:14 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2547@ihlpe.ATT.COM>
Source record: 117198

In article <1988Jan25.125404.28913@jarvis.csri.toronto.edu>, jdd@db.toronto.edu ("John D. DiMarco") writes:
>
> There is a version of Rogue available for the Atari 8-bit,
> however (since Rogue only saves one dungeon level at a time,
> such a thing is possible). It is produced under the Epyx
> label, I think.
>
Epyx made a version of Rogue for the ST (they don't even carry that anymore in their latest catalog). They never intended to make an 8bit version.

ANTIC magazine published a version called Arogue that is pretty good considering the memory limitation. I have a 48K machine and it works fine. It is in BASIC, so it is easy to cheat if you are so inclined. It uses redefined character sets which makes it a little hard to read on a color tv using the RF modulator. Might be a lot better if you had one with a composite video input. Would be much better if used with a color monitor. It was reviewed by one of the regular readers here on the net last summer/fall when it was printed in ANTIC. He beat me to it, I'm pretty slow at typing in magazine listings because my time is limited for such frivolous pursuits. I barely have time to look up the spelling of all these words in the dictionary :-) .

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

845. help

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-27 19:53:00 UTC
From: AXDFM@ACAD2A.BITNET
Message-ID: <8801281823.AA26505@ucbvax.Berkeley.EDU>
Source record: 117199

```
This is a test. I have never had a BITNET message make it anywhere.
I hope this gets to you. (I knew your username and that is about it.)
```

846. 800 XL for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-28 01:23:53 UTC
From: 870646c@aucs.UUCP
Message-ID: <802@aucs.UUCP>
Source record: 117200

A friend of mine has decided to sell his 800xl after plugging it in to
a Comm. 64 power supply(please do not ask why, it would take too long to
explain), anyways is there anyone that could use an extra power supply, or
keyboard etc. If so send me your phone number an address so that he an
send it to you, you pay shipping(just because of the small dollar value
of the items being sent).
later
Barry

847. contacting CDY Consulting

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-28 23:36:16 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1649@ihlpm.ATT.COM>
Source record: 117201

I tried to call CDY Consulting (maker of the OMNIVIEW 80-column chip and software to use it) today (1/29/88). The number I have for them, from the latest (4/1/87) documentation I have from them, is (214) 235-2146. Calling that number gave me a "not in service or disconnected" message. I called Directory Assistance for area code 214, and asked for CDY Consulting in Richardson. The D/A operator had no listing.

Does anyone out there know where CDY moved to? (I am assuming that he just moved, and didn't "disappear.") I tried sending him mail at an e-mail address I have for him from ~last May, but got no reply or "error messages."

p.s. to John Sangster: if you saw my earlier article, and tried to send me mail, I didn't receive it. Please post your e-mail address, or call me at (312) 790-3435 and leave it (please spell out "words") on my answ. machine if no-one answers. I need an alternate path, the one that's no good is: ihnp4!cbosgd!ucbvax!MITRE-BEDFORD.ARPA!jhs

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

848. Output of job "INFO-A8" from LISTSERV@PUCC

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-29 00:31:00 UTC
From: LISTSERV@UIUCVMD.BITNET
Message-ID: <8801290940.AA11948@ucbvax.Berkeley.EDU>
Source record: 117202

```
No recipients for this server, probable loop
symptom. Distribution for all the remaining
recipients has been carried out by this server.
```

849. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-29 01:14:19 UTC
From: daryl@ihlpe.ATT.COM
Message-ID: <2562@ihlpe.ATT.COM>
Source record: 117203

In article <10401@uflorida.cis.ufl.EDU>, bdb@beach.cis.ufl.edu (Brian David Bisson) writes:
> I have had my 8-bit for a while now, an ATARI 1200XL, and the one Rana smart
> drive I have just is not enough. I am interested in Hard Drives for the
> Atari, working with them alot on IBM PCs at work, and see their advantages
> clearly. Could someone tell me their availability and approxomate new/used
> cost? Also where I could get docs on memory upgrades here in Florida.

By far the best route has to be the ICD MIO/SCSI disk combination. Plus it has the advantage of having a SCSI disk you can put on a future ST for just the cost of the controller (ICD has one of those too!)

You can't go wrong with ICD.

Daryl Monge UUCP: ...!ihnp4!ihcae!daryl
AT&T CIS: 72717,65
Bell Labs, Naperville, Ill AT&T 312-979-3603

850. Re: XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-29 05:09:49 UTC
From: actor@percival.UUCP
Message-ID: <1066@percival.UUCP>
Source record: 117204

I work for a computer store here in Portland that specializes in Atari products and we've been doing a fairly brisk business in XEGM's. Not as much as in ST's, but a noticeable improvement over the other XEs in sales. We've been sellng disk drives to about 25% (my estimate) of XEGM buyers. These haven't been the new Atari drives, since we can't seem to get them (where ARE they, Atari?). For a while we were selling old 1050's, but since they ran out it's been all Indus GT's.

--
Clif Swinford
..!tektronix!reed!percival!actor fnord

851. ANALOG Magazine news

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-29 14:36:29 UTC
From: lazear@GATEWAY.MITRE.ORG
Message-ID: <8801291436.AA08003@saturn.mitre.org>
Source record: 117205

I just called ANALOG to see where my Nov, Dec, Jan, and Feb issues were.
As reported earlier in this digest, they are having printer problems.
The lady who answered stated that March 88 would be the next issue printed
and that I would be receiving credit for missing issues. She also said
there was a letter just mailed that I would receive in the next two weeks
explaining the long silence.
Walt Lazear (@gateway.mitre.org)

852. Re: ANALOG Magazine news

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-29 20:29:47 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <442@pasteur.Berkeley.Edu>
Source record: 117206

In article <8801291436.AA08003@saturn.mitre.org> lazear@GATEWAY.MITRE.ORG writes:
>I just called ANALOG to see where my Nov, Dec, Jan, and Feb issues were.
>and that I would be receiving credit for missing issues. She also said
>there was a letter just mailed that I would receive in the next two weeks
>explaining the long silence.
> Walt Lazear (@gateway.mitre.org)

Is there any truth to the rumor that ANALOG was bought by Larry Flynt's company?The one that publishes HUSTLER?? I wonder what that will do to sales. Will
Some people drop ANALOG (I won't).

853. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-29 23:36:00 UTC
From: hans@umd5.umd.edu
Message-ID: <2238@umd5.umd.edu>
Source record: 117207

In article <2562@ihlpe.ATT.COM> daryl@ihlpe.ATT.COM (Daryl Monge) writes:
:In article <10401@uflorida.cis.ufl.EDU>, bdb@beach.cis.ufl.edu (Brian David Bisson) writes:
:: I have had my 8-bit for a while now, an ATARI 1200XL, and the one Rana smart
:: drive I have just is not enough. I am interested in Hard Drives for the
:: ...
:
:By far the best route has to be the ICD MIO/SCSI disk combination. Plus it
: ...

Careful, the 1200XL ROM is substantially different from the other XL and XE systems. Be sure to check if the MIO will work with a 1200XL.
Otherwise you might have to grab this excuse to upgrade to an 800XL or a 130XE.

854. Re: Booting disk software on an 800XL reliably.

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-30 23:29:53 UTC
From: peter@nuchat.UUCP
Message-ID: <612@nuchat.UUCP>
Source record: 117208

In article <1895@bsu-cs.UUCP>, cfchiesa@bsu-cs.UUCP (Christopher F. Chiesa) writes:
> Here's the scoop on booting disks on the 800XL:

> 1) Turn on at least Drive 1 BEFORE turning on the computer. Wait for the
> little red light to go out (about 5-8 sec).

OK, I do that.

> 2) Place an autoboot disk (not ALL disks CAN autoboot, for one thing) in
> Drive 1.

OK, I do that, too.

> 3) Whether or not you have any cartridges in the slot is up to you; if you're
> gonna use, say, ACTION!, you need to have that one IN. SPACE INVADERS or
> whatever, you'd want OUT...

Action? Not me. I'm a C66 fan. Anyway, check.

> 4) If not using a cartridge, to boot WITHOUT "built-in" BASIC, hold down the
> OPTION key, and continue holding it down while you go to step 5. If you
> want to boot WITH built-in BASIC, DON'T hold anything, just go to step 5!

Yeh, I got that from the manual. Do that, too.

> 5) TURN ON THE POWER TO THE COMPUTER!

Bingo. This sequence as often as not dumps me in NOTEPAD.

> At this point, the disk should begin twirling, the light on the drive
> should come on, and you should hear the bee-bee-bee-bee-beeps of the disk-
> read operation.

After 2-5 tries I get here.

> If you don't mind my asking, how'd you get to own an 800XL with all those
> drives, and NOT KNOW THIS stuff? Seems well-nigh inconceivable to me; I'd
> think it'd not only be in the manuals, but would be just about the first
> thing ANY computer owner would pick up in the first two hours of ownership...

I guess I'm just lucky enough to have got a lemon. Oh well, for $69 I can't
complain too much. Guess it's time to dump the 800XL and go back to my 800.
If I could get BoulderDash for the Amiga I wouldn't bother.

> Oh well, maybe I'm biased; I'm quick with these things. If it can be flow-
> charted, I can comprehend it.

"The flowchart is the most oversold peice of program documentation ever"
-- C.A.R. Hoare.

```
--
-- a clone of Peter (have you hugged your wolf today) da Silva `-_-'
-- normally ...!hoptoad!academ!uhnix1!sugar!peter U
-- Disclaimer: These aren't mere opinions... these are *values*.
```

855. Output of job "INFO-A8" from LISTSERV@PUCC

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-31 09:33:00 UTC
From: LISTSERV@UIUCVMD.BITNET
Message-ID: <8801310940.AA21993@ucbvax.Berkeley.EDU>
Source record: 117209

```
No recipients for this server, probable loop
symptom. Distribution for all the remaining
recipients has been carried out by this server.
```

856. Re: Booting disk software on an 800XL reliably.

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-31 16:58:25 UTC
From: dave@sun.soe.clarkson.edu
Message-ID: <293@sun.soe.clarkson.edu>
Source record: 117210

Sounds like from your description (dropping into the notepad) that you may have a bad connection between your 800XL and your drive; if you're hearing the infamous (thhhhhpt) sound (!), that means your drive isn't connected. (to hear what that sounds like if you're not familiar with it, just unplug the drive and turn on the computer)

I would suggest swapping cables (if you have extras), checking for bad/loose pins, and maybe cleaning the contacts..

-dg-

Internet: dave@sun.soe.clarkson.edu
BITNET: bh0u@CLUTX.Bitnet
uucp: {rpics, gould}!clutx!bh0u
Matrix: Dave Goldblatt @ 1:260/360

"Sometimes you tell the day by the bottle that you drink
And times when you're alone all you do is think.."
-JBJ,RS

857. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1988-01-31 22:46:16 UTC
From: rich@jolnet.UUCP
Message-ID: <370@jolnet.UUCP>
Source record: 117211

In article <2562@ihlpe.ATT.COM> daryl@ihlpe.ATT.COM (Daryl Monge) writes:
>In article <10401@uflorida.cis.ufl.EDU>, bdb@beach.cis.ufl.edu (Brian David Bisson) writes:
>
>You can't go wrong with ICD.
>
>Daryl Monge UUCP: ...!ihnp4!ihcae!daryl

Do you want to take a bet on that last statement? ICD is not a real ethically run business. My advice to you is " Be Careful".

--

Any opinions expressed are my own. Now, for a limited time, they can be yours too, for the incredible price of only $19.95. Simply send $19.95 (in Alterian dollars) to ...ihnp4!killer!jolnet!rich. Rich Andrews

858. Re: Booting disk software on an 800XL reliably.

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-01 06:35:04 UTC
From: gil@icus.UUCP
Message-ID: <242@icus.UUCP>
Source record: 117212

In article <1988Jan25.130826.28981@jarvis.csri.toronto.edu> jdd@db.toronto.edu ("John D. DiMarco") writes:
>In article <539@nuchat.UUCP> peter@nuchat.UUCP (Peter da Silva) writes:
>>I have been having trouble getting disks booted on an 800XL. Sometimes
>>it takes 4 or 5 tries to boot up (say) Boulder Dash Construction Kit,
>>following directions in the package or not. Usually it doesn't even hit the
>>disk... just gives me notepad.
>
>You mean 'self-test mode', don't you? An 800XL doesn't have a notepad mode.
>
>Anyhow - how warm is the room your computer is in? I've found on my 800XL
>(with one 1050 drive), that if the room is too cold, I have to try several times
>before I can get the disk booted.

[some descriptions & suggested solutions deleted]
>
>>I have an 800 with two Percom DD drives, and an 800XL with 2 1050s (as well as
>>a Zenith terminal and an Amiga 1000 with 4.5 Megs...

This isn't the same problem, but this might explain some wierd disk activity that could be the cause of problems such as the ones above.

Although the Atari computer components themselves are well-shielded as a rule (the 1050 disk is not really), the cables are not really shielded. I have found when I connected more than one drive or printer off the interface serial port, I get spiratic disk errors (which sometimes ruin the data on the disk), and some retries on sector reads when booting DOS (not something that's a ususal occurance).

What I have attributed the problems to, since I had no problem with the computer before I moved to an apartment, is the MASSIVE amount of RFI (radio interference) in the area (my television gets a massive amount of interference from various sources, including what appears to be an unknown transmitter nearby). I believe that some of the more powerful interference is being picked-up inside the disk drive circuitry, causing the drive to act up.

I have looked into the various hardware-related problems including a very comprehensive look at my drive and different disks, etc. It is definitely not either.

I am curious if similar problems have occurred like this in Atari or other manufacturers' equipment. Also, has anyone shortened the interface cables on their Atari equipment to see if this helps? Perhaps it is being picked-up through the AC line? Please post answers to these or related queries unless they would not benefit others.

Becuase I tend to be lax in sending each individual who replies to my postings a note of thanks, I thank anyone who replies in advance.

Gil Kloepfer, Jr.	Net-Address:
ICUS Computer Group, Systems Dvlp.	{boulder,ihnp4,talcott}!icus!gil
P.O. Box 1	OtherNet: gil@icus.UUCP
Islip Terrace, New York 11752	

859. Larry Flynt buys ANALOG???

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-01 18:37:17 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8802011837.AA03817@mitre-bedford.ARPA>
Source record: 117213

I can't resist commenting that I could see Flynt buying "ANTIC", possibly because he thought the name would be appropriate for one of HIS kind of magazines. But ANALOG???

Reminds me of a true incident, back in the days before everyone had home computers or interest in computer magazines, when a friend of mine recommended to the company librarian and her assistant that they get a subscription for the library to Byte Magazine. They both gave him a funny look and asked, "What is that, one of those girlie magazines?"

It really happened, s'help me!

-John Sangster, jhs@mitre-bedford.arpa

860. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-01 19:46:09 UTC
From: dragon@olivej.olivetti.com
Message-ID: <14215@oliveb.olivetti.com>
Source record: 117214

in article <2562@ihlpe.ATT.COM>, daryl@ihlpe.ATT.COM (Daryl Monge) says:
> In article <10401@uflorida.cis.ufl.EDU>, bdb@beach.cis.ufl.edu (Brian David Bisson) writes:
>> I have had my 8-bit for a while now, an ATARI 1200XL, and the one Rana smart
>> drive I have just is not enough. I am interested in Hard Drives for the
>> Atari, working with them alot on IBM PCs at work, and see their advantages
>> clearly. Could someone tell me their availability and approxomate new/used
>> cost? Also where I could get docs on memory upgrades here in Florida.

> By far the best route has to be the ICD MIO/SCSI disk combination. Plus it
> has the advantage of having a SCSI disk you can put on a future ST for just
> the cost of the controller (ICD has one of those too!)

> You can't go wrong with ICD.

> Daryl Monge UUCP: ...!ihnp4!ihcae!daryl
> AT&T CIS: 72717,65
> Bell Labs, Naperville, Ill AT&T 312-979-3603

Unfortunately, the MIO only works on 130XEs/800XLs and I *think* the 600XL.
The Supra board is in the same boat. I can only suggest to Brian that he
may need to upgrade/downgrade (depending on how you look at it) his machine
before pursuing this further.

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!oliveb!olivej!{dragon-oatc,lobster}!dean

Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

861. Re: Larry Flynt buys ANALOG???

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-02 19:28:19 UTC
From: dsmith@hplabsb.UUCP
Message-ID: <4525@hplabsb.UUCP>
Source record: 117215

In article <8802011837.AA03817@mitre-bedford.ARPA>, jhs@MITRE-BEDFORD.ARPA writes:
> I can't resist commenting that I could see Flynt buying "ANTIC", possibly
> because he thought the name would be appropriate for one of HIS kind of
> magazines. But ANALOG???
>
> Reminds me of a true incident, back in the days before everyone had home
> computers or interest in computer magazines, when a friend of mine recommended
> to the company librarian and her assistant that they get a subscription for
> the library to Byte Magazine. They both gave him a funny look and asked,
> "What is that, one of those girlie magazines?"
>
> It really happened, s'help me!
>
> -John Sangster, jhs@mitre-bedford.arpa

Then there is Unix World.

David Smith
dsmith@hplabs

862. Re: Used 800XL, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-03 13:40:06 UTC
From: P4O@PSUVMA.BITNET
Message-ID: <31873P4O@PSUVMA>
Source record: 117216

I have a atari 800XL and run a small BBS system up in the Scranton,Pa
area. I have the 800Xl with the Newell 256K Ramdisk.
Although I think it is a great machine CMO seems to differ.
Computer Mail Order no longer carries the 800Xl series.
I tried to get one for my friend. I had to call over 20
stores to find one. Atari no longer makes them so maybe they
finally run out of them

Patrick O'Toole
Worthless Worthington Penn State Campus

863. Re: Booting disk software on an 800XL reliably.

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-05 02:50:32 UTC
From: peter@nuchat.UUCP
Message-ID: <623@nuchat.UUCP>
Source record: 117217

In article <1988Jan25.130826.28981@jarvis.csri.toronto.edu>, jdd@db.toronto.edu ("John D. DiMarco") writes:
> I'll trade you an 800XL with one drive, an MPP1000C modem, and a 1020 plotter
> for that Amiga. :-)

Throw in a Pixar and Leo Schwab's bike and I'll do it.
--
-- a clone of Peter (have you hugged your wolf today) da Silva `-_-'
-- normally ...!hoptoad!academ!uhnix1!sugar!peter U
-- Disclaimer: These aren't mere opinions... these are *values*.

864. Modem communications on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-05 03:01:18 UTC
From: ciaraldi@cs.rochester.edu
Message-ID: <6548@sol.ARPA>
Source record: 117218

I'm trying to help someone out, so bear with me if I
mess up on some details. I've only talked to him on the phone,
I haven't even seen his system.

This guy has an Atari 800 with a hard disk (don't know the brand).
He wants to use it to talk via modem to a VAX and emulate
a VT100 terminal. So, he has the following questions:

1) How do you connect a modem to an 800? Isn't there a
built-in serial port of some kind? Can you use this for a
modem, or is it needed for disk or printer communication?
If not, can you add a serial port easily? We would need
at least 1200 baud.

2) Can you get an 80-column by 24-line display on 800?
Do you need an add-on board? Where do you get one?
(no Atari dealers in town anymore, I think).

3) Assuming you can do the above stuff, is there software to emulate
a VT-100 terminal? It would be nice if it could also
dump the screen to disk and/or printer on operator request.
If not Vt-100, how about some other terminal (other than
a "glass TTY" with no cursor control at all!).

I hope someone can tell me if any of what we want to do is possible.
Or not, if that is true.

Thanks,

Mike Ciaraldi
University of Rochester Computer Science

Internet: ciaraldi@cs.rochester.edu
uucp: seismo!rochester!ciaraldi

865. Re: Modem communications on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-05 13:46:22 UTC
From: P4O@PSUVMA.BITNET
Message-ID: <32196P4O@PSUVMA>
Source record: 117219

Ok,first off I've seen a term program(PD) that will emuninate the VT100
and 4 others systems as well. I will post the address A/S/A/P.
(Saw add in Antic)

To connect the Modem on an 800 you might need a Serial converter
to connect the two. You can make a homemake ringer from a relay
and connect it to a joystick port. (I have plans if you need them)

Good luck,
Patrick J. O'Toole
Worthless Worthington Penn State Campus

866. The Truth about ANALOG

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-05 13:54:21 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2596@ihlpe.ATT.COM>
Source record: 117220
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The following article is a reprint from Ron Kovacs' national Zmagazine,
but is the text from a conference on DELPHI.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

==========

TEXT OF CONFERENCE ON DELPHI REGARDING ANALOG BUYOUT
JANUARY 17, 1988

Andy> I'd, first, like to welcome all of you attending this conference. My
name is Andy Eddy and I'll be moderating the CO.

Lee> First, ANALOG has signed contracts with a publishing company in
LA. That company is LFP, Inc....Larry Flynt Publishing. We expect to have
the next issues of both mags out in 3 weeks. Let me give a few words about
the changes...First...Larry Flynt has little to do with daily operations of
the company...as a whole. He will have nothing to do with the editorial
contents of either magazine. Changes you will see include new (glossy)
paper, a heavier stock inside as well as a heavier cover. More color pages
throughout, INCREASED distribution, Much improved service, and a steady
frequency. What you won't see is ads for Hustler and the like.
LFP, Inc. also publishes a Mens fashion mag, a running mag, a new
automobile mag, a motorcycle pub and a Heavy Metal mag. With many more non-
pornography titles on the way.

Andy> Thanks, Lee. So the fears..that this will be anything like..Hustler
will not materialize. This will remain the same Analog as before..but
with some changes in the "production" end..not the editorial.

Lee> OK. There WILL be changes.. Because I won't have to deal with such
things (as much, anyway) as distribution...subscription problems, and
production, I can spend more time on editorial...that goes for Clayton as well.

Andy> So you don't see anything but beneficial changes for the mags?

Lee> Actually, let me say this...the only way someone will know we are
owned by another company is a small blurb on the staff page. As far as
changes go, I expect an even more steady stream of quality editorial
since it will be the main direction of our time working on the mags.

Maurice M.> Okay. I want to get this subject out of the way now especially
in light of recent messages in the forum. Certain people have hinted that
there will be changes in the magazine because of whom the ownership is. The

point, I think has been refuted. However, DF Scott has in recent messages hinted that several of us writers were in a "dilemma" over the ownership change and might no longer write for ANALOG. I would like to put to rest any fears readers might have about mass-defection of writers by asking you, Lee, if you are aware of any other regulars "leaving" because of this ownership change.

Lee> No, not at this time. Let me respond to your comments. While I don't whole heartedly agree with Larry Flynts views. I am looking at what that company can do for our magazines. They don't know ANYTHING about what we publish, they (LFP, Inc) are leaving us alone in what we do. To them profit is what they want, editorial content is 100% up to what we do. They'll make the magazine look better, distribute it better, and put out a quality looking product, it's still up to me, Clayton, Maurice, Charles Johnson, Andy Eddy, MAtRat and the rest to put out a good magazine in product. To answer Maurice's question, other than Scott, no one has more than batted an eyelash over the buyout in terms of who it is. After the initial shock wears off on the buyer's name, they settled in and want to get back to work.

Maurice M.> Good to hear. I simply wanted to address the subject because I wanted people to be aware that Scott didn't speak for all of us. I'll step down now.

Lee> Last Monday is when Michael Des Chenes and I signed. We are waiting to get them back from LA now then it will be official.

Clay> Anyone who is interested in the terms of publication and how to submit articles may send me a self-addressed, stamped envelope and I'll see that you get our writer's guidelines. You can send requests to the PO Box 23 address in the magazines for now.

Andy> Also with Analog's liberal policy of letting programs go onto BBS's after 1 month from issue date (that is right?), everyone gets to see the stuff they publish.

Clay> Yes, Andy.

Mike Brown> Will we be able to get back issues of both magazines and disks as in the past? Or will these "Classic" issues become collectors items?

Lee> Yes! LFP, Inc is purchasing our entire supply of back issues. Including disks, 8-bit Extra's and so on. We expect to offer disks at a lower price and the availability should be MUCH better.

JIMGAR> Thanks. My burning question is WHY???? Wasn't Analog a profitable venture?

Lee> WHY is a complex question. First - WHY NOT? ANALOG was myself and a partner, Michael Des Chenes. As you may have noticed, Michael never spent much time on Delphi and while I have gone to over 100 Atari shows and ComDex's, etc., he has not. Michael has been bored doing the same thing for 7 years and wants to try something new. In addition, I couldn't see the company growing much further the way things have been, so this gives us a

chance to expand greatly....plus I'll be working on new publications, both computer and non-computer related in the next few years.
Also, LFP, Inc. offered us a very good deal...and who really knows how long Atari will keep going. This way I can expand on my interests and do other things along with the Atari field -- after all, I have been doing the for 7 years. A long time!

JIMGAR> In other words, the whole thing got out of hand?

Clay> A company can only grow within the facilities it has at hand.

Lee> Right...We needed to expand, and as do airlines, insurance companies and so on. We were bought out to expand our capabilities.

WHITEWIZARD> you said that the analog depends on the 8-bit...Does this mean that you might stop publishing in the future if the 8-bit fails (ANALOG, not ST-Log)?

Lee> ANALOG depends on the 8-bit market ...Lets say that advertising right now isn't overwhelming and ANALOG would most likely take a new heading (orientation) in the event 8-bits REALLY dwindle. I could see a change happening probably this year some time...

WHITEWIZARD> Would you combine ANALOG and ST-Log again?

Lee> Again, it is mostly up to the ANALOG staff, not LFP, Inc. Yes, I could see us doing one mag--but here is the problem. The ANALOG name is the best known, if we put in ST-Log then the mag becomes a general Atari mag again. If we kill ANALOG and continue ST-Log...well ANALOG has the more known name and that would be a mistake. Chances are ST-Log might have some 8-bit coverage...but that is all up in the air right now. When we are in place after a couple months we'll look at the whole picture.

MADMODIFIER> With many software publishers spreading out to the Amiga..... Is there any chance that Analog might do the same?

Lee> I have plans to do another computer oriented mag but can't say much (exactly nothing) about it.

MADMODIFIER> You mean we might see AMIGA LOG <grin>?

Lee> No Comment. But I hope to have a new project out in late Spring.

Mike Brown> I would like to suggest that you run some type of a readership poll in your first new issue to determine what your readership looks like now.

Lee> Huh...in what way? Between ST and 8-bit?

Mike Brown> Well I imagine that the complexion of the readership has changed somewhat. It might be worthwhile from a marketing standpoint.

Lee> You mean between 8-bit and ST??? Sophistication?

Mike Brown> Well that and just what people are interested in reading about. What their needs are "today".

Lee> We have the "bingo" cards in the mag every month and poll those to see what people are using...however we have talked about doing another mail-in campaign...a more in-depth look. Remember that Delphi users are more into their machines than many other average users.

Mike Brown> Maybe, but I guess my point was that at least in the 3 user groups I belong to things are in a state of "change".

STeve M.> What direction will ST Log be taking in terms of content? General readership, programming, or what?

Clay> I can't see much that will change in ST-Log. Is there something you WANT to see changed?

STeve M.> No, just was hoping there were not going to be any drastic changes now. Thanks.

Lee> I feel we have a good balance of information, sophistication and programs. I think Clayton, myself and our new west coast person will have more time to look at each issue well in advance and look at it's contents to see what blend of information it has...thus boosting the magazines quality...(not that it needs boosting <grin>) in addition, hopefully we'll add more pages too.

Clay> The combination we've had in the past has worked out well, I think. I don't see any reason to change it. (More pages would be nice.)

Lee> No, I certainly haven't seen any complaints about the balance of material. Keep in mind that I'm moving from New England (fresh air, no traffic, nice scenery) to LA (smog, Lots of Traffic and more smog) for the CAUSE. In other words...If I didn't see a tremendous potential in this I wouldn't do it!

867. Re: Modem communications on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-05 16:36:10 UTC
From: dave@sun.soe.clarkson.edu
Message-ID: <377@sun.soe.clarkson.edu>
Source record: 117221

In article <6548@sol.ARPA> ciaraldi@cs.rochester.edu (Mike Ciaraldi) writes:
>
>1) How do you connect a modem to an 800? Isn't there a
> built-in serial port of some kind? Can you use this for a
> modem, or is it needed for disk or printer communication?
> If not, can you add a serial port easily? We would need
> at least 1200 baud.

There was a device known as the Atari 850 interface which provided 4 serial ports (2 full ports, one teletype, and forgot what the other was) and a printer interface (centronics parallel). It has not been made in years, unfortunately. However, ICD (I think; it's been a while) makes a device called the "PR: connection", or something like that. (P: being the printer device, R: being the default serial) It runs between $60-100 bucks, and can usually be found advertised in Antic or ANALOG. It will allow you to put any RS-232C modem on an Atari. Atari also sells a direct plug-in modem (XM130), but I'm fairly sure they never released the 1200 baud model.

>
>2) Can you get an 80-column by 24-line display on 800?
> Do you need an add-on board? Where do you get one?
> (no Atari dealers in town anymore, I think).

Again, Atari was _supposed_ to release an 80-column adaptor for the 800; it was even previewed at a show or two (like a lot of things.. :-). I don't think it was ever released. However, CDY Consulting (in Texas) sells a number of upgrades for the 800 and XL lines, including a product called OmniView, which allows 80-column output. It is also supported by quite a few programs. They usually advertise in Antic as well.

>
>3) Assuming you can do the above stuff, is there software to emulate
> a VT-100 terminal? It would be nice if it could also
> dump the screen to disk and/or printer on operator request.
> If not Vt-100, how about some other terminal (other than
> a "glass TTY" with no cursor control at all!).
>

There was a package called Chameleon, which would emulate a VT-100, and emulate 80 columns by scrolling the screen to the right. I _think_ a newer version supported the OmniView. Antic has their own software catalog they publish every once in a while -- included in there was Chameleon and a number of other programs, all at low prices.

>
>Thanks,

You're welcome. :-)

>
>Mike Ciaraldi
>University of Rochester Computer Science
>
>Internet: ciaraldi@cs.rochester.edu
>uucp: seismo!rochester!ciaraldi

Internet: bh0u@clutx.clarkson.edu
BITNET: bh0u@CLUTX.Bitnet
uucp: {rpics, gould}!clutx!bh0u
Matrix: Dave Goldblatt @ 1:260/360

"Sometimes you tell the day by the bottle that you drink
And times when you're alone all you do is think.."
-JBJ,RS

868. Re: Modem communications on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-05 20:20:21 UTC
From: fireplace@cup.portal.com
Message-ID: <2976@cup.portal.com>
Source record: 117222

In a previous article, Mike Ciaraldi asks about VT100 emulation and serial communications on the Atari 800.

You can connect the Atari 800 to any modem using an Atari 850 Interface (it has 4 serial ports, 1 print port) or an ICD PR-Connection (it has 2 serial ports, 1 print port). Another alternative is the new Atari SX212(?) 1200 baud modem... it connects directly to the computer.

A program called KERMIT65, which is available for free from various sources, supports 80 column VT100 emulation. The 80 column screen is generated in high resolution (320x200) so the characters are in a 4x8 matrix. It isn't the best looking text... but it's free and it works great.

Atari has their own 80 column generator, the XEP80. It plugs into the joystick port and gives you crisp true 80 columns and a printer port. I have no idea if a VT100 emulator has been written to take advantage of the XEP80.

And you know how painful DEC terminals can be... fireplace@cup.portal.com
sun!portal!cup.portal.com!fireplace

~~YOUR TERMINAL DOES NOT SUPPORT HOLOGRAPHIC IMAGES - GRAPHICS SKIPPED~~

869. Re: ATARI WRITER PLUS

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-05 20:22:12 UTC
From: Michael_A_Parisi.HENR801G@XEROX.COM
Message-ID: <880205-122910-2816@Xerox>
Source record: 117223

I have just purchased Atari Writer Plus and am using it on a 65XE with 2 Atari 1050 disk drives. You are supposed to press "R" in the Proof Reader menu to return to Atari Writer main menu. The Atari Writer disk is in drive 1 and the dictionary disk is in drive 2. The problem is that the program displays the full screen Atari logo and then sits there period. Does any one know if I am doing it wrong or is this a bug.

By the way this is a REAL NICE word processer and my family enjoys using it very much.

Thanks for any help.

Mike

870. Re: Re: Used 800XL, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-06 00:07:26 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1676@ihlpm.ATT.COM>
Source record: 117224

> Patrick O'Toole writes:
> I have a atari 800XL and run a small BBS system up in the Scranton,Pa
> area. I have the 800Xl with the Newell 256K Ramdisk.
> Although I think it is a great machine CMO seems to differ.
> ....
>
The 800XL was (and yes, still is, as are the "old" 400 and 800) a great machine. But, what don't you like about the XE machines? The difference that most people in net.land complained about when the XE's came out (as I recall) was in the keyboards. Some people prefer the feel (or whatever you call it) of the XL keyboards to the XE. Also, the console keys on the XEs are harder to see and in a different place (which, I admit, caused my wife and I a little trouble until we got used to them. "Coloring" the first letter of each console key's name with a different-color marker on each keytop seemed to help us adapt to the console key "transplantation").

Even if you don't like the new keyboards (which we did, once we got used to them), the XEs are otherwise superior (in my opinion). Note for example, the "complete" video hookups on the monitor output jack, that is, BOTH luma AND chroma are actually wired! This means, that on a 130XE, you can get the best resolution available from any (un-hacked-on) 8-bit Atari on a compatible monitor (e.g. the recently readily available Commodore 1802C).

The extra 64K of RAM (a bit less if you talk to/read Bill Wilkinson et. al.) in the 130XE is no piece of dogdoo either, especially if you have a DOS that supports a RAMdisk in that extra memory (BTW, the OMNIVIEW 80-column chip from CDY [where has he moved to?] supports that RAMdisk with any DOS as long as the DOS isn't hiding part of itself in the "old" XL 16K bank, ala DOS-XL in extended mode). (Granted, a 64K RAMdisk is not huge, but better than no RAMdisk at all! Now if I only had time to program again...) And there is some commercial/PD/? s/w that uses all that memory also (like Synfile XE, though I'm not sure what it uses it for; buffers I guess).

(I won't even go into the OS and BASIC changes [improvements, mostly] to the XEs, mostly because I don't know that much about them :-). Anyone else care to take over here?)

So, what you think? Was the 800XL better than the XE machines? I don't feel that way. How about the rest of you 8-bit users?

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)

```
( | this is an accent mark, supposed to replace the dot over the 'i')
```

871. Re: Modem communications on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-06 01:17:26 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2046@bsu-cs.UUCP>
Source record: 117225

In article <6548@sol.ARPA>, ciaraldi@cs.rochester.edu (Mike Ciaraldi) writes:
>
> This guy has an Atari 800 with a hard disk (don't know the brand).
> He wants to use it to talk via modem to a VAX and emulate
> a VT100 terminal. So, he has the following questions:

Yes, Mike, it can ALL be done! I am using an unmodified Atari 800 to type this very message, while dialed in at 1200 baud and emulating a VT100.

>
> 1) How do you connect a modem to an 800? Isn't there a
> built-in serial port of some kind? Can you use this for a
> modem, or is it needed for disk or printer communication?
>

Originally, the only way to connect a modem to an Atari was through the built-in serial port. ALL Atari 800 peripherals would attach to this serial port, "daisy-chaining" from one to the next. An Atari 850 Interface Module was required in order to convert Atari serial signals to RS-232 compatible signals and connectors. A software handler would boot into memory FROM the Interface Module if it was powered up before the computer were turned on. This is one way your friend can go; this is in fact the way I'm connected right now. It has a certain reputation as the "standard" configuration. Drawbacks: outlay of about $100 for the Interface Module, assuming you can even FIND one; you can't access any other serial-port peripheral (printer, disk, cassette) device while the Modem port is open. Terminal software for file transfer, etc., has to close the modem channel before saving each piece of data, then close the storage (say, disk) device before re-opening the modem.

The last few years have seen many different pieces of hardware and software come out for the Atari 800 and subsequent models, to let the computer use modems without needing the often-expensive-and-hard-to-find Interface Module and its handler. One such device is the "P:/R: Connection" which plugs into the Joystick port and can drive a printer (P:) or RS232 (R:) device through there, using, again, a custom handler

Atari recently (1987?) came out with a 300-baud smart modem which plugs directly into the serial-port daisy chain; if you didn't require 1200 baud I'd say this was the way to go, hardware-wise (write to 'aegnor@bsu-cs' or 'atariman@bsu-cs' - two of my friends here - who have this device). The model number is XM301, I believe, and it comes with a fairly nice TTY program... Atari is supposed to release a 1200-baud version, the XM1201 I think, sometime soon. I'm looking forward to it, as the 1200 baud modm I'm currently using is borrowed from 'atariman'!

> 2) Can you get an 80-column by 24-line display on 800?
> Do you need an add-on board? Where do you get one?
> (no Atari dealers in town anymore, I think).

Yes. You can either get an add-on board (from Atari, for one, but I forget the model number. Came out last year) or software to emulate 80x24 on the Graphics 8 screen. There are several programs I am aware of which do the latter, as well as several VT100 emulations, as well as several programs with various other capabilities. Unfortunately, the ones that do a good VT100 generally don't have very versatil file-transfer, and vice versa - for all I know, it may be a memory limitation! I'd suggest getting several programs of different strengths, and using whichever one suits your needs of the moment.

> 3) Assuming you can do the above stuff, is there software to emulate
> a VT-100 terminal? It would be nice if it could also
> dump the screen to disk and/or printer on operator request.
> If not Vt-100, how about some other terminal (other than
> a "glass TTY" with no cursor control at all!).

I recommend OmniCom if you want a wide variety of capture/file-transfer modes, plus a half-hearted VT100 emulation; John Dunning's port of Kermit65 (from the C64) for TERRIFIC VT00 and VT52 emulation if you can stand having only Kermit file-transfer and NO "print screen;" 850 Express! or 1030 Express! if you want screen-capture and screen-print on a dumb-TTY terminal. Person-ally, I prefer J.D's ported Kermit65. I wouldn't use "V-T-10-squared" if you paid me; it's not very good at being a VT100, and there's NO capture.

> Mike Ciaraldi
> University of Rochester Computer Science

Mike, I'm at BSU in Indiana, but I'm a Rochester native. Have you checked Leon's on CLinton Ave. downtown? If they don't carry Atari stuff I don't know who will.

You might also try calling Chuck Antonelli at (cross fingers) 461-3900 or 3920, mention my name, and ask if he still does Atari business. He might be able to at least inform you of the current state of availability.

At worst, if you don't have this up and running by three weeks from now, I will be coming back to Rochester for my Spring (?) Break and will bring my disks so you can at least SEE the programs and maybe copy the PD stuff. Let me know if this is good for you and your friend!

Chris Chiesa (317) 288-2957 home phone

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<> {ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!cfchiesa <>
<> cfchiesa@bsu-cs.UUCP <>
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872. Latest on CDY Consulting - reply to question by Nick DiMasi

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-08 04:24:19 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8802080424.AA17109@mitre-bedford.ARPA>
Source record: 117226

Nick, your message (and I think an earlier one) got here OK via linus, but there was no clue as to a return path. So I am replying here, in part because the info may be of general interest.

Nick DiMasi reports that the former CDY phone number has been disconnected and there is no listing for CDY Consulting. I haven't tried the number, but I did get an e-mail reply from David Young a few weeks ago saying that in the future I should call Wes Newell of Newell Industries to place orders for CDY's products. Between the lines was the explanation that sales volume for 8-bit products has dropped to the point that it was not worth David's while to keep handling the sales. He also told me many months earlier that he was just plain TIRED of programming, and that it was no longer fun, as it once was.

I guess we can all understand how the combination of factors might bring him to that decision. Having gotten to know David a bit by e-mail correspondence and a couple of long phone calls these past couple of years, I am certain that he will continue to provide technical support when it is really needed. He is both a formerly-avid Atari 8-bit computer enthusiast and a conscientious (retired) businessman who has pride in his creations. He won't let us down.

Meanwhile, orders for OMNIVIEW and OmniCom can be placed through Wes Newell at Newell Industries, 602 E. Highway 78, Wylie TX 75098. Newell's phone number is (214) 442-6612. Newell Industries also sells the "Newell Board", more officially known as the "256KXL" memory upgrade board, which among other things lets you run a full SS/SD RAMdisk. OMNIVIEW256 includes resident software to run the RAMdisk, by the way. Having used the RAMdisk as my second disk drive for a couple of years now, I can say that it's the only way to fly. It cuts down the time to load your favorite word processor or communications program or to hop back to DOS to a couple of seconds, giving the illusion of a much bigger, faster system. Also, the 256KXL board lets me run an 80K byte text buffer with CDY's OmniWriter 80-column word processor, and simultaneously the full-sized RAMdisk!!! Saving files to RAMdisk is a very quick operation.

The Newell board will also act pretty much like a 130XE (and STILL has enough memory left to run the RAMdisk!). There is a slight compatibility problem, which affects some but not much software. Newell suggests a fix for this using a switch to select two different modes of operation, and I worked out a patch to his board that should make all commercial software work correctly (though I have never tried it out). Info on that patch is available on request to me, and if I ever get around to it, I will send the info to Newell so you may be able to get it with the board if you buy one.

So, I'd like to express my thanks to David Young for making 80-column screen I/O available to us 8-bit users, as well as the earlier OMNIMON resident debugger which I have found mighty useful on occasion. I hope he will

eventually get over his feelings of "burnout" and rejoin the ranks of Atari 8-bit hobbyists in his "retirement". Thanks for a lot of nice software, David!

-John Sangster / jhs@mitre-bedford.arpa

I have no financial connection with CDY Consulting or Newell Industries, nor, alas, anyone else except my creditors, my employer, and Uncle Sam.

---

873. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-08 14:47:36 UTC
From: CCSCHR@UWOCC1.UWO.CDN
Message-ID: <8802081447.AA27452@ucbvax.Berkeley.EDU>
Source record: 117227

Let's try this addressing then ..... !

Date: Sun, 7 Feb 1988 14:18 EST
From: Chuck Reid <CCSCHR@UWOCC1.UWO.CDN>
Subject: Kermit-65 under ATARI DOS 2.5 using 130XE Ramdisk; Help!
To: Atari Digest <INFO-ATARI8@SCORE.ARPA>

Pick a question, any question ... ?

I located a bug in John Dunning's Kermit-65 application, often mentioned in this Digest; with John's help I was able to build a patch for the problem. This seems to be the first of many problems to eliminate before before I can successfully port Kermit-65 to my desired operational environment; Kermit-65 doing its Upload/Download to the Ramdisk on the ATARI 130XE using ATARI DOS 2.5. I am open to suggestions on the DOS 2.5 part of this implementation!!

I think I am breaking new ground in this area in that the Kermit-65 bug that I patched dealt with K-65 not actually accepting 8 (eight) for the 'default-disk' option. DOS 2.5 supports its Ramdisk as drive D8:, I think most other implementations try to look similar to this config? No one else seems to have mentioned this problem, therefore, Happy Ground-breaking!

DOS 2.5 when booted will always load the 850 interface if it finds this device powered on. This happens just after the Ramdisk is initialized. I then load K-65 from the DUP.SYS menu and K-65 has problems with what DOS 2.5 has done to the 850, claiming the "850 is not responding".
- How does one prevent DOS 2.5 from loading the 850?
- How does one get DOS 2.5 to load a piece of object code as an AUTORUN SYS file like DOS 2.0?

My circumvention is to turn off the 850 while DOS 2.5 is loading and then power it back up before loading K-65. This works fine but is clumsy as hell and will definitely shorten the life of my 850!!!
Once K-65 is loaded OK and my patch is on to support drive D8:, everything works as advertised!! D/Ls to the D8: Ramdisk are faster and quieter (no constant start/stop of my disk drive for each disk block received; This is what I am really trying to accomplish, elimination of the disk drive wear and tear associated with Kermit transfers)!!
So at this point, I can get the data to the Ramdisk but must then insure that any D/Ls done during the session are moved to a "real" disk before powering off the 130XE. K-65 does not provide a Copy command

as one of the (very handy) disk-handling commands currently supported. I must then exit back to DOS (DUP.SYS actually) in order to move the datasets from the virtual to the real disk.
K-65 provides an exit back to DOS thru the Exit or Quit commands and as you might guess, this part of the puzzle is being a little inconsistent as well.
- What is the approved/most successful/correct way to exit from a piece of object code back to DOS (2.0 / 2.5 / any other DOSs)?
- What is the difference between exiting from a piece of object code loaded as an AUTORUN.SYS file as opposed to the same code loaded by the "L"oad function of DUP.SYS? (For various DOSs, as above).

K-65 loaded as AUTORUN.SYS on DOS 2.0 exits normally. If I boot DOS 2.0 and then load K-65 or AUTORUN.SYS from the DUP.SYS menu, EVERYTHING works just fine until I attempt to return to DOS; then BOOM! I think John Dunning mentioned that K-65 simply attempts a RTS to return to DOS. He may have the luxury of being able to use a more structured DOS allowing a simple return such as this.
- Any comments?
- Anybody got any information on the DOSs mentioned or the use of this flavor of Ramdisk (other than what is mentioned in the standard Atari documentation)? If it is in an electronic form, tell me where or mail it to me!

Anyone who wishes to comment on any of these questions, feel free. If you send them to me, I can summarize to the list. If you can't reach me, send to the Digest. Any 130XE owners interested, let me know !

Thanks ahead of time!

Chuck Reid,

University of Western Ontario, "I should have something novel or
London, Ontario, CANADA. catchy to attribute to someone
else, but I don't!"
CCSCHR@UWOCC1.UWO.CDN CHR.
(Somewhere out there in BITNET)

874. MIO

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-08 16:38:00 UTC
From: HABKE@UOFMCC.BITNET
Message-ID: <8802081704.AA29446@ucbvax.Berkeley.EDU>
Source record: 117228

I HAVE GOTTEN THE IMPRESSION THAT THE MIO USES DOWNLOADABLE
SOFTWARE ; DOES THIS MEAN THAT ONE COULD INTERCEPT PRINTER CONTROL
CHARACTERS AND MODIFY SAME, THUS MAKING A PRINTER APPEAR TO BE
DIFFERENT THAN IT ACTUALY IS.

875. Re: Modem communications on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-08 20:43:45 UTC
From: wdao@sal36.usc.edu
Message-ID: <6827@oberon.USC.EDU>
Source record: 117229

"always make you words sweet because you dont know when you have to eat them ."
-I heard it somewhere on T.V.-

* GULP *

After 2 days looking,testing and using assempro, I have to say that :

- XREF/XDEF can be simulated by using SLABEL/ILABEL .
For example, a SMALL.LIB (small amiga.lib that can be found on one
of the fish disk) can be created using the same trick.
Assembling All the _lvo offsets and declaring them as SLABEL (XDEF)
and then using them using ILABEL (XREF) .
Advantage : takes less space on the disk (so a bigger work disk).
the assembling is faster. (the Offsets being pre-assembled.)

- Assempro even has an "online" help (you enter the rom call name or the
instruction op-code and it tells you what kind of arguments is needed).

- Assempro does not save the object code automatically to disk . (but if you
click on the QUIT option, it reminds you to do so). (I wonder what
would happen if there is not enough memory to hold assempro, the source code
and the object code .)

- The text editor is really primitive, I miss EMACS .However the search and
replace option is really powerfull (wich is proportionally complicated).

- Click to quickly on the window(creation/deletion) and you guru. (hell)
(The ONLY time I ever gurued using that prg)

- The demos are neat. (1 of each type, math, window,graphic etc...)

- The whole package is very compact, The only disk accesses being made are when
includes files are being used, directory/ssave/load/etc .. are being made.
jumping from the editor to the assembler or to other tools didnt seem to need
disk loading.

- Would I do it again ? (I mean buy the package ...) I think so .
The all in one package is really nice (and heavy to use at time.)
It was a pretty good deal for all the utilities furnished . (the debugger
seems really interesting, assembler,disassembler,reassembler,text editor,
all the libs, demos) .

- It has worked correctly on my 1meg amiga 500.
a ram: disk can really speed things up.

By the way ,What does Trap 14 do ?

---

876. Re: Modem communications on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-09 02:23:52 UTC
From: cc-28@cory.Berkeley.EDU
Message-ID: <628@pasteur.Berkeley.Edu>
Source record: 117230

In article <377@sun.soe.clarkson.edu> dave@sun.soe.clarkson.edu.UUCP (Dave Goldblatt) writes:
>put any RS-232C modem on an Atari. Atari also sells a direct plug-in
>modem (XM130), but I'm fairly sure they never released the 1200 baud model.
>
>Again, Atari was _supposed_ to release an 80-column adaptor for the 800;
>it was even previewed at a show or two (like a lot of things.. :-). I
>don't think it was ever released. However, CDY Consulting (in Texas)
>
>Internet: bh0u@clutx.clarkson.edu
>BITNET: bh0u@CLUTX.Bitnet
>uucp: {rpics, gould}!clutx!bh0u
>Matrix: Dave Goldblatt @ 1:260/360
>

Hmm... when _was_ this written?

Sure, Atari is big on vaporware,
but the abovementioned products are indeed out. The sx212 is the
1200 baud modem. You must buy a separate SIO cable for direct hookup
(about $6).
The 80-column adaptor is $80 and has been out for about a month.
It also can act as a printer buffer. So far, there is little soft-
ware for this. I think the name is the xep-80.
As for 80 col vt100 emulation, try KERMIT-65. It emulates 80 cols
in hires mode so you may need a monochrome monitor to see the display
(same for omniview). The only file transfer it supports is kermit.
KERMIT-65 is public domain (I think... or is it shareware).

John Kawakami c60b-at@buddy.berkeley.edu

877. Re: Modem communications on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-09 06:40:10 UTC
From: rjung@castor.usc.edu
Message-ID: <6836@oberon.USC.EDU>
Source record: 117231

In article <377@sun.soe.clarkson.edu> dave@sun.soe.clarkson.edu.UUCP (Dave Goldblatt) writes:
>Atari also sells a direct plug-in
>modem (XM130), but I'm fairly sure they never released the 1200 baud model.

I know Atari vaporware is one of the biggest jokes we Atarians(?) have to live with, but the SX212 is *not* one of them. I've seen them being sold at my local Federated stores, and a few of the local BBS users around the L.A. area have bought them for use with the 8-bit Ataris. I haven't had any direct experience with it, but it IS for $99, it IS Hayes-compatable (finding a good R: handler is the trick for using it with the 8-bits), and it IS a good bargain.

Just to throw some GOOD news around,
--R.J.
B-)

878. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-09 07:13:11 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2063@bsu-cs.UUCP>
Source record: 117232

In article <8802081447.AA27452@ucbvax.Berkeley.EDU>, CCSCHR@UWOCC1.UWO.CDN writes:
>
[stuff about using Kermit65 with Ramdisk under DOS 2.5 deleted]

> K-65 provides an exit back to DOS thru the Exit or Quit commands and as
> you might guess, this part of the puzzle is being a little inconsistent
> as well.
> - What is the approved/most successful/correct way to exit from a piece
> of object code back to DOS (2.0 / 2.5 / any other DOSs)?
> - What is the difference between exiting from a piece of object code
> loaded as an AUTORUN.SYS file as opposed to the same code loaded by
> the "L"oad function of DUP.SYS? (For various DOSs, as above).
>
> K-65 loaded as AUTORUN.SYS on DOS 2.0 exits normally. If I boot DOS 2.0
> and then load K-65 or AUTORUN.SYS from the DUP.SYS menu, EVERYTHING
> works just fine until I attempt to return to DOS; then BOOM! I think
> John Dunning mentioned that K-65 simply attempts a RTS to return to
> DOS. He may have the luxury of being able to use a more structured
> DOS allowing a simple return such as this.
> - Any comments?

Yes. I've noticed that K65's behavior on "Quit" or "Exit" differs depending
on the DOS under which it is run. My most striking observation to date is
that behavior differs between OSS's "OS/A+" and "OS/XL" products - two nearly-
identical DOSes (sp?) which until now I had thought WERE identical. When run
under OS/XL, K65's quit/exit works as intended and you get back to DOS; under
OS/A+, the quit/exit command LOCKS UP the machine. The funny thing about this
is that I am running an 800, NOT an 800XL - and yet it is the "XL" DOS - the
"wrong one", which allows K65 to operate properly!

Why in the world the folks at OSS would change the linkage-back-to-DOS between
OS/A+ and the later OS/XL, I don't know, but that seems to be the case. I
also have a program or two that will run under OS/A+ but NOT under OS/XL -
kind of the "opposite" of the K65 situation.

Well, that's my two cents. Hope it was worth the 'vi' session to create it!

Chris Chiesa

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<> {ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!cfchiesa <>
<> cfchiesa@bsu-cs.UUCP <>
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879. Re: Modem communications on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-09 19:55:18 UTC
From: jwt@atari.UUCP
Message-ID: <975@atari.UUCP>
Source record: 117233

In article <377@sun.soe.clarkson.edu>, dave@sun.soe.clarkson.edu (Dave Goldblatt) writes:
> Again, Atari was _supposed_ to release an 80-column adaptor for the 800;
> it was even previewed at a show or two (like a lot of things.. :-). I
> don't think it was ever released.

The Atari XEP80 80 column display for the 8 bit series has been shipping
commercially for a couple of months in the US. It does exist.

The XEP80 provides a monochrome 80 column display on a "typical" monochrome
monitor. It also provides a parallel printer port. It connects to the
8-bit computer line through one of the joystick ports.

Jim Tittsler, Atari Corp. {ames, portal}!atari!jwt

880. XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-10 00:39:10 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <17937@topaz.rutgers.edu>
Source record: 117234

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I'd appreciate it if someone in the know could tell me which
of the following work with the XEP80. Thanks in advance for
any responses.

SpartaDos
Atari Dos
SmartDos
Text Wizard
Atari Basic
Turbo Basic
Ace C Compiler / Runtime
Diskio
Express!
Chameleon
Amodem 7.5
HomePak
SpeedScript
Programs Compiled with MMG Basic Compiler

-Ray Wilmott

wilmott@topaz.rutgers.edu

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881. Re: Re: Modem communications on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-10 19:48:31 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1691@ihlpm.ATT.COM>
Source record: 117235

> Dave Goldblatt @ 1:260/360 writes:
>
> In article <6548@sol.ARPA> ciaraldi@cs.rochester.edu (Mike Ciaraldi) writes:
>>
>>1) How do you connect a modem to an 800? Isn't there a
>>....
>
> There was a device known as the Atari 850 interface which provided 4 serial
>....
> unfortunately. However, ICD (I think; it's been a while) makes a device
> called the "PR: connection", or something like that. (P: being the printer
> ....
> modem (XM130), but I'm fairly sure they never released the 1200 baud model.
>
I have more up-to-date information on this. It is true that the Atari
850 has not been made for some years (as I recall, Atari shut down the
850 production line when they started making XL computers or
thereabouts). However, there are supposedly still some 850s left here
and there. Look in the ads in one of the Atari magazines (that
include 8-bit info), and you are likely to see 850s advertised (as
least they were last year). ICD in Rockford, IL (I have their phone
number, but it's at home - sorry, try area code 815 long distance
directory assistance) makes (and sells directly if you want to buy
this way) the P:R: Connection (I may have 1 extra colon in that name).
Unlike the 850, the P:R Connection does not use any plug-in power
supply. It gets all the power it needs from the SIO bus (5V? I'm
not a h/w guy). I have heard that the P:R: Connection is almost
completely compatible with the 850, and I get the impression that one
does not necessarily _want_ to match the 850's characteristics exactly
(a somewhat "buggy" device. It works for me, though).
>>
>>2) Can you get an 80-column by 24-line display on 800?
>> Do you need an add-on board? Where do you get one?
>> (no Atari dealers in town anymore, I think).
>
> Again, Atari was _supposed_ to release an 80-column adaptor for the 800;
>...
> don't think it was ever released. However, CDY Consulting (in Texas)
> sells a number of upgrades for the 800 and XL lines, including a product
> called OmniView, which allows 80-column output. It is also supported by
>...
Again I have some updates to this. As I understand it, the Atari
XEP80 80-column add-on IS available, although I haven't looked for
one. I got tired of waiting (for _years_) and got CDY's OMNIVIEW

chip. It replaces the OS ROM chip, and provides, besides an 80-column
display (via the E: device as I recall), a "hybrid" OS that is
supposed to eliminate the need for a Translator Disk for running "old
400/800 s/w" that won't run on the XL's. (Actually, the last I saw it
advertised, OMNIVIEW is available for all major flavors of Atari 8-
bits, even 256K-upgraded XLs [Newell{?}-upgrade or compat., I
think]). Other features of OMNIVIEW include support for a RAMdisk
in 130XE or 256KXL machines (using "any DOS that doesn't hide itself
under the OS ROM"), and I believe it incorporates Newell's
FASTCHIP (sped-up floating point ROM code - speeds up BASIC etc.).

>>
>>3) Assuming you can do the above stuff, is there software to emulate
>> a VT-100 terminal? It would be nice if it could also
>> dump the screen to disk and/or printer on operator request.
>> If not Vt-100, how about some other terminal (other than
>> ...
>
> There was a package called Chameleon, which would emulate a VT-100, and
> emulate 80 columns by scrolling the screen to the right. I _think_ a
> newer version supported the OmniView. Antic has their own software catalog
>...
I never had the newer version of Chameleon that emulated a VT100, but
it doesn't matter (to me anyway). I used the "old" Chameleon (from
the defunct Atari Program Exchange) in ADM3A mode and didn't like the
80-column sideways-scrolling, so I hacked my own 40-col. adm3a40 into
termcap. Then I heard about OMNIVIEW. CDY sells for $10 (the last
time I got a new version) a VT100 emulator that uses the OMNIVIEW
chip. This program is called OmniCom. Also, there is a shareware
version of this program. OmniCom has nice features, like VT100
"keypad" (the "numeric pad") emulation, re-definable keys (single
char. code OR string), Kermit, XMODEM, ASCII capture (this doesn't
work properly for me though), and quick screen dump to P: (between
this and XMODEM, I get along well without ASCII capture anyway). I
currently have lost track of CDY (he either moved or [shudder] went
O.O.B.) so I can't give you a phone number/address. It was nice for a
while - he had a UNIX account down there, and I have "corresponded
with him" via e-mail as recently as last May (was it that recently?
here my memory really fails me?).

Nick ("Looking for CDY in all the wrong places") DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')
[inews munchies]
[inews munchies]
[inews munchies]
[inews munchies]
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[inews munchies]
[inews munchies]

[inews munchies]
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[inews munchies]

882. Globbo (Steve Jackson Games)

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-10 22:44:35 UTC
From: russell@puff.cs.wisc.edu
Message-ID: <1402@puff.cs.wisc.edu>
Source record: 117236
Cross-posted to: rec.games.board,rec.games.misc,rec.games.frp,rec.games.programmer,comp.sys.atari.8bit

I recently picked up a copy of Globbo by Allen Varney, published by Steve Jackson Games. It is an interesting game, but a pain to move the pieces around. I got to thinking that a computer version would be a good idea.

Does a computer version exist out there? Since I don't have a permanent account on any UNIX system, it would have to be something I could type out for my Atari 800 XL (BASIC). I could maybe translate from other machines if I knew how their graphics etc worked, and I could probably also change from Pascal or Fortran (graphics?) if I had to (again, with help). If there is a public domain version, would somebody please email me a copy.

If nothing exists, perhaps some bright programmer with alot of free time could write it up for me and send it my way. Unfortunately, I'm not sure how legal this is (this is why I posted to rec.games.frp--I heard people from SJG read that group--if so, would this be all right?). I purchased the game and I don't intend to sell any copies of anything, but I'm not a law student. What applies here?

Thanks in advance for your brilliant replies! :-)

883. Globbo (Steve Jackson Games)

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-10 22:47:47 UTC
From: russell@puff.cs.wisc.edu
Message-ID: <1403@puff.cs.wisc.edu>
Source record: 117237
Cross-posted to: rec.games.board,rec.games.misc,rec.games.frp,rec.games.programmer,comp.sys.atari.8bit

Postnews didn't append my signature for some reason. My address is:
russell@puff.cs.wisc.edu (Russ Perry Jr)

884. Re: Globbo (Steve Jackson Games)

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-11 13:31:10 UTC
From: alibaba@ucscb.UCSC.EDU
Message-ID: <1933@saturn.ucsc.edu>
Source record: 117238
Cross-posted to: rec.games.board,rec.games.misc,rec.games.frp,rec.games.programmer,comp.sys.atari.8bit

Globbo????? What's Globbo???

Also, Does any other implementation of Car Wars exist, other than Auto Duel,
by Origin Systems??? (Auto Duel is pretty sad if ya ask me. You can WIN!!
Also, it sadly misses many higher features of Car Wars.)

~~~~~~
~ Alexander M. Rosenberg ~ INTERNET: alibaba@ucscb.ucsc.edu ~ Yoyodyne ~
~ Crown College, UCSC ~ UUCP:...!ucbvax!ucscc!ucscb!alibaba~ Propulsion ~
~ Santa Cruz, CA 95064 ~ BITNET:alibaba%ucscb@ucscc.BITNET ~ Systems, Inc~
~ (408) 426-8869 ~ Disclaimer: Nobody is my employer ~ :-) ~
~ ~ so nobody cares what I say. ~ ~
~~~~~~

885. Re: Larry Flynt buys ANALOG???

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-11 16:32:16 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <865@usl-pc.UUCP>
Source record: 117239

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I tried to call their offices today, and still no answer even though
an interview with Lee H. Pappas indicated that they would be shipping at
the end of Jan.

-------------------------------------------------------------------------
John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL | \|<>|>|> \|<>|>|><`|`|
or ... |-----/|-------/|----------------------
ut-sally!usl-pc!jpdres13 | \/ \/
-------------------------------------------------------------------------
```

886. Re: OSS Pascal bugs

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-11 18:21:40 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2634@ihlpe.ATT.COM>
Source record: 117240
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <327@stag.UUCP>, trb@stag.UUCP (Todd Burkey) writes:
>
> In a recent article, someone at irisa.UUCP writes:
> >
> >But recently I had a strange talk with a french large reseller, who told
> >me that, according to his U.S. dealer, OSS P.P. no longer exist and that
> >now it was Alice The Personal Pascal !
>
> Really doubt this, since I have heard from 3 sources that ICD is in
> the progress of buying OSS. And one source says that it has already
> happened. I really hope this is true, since that should improve the
> integrity of OSS Pascal a lot (unless ICD concentrates more on the 8
> bit OSS products first, since that is where the money probably still
> is.)
>

The following article was contained in Ron Kovacs' national Zmagazine,
Issue 91 (latest, I think). I am reproducing it in its entirety without
comment, so you can draw your own conclusions. I know at least one
person here on the net has mixed feelings about ICD, but I think as a
whole, they have been good for Atari owners (esp. 8bit owners).

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

==========
ZMAGAZINE NEWSWIRE
==========

DATELINE: 1-27-88

GOOD NEWS FOR ATARI OWNERS!

ICD, Inc. and OSS, Inc. (Optimized Systems Software) have just signed an
agreement which will "add new life to all Atari computers". Under this
agreement, ICD will add the manufacture, marketing, and support of
all current OSS software titles for Atari computers to ICD's already
powerful Atari product line.

ICD's friendly, helpful staff is now trained in all aspects of support for
the complete OSS product line including:

MAC/65
MAC/65 Toolkit
ACTION!

ACTION! Toolkit
BASIC XL
BASIC XL Toolkit
BASIC XE
Writer's Tool
DOS XL
Personal PASCAL for the Atari ST

Ordering and support for ICD/OSS products are available by calling 815/968-2228 from 8AM to 5PM CST Monday through Friday. Support is also available 24 hours a day 7 days a week on the following Electronic Bulletin Boards:

ICD/OSS BBS 815/968-2229 300-9600 baud, CompuServe,GEnie, Delphi, and BIX. ICD's 24 hour FAX is connected to 815/968-6888.

The San Jose, CA numbers for OSS will no longer be providing support. Orders for OSS products may be placed now. All products will be shipping in quantities soon. For more information call any of our product support lines or write to:

ICD/OSS
1220 Rock Street
Rockford, IL 61101

887. Re: Modem communications on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-12 04:38:15 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <18002@topaz.rutgers.edu>
Source record: 117241

Yes, the SX212 is definitely not VaporWare.....I just got one today and am typing this message via it and Chameleon. It's your standard Hayes-type modem, but at a much nicer price than most - I got it for $87 from Computer Mail Order (1-800-233-8950). Be forwarned though... although you *can* just plug it right into your 8-bit via the SIO port, finding software to work that way is *extremely* difficult at this point in time. My advice therefore would be to do what I did - order a PR Connection while your at it for $59, and a RS232 cable (25 pin male D-sub to 9 pin male D-sub) for $12. Then you'll be able to use a wide range of software...Express (my favorite for Atari BBS's), VT100, Amodem, Chameleon (works great with my schools Unix system), and more.

-Ray

---

888. The Atari XEP80, my experiences with it.

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-13 14:51:56 UTC
From: larryw@dasys1.UUCP
Message-ID: <2968@dasys1.UUCP>
Source record: 117242

```
---------------------------------------
Using the Atari XEP80 - Winston Lawrence
---------------------------------------
The XEP80 card has finally made the transition from vaporware to
hardware this is a review of my experiences with the adapter box in
response to several queries that have been posted here. The XEP80
gives all 8-bit Atari systems a true 80 column by 25 row visible
screen. I say visible because the device internally can handle rows
that are 255 characters wide, with an 80 character display window.
.
The unit, about the same dimensions as a Hayes smartmodem, connects
to joystick port one or two and to a monochrome monitor. All connecting
cables and a power supply are included with the unit. Forget about
using a color tv or color monitor as a display device. The display is
legible on a black and white tv it is just not very good quality. I
tried the unit on a Panasonic color tv (with seperate video input ), a
sony black and white tv, a black and white Panasonic cctv monitor (my
normal display device for several years - up until a few weeks ago),
and on a Magnavox BMC-80 monochrome (amber) monitor. The normal (40)
column display fills the screen on both the Sony black and White TV
and the Panasonic (cctv) monitor. The BMC-80 displays an amber box in
the center of the screen with almost two inches of black border on all
sides with the normal Atari display.
.
Okay As I said before, scratch the color output, the display was
unreadable, which was as I expected. The Sony black and white TV and
the CCTV monitor both gave 80-column images (sort of) with the CCTV
picture being a little sharper. I say sort of because I seemed to be
missing around the first 10 characters or so of every line.
.
SLOW BURN - after all I paid for an 80 column display not 70 columns
with an invisible 10 character window right.
.
CALM DOWN - on went the BMC. Fantastic. The screen FILLED up. No more
two inch black borders. I got sharp legible 80 characters all visible.
I had expected this to be the best display as even with the 80-column
emulators (KERMIT, VT100) the BMC-80 gave the sharpest images.
.
Okay so what was wrong with my other displays? Well, it seems that
some tvs (and even monitors apparently) have a problem with a thing
called overscan, wherein they do not display the first few scan lines.
A normal 40 column Antic display takes this into consideration by not
using the first few scan lines, so my 'old' displays never saw
anything wrong.
```

.
Guess what. The XEP80 writes to each and every scan line, in its
entirety so if your tv/monitor doesn't display them, you won't see
80 columns either. If you are going to buy an XEP80, make sure that
you have a good monochrome monitor - NOT a TV.
.
The XEP80 comes with all the software needed to get you 80 columns,
and continuing the 8-bit tradition (thank you VERY much Atari)
SOURCE CODE for the XEP80 driver/handler and several useful BASIC programs
that demonstrate windowing, blinking characters, graphics e.t.c.
VERY NICE.
.
The software acid tests
=======================
Most sophisticated 8-bit software fails with the XEP80 as will most
(if not all copy-protected software). The XEP80 relies on its handler
being present in order to drive the hardware. Most copy protected
software comes on a disk with its own DOS and will either not allow an
'outside autorun type' handler to be loaded, or will wipe out said
handler because it uses ram based on its (the software applications)
view of memory and will wipe out the XEP80 handler even if it could
be loaded. Software that wrings every byte out of the normal 48K or so
of ram available to it, will ALSO fail because the XEP80 handler will
need a little under 2K of this for itself.
.
In general, any software that uses/modifies the display list or
writes directly to video ram or uses graphics modes other than zero
will fail. The XEP80 can be switched between 80-column and standard
display modes but you have to be careful about where you load the
handler so that it is not overwritten by graphics (mode) changes.
The XEP80 only intercepts calls to the E: S: and P: handlers (which it
replaces) if they use the handlers (via CIO and the IOCB calls). Most
'sophisticated' 8-bit software uses the display list and/or video ram
to provide good visual images and so fail.
.
Instead of just saying tough we blew it, the XEP80 documentation refers
to these display list calls as 'illegal calls' a minor but annoying
point as display list programming is one of the things that made the
8-bit Ataris the powerful (for the price) graphics machines they are.
.
BASIC works (just don't position the cursor into the non-scrolling 25th
row). All the DOS versions that I tried worked (MYDOS, DOS 2.0, OS/A+).
The assembler editor cartridge worked. MAC65 worked (an older disk
version - I don't have the cartridge version of MAC/65). My ACTION
cartridge failed, but then again my ACTION cartridge doesn't always load
properly anyway (I think I have a bad EPROM or something).
Deep Blue 'C' sort of works, after doing *any* compilation the system
'locks up' I think because it is overwriting the ram where the
XEP80-handler lives. The same thing happened with the 'cc8' compiler
posted on Usenet a while back. The actual 'C' programs work just fine

providing they do not 'violate' the display limitations mentioned before, and the 'C-linker' works in 80-columns without locking up the system. All of this was tried with an 800 and 800Xl with and without an ATR8000 expansion unit attached.
.
What else fails? Every comm program that I have failed. AMODEM, BBS EXPRESS, CHAMELEON, KERMIT-65, JTERM. I did not try the TELINK cartridge but then who would care if it worked anyway (no file capture or transfer capabilities in TELINK at all). Every word processor that I have fails; The Atari Word Processor (real-old predecessor to the Atariwriter); text-wizard; letter-perfect; Atariwriter; Word Magic; MEDIT; speedscript; all failed. I do have a REAL old BASIC MINI-WORD processor (a pd program) but like TELINK its a kludge, very bad so who cares if it works anyway. GAMES? a couple of text only adventure games worked, but were formatted for 40-columns anyway. Otherwise if they use Player-Missile-Graphics, Display list Modifications, direct screen writes (all the standard stuff that gives our 8-bit programs some flash) are all going to fail in 80 Columns.
.
I should qualify the term fail here. You DO NOT lose your normal Atari screen capabilities. Fail means that you see nothing at best, or the system locks up when you have the XEP80 loaded. I have a Y switch that lets me switch the ouput between the XEP80 cable and the normal Atari output cable. By moving the switch I can get 80-column or the standard display, on the one monitor. A real nice future hack would be to have the switch go to two monitors and have them active simultaneously. The XEP80 buffers its own screen ram so the hardware as far as I can tell could let you have TWO different displays running concurrently. A program running on one and a trace of the code on another screen. (Bug65 does that now with the other 'screen' being a printer). The XEP80 also gives you eight, yes eight printer handlers (P1:(P:) through P8:) P1: is the printer port built into the XEP80 (yes built into the XEP80). P2: e.t.c are whatever other printer ports your hardware/dos can support. I have three now, One in the XEP80, one in my 850 interface and one in my ATR8000.
Unfortunately I only have one printer.
.
Lest this sound too negative at this point. I DO LIKE THE XEP80. I bought it for telecommunications; program development; and word processing. I am writing a comm program in 'C' to use the XEP80. I hear that Atariwriter-80 is out (although I can't find anyone who actually has it for sale yet) and that will handle my program development/word processing needs when I get my hands on it. I am sure that others out there are busily adapting/writing new stuff to use this device.
.
One last benefit to the XEP80. Programs that can use the XEP80 also run faster, in some cases 50-75% faster. A listing to the XEP80 screen screams by. Keep your finger CLOSE to CTRL-1 if you want to actually read what you are displaying. Why? because the ANTIC

chip that used to handle the screen I/O is turned OFF by the XEP80
handler and the 6502 is not being constantly interrupted. A couple
of BASIC timing loops that I tested while printing to the screen in
a FOR-NEXT loop, ran almost 150% faster. I attribute this to the fact
that the BASIC interpreter was able to do its thing MUCH faster when
ANTIC wasn't stealing the 6502 CPU cycles.
.
I think this is enough for now - I hope that I have gotten my point
across. The XEP80 does exist and I like it. If you do some programming
and have a decent monitor you probably will too. If you are a heavy
Comm user, wait for the software to start flowing then buy the XEP80
-or- better yet take charge, write some software yourself and buy the
box now. If you DON'T have a decent monitor then you have to consider
whether the $200-$250.00 that it will cost you to upgrade your monitor,
buy the XEP80, and get a decent word-processor is cost effective to you.
Winston Lawrence. 02/12/88

:H

ZZ

:wq

:?

ZZ

/q

:q

--
Winston Lawrence {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Unix {bellcore,cmcl2}!cucard!dasys1!larryw
New York, NY, USA {sun}!hoptoad/

889. Re: Modem communications on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-13 15:10:55 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2100@bsu-cs.UUCP>
Source record: 117243

In article <18002@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
> --------------
> [... SX212 is not VaporWare...]
> [...standard Hayes-type modem, but ... much nicer price ..$87 from Computer
> Mail Order (1-800-233-8950). ...]

First, thanks a million for that pointer! This sounds like what I've been
waiting to hear about!

> Be forwarned though...
> although you *can* just plug it right into your 8-bit via the SIO
> port, finding software to work that way is *extremely* difficult at
> this point in time. My advice therefore would be to do what I did -
> order a PR Connection while your at it for $59, and a RS232 cable
> (25 pin male D-sub to 9 pin male D-sub) for $12.

My system includes an 850 Interface -- from what you say here, and earlier
postings describing the PR Connection as "...almost completely identical to
the 850..." etc., it SOUNDS as though I should be able to use the SX212 with
what I already have: I've got everything right down to the 25-pin male D-sub
connector-- would an SX212 operate properly when plugged into the 25-pin end
of the cable connected to port #1 of the 850? I.e., this is where I plug my
off-the-shelf 300-baud modem in today...

Thanks in advance for info.

<><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><> Chris Chiesa <><><><><>
<> {ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!cfchiesa <>
<> cfchiesa@bsu-cs.UUCP <>
<><><><><><><><><><><><><><><><><><><>

890. Linking two computers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-14 00:38:25 UTC
From: NU109703@NDSUVM1.BITNET
Message-ID: <578NU109703@NDSUVM1>
Source record: 117244

I would like to be able to hook up two atari computers for interactive games, etc. that require that you do not see the screen of the other person.

My brother and I both have Atari 800XL's with parallel ports. I was wondering if I could buy a parallel-to-parallel cord to use for data transmissions, (for a game of battleship, for example).

If I could, then I want to write an interrupt routine for data tranmissions. This, as you probably can see, is not necessary for a game like battleship, but it would be great for some type of space or fast moving game. That way you would not have to write special programs for two displays, you could write a program in which the inputs would be from:
(1) You - your keyboard and joystick inputs.
(2) Other person - parallel interface inputs.

A program could then give a "personal" feel. You would always be the #1 player, the subject of all attention. Also, a program would not be written for awkward sharing of the keyboard.

It may be difficult to decode the interface inputs, but I'm ready to sacrifice a little work to get some type of interactive but still two separate user system.

Can I do it?
If I could, I would probably send in the results to a magazine like Antic or Compute (I'd like to get some money for it) and then I would write some programs for it. I have knowledge of machine language, VBI's and DLI's. I have the technical reference manual, but I find it hard to understand sometimes, especially I/O, since I really don't have the time for it. I am hoping for a Co-op job this spring and summer, so I'll be in the position that I want to be: working with computers, but still free enough to use my time as I want to (No finals).

If the magazine accepts my ideas, I would then write programs that use the two computers hooked up and possibly send them in.

I have never used the parallel interface before, so I don't know if it is bidirectional or not. If it is not, I could use the status lines and hope I could figure a way to decode and encode them. (I.E. signals for data, quit data, start data, ready to read or write, etc.)
Using the printer lines would also make it possible to use the disk drive normally and store program results. It would consist of a mutual agreement between the programs that no data will be transferred and when the disk operation is done, data may be tranferred again, possibly accomplished by some internal flag that the interrupt routine works on. This could provide some SPECTACULAR computer-vs-computer games with a very

fast interrupt routine and some randomization in the programs.

Sorry, if I have gotten on an arctangent, but I think this would be a good idea, even if difficult to implement. But I think after it is implemented, this could be used simply by building on a basic framework for a program to be written.

Steve Lent - (ask me and I'll tell you what they called me in HS)
North Dakota State University

"If it breaks, buy a new one."
"If it doesn't break, the engineer doesn't know what he's doing and gets fired."

Born on November 1, 1966: it was kind of nice to have halloween candy and birthday presents at the same time.

891. communications on an Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-14 01:59:01 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8802140159.AA02457@mitre-bedford.ARPA>
Source record: 117245

As usual, the net subscribers have provided a good survey of the available options. My comments don't add much, but maybe will help to confirm some of the impressions you have received from other mailings.

The 800 can be used as a vt100 terminal quite successfully. The Atari 850 interface and the ICD P:R:Connection are the most widely accepted choices for interfacing to an RS-232C device. The serial bus in the Atari is a TTL bus, so needs TTL to RS-232C level converters to run a normal modem. Also, the "handshake" signals would be absent, but you could do a trick like using the cassette motor control line to signal DTR or something. There is a device called the R:Verter that used the serial bus in this way. I don't know if it is available any more. The 850 is hard to find. This leaves the P:R:Connection as the best choice, unless you want to hack together an interface or buy one of the Atari modems with built-in interface.

As for terminal emulators, the clear choice, given your requirements, is CDY's OmniCom. This does a pretty good vt100 emulation (the adjective "halfhearted" that someone used doesn't seem to me to be justified -- it handles the graphics and cursor commands from my screen editor just fine), and also supports kermit, xmodem, and ascii transfer. Ascii transfer can go to a file or to the printer if you wish. Also there is an instantaneous "print screen" function that is very handy.

John Dunning's kermit65 is a very good choice for vt100 emulation, but at last report lacked some of the features you specifically mentioned. It also lacks macro key definitions, and so far as I know this means you have to do any keypad operations as sequences of three or so keystrokes. Dunning will, I am sure, fix all this one of these days, but right now OmniCom is really what you need. It's available as a "shareware" program, which means copies of it are available free, but the author requests a contribution if you wish to keep on using it permanently. I have a copy which I'll be glad to send if you wish.

-John Sangster, jhs@mitre-bedford.arpa

892. Message

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-14 04:35:00 UTC
From: LISTSERV@MARIST.BITNET
Message-ID: <8802140439.AA03202@ucbvax.Berkeley.EDU>
Source record: 117246

```
Error 113 from EXECIO while logging mail for INFO-A8 into INFO-A8 88-00307
I. An incomplete copy of the message might be present in the notebook. List
is being held with current mailing being postponed. Your file (9655) has
been transferred to HARRY@MARIST.
```

893. Kermit-65 troubles

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-14 15:57:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880214155715.4.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117247

Date: Mon, 8 Feb 88 06:47:36 PST
From: CCSCHR%UWOCC1.UWO.CDN@forsythe.stanford.edu

[...]
DOS 2.5 when booted will always load the 850 interface if it finds this
device powered on. This happens just after the Ramdisk is initialized.
I then load K-65 from the DUP.SYS menu and K-65 has problems with what
DOS 2.5 has done to the 850, claiming the "850 is not responding".

That's not a problem. What that message really should say is something
like "I tried to load the driver, but couldn't. Maybe it's already
loaded?" In your case that's what's happening; it's already there, so
when Kermit-65 tries to load it again, the 850 tells it to shut up.

My circumvention is to turn off the 850 while DOS 2.5 is loading and
then power it back up before loading K-65. This works fine but is
clumsy as hell and will definitely shorten the life of my 850!!!

You don't need to do that. It's completely harmless to let Kermit try
to load the driver again.

So at this point, I can get the data to the Ramdisk but must then insure
that any D/Ls done during the session are moved to a "real" disk
before powering off the 130XE. K-65 does not provide a Copy command
as one of the (very handy) disk-handling commands currently supported.
I must then exit back to DOS (DUP.SYS actually) in order to move the
datasets from the virtual to the real disk.
K-65 provides an exit back to DOS thru the Exit or Quit commands and as
you might guess, this part of the puzzle is being a little inconsistent
as well.
- What is the approved/most successful/correct way to exit from a piece
of object code back to DOS (2.0 / 2.5 / any other DOSs)?

I believe I've asked the net about this before, and never gotten a
definitive answer. Kermit-65 exits by doing an RTS. That works with
DOS XL, and apparently some other things as well, but not everything.

- What is the difference between exiting from a piece of object code
loaded as an AUTORUN.SYS file as opposed to the same code loaded by
the "L"oad function of DUP.SYS? (For various DOSs, as above).

As far as I know, none. Anyone know better?

894. c compilers?

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-15 00:08:48 UTC
From: rac@jc3b21.UUCP
Message-ID: <304@jc3b21.UUCP>
Source record: 117248

Does anyone have any info on, or experience with, c compilers
for the 8 bit? I've seen antic's ad for deep blue c and I recall
that oss had "tiny c" at one time. How extensive are the libraries
with these compilers? Any help appreciated.

Roger Cornelius

895. What is Globbo (Steve Jackson Games)?

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-15 18:15:06 UTC
From: jmdavis@ihlpm.ATT.COM
Message-ID: <1704@ihlpm.ATT.COM>
Source record: 117249
Cross-posted to: rec.games.board,rec.games.misc,rec.games.frp,rec.games.programmer,comp.sys.atari.8bit

Excuse me, but what is Globbo?

--

_____
This is the voice of world control, | Mike Davis
we bring you peace, | ihnp4!ihlpm!jmdavis
the peace you need to survive. - C:TFP |_____

896. Re: Modem communications on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-16 03:40:57 UTC
From: seg@pbhya.UUCP
Message-ID: <10008@pbhya.UUCP>
Source record: 117250

>
I use the SX212 both with the 850 and a Atari XE and with an ADDS View-
point 1A, which is what I am writing this with message with. It has good
colloumn characters but sure doesn't work good with VI, the ADDS I mean,
the SX212 is fine.
pbhya!seg

897. Re: What is Globbo (Steve Jackson Games)?

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-17 01:14:46 UTC
From: rjung@nunki.usc.edu
Message-ID: <258@nunki.usc.edu>
Source record: 117251
Cross-posted to: rec.games.board,rec.games.misc,rec.games.frp,rec.games.programmer,comp.sys.atari.8bit

In article <1704@ihlpm.ATT.COM> jmdavis@ihlpm.ATT.COM (Davis) writes:
>Excuse me, but what is Globbo?

Globbo is an obscure little game frm Steve Jackson Games. The player plays Globbo, a "futuristic baby sitter", who fends of madly multiplying babies with slaps, explosions, and other nonsense. It's essentally an abstract wargame of sorts...

--R.J.
B-)

898. how do I?

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-18 16:00:00 UTC
From: AXDFM@ACAD2A.BITNET
Message-ID: <8802190002.AA01171@ucbvax.Berkeley.EDU>
Source record: 117252

How do I go about posting to the NET? What procedures do I have to follow before a message of mine will appear on the NET like everyone elses? Thanks.... My address is AXDFM@ALASKA.

Frank Murphy

899. Re: C compilers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-18 17:54:56 UTC
From: euloth@dalcsug.UUCP
Message-ID: <353@dalcsug.UUCP>
Source record: 117253

Roger, (and anyone else who doesn't know)

> Does anyone have any info on, or experience with, c compilers
> for the 8 bit? I've seen antic's ad for deep blue c and I recall
> that oss had "tiny c" at one time. How extensive are the libraries
> with these compilers? Any help appreciated.
>
> Roger Cornelius

About the C compilers. There is a public domain version of C for
the 8-bit Atari. It is known as Ace C. It is an upgrade of Deep Blue
C that got put into the public domain (ie. It is ***FREE!!!***) If
there is enough requests for a re-posting then I am sure it will get
re-posted. If there is only two or three people then a direct mailing
might be in order. Let your desires be known and I'll see what I can
do.
--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

900. how to add 256k to my 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-18 20:32:24 UTC
From: steve@tic.UUCP
Message-ID: <174@tic.UUCP>
Source record: 117254

I am posting this for a friend please send all replies to:

..!ihnp4!alberta!edson!tic!tac!amunds

Thank you...

I understand that the atari 800XL can be upgraded to 256K by
replacing the 64K chips and doing some appropriate address decoding
with the ACIA. I was wondering if anybody could direct me to an
appropriate source to find the nescessary information or tell me what
is required. I am a 4th year computer engineering student so technical
descriptions would be just fine.

Thank you
Dave Amundson

901. Re: MIDI & 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-19 13:41:52 UTC
From: lazear@gateway.mitre.ORG
Message-ID: <8802191341.AA29589@saturn.mitre.org>
Source record: 117105

Could someone please summarize the hardware and software available, perhaps with an indication if it is just "toy" stuff or compares in any favorable way with the stuff for the ST. Thanks.
Walt (Lazear@gateway.mitre.org)

902. Re: Linking two computers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-19 15:42:41 UTC
From: swklassen@trillium.waterloo.edu
Message-ID: <5240@watdragon.waterloo.edu>
Source record: 117106

> I would like to be able to hook up two atari computers for interactive games,
> etc. that require that you do not see the screen of the other person.
>
> My brother and I both have Atari 800XL's with parallel ports. I was wondering
> if I could buy a parallel-to-parallel cord to use for data transmissions,
> (for a game of battleships, for example).

I sent a solution to a similar problem to someone on the bit-net quite awhile ago. This time I guess I will make it public (perhaps there are others out there who are interested).

Although this solution isn't exactly what you asked for (I have no info on Atari XL parallel ports [unless of course you're referring to the expansion slot on the back]) it may be useful to you.

The joystick ports on the Atari 8-bits can be configured for output as well as for input. This will rule out joysticks (except on the old 400/800s) but will allow you to communicate between your computers.

STEP #1 - THE HARDWARE
This is the easy part. All you need are two joystick extension cords and two nine-pin joystick plugs, all available at your local Radio Shack. Cut the cords at the end in which you would normally plug your joystick (not the end which plugs into the computer) and strip the green, yellow, orange, red and grey wires enough so you will be able to solder them onto the plugs. The other wires are not needed so you might want to cut them a little shorter just to keep them out of the way. Solder both cords as shown below:

PIN JACK 1 JACK 2 WIRE

1 data 0 data 4 Green
2 data 1 data 5 Yellow
3 data 2 data 6 Orange
4 data 3 data 7 Red
8 ground ground Grey

To test the interface, plug it into both computers (the one in port 1 of one computer should also be in port 1 of the other computer), turn them on and try the following test: On one computer type POKE 54018,56:POKE 54016,0: POKE 54018,60:FOR N=0 TO 0 STEP 0:? PEEK(54016):NEXT N. On the other computer type POKE 54018,56:POKE 54016,255:POKE 54018,60. Now, still on the second computer POKE 54016 with any value from 0 to 255 and the same value should appear on the screen of the first computer. If not, something has been done wrong (check your wiring).

STEP #2 - THE SOFTWARE

In order to make practical use of the interface, you need to write a driver. Following is one that I have written (WARNING! This is a BARE-BONES driver with ALMOST NO error checking! You will want to spruce things up a bit before you trust it with anything substantial.)

The program will install the driver in memory and then change LOMEM in order to protect it. This wastes all the memory between the initial position of LOMEM and the start of the program so you will want to change things (ie. make it relocatable and automatically loading above LOMEM) to overcome this. [Note that my program was written a couple of years ago as an experiment - it was never intended to be a comprehensive driver - still, it does illustrate the basics of what is required in a driver.]

Once the driver is installed properly, you can communicate between the two computers using the normal OPEN,CLOSE,PUT,GET,READ,etc. commands specifying the 'X:' device. I have tested this in BASIC but have not had a chance to do so with C or Action! (I no longer have two Ataris). It should, however, work with any program or language which sticks to Ataris standard I/O procedures.

For more information see _Mapping_the_Atari_.

```
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
; Using the "X:" device to
; communicate between two Ataris.
; by Steven W. Klassen
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;
; ** Equates
.OPT OBJ, NO EJECT
HATABS = $031A
START = $3000 ; change to suit memory.
MEMLO = $02E7
ICAX1Z = $2A
PACTL = $D302
PORTA = $D300
*= START
TEMP *= *+2
;
; Installation routine
;
LOADIT
LDX #0 ; start of table
SEARCH
LDA HATABS,X ; check symbol
BEQ FOUNDONE ; found empty
CMP #'X ; already there?
BEQ ALREADYTHERE ; yes!
INX ; skip 3 to point
INX ; to the next
INX ; entry
BNE SEARCH ; keep looking!
```

```
RTS ; something wrong!
; end of table--extend it
FOUNDONE
LDA #'X ; put in name X:
STA HATABS,X
LDA # <DRIVER ; LSB of driver
STA HATABS+1,X
LDA # >DRIVER ; MSB of driver
STA HATABS+2,X
LDA #0 ; new table end
STA HATABS+3,X
; change LOMEM
CHNGLOMEM
LDA # <DRIVEREND ; LSB of top
STA MEMLO
LDA # >DRIVEREND ; MSB of top
STA MEMLO+1
RTS ; all done!
;
; BASIC entry point
ALREADYTHERE
JMP CHNGLOMEM
;
; and here is the driver!
;
DRIVER
.WORD XOPEN-1 ; driver...
.WORD XCLOSE-1 ; routine...
.WORD XGET-1 ; address...
.WORD XPUT-1 ; table.
.WORD XSTATUS-1
.WORD XXIO-1
SUCCESS
LDY #1 ; keep good status
RTS ; bye!
ERROR
LDY #$92 ; func not allowed
RTS ; bye!
;
XOPEN
LDA ICAX1Z ; type of open
CMP #8 ; write?
BEQ WRITE ; yes!
CMP #4 ; not write-read?
BNE ERROR ; no--something wrong!
LDA #$38 ; set for read
STA PACTL
LDA #$A0 ; bin--1010 0000
STA PORTA
LDA #$3C
```

```
STA PACTL
LDA #$00 ; set porta...
STA PORTA ; to 0
JMP SUCCESS ; done!
WRITE
LDA #$38 ; set for write
STA PACTL
LDA #$5F ; bin--0101 1111
STA PORTA
LDA #$3C
STA PACTL
LDA #$00 ; set porta...
STA PORTA ; to 0
JMP SUCCESS ; done!
;
XCLOSE
LDA #$38 ; return port A
STA PACTL ; to input for
LDA #$00 ; the joysticks
STA PORTA
LDA #$3C
STA PACTL
JMP SUCCESS ; done!
;
XGET
LDA PORTA ; check for ready
AND #16 ; bin-0001 0000
BEQ XGET ; not ready yet
LDA PORTA ; get four bits
AND #15 ; bin-0000 1111
STA TEMP ; store 4 bits
LOOP1
LDA #32 ; bin-0010 0000
STA PORTA ; ask for more
LDA PORTA ; check for ready
AND #$40 ; bin-0100 0000
BEQ LOOP1 ; not there yet
LDA PORTA ; get 4 bits
AND #15 ; bin-0000 1111
ASL A ; move right 4
ASL A ; bits to the
ASL A ; left 4
ASL A
AND #240 ; just be sure!
ORA TEMP ; put the two together!
STA TEMP ; store in TEMP
LDA #$80 ; bin-1000 0000
STA PORTA ; thank you!
LDX #25 ; slight pause
LOOP2
```

```
DEX
BNE LOOP2
LDA #$00 ; clear porta
STA PORTA
LDA TEMP ; put num in accumulator
JMP SUCCESS ; all done
;
XPUT
STA TEMP ; save byte
AND #15 ; bin-0000 1111
ORA #16 ; bin-0001 0000 (ready)
STA PORTA ; send 1st 4 bits
LOOP3
LDA PORTA ; acknowledge?
AND #32 ; bin-0010 0000
BEQ LOOP3 ; no!
LDA TEMP ; yes-load original
LSR A ; shift left 4
LSR A ; bits to the
LSR A ; right
LSR A
AND #15 ; bin-0000 1111 (just making sure)
ORA #$40 ; bin-0100 0000 (ready flag)
STA PORTA ; send last 4 bits
LOOP4
LDA PORTA ; acknowledge?
AND #$80 ; bin-1000 0000
BEQ LOOP4 ; no-try again
LDA #$00 ; yes! turn off ready flag
STA PORTA ; turn off ready
JMP SUCCESS ; we're done
;
XSTATUS ; unimplemented options
XXIO
JMP ERROR
;
DRIVEREND = *+$FF&$FF00
.END
```

I hope that all this helps.

> ...I would probably send in the results to a magazine like Antic or
> Compute...

Good luck! When I sent it to ANALOG two years ago they sent it back to
me saying something about a lack of reader interest in the subject.
(I guess they think we're only interested in games :-)

S. W. Klassen
Computer Science Major
University of Waterloo

903. Linking two computers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-19 16:55:42 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8802191655.AA26182@mitre-bedford.ARPA>
Source record: 117107

> I would like to be able to hook up two atari computers for interactive
> games, etc. that require that you do not see the screen of the other
> person.

> My brother and I both have Atari 800XL's with parallel ports. I was
> wondering if I could buy a parallel-to-parallel cord to use for data
> transmissions, (for a game of battleship, for example).
Just what port are you referring to by "parallel port"? Do you have an 850 interface with Centronics printer port or are you referring to the joystick ports or to the 50-pin bus connector on the back of the 800XL?
Actually, in only one of these cases is there much hope of doing what you ask with just a "cord". That is the case of the joystick ports. I think you could in fact wire them up with a simple cord and then program them to talk back and forth. Of course then you would have no place to plug in the joysticks, so you would wind up having to do something more complicated than just a "cord".

I don't think there is any way to program the Centronics ports to accept inputs, so the 850 approach would require using a serial port at each 850, which actually is another possibility.

The 50-pin parallel bus connector on the back of the 800XL is hardly a "parallel port". If you tied two of these together, I think all that would happen is both computers would crash because their address lines would conflict. You could do almost anything your heart desires with this "port" but you would have to design an interface from the internal CPU bus (which is what is on this connector) to the external gadget. I.e. it's not a question of a "cord".

> I have knowledge of machine language, VBI's and DLI's. I have the
> technical reference manual, but I find it hard to understand sometimes,
> especially I/O, since I really don't have the time for it. I am hoping
> for a Co-op job this spring and summer, so I'll be in the position that I
> want to be: working with computers, but still free enough to use my time
> as I want to (No finals).
I would hate to discourage you from undertaking your project, but from the tone of your question I get the impression that you may not have much idea of how much hardware design is involved. Tackling the project would undoubtedly teach you a lot about computers, but don't underestimate the effort involved.

And, finally, a comment that I wish I could go back and tell myself when I was your age: Don't think you will have more time to do this project at any future time in your life. You almost certainly WILL NOT. You will just get busier and busier, at least until you retire at age 65. The best thing you could possibly do with your life is to BELIEVE THESE WORDS, think about

their implications, and then figure out how to take this awful news into account in planning how to live your life right now. More likely, you will think I am being silly and will only realize the truth of what I have said when you are about 40 or 50. Good luck, either way.

-John Sangster, jhs@mitre-bedford.arpa

904. Re: Linking two computers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-20 11:37:48 UTC
From: NU109703@NDSUVM1.BITNET
Message-ID: <591NU109703@NDSUVM1>
Source record: 117108

By the way, this past week has been the busiest of my life.
Here's how it goes: Start working on my class project at 8:00 PM
Work on it for, say, 16 Hours, Go to class for another 3 hours,
Go to sleep for 5 hours (By the way, I have eaten supper at the normal
time only about once in the past week). Yesterday, I ate nothing.
Then repeat this process for 6 days straight. Keep in mind that
this was a horribly confusing process. We (team of 2) were working
on a simulator of a M6800 Chip, with a simulator portion and a microcode
portion, which was supposed to take about 6 weeks. He had the microcode
portion, and I had the fortran simulator to do. His microcode project
was not written very well, so I took it over and wrote the entire
microcode in 4 days. Well, you know that it's very hard to keep track
of, and I'll have to take the course over again next year, but at least
I'll know *exactly* what the course is about, and should get an A or B.
-- Consider my present situation first.

905. Re: Linking two computers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-20 16:01:35 UTC
From: sullivan@marge.math.binghamton.edu
Message-ID: <828@bingvaxu.cc.binghamton.edu>
Source record: 117109

In article <8802191655.AA26182@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes:
>Actually, in only one of these cases is there much hope of doing what you ask
>with just a "cord". That is the case of the joystick ports. I think you
>could in fact wire them up with a simple cord and then program them to talk
>back and forth. Of course then you would have no place to plug in the
>joysticks, so you would wind up having to do something more complicated than
>just a "cord".
>
So how many joystick ports are there? My 800/Fossil has four. Is there
only one on an XL?

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903
Email: sullivan@marge.math.binghamton.edu

906. Control of lighting devices

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-20 16:05:20 UTC
From: sullivan@marge.math.binghamton.edu
Message-ID: <829@bingvaxu.cc.binghamton.edu>
Source record: 117110

Several years ago a friend of mine had a setup for his trash-80 machine which he could use to control the lights in his house. You can buy the units for switches and outlets easily enough. Is there a control unit which uses an RS232 port or something? Has anyone done this with an Atari?

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903
Email: sullivan@marge.math.binghamton.edu

907. connecting two Atari computers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-21 20:15:19 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8802212015.AA13779@mitre-bedford.ARPA>
Source record: 117111

> So how many joystick ports are there? My 800/Fossil has four. Is there
> only one on an XL?

There are two joystick ports on the XL/XE series machines. I guess I was thinking that both would be used to provide an 8-bit-wide parallel port such as the fellow referred to, since each has just 4 parallel bits.

You could, of course, use just one joystick port to get a 4-bit parallel path, leaving the other port free for a normal joystick. I believe the individual pins can be programmed for input or output separately, so you could even set it up with two 1-bit inputs and 2 1-bit outputs. Hmm... this would let you implement two separate bidirectional serial ports. In turn this would let you set up a RING of serial ports with as many Ataris around the ring as you wished. Or you could set up two independent unidirectional rings. I can see there are a lot of communication possibilities I never even thought of, using the joystick ports.

However, if you want to do an 8-bit parallel connection there, it would tie up both ports as I indicated previously.

-John Sangster, jhs@mitre-bedford.arpa

908. Re: Linking two computers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-21 21:05:57 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2178@bsu-cs.UUCP>
Source record: 117112

In reference to Fred Sullivan's query, the 800XL has TWO joystick ports; the discussion that claims "but then you wouldn't be able to plug in your joy-stick" assumes (quite natrally) that one wishes to perform 8-bit I/O -- and it happens that each joystick port accesses FOUR bits. Therefore you need TWO joystick ports to transmit ONE 8-bit data byte.

Or do you?

I would give some thought to the possibility of using only ONE joystick port, and performing 4-bit I/O over the port-to-port line, reassembling the original bytes after both halves ("nybbles") are received. This may sound awful, but remember something else: SERIAL data transmission uses a ONE-bit data line, and that works just fine! (You could conceivably use the four-bit joystick-cord connection to send four simultaneous channels of serial data, by the way.... It is entirely a matter of how complicated a handler you're willing to attempt to write!

Now you've got me wishing I had a second Atari to try all of this out on!

:-)

Chris Chiesa

--
<><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><> Chris Chiesa <><><><><>
<> {ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!cfchiesa <>
<> cfchiesa@bsu-cs.UUCP <>
<><><><><><><><><><><><><><><><><><><>

909. Re: Linking two computers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-22 14:46:43 UTC
From: hill@nicmad.UUCP
Message-ID: <2416@nicmad.UUCP>
Source record: 117113

In article <5240@watdragon.waterloo.edu> swklassen@trillium.waterloo.edu (Steven W. Klassen) writes:
>> I would like to be able to hook up two atari computers for interactive games,
>> etc. that require that you do not see the screen of the other person.
>> My brother and I both have Atari 800XL's with parallel ports.
>
>I sent a solution to a similar problem to someone on the bit-net quite
>awhile ago. This time I guess I will make it public (perhaps there are
>others out there who are interested).
>
>Although this solution isn't exactly what you asked for (I have no info
>on Atari XL parallel ports [unless of course you're referring to the expansion
>slot on the back]) it may be useful to you.
>
>The joystick ports on the Atari 8-bits can be configured for output as well
>as for input. This will rule out joysticks (except on the old 400/800s) but
>will allow you to communicate between your computers.
>
>I hope that all this helps.
>
>> ...I would probably send in the results to a magazine like Antic or
>> Compute...
>
>Good luck! When I sent it to ANALOG two years ago they sent it back to
>me saying something about a lack of reader interest in the subject.
>(I guess they think we're only interested in games :-)

I did something similar about two years ago too. (However, it was Antic that turned me down then)

I wrote a two player Adventure game in standard Atari Basic. The second player was attached through a serial port to another Atari or terminal. It also worked with the then popular MPP 300 baud modem drivers that talked at 300 baud through a single joystick port. I made a simple "null modem" cable that allowed the two Atari's to talk at 300 baud without any modem hardware. (just two Radio Shack replacement joystick cables)

The adventure game wasn't much. I wrote it to prove the concept worked, and work it did. The game generated a random 20 room maze and allowed the two users to wander around the maze picking up treasure and talking to each other.

My favorite part was the descriptions about distance when someone talked. (ie. You here a voice in the say:) Also playing a standard type boring adventure game really changed when the description: "Another adventurer just entered the room" appeared on your screen.

I wish Antic would have been interested. I kept dreaming about writing "REAL" games in ACTION using the same hardware configuration.

Ray Hill
hill@nicmad

910. Programming the Trak-Ball

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-22 15:37:26 UTC
From: lackey@Alliant.COM
Message-ID: <1257@alliant.Alliant.COM>
Source record: 117114

I just picked up one of the Atari Trak-Ball controllers, and after using it for only a few hours, think it is great for some games, and not so great for others.

It has a switch on its side. One position is marked "joystick" and the other is marked "trak-ball". In the joystick position, it can be used in any game that uses a joystick, and simulates trak-ball behavior. It works well in games where the joystick position is "integrated" to program the position of the player (the target in Missle Command, the human in Berserk, etc). In other situations such a Pac-Man or Battlezone, the trak-ball actually makes things more difficult.

To use it in trak-ball mode, the game must be programmed for it. Home computer (as opposed to 2600) Missle Command has trak-ball mode, which you enter by typing control-T. This allows you to get much better control, and handling is much like the real arcade game.

My question is, how do you program to the thing? It looks like it is one of those things where rate of motion in one direction is determined by phasing of two changing signals, and a driver counts transitions. Does anyone know for sure? All I've done up to now is write a little Basic program to dump its output to the screen, and have noticed behavior suggesting that above.

Note: The trak-ball is not usable in paddle games. Too bad.

Anyway, for $9.00, the trak-ball is well worth it.

Disclaimer: Do I have an opinion yet?

911. Re: how to add 256k to my 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-22 17:30:35 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8802221730.AA05207@mitre-bedford.ARPA>
Source record: 117115

You can indeed upgrade your Atari 800XL to 256K quite easily, i.e. by replacing the 64K chips with 256K ones. The 64K chips have 8 address pins which are multiplexed 2:1 to give effectively 16 address bits, which figures out to 64K of address space. The 256K chips need effectively 18 address bits, or 9 pins if multiplexing is done in the same way as for the 64K chips. The bottom line is, the 256K chips have one extra pin that must be controlled.

If you just change the chips to 256K chips, that extra pin will be held at a logic "1" by a 3K pullup resistor near the corner of the board. So the machine will still work normally but will only utilize 1/4 of the 256K chip address space.

To get at the rest of it, you need to build a simple logic circuit that figures out when to yank down on that line and select one of the other 64K regions. The logic needed is fairly tricky because there are two clock phases, corresponding to the multiplexing of the address lines; there is also the issue of whether the CPU or ANTIC chip is requesting access; and finally, the logic has to take into account the program's commands for which section of memory to access. In the 130XE, and therefore in most 800XL upgrades, this information is represented by controlling previously-unused bits in the "Port B" PIA register at $D301 or decimal 54017. Even though there are 6 or 7 logic conditions to consider in calculating the correct bit value for "Address Bit 9", by using multiplexors to implement combinatorial logic functions it is possible to do the job in about 7 or 8 chips.

The details of memory bank selection in the 130XE are described in the most recent version of "Mapping The Atari", and you should familiarize yourself with this scheme (basically the bit definitions at $D301) before attempting to design a compatible board.

Several commercial companies have built such boards. I have been using the board from Newell Industries, the so-called 256KXL "Newell Board". I was disappointed to find that this board departed from 130XE compatibility more than I thought was necessary, so I reconstructed the schematic and made a design modification so that it would do a more nearly perfect job of emulating the 130XE. I can supply you with the original and revised schematics if you wish. Being an engineering student, you should probably build your own board, but it might help to have the Newell schematic and the design information I used to modify it. Or, you could buy a Newell board and consider making the patch to it that I worked out. Also, there have been a few magazine articles on how to design such a board in recent years.

If you want to order from Newell, his address/phone number are:

Newell Industries
602 E. Highway 78
Wylie, TX 75098

(214) 442-6612.

Usually Wes Newell himself is available for technical questions. By the way, he is also handling sales of the CDY "OMNIVIEW" 80-column upgrade chip, which I strongly recommend getting if you plan to do a lot of word processing on the 800XL. (An 80-column word processor program comes with it.)

You will also need software to make the expanded memory do you any good. One of the most useful things to do with it is to run a RAMdisk. If you buy or build a standard Newell board, you may be interested to know that OMNIVIEW256 includes a RAMdisk program which is ROM-resident, i.e. available by a couple of keystrokes. The word processor that comes with OMNIVIEW also lets you take advantage of the extra memory to set up a really BIG text buffer. For example, I routinely run an 80K text buffer simultaneously with a full-sized SS/SD RAMdisk. This lets me write almost 25 pages of text before I have to save to disk! Also, saving to RAMdisk is very fast.

If you'd like a copy of the design info for the modified Newell board, send me a mailing address and I'll mail you a copy.

-John Sangster, jhs@mitre-bedford.arpa

912. Re: C compilers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-22 18:57:47 UTC
From: baba@opus.uucp
Message-ID: <1580@tymix.UUCP>
Source record: 117116

In article <353@dalcsug.UUCP> euloth@dalcsug.UUCP (Glenn Euloth) writes:
> About the C compilers. There is a public domain version of C for
> the 8-bit Atari. It is known as Ace C. It is an upgrade of Deep Blue
> C that got put into the public domain (ie. It is ***FREE!!!***) If
> there is enough requests for a re-posting then I am sure it will get
> re-posted. If there is only two or three people then a direct mailing
> might be in order. Let your desires be known and I'll see what I can
> do.

I vote for a repost. If not mail me a copy. Source is preferable.

d'baba Duane Hentrich

Claimer: These are only opinions since everything I know is wrong.
Copyright notice: If you're going to copy it, copy it right.

913. Re: Linking two computers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-22 19:40:37 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1719@ihlpm.ATT.COM>
Source record: 117117

> .....
> of how much hardware design is involved. Tackling the project would
> undoubtedly teach you a lot about computers, but don't underestimate the
> effort involved.
>
> And, finally, a comment that I wish I could go back and tell myself when I
> was your age: Don't think you will have more time to do this project at
> any future time in your life. You almost certainly WILL NOT. You will just
> get busier and busier, at least until you retire at age 65. The best thing
> you could possibly do with your life is to BELIEVE THESE WORDS, think about
> their implications, and then figure out how to take this awful news into
> account in planning how to live your life right now. More likely, you will
> think I am being silly and will only realize the truth of what I have said
> when you are about 40 or 50. Good luck, either way.
>

I know what you mean about just getting busier and busier! And I am only 32! I can think of many projects that I would LOVE to do with my Atari(s) (800XL and 130XEO [O for Omniview]), but I JUST DON'T HAVE TIME ANYMORE! There are too many other things that I also like to do, and that are equally important to me; not the least of which include social activities, and keeping up with maintenance, repairs, and even "enhancements" of/to my house. (A house can consume time like nothing else, except maybe children; the latter my wife and I had little interest in before, and NO TIME now!)

Someone mentioned wanting to use the 8-bit Ataris to control various "household" devices. I have never tried this, but if I were going to, I would study the columns, articles, etc. in ANALOG, ANTIC, etc. magazines. In particular, I like to read the "Nuts and Bolts" column in ANALOG and dream. In fact, before I found a used Koala pad (I REALLY WANTED one BADLY!), I was considering building a gadget described in that column (issue #/month escapes me just now) that emulates the Koala Pad (but may need an extra button to do this with MicroIllustrator). The device was named the "Rodent" and used a R-Shack type joystick pot (a joystick "innards" with 2 variable resistors at right angles, for you "software only" types. :-) I should talk... I fried a 130XE! ouch!). I want to try to write my own flight simulator someday, just for gliders (sailplanes), and a relatively simple one (little if any recognizable scenery, no fancy instruments, etc.). The "Rodent" would be a great stick for such a "bird." Now, what to use for rudder pedals? ...

Remember, a mouse is just an upside-down trackball with a tiny ball, where the mouse pad (table) is your hand... (essentially). Input devices are fun to play with (even if only in your head).

As time goes by, I find myself USING my Atari(s) more, but having less and less time to "hack" (program for fun and learning how the Atari's innards work; I have never even tried P/M graphics yet - and I have ACTION! and the Prog. Aid [old version of Toolkit] disk, so I have no excuse like "I don't want to bother to learn 6502 assembler...[which I don't, at least for the time being!]).

So, I sincerely wish any and all "hobbyist hackers" the best of luck, fun, and so on with their Ataris. (And if this article is too verbose/long for anyone, please accept my humble apologies. Sometimes it seems to me that I was born with a hard-coded dash-v option!)

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

914. Linking.

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-22 21:27:00 UTC
From: franceus@TYCHO.ARPA
Message-ID: <8802222201.AA02054@ucbvax.Berkeley.EDU>
Source record: 117118

I once built a link using 2 joystick ports and the handshaking lines off the serial port and we got 180Kbits/second out of it! it was real easy, in fact, I wrote a device driver for it and we could transfer files. I also was working on a multi-player trek game in Action! for it.
Unfortunately, I no longer have my 800, but I will look for the stuff if you want it.
Paul
tycho)
----

915. Re: Linking two computers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-23 06:14:12 UTC
From: gil@icus.UUCP
Message-ID: <266@icus.UUCP>
Source record: 117119

In article <2178@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Sir Xetwnk) writes:
>Therefore you need
>TWO joystick ports to transmit ONE 8-bit data byte.
>
>Or do you?
>
>I would give some thought to the possibility of using only ONE joystick
>port, and performing 4-bit I/O over the port-to-port line, reassembling the
>original bytes after both halves ("nybbles") are received.
>Chris Chiesa

Here's a method I have used a lot and it works well: Rather than trying to assemble the nybbles (a hard thing to do really, if you sit down and think about it) -- use an 8-bit shift register (serial-to-parallel). You use one line of the joystick port to clock the shift register and another line to set the ones/zeros on the data input of the shift register.

Why do it this way? Well, companies like MPP have developed nifty little ways of generating a certain baud rate by timing loops and tying down the CPU (more than it is already by the screen). With the shift register, you can clock the data out at any rate you feel like, whenever you can get it out.

I used this on an old Commodore PET (the original 8K one with the chicklet keyboard) to set-up a modem interface. I used the shift-register idea to take full advantage of the 8-bit parallel port that the PET had (the only one at that!). I sent data to an 8251 UART chip which had a baud-rate generator IC built into it. I was able to use the board successfully at 1200 baud with no problem, and I'm sure I could do better if I had the opportunity.

+-----------------------------------+--+
Gil Kloepfer, Jr.	Net-Address:
ICUS Computer Group, Systems Dvlp.	{boulder,ihnp4,talcott}!icus!gil
P.O. Box 1	Voice-net: (516) 968-6860
Islip Terrace, New York 11752	Internet: gil@icus.UUCP
+-----------------------------------+--+

916. Re: Modem communications on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-23 16:30:56 UTC
From: long@sask.UUCP
Message-ID: <1042@sask.UUCP>
Source record: 117120

In article <6836@oberon.USC.EDU>, rjung@castor.usc.edu (Robert Jung) writes:
> In article <377@sun.soe.clarkson.edu> dave@sun.soe.clarkson.edu.UUCP (Dave Goldblatt) writes:
> >Atari also sells a direct plug-in
> >modem (XM130), but I'm fairly sure they never released the 1200 baud model.
> I know Atari vaporware is one of the biggest jokes we Atarians(?) have to
> live with, but the SX212 is *not* one of them. I've seen them being sold
> at my local Federated stores, and a few of the local BBS users around the
> L.A. area have bought them for use with the 8-bit Ataris. I haven't had
> any direct experience with it, but it IS for $99, it IS Hayes-compatable
It may be the SX212 that I have found in the stores up here. It has
both an RS232 and an Atari 800-type SIO connectors. Looks pretty
tempting...
The price is $179 CDN, which usually indicates the price in the
US is about $90 US.
Is it true that it comes with NO R: handler?? That is almost,
but not quite, unbelievable.

Warren (long@sask)

--
=-=-=-=-=-Warren Long at University of Saskatchewan, Canada-=-=-=-=-
Home: 78 Carleton Dr.,Saskatoon, Sasakatchewan, S7H 3N6
Phone: (306)-955-1237
=-=-=-=-=-U-Email: ...!ihnp4!alberta!sask!long -=-=-=-=-=-=-=-=-

917. Re: C compilers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-23 20:07:34 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <706@udccvax1.acs.udel.EDU>
Source record: 117121

In article <1580@tymix.UUCP> baba@opus.UUCP (Duane Hentrich) writes:
>In article <353@dalcsug.UUCP> euloth@dalcsug.UUCP (Glenn Euloth) writes:
>> About the C compilers. There is a public domain version of C for
>> the 8-bit Atari. It is known as Ace C. It is an upgrade of Deep Blue
>> C that got put into the public domain (ie. It is ***FREE!!!***) If
>> there is enough requests for a re-posting then I am sure it will get
>> re-posted. If there is only two or three people then a direct mailing
>> might be in order. Let your desires be known and I'll see what I can
>> do.
>
>I vote for a repost. If not mail me a copy. Source is preferable.
>

I am all for having it reposted. It would also be great to have the docs
and/or the source code for it. Thanx.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

918. Re: Linking two computers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-23 23:27:17 UTC
From: grgurich@gumby.cs.wisc.edu
Message-ID: <1370@gumby.cs.wisc.edu>
Source record: 117122

You mentioned something that struck a spark. Does anyone out there know of any way to toggle the screen?

Thanx in advance. Matt Grgurich

919. Output of job "INFO-A8" from RSCS@UWAVM

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-24 03:59:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802250748.AA19009@ucbvax.Berkeley.EDU>
Source record: 117123

```
Command replies from RSCS@UWAVM are being forwarded to you.
This server has been placed offline. Processing of
your DISTRIBUTE request has been postponed.
```

920. Output of job "INFO-A8" from RSCS@UWAVM

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-24 03:59:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802250534.AA16912@ucbvax.Berkeley.EDU>
Source record: 117124

```
Command replies from RSCS@UWAVM are being forwarded to you.
This server has been placed offline. Processing of
your DISTRIBUTE request has been postponed.
```

921. Output of job "INFO-A8" from RSCS@UWAVM

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-24 04:04:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802250252.AA14338@ucbvax.Berkeley.EDU>
Source record: 117125

```
Command replies from RSCS@UWAVM are being forwarded to you.
This server has been placed offline. Processing of
your DISTRIBUTE request has been postponed.
```

922. Output of job "INFO-A8" from RSCS@UWAVM

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-24 04:57:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802250717.AA18460@ucbvax.Berkeley.EDU>
Source record: 117126

```
Command replies from RSCS@UWAVM are being forwarded to you.
This server has been placed offline. Processing of
your DISTRIBUTE request has been postponed.
```

923. Output of job "INFO-A8" from RSCS@UWAVM

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-24 06:05:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802250752.AA19064@ucbvax.Berkeley.EDU>
Source record: 117127

```
Command replies from RSCS@UWAVM are being forwarded to you.
RSCS@UWAVM has sent a DISTRIBUTE job to LISTSERV@OREGON1 with your userid as
"from" origin. This job has been processed with the origin being forced back
to "RSCS@UWAVM". Please contact the LISTSERV Coordination Board
<LCOORD-L@FRECP11> if you think that "RSCS@UWAVM" should have been treated
as a "trusted" userid.
Invalid mail origin specification.
```

924. Re: C compilers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-24 13:58:51 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2680@ihlpe.ATT.COM>
Source record: 117128

In article <1580@tymix.UUCP>, baba@opus.uucp (Duane Hentrich) writes:
| In article <353@dalcsug.UUCP> euloth@dalcsug.UUCP (Glenn Euloth) writes:
| > About the C compilers. There is a public domain version of C for
| > the 8-bit Atari. It is known as Ace C. It is an upgrade of Deep Blue
| > C that got put into the public domain (ie. It is ***FREE!!!***) If
| > there is enough requests for a re-posting then I am sure it will get
| > re-posted. If there is only two or three people then a direct mailing
| > might be in order. Let your desires be known and I'll see what I can
| > do.
|
| I vote for a repost. If not mail me a copy. Source is preferable.
|
Please, if we must post a C compiler, lets post the best, CC8 by Steve Kennedy. Steve, if you have updated it at all or plan to in the near future, add your two cents worth here. No use in posting Ace C for new users. Of course, you will still need all the linkers, etc that usually come on the Ace C PD disk, since CC8 is just the compiler.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

925. Re: Ramcard

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-24 14:28:32 UTC
From: lazear@gateway.mitre.ORG
Message-ID: <8802241428.AA07685@saturn.mitre.org>
Source record: 117129

(I tried replying directly to Dennis, but have to resort to the list...sorry)

Dennis,
I am interested in your Ramcard.
I have an old 800 and am concerned about the card
working with existing software (DOS 2.0 and binary stuff). How does
one add the proper driver to DOS (does every disk need AUTORUN.SYS
with this driver?) and what about binary programs that are on
boot disks? Do you have to have all the programs you want in the
ramdisk on your boot disk (or what is the procedure to load the
ramdisk?) or is it battery backed up, so when you turn off the 800
the ramdisk is non-volatile?

As you can see, I am not well versed in the ram extensions to the 800,
but your price and apparent simplicity would add dynamite to my system.
Thanks in advance for any answers.

Walt (Lazear@MITRE.Arpa)

926. Re: Info-Atari8 Digest V88 #21

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-24 16:00:28 UTC
From: Hugh_E._Wells.ElSegundo@XEROX.COM
Message-ID: <880224-080353-2551@Xerox>
Source record: 117130

2/24/88

Subject: Linking and controlling with Atari computers

1. Linking two computers through the 850 RS-232 ports is the most common technique. The running of Battleship games is a natural for link. Any of the common modem programs are used to provide the control link. When using the RS-232 ports connected directly, it will be necessary to interchange two leads (the name of the leads escape me at the moment) so that the two machines will operate (receive/transmit) alternately instead of simultaneously. The concept is exactly the same as using two modems through a phone line as far as the computers are concerned.

2. Controlling things with the Atari computer through the game ports is limited only by ones imagination. The ports support both I/O operations, and hardware wise, it is only necessary to buffer the signals to prevent excessive loading on the driver chips and internal power
of digital I/O, and one analog input sense only. Two ports will double the bits, etc. A driver program will have to be tailored for the control actions (I/O) desired. As an example, the Atari works great as a weather station monitor where the digital I/O is used for wind direction position indicating, and the analog input is used for wind speed and/or temperature input.

Happy computing,

Hugh Wells

927. Re: C compilers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-24 16:26:03 UTC
From: steve@slovax.UUCP
Message-ID: <2822@slovax.UUCP>
Source record: 117131

In article <353@dalcsug.UUCP> euloth@dalcsug.UUCP (Glenn Euloth) writes:
> About the C compilers. There is a public domain version of C for
> the 8-bit Atari. It is known as Ace C. It is an upgrade of Deep Blue
> C that got put into the public domain (ie. It is ***FREE!!!***) If
> there is enough requests for a re-posting then I am sure it will get
> re-posted. If there is only two or three people then a direct mailing
> might be in order. Let your desires be known and I'll see what I can
> do.
>
Yeah!!! Please post!!! Or email me a copy. Thanks.

--
Disclaimer: I have no opinions. RDA has a lot. Non-intersecting set.
{psivax,ism780}!logico!slovax!steve : {hplsla,uw-beaver}!tikal!slovax!steve
Steve Cook R & D Associates,3625 Perkins Lane SW
Ithering Blidiot Tacoma,Wa 98499,206-581-1322

928. Video cables

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-25 13:45:31 UTC
From: lackey@Alliant.COM
Message-ID: <1281@alliant.Alliant.COM>
Source record: 117132

OK. I have a 65XE, with a round connector on the back to connect to a monitor.
Up to now, I have been using the standard modulated output, connected to a
regular TV.
I just got a nicer TV that has direct video and audio inputs.
I assume that going from the 65XE directly to the TV's video input will give
me a sharper picture, and *maybe* allow GRAPHICS 8/80 chars to happen.
So...
Does the 65XE video port supply composite video and direct audio out?
If so, does the Reticon cable I have seen that terminates in two phono jacks
work for me? If so, how is it connected? I would rather not just try it,
given the $'s I paid for the TV.
-Stan

929. Re: C compilers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-25 15:19:32 UTC
From: swklassen@trillium.waterloo.edu
Message-ID: <5344@watdragon.waterloo.edu>
Source record: 117133

>>In article <353@dalcsug.UUCP> euloth@dalcsug.UUCP (Glenn Euloth) writes:
>>> About the C compilers. There is a public domain version of C for
>>> the 8-bit Atari. It is known as Ace C. It is an upgrade of Deep Blue
>>> C that got put into the public domain (ie. It is ***FREE!!!***) If
>>> there is enough requests for a re-posting then I am sure it will get
>>> re-posted. If there is only two or three people then a direct mailing
>>> might be in order. Let your desires be known and I'll see what I can
>>> do.
>>
I've already got it but would appreciate the docs and source. Would
especially like the docs for the floating point routines.

Steven Klassen
Computer Science Major
University of Waterloo

930. Re: C compilers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-25 15:54:01 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <731@udccvax1.acs.udel.EDU>
Source record: 117134

In article <2680@ihlpe.ATT.COM> kimes@ihlpe.ATT.COM (Kit Kimes) writes:
>Please, if we must post a C compiler, lets post the best, CC8 by Steve
>Kennedy. Steve, if you have updated it at all or plan to in the near
>future, add your two cents worth here. No use in posting Ace C for new
>users. Of course, you will still need all the linkers, etc that usually
>come on the Ace C PD disk, since CC8 is just the compiler.

Well, whatever is best. In any case, I would need the related stuff. I have
some DBC stuff, but I'm not sure it all is correct. Maybe one big ARCed file
would be good. Uuencoded, of course. Any other opinions?

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

931. Re: Programming the Trak-Ball

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-25 16:32:39 UTC
From: jwt@atari.UUCP
Message-ID: <994@atari.UUCP>
Source record: 117135

In article <1257@alliant.Alliant.COM>, lackey@Alliant.COM (Stan Lackey) writes:
> My question is, how do you program to the thing? It looks like it is one of
> those things where rate of motion in one direction is determined by phasing
> of two changing signals, and a driver counts transitions.

That is correct. The joystick "switch" inputs are used in pairs to provide a "direction" and a "velocity" signal for each axis. The bit positions in PORTA are:
XDIR = $01 YDIR = $04
XMOT = $02 YMOT = $08

The best way to monitor the trak-ball is to set up a periodic timer interrupt service routine that compares the ?MOT bits with those from the previous sample. If either of them has changed since the previous tick, increment or decrement the "mouse pointer" counter for that axis depending on the state of the ?DIR bit. In my code, I use one of the POKEY timers to generate an interrupt at approximately 1600 Hz which seems to be fast enough to not miss transistions at "reasonable" trak-ball speeds.

When the switch on the Atari Trak-Ball is in the "joystick" position, the circuitry inside the Trak-Ball will "simulate" the switch closures of a joystick corresponding to the direction of ball motion.

Jim Tittsler, Systems Engineer, Atari Corporation {portal, ames}!atari!jwt

932. Re: C compilers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-25 16:34:33 UTC
From: john1233@csd4.milw.wisc.edu
Message-ID: <4875@uwmcsd1.UUCP>
Source record: 117136

In article <2680@ihlpe.ATT.COM> kimes@ihlpe.ATT.COM (Kit Kimes) writes:
>Of course, you will still need all the linkers, etc that usually
>come on the Ace C PD disk, since CC8 is just the compiler.
>
I vote for the repost too. I have the cc8 compiler but not the
Ace C runtime engine needed to use it.

Tom Johnson
john1233@csd4.milw.wisc.edu

933. Output of job "INFO-A8" from RSCS@UWAVM

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-25 22:04:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802252206.AA04967@ucbvax.Berkeley.EDU>
Source record: 117137

```
Command replies from RSCS@UWAVM are being forwarded to you.
RSCS@UWAVM has sent a DISTRIBUTE job to LISTSERV@OREGON1 with your userid as
"from" origin. This job has been processed with the origin being forced back
to "RSCS@UWAVM". Please contact the LISTSERV Coordination Board
<LCOORD-L@FRECP11> if you think that "RSCS@UWAVM" should have been treated
as a "trusted" userid.
Invalid mail origin specification.
```

934. Output of job "INFO-A8" from RSCS@UWAVM

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-25 22:06:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802252208.AA04985@ucbvax.Berkeley.EDU>
Source record: 117138

```
Command replies from RSCS@UWAVM are being forwarded to you.
RSCS@UWAVM has sent a DISTRIBUTE job to LISTSERV@OREGON1 with your userid as
"from" origin. This job has been processed with the origin being forced back
to "RSCS@UWAVM". Please contact the LISTSERV Coordination Board
<LCOORD-L@FRECP11> if you think that "RSCS@UWAVM" should have been treated
as a "trusted" userid.
Invalid mail origin specification.
```

935. Re: Linking two computers

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-26 00:32:15 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2209@bsu-cs.UUCP>
Source record: 117139

In article <1719@ihlpm.ATT.COM>, njd@ihlpm.ATT.COM (DiMasi) writes:
> >
> > ..... [stuff about getting busier and busier so DO IT NOW!]
>
> I know what you mean about just getting busier and busier! And I am
> only 32!

Heh; you're lucky! I'm the same way and I'm only 25, and I've BEEN this way (too busy to do all the things I want to) since I was about 6 ! No kidding, I have lists and lists of "things to try out" that go WAY the hell back...

I plan to retain a segment of time for "experimenting/hacking," whether with my Atari or whatever else takes its place in my life, forever! Come Hell or high water, I am NOT going to give this up - it's my LIFE! Don't sell yourself short. I'm not going to have kids in the foreseeable future, nor get married, nor own a house unless it comes with maintenance and servants... ;-) They can call me a nut, "that guy who lives in the shack full of electrical stuff," if they want to, but hey, I love it...

> In fact, before I found a used Koala pad (I
> REALLY WANTED one BADLY!), I was considering building a gadget
> described in that column (issue #/month escapes me just now) that
> emulates the Koala Pad (but may need an extra button to do this with
> MicroIllustrator). The device was named the "Rodent" and used a R-
> Shack type joystick pot (a joystick "innards" with 2 variable
> resistors at right angles, for you "software only" types. :-)

Hey! I have one of these in a box of electrical gadgetry given to me by a friend -- see if you could dig up the issue # / month, willya? (Now all I need is to find someplace that archives the MAGAZINE... local facilities are pretty sad...) Or Xerox the article or info if YOU have it, send me Email to get my real address, and mail me the Xerox's... :-) This gadget sounds like a lot of fun... (Same goes for lightpen plans, if you have any!)

> I want to try to write my own flight
> simulator someday, just for gliders (sailplanes), and a relatively
> simple one (little if any recognizable scenery, no fancy instruments,
> etc.). The "Rodent" would be a great stick for such a "bird." Now,
> what to use for rudder pedals? ...

... which brings me to the crux of my topic! How about using two of those pedal-thingies like my Mom used to have to control her sewing machine? That seems to be a variable resistor (okay, Dad, RHEOSTAT, happy now?) in a pedal-type casing... It should be MODIFIABLE, at least, if not usable as-is... Of course, it would lack the "push one down and the other comes up" interlink-

age, but you could maybe build something....

>
> Remember, a mouse is just an upside-down trackball with a tiny ball,
> where the mouse pad (table) is your hand... (essentially). Input
> devices are fun to play with (even if only in your head).
>

Right you are. I picked up a 9-position thumbwheel switch somewhere long
ago, and hooked it up to provide direct single-digit input to the joystick
port. The thing's contacts were made-and-broken in 4-bit BINARY...
And you could build a "pantograph arm" with pots at the "shoulder" and "elbow"
to translate drawing motions to screen positions... (That wouldn't happen
to be what they did in the "Rodent", now did it?)

> So, I sincerely wish any and all "hobbyist hackers" the best of luck,
> fun, and so on with their Ataris. (And if this article is too
> verbose/long for anyone, please accept my humble apologies.
> Sometimes it seems to me that I was born with a hard-coded dash-v
> option!)
>
Don't worry about it; you're not alone. I'm the same way. Note that I matched
you pretty well, bytecount for bytecount.

We verbose types have to stick together.

So tell me where Naperville is and maybe we can gab sometime...

Chris Chiesa, Senior, CS Dept., Ball State University, Muncie, IN

(317) 288-2957 (home)

--
<><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><> Chris Chiesa <><><><><>
<> {ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!cfchiesa <>
<> cfchiesa@bsu-cs.UUCP <>
<><><><><><><><><><><><><><><><><><><>

936. Re: Re: MIDI & 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-26 01:37:22 UTC
From: herb@hpindda.HP.COM
Message-ID: <4230002@hpindda.HP.COM>
Source record: 117140

Not having a catalog in front of me, I will refer you to the "source".
Hybrid Arts in the Los Angeles area is the only vendor to my knowledge that
has ever produced/sold MIDI hardware and software for atari 8-bit.
I have their MIDI box (connects to standard 8-bit daisy chain) and some
software (16 Track Sequencer for 130XE, DX7 librarian/patch editor).
They also had the same sequencer (with fewer features and memory) for the
48K machines. I believe there is more software (? librarian for Casio stuff?)
but am not sure. I suspect they are no longer making any NEW software for
the 8-bits. Although I have used the software only "lightly", it is quite
full featured (the sequencer, that is). If you have more specific questions
I can research same -- you will have to judge how it stacks up against
ST software (including theirs).

Oh yeah, they were also selling a software product similiar to the AMS(?)
program, but for MIDI not the internal voices. I.e., a 3-voice "word-
processor" for music, written by a group of folks in the SF Bay Area. I saw
a demo of it a year or so ago. You could program nested loops of musical
events, "subroutines", etc. Interesting. A programmers music machine rather
than a players.

```
. .
|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-| "What will I be when I grow up?
| Herb Gellis | You are already grown up.
| {ucbvax,...}!hplabs!hpindda!herb | You mean this is as UP as I will get?..."
|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
| | David Gerrold, "When HARLIE Was One"
--- ---
```

937. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-26 08:34:44 UTC
From: NYMELNIK@WEIZMANN.BITNET
Message-ID: <8802260858.AA18837@ucbvax.Berkeley.EDU>
Source record: 117141

i would like you very much to NICELY remove me from the mailing list or...

938. Re: Ramcard

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-26 14:59:55 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2211@bsu-cs.UUCP>
Source record: 117142

This, too, is a "resort to the Net with apologies" -- I E-mailed Dennis about two weeks ago expressing extreme enthusiasm in the Ram-Card-for-sale, and have never heard back from him. Now I suppose I have to fight for "first contact" rights? Sigh.

I was going to include here a copy of the message I sent out, but I apparently never saved a copy of it. Well. THAT'll teach me.

Chris Chiesa 415 1/2 E. Gilbert St.
Senior, CS Dept. Apt. 5
Ball State University Muncie, IN 47305
Muncie, IN (317) 288-2957

^^^^^^^^^^^^^^ Dennis, CALL me!!!!

--
<><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><> Chris Chiesa <><><><><>
<> {ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!cfchiesa <>
<> cfchiesa@bsu-cs.UUCP <>
<><><><><><><><><><><><><><><><><><><>

939. Looking for vt100 emulator for Atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-26 15:37:09 UTC
From: diblanch@sdrc.UUCP
Message-ID: <233@sdrc.UUCP>
Source record: 117143

I am posting this message for a friend who has an Atari 800XL.

Does anyone have a vt100 emulator that is in PD?
If not does anyone know where I can get a vt100 emulator?

Please reply to me by E-mail as I do not read this group on a
regular basis. Any help would be greatly appreciated.

Jeff Blanchet UUCP: uunet!sdrc!diblanch
SDRC
Cincinnati Ohio "U.K. '88 SEC Champions"

940. Re: Modem communications on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-26 17:15:48 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2693@ihlpe.ATT.COM>
Source record: 117144

In article <1042@sask.UUCP>, long@sask.UUCP (Warren Long) writes:
> It may be the SX212 that I have found in the stores up here. It has
> both an RS232 and an Atari 800-type SIO connectors. Looks pretty
> tempting...
> The price is $179 CDN, which usually indicates the price in the
> US is about $90 US.
> Is it true that it comes with NO R: handler?? That is almost,
> but not quite, unbelievable.
>
Yes it is the SX212 and yes, it comes without an R: handler. Atari is
going to package the terminal software (SX Express), the R: handler and
an SIO cable and sell it to 8bit owners. This keeps the cost down for
an ST owner that buys the modem and doesn't need the rest of the stuff.
Most of the BBS's around here have a program consisting of AMODEM with
an R: handler attached that seems to work fine for all that have tried it.
There is also some (prerelease?) version of SX Express floating around
that people seem to like also.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

941. Re: Ace C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-26 19:54:01 UTC
From: euloth@dalcsug.UUCP
Message-ID: <365@dalcsug.UUCP>
Source record: 117145

I am sorry if I misled anyone but I do not have the source code for Ace C.
I only have the executables. I have some sample sources and (as far as I
know) the only and orginal documentation for Ace C. It is not extensive
but fairly informative. I can see that there are a lot of people who want
it. I will try and post it within the next week or two. (Exams and everything
keep me pretty busy!)
Those who require Canada/USA post mailing please send me your address
and I will try to work something out.

Glenn 8-)
--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

942. The Supra 1200 AT and Kermit v3.3

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-26 20:11:00 UTC
From: AIN1496E@merrimack.EDU
Message-ID: <8802280624.AA07865@ucbvax.Berkeley.EDU>
Source record: 117146

If anyone has been able to successfully use the Supra 1200 AT modem with
the kermit program KERMIT v3.3 by John R. Dunning (distributed late 1987)
I would appreciate any information on how the task was completed.

I am using a Supra 1200 AT with an 850 driver (provided by Supra corp), and
an Atari 130xe

if any one has any suggestions any help would be greatly appreciated.

David E. Sheafer

network address is AIN1496E@MERRIMACK.EDU

943. New Atari XF551 Drive Not Compatible With All Comercial Software

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-27 01:49:23 UTC
From: kevin@voder.UUCP
Message-ID: <3072@voder.UUCP>
Source record: 117147

I read something recently which points out a possibly serious problem
for some users of Atari's new XF551 disk drive. This is from an article
published in the March '88 newsletter of the Bay Area Atari Users Group
(BAAUG), I should point out that I do not own an XF551 and haven't been
able to confirm this problem but the article sounds correct.

When non-Atari users buy 5 1/4-inch floppy disks they have to purchase
either soft or hard sectored disks depending on their drive. If you look
at the disk you will see a small hole in the envelope next to the large
center hole on the side of the write-protect notch. This is the index hole.
If you now rotate the disk inside its envelope a small hole in the mag-
netic medium will appear. If the disk is soft sectored there will be one
hole, if hard sectored their will be several, usually 10 or 16 depending
on the number of hard sectors it uses. Soft sectored disks use this index
hole as the starting point for the software created sectors when formatting
a disk. Hard sectored disks use the holes to mark where each sector starts.
Atari users don't have to worry about this as neither the 810 or the 1050
drive have the LED sensor which reads this index hole(s) so they can use
any type of 5 1/4-inch floppy disk.

But the XF551 does read this index hole. If you flip the disk over, like
if you were going to write to the back side of the disk, the index hole is
now on the wrong side of the disk and the index sensor will be unable to
read it so you cannot write to the disk when it's in upside down.
So what? It's a double sided drive, you're already writing to both sides
of the disk so why turn it upside down? Well, what if you've got Print Shop?
Print Shop REQUIRES you to insert the disk upside down so it can read the
back side, but in an XF551 YOU CAN'T!. Plus, Atari 8-bit software is hard
enough to find as it is and when you do it's usually on the BACK side of a
Commodore disk! These disks will not work in an XF551!

Seems that this makes the XF551 a good second drive but not much good if
you've got a lot of 'flippy' software, unless you modify the drive so you can
switch the index sensor on/off manualy. If anyone has an XF551 I would
appreciate it if they could confirm or disprove this.

--
Kevin Thompson {ucbvax,pyramid,nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
myself but I'm told they can be very effective."

944. Re: C compilers, Re: 256K, Re: stuff

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-27 06:42:53 UTC
From: conklin@eecae.UUCP
Message-ID: <6200@eecae.UUCP>
Source record: 117148

Hi group. Trying to cut down on News, so this sez assorted things.

On C compilers, DONT post Ace-C. It's not the best. However, I'm not sure you'd want to rush off and claim CC8 as best either.

There is a generation of C compiler for the 8 bit BEYOND Ace-C. In fact, it is drastically superior to Ace-C. It is called DVC/65 (Development Compiler for the 6502, not Deep Violet) and was written by Ralph Walden.

You may know this product today, as, after making it a "shareware" type product that was free for all and $35 for the docs and a couple more files, (a great deal,) the author decided to remarket it and you now see it in magazines as "Lightning C" I am not aware of any upgrade to the product but they are likely to be some.

Mr. Walden pissed me off though when, after mentioning this program to the net, he told a netter that called him that some "pirates" had gotten ahold of his software and it was never released. This was an outright, stinking blatant lie. In fact, both myself and a couple friends had independently been conversing by letter to Mr. Walden in which, many times, he of course refers to the shareware nature of his product. I don't know what he thought he would get away with by lying to someone, but I _kept_ all those letters and will gladly show written proof, FROM THE AUTHOR, that DVC/65 is in fact shareware.

Meanwhile, if you are interested in a slick C compiler for the 8 bit that even includes an optimization pass, I will see what I can do about posting the shareware package that was originally released.

.....

For 256K Mods. The original 256K upgrade was designed by Claus Bucholz, and written up in the 10th anniversary Byte magazine. Atari released the 130XE _after_ that upgrade, so he did a quick change and made his mod XE compatible. Several manufacturers later came out with upgrade boards that followed this mod.

Unlike John, however, I do not reccommend the Newell. In fact, I reccommend anything BUT the Newell 256K board. From what I have seen running my own extended memory software, the Newell people somehow did something slightly different from all other upgrade boards. Unfortunately, I didn't have the opportunity to find out what.

All known software and documentation related to extended memory Ataris is religiously hunted and kept on the Club II BBS in Detroit. I have recently made a second copy of ALL the information related to upgrades in a single ARC file. This file is rather large though and cannot be

downloaded and de-arced on a single density drive. All the information needed to build your own upgrade is included, complete with the information on how to build not only 256K XLs, but 320K XEs, 576K XEs, and even 1 MEG XEs! (No one said it was rational.)

The MTOS multitasking kernel requires Claus compatible 256(or more) of memory. Another (massive) package is THE WORKS, a Page-setter style typesetting program that uses all 256K of memory. Available on the II as well.

I would reccommend getting all the info on the upgrade and examples of the software at minimum before you purchase an upgrade board. I do, however, heartily reccommend and upgrade BOARD as opposed to a direct wired mod.

Blast, can't remember the third thing. Keep on hacking those 8 bits!

Whoever has a set of FAST, WORKING joystick port serial routines, yes, please look them up and post. Many people have tried. High speed, however, is a new claim. If you have routines like that, we want em!

Terry Conklin
ihnp4!msudoc!conklin
conklin@cps.msu.edu
The Club (517) 372-3131
The Club II (313) 334-8877 w/Xmem files. Please help us stay complete.

945. Reply to Hennie Kretschmann about prob. with joystick ports...

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-27 12:33:06 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8802271233.AA24125@mitre-bedford.ARPA>
Source record: 117149

My reply direct to Hennie Kretschmann was returned by an irate mailer, so I've re-posted it this way. Perhaps it will be of general interest anyway.

Hennie asked me if I could explain why he sees "timing jitter" when trying to generate periodic pulses on the joystick port outputs.

I think that what you are seeing may possibly be the "Vertical Blanking Interval" interrupt which occurs whenever the monitor reaches the bottom of the screen and returns to the top. During this time, the CPU is interrupted and has to do some housekeeping chores. In Europe I think this interval is 1/50 second. In the U.S. and Canada it is at 1/60 second since the power line frequency here is 60Hz.

For a pulse generator, you might look at programming the POKEY chip to generate the pulses. I think that will give a perfectly periodic output.

For an RS-232 device, you could use the serial peripheral port, which requires only some level converters, e.g. MC1488 and MC1489 to convert to RS-232 levels, and a new R: driver that knows how to use this port. There was a commercial device called the R:Verter which did this, and the driver program is floating around if you can find someone who has it. This output is also generated by the POKEY chip so should be free of the timing uncertainty due to the VBI processing.

You could probably also use the joystick ports, but you might have to turn off the VBI interrupt (causing the screen to go blank) if the timing "jitter" is too much.

I hope these comments are helpful. You might find "de re Atari" fun to read if you can get a copy of it.

-John Sangster / jhs@mitre-bedford.arpa

946. Re: Info-Atari8 Digest V88 #23

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-27 12:54:42 UTC
From: jhs@mitre-bedford.ARPA
Message-ID: <8802271254.AA24272@mitre-bedford.ARPA>
Source record: 117150

ACE C has a bunch of files. Would it be best to SCRUNCH the whole disk,
ARC the files other than DOS, or what? I might get around to posting it
if there is general agreement. Then again, with luck, somebody else might
beat me to it...

-John Sangster / jhs@mitre-bedford.arpa
----

947. the 800xl and a modem

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-28 04:45:40 UTC
From: amb@morningside.columbia.edu
Message-ID: <5358@columbia.edu>
Source record: 117151

What is the easiest way to connect a good modem to an Atari 800xl??
Problem: I am on a limited budget and I do NOT have a disk drive anymore,
(It's doing a very good impression of bits of charred, twisted metal.)
just a sad little tape drive.
I really just want to use it with the modem as a terminal.
Thanks in advance.

My new home...
BITNET: amb%morningside@CUVMA.BITNET
INTERNET: amb@morningside.columbia.edu or
amb%morningside@columbia.edu (for machines that don't run
the domain nameserver)
USENET: ...!uunet!columbia!morningside!amb
FLAMENET: /dev/null
****
* Founder of the campaign for the extinction of unilateral smiley-faces. *
* (-: :-) *
****

948. SX212 fun 'n games

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-29 01:47:55 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2229@bsu-cs.UUCP>
Source record: 117152
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In response to the recent fever of SX212 praise and wonderment, I gave in and went out and bought one yesterday, intending to UNPLUG my existing modem (which talked to my Atari through an 850 Interface and so-called "standard" RS232C cable) and plug in the SX212 instead. I had it on good authority (this net) that you could indeed do this, with no hassles.

I got the modem for about $99 (came to $103.95 with the 5% sales tax here in Indiana), brought it home, unplugged the old modem, plugged in the SX212, and threw the switch. Nothing happened. It didn't work. The SX212 would indeed talk to my Atari - accept Hayes-like commands, respond with "OK", and all that. It did NOT, however, even so much as ATTEMPT to talk to the PHONE LINE! It just sat there and did NOTHING. I was devastated.

Before collapsing in cardiac arrest, however, I checked the documentation, and was astounded to find that this very problem was in fact covered in the section on "Troubleshooting." The problem, it turned out, was that the "DTR" (Data Terminal Ready) line of the RS232C connection was NOT PRESENT. Oh. I tried a few more 850 Express! commands, but nothing made any difference vis-a-vis bringing up the DTR signal. Finally, checking the cable itself, I found that not only was there no signal on the DTR pin of the cable, there wasn't even a PIN at the proper location (pin 20 of the 25-pin) in the connectors! My old modems apparently didn't mind, but the SX212 can't deal with it. So for the past day and a half I've been searching for ways to fix MY cable, replacing pin(s), connector(s), and/or whatever else I could find. Radio Shack (forgive me; I was desperate) had an RS232C cable and a "serial port adaptor" for ITS line of equipment, which had the correct number of pins on both ends, but after bringing it home I found that the particular pinouts were wrong.

Finally, good ol' Dave P. (aegnor@bsu-cs) stopped in, and suggested that perhaps the oft-mentioned "Club II BBS" would have an alternate R: handler that would let me say goodbye to the RS232C and 850 arrangement, and simply connect the SX212 directly to the SIO port. We quickly logged onto the Net, got the Club II BBS phone number, dialed into it, found "RVERT212" in the File Section, downloaded it -- and, to make a long story just a little shorter, HERE I AM, TALKING TO YOU VIA SX212, "RVERT212" R: handler, and the KERMIT65 (minus contained R: handler) that was posted here a few months back!

It WORKS, gang! Go out and get 'em NOW!

This thing is BEAUTIFUL, in operation AND in appearance. Even my non-computerholic girlfriend calls it "the squirt" because "it's so cute!"

Anyway, that's my tale, which had an unexpectedly happy ending. I'd like to thank John Dunning for porting Kermit65 in the first place, and whomever it was (I forget, sorry) who posted the Club II BBS info here! The entire face

of my telecomputing experience has been changed beyond recognition, much for the better, due to you guys. Have a happy!

Chris Chiesa, Senior, CS Dept., Ball State University, Muncie, IN

(317) 288-2957 <home>

[soon to be travelling to Rochester, NY, via central Ohio, for a few days' visit with my parents over Spring Break!]

--
<><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><> Chris Chiesa <><><><><>
<> {ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!cfchiesa <>
<> cfchiesa@bsu-cs.UUCP <>
<><><><><><><><><><><><><><><><><><><>

949. Omnicom...

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-29 04:44:13 UTC
From: J.Bunch@UACSC1.ALBANY.EDU
Message-ID: <8802290448.AA25798@ucbvax.Berkeley.EDU>
Source record: 117153

Could someone pleas tell me what the key bindings for omnicom are? I would like to no what keys are the keypad keys... Thanks..

John Bunch.

950. Re: My Percom Disk Drive Troubles [Info-Atari8 Digest V87 #114, etc.]

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-29 13:58:16 UTC
From: Fleysher.WBST@XEROX.COM
Message-ID: <880229-055822-1119@Xerox>
Source record: 117154

I was unable to reach Rich!Jolnet, but thanks to him and others for their suggestions. Here's a recap for you Percom Floppy Drive owners out there.

Late last year my Percom SSDD drive developed an intermittent thermal problem - after warming up a few minutes it would neither respond to the Atari nor initialize successfully. (No D-D-D-D-D-whirrr, just a feeble d-d-d-d-d.)

Most of the suggestions I received were to replace and/or solder in the three power regulators on the back panel because of the lousy sockets.

I finally got some time to poke around with my voltmeter and a scope. Two regulators had solid 5V outputs and the third had a solid 12V output. So I looked around for open input logic levels and reseated the socketed IC's on the Percom controller board. All of a sudden the drive started working again! (Some strange waveforms I had spotted still look the same - they have slow S-shaped rising edge transitions.)

Moral of the story: reseat everything that is socketed before you give up and send the drive (or any other piece of equipment) off for maintenance.

Thanks for the suggestions, those who responded. Case closed - for the present at least....

Dan

951. Re: Info-Atari8 Digest V88 #22

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-29 17:33:07 UTC
From: Anne_Tomlinson.osbunorth@XEROX.COM
Message-ID: <880229-093342-1385@Xerox>
Source record: 117055

Editors:
Please remove me from this dl--apologies to the rest of the group if this goes to everyone.

Thanks,
Anne

952. music (16-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-29 18:14:58 UTC
From: swklassen@trillium.waterloo.edu
Message-ID: <5421@watdragon.waterloo.edu>
Source record: 117056

I have written a simple musical keyboard for the Atari 8-bit computers.
The only trouble is that the notes are not accurate (some of them seem
a bit flat) and that I only have a true 3-octave range. I get a 4th
octave through the use of distortion but it does not sound very good.
I am aware that by combining two of the voices I can get 16-bit accuracy
and greater range. I am capable of doing this, however, I do not know
what numeric values are required to produce each specific note
(eg. 'middle C'). If someone out there has a table with this info
could you please send it to me either through e-mail or through
the bit-net. Please don't just refer me to DeRe Atari as I do
not have access to that publication.

If I can get this information I will be able to greatly improve the
quality of my musical program. When this is done I will be
willing to either post the program to the bit-net or send it
to people through e-mail.

I sent a similar request a long time ago but lost my computer access
(ie. the semester ended) before I was able to see if there was a
reply.

Thanks in advance for any help.

Steven W. Klassen
Computer Science Major
University of Waterloo

953. Re: Video Cables

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-29 19:04:47 UTC
From: Hugh_E._Wells.ElSegundo@XEROX.COM
Message-ID: <880229-110709-1608@Xerox>
Source record: 117057

The composite output from the 65XE, as with most all 8-bit Atari's, is compatible with any video monitor or TV configured for composite signal input. A direct connection from the computer to the monitor is proper. A better resolution in the picture quality is achieved by the elimination of the RF transmitter/RF receiver portion of the computer/TV combination. Some degredation of signal quality by the RF path.

The alternate monichrome configuration to composite is where vertical and horizontal sync, and video are brought out separately for use by the monitor. Composite video is the preferred output as it is easier to handle.

As for 80 columns, most color TV screens do not have enough pixel resolution to support 80 columns adequately. That is why most 80 column systems tend use a monichrome screen. Many patterns of character generation have been tried for color TV screens in an attempt to achieve high resolu
80 columns is a tough road for a color TV monitor.

Hugh Wells

954. Re: C compilers, Re: 256K, Re: stuff

Newsgroup: comp.sys.atari.8bit
Date: 1988-02-29 22:45:59 UTC
From: jdd@db.toronto.edu
Message-ID: <1988Feb29.174600.13419@jarvis.csri.toronto.edu>
Source record: 117058

Lightspeed C (not Lightning C) is not the last word in C compilers - in fact, it is Ralph Walden's rewrite of the ACE C compiler. It's functionality is limited, and the compiler is not as complete as the CC8 compiler. I think it has a nicer user interface, though. I don't know this for sure, however, since I never bought the Lightspeed C compiler - I was considering it, but as soon as I found out that it was less complete than CC8, I decided not to.

John
--

John DiMarco Hard work never killed a man ...
jdd@csri.toronto.edu ... but it sure has scared lots of them!
{uunet!utai,watmath!utai,decvax,decwrl,ihnp4}!utcsri!jdd jdd@utcsri.UUCP
---

955. Re: music (16-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-02 21:08:30 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <755@udccvax1.acs.udel.EDU>
Source record: 117059

In article <5421@watdragon.waterloo.edu> swklassen@trillium.waterloo.edu (Steven W. Klassen) writes:
>I am aware that by combining two of the voices I can get 16-bit accuracy
>and greater range. I am capable of doing this, however, I do not know
>what numeric values are required to produce each specific note
>(eg. 'middle C'). If someone out there has a table with this info
>could you please send it to me either through e-mail or through
>the bit-net. Please don't just refer me to DeRe Atari as I do
>not have access to that publication.
>

Your wish is my command. Here is a list of 16 bit sound register values:

Note	Octave 0	Octave 1	Octave 2	Octave 3	Octave 4
C	54720	27357	13675	6834	3413
C#	51649	25821	12907	6450	3222
D	48750	24372	12182	6088	3040
D#	46015	23003	11498	5746	2869
E	43430	21712	10852	5423	2708
F	40992	20493	10243	5118	2555
F#	38691	19342	9668	4830	2412
G	36519	18257	9125	4559	2276
G#	34469	17231	8612	4303	2148
A	32535	16264	8128	4061	2027
A#	30708	15351	7672	3832	1913
B	28984	14489	7241	3617	1805

Note	Octave 5	Octave 6	Octave 7	Octave 8
C	1703	848	412	207
C#	1607	800	397	195
D	1517	755	374	183
D#	1431	712	353	173
E	1350	672	332	163
F	1274	634	313	153
F#	1202	598	295	144
G	1134	564	278	136
G#	1070	532	262	128
A	1010	501	247	120
A#	962	473	233	113
B	899	446	219	106

You will have to dpoke these numbers into the proper registers with the proper flags set for it to work at all. I hope this list helps. A similar list may be

found in "ATARI Assembly Language Programmer's Guide" by Moose and Lorenz,
Weber Systems, Inc., Chesterland, Ohio.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

956. Re: Video Cables

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-03 00:26:09 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1732@ihlpm.ATT.COM>
Source record: 117060

In article <880229-110709-1608@Xerox>, "Hugh_E._Wells.ElSegundo"@XEROX.COM.UUCP writes:
> The composite output from the 65XE, as with most all 8-bit Atari's, is
> compatible with any video monitor or TV configured for composite signal input.
> ....
> support 80 columns adequately. That is why most 80 column systems tend use a
> monichrome screen. Many patterns of character generation have been tried for
> color TV screens in an attempt to achieve high resolu
> 80 columns is a tough road for a color TV monitor.

I am not sure about the 65XE (since I don't own one), but I felt the need to point out that the 130 XE has a color alternative to the composite output. There are 2 other pins in the 5-pin DIN connector (which ones I can't say now, as my manual is at home - but look in a 130XE manual if you can borrow one) that provide 2 signals: one, the "chroma" [chrominance], and the other, the "luma" [luminance] signal. There are also some monitors, that cost about the same as "ordinary" color monitors did a couple of years or so ago, that accept these signals. The one I have is a Commodore 1802C. I bought it at a local discount store (Service Merchandise). All I had to hack on was the cable that came with the monitor: replace the Commodore 8-pin plug with a 5-pin plug, using the 130XE and 1802C manuals as a guide.

It works quite well, and provides enough resolution for use with 80 columns, at least for the 80col. display provided by OMNIVIEW, which is a very well-worked-out GR. 8 - based rendition of a character set. I am sure that a monochrome monitor would appear even sharper, but I didn't want to play "musical monitors," and where would I put it? (I looked for a composite monitor with a mono. mode, but never found such a beastie. Existence proof, anyone?) Oh, yes - all the other graphics is sharper with the chroma/luma monitor too, although artifacting is mostly [entirely? Super 3D Plotter II seems to be able to use it still] gone. If anything, it's the artifacting that makes the composite 80-column display unreadable (all I have to do to see this is change cables and switch the 1802C to composite video mode).

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

957. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-03 01:32:33 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8803030418.AA00493@ucbvax.Berkeley.EDU>
Source record: 117061

I have a 320K XE (Peterson upgrade) and it works great. I really love the thing, but I have a few problems running some software written on it. It appears that some of this "extended memory" software, such as the PD type-setter, "The Works", will work on a 256K 800XL, but not with the 320K 130XE. Does anyone know why? Does anyone have a software emulator that will circumvent the problem? I want to run certain software, but I just can't because of this. Any help will be greatly appreciated.

Frank "The Paradox" Murphy

+---+ The Public Domain BBS
|University of Alaska-Anchorage's Biggest Atari Fanatic | (907)338-5005
| and one of the Sysops of Alaska's Biggest Atari BBS | 60+ Megs!!!
+---+ Online games,cartoons

958. Problem with P:R: connection & Omnicom

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-03 02:31:00 UTC
From: Podell@DOCKMASTER.ARPA
Message-ID: <880303023144.977448@DOCKMASTER.ARPA>
Source record: 117062

I am using OmniCom with the P:R: connection for the first time and have a problem with the printer. It hangs !!

When I try a print screen using SELECT+OPTION, or capture to printer, I hear the program trying to access the printer, but it never succeeds. It just trys foreever.

Does anyone have any experience that might help?

I did have some problems previously accessing the printer through the P:R: connection from XLEnt Word Processor, but it appeares to be working OK now.

Thanks for your help.

Harold Podell

959. forwarded message re news postings.

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-03 05:39:37 UTC
From: ravi@mcnc.org
Message-ID: <569@speedy.mcnc.org>
Source record: 117063
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
#From: mcvax!lasso!ralph@uunet.UU.NET (Ralph P. Sobek)
#Message-Id: <8803021020.AA07123@lasso.laas.fr>
#To: info-atari16-request@score.stanford.edu
#Subject: Truncated Info-Atari16 Digests
#Cc: info-atari16@score.stanford.edu
#Status: RO
#
#I have just recovered #60 from one of the BITNET servers, and I found out
#why, in that case and probably more generally, the file was truncated in the
#initial version sent to me. The problem was due to a lone period (.) at
#the beginning of a line!! Some USENET (i.e., UNIX) mailers use exactly
#*that* representation to terminate a message.
#
#Is it possible to filter out such lines or precede them with "\" as do some
#other digests, before sending the digest out over the netwaves?
#
#Thanks in advance,
#
# Ralph P. Sobek
#
#p.s. For contributors, would you please desist in putting such lines (".")
#into your communications.
#
```

960. Re: OmniCom key bindings

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-03 14:57:56 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8803031458.AA13990@mitre-bedford.ARPA>
Source record: 117064

John Bunch writes:
> Could someone pleas tell me what the key bindings for omnicom are? I would
> like to no what keys are the keypad keys... Thanks..

The full documentation on OmniCom is still, as far as I know, available from David Young, 421 Hanbee, Richardson TX 75080. When you send in your $10 Shareware fee to David, he will send you a disk containing the latest version of OmniCom, minus the Shareware message on the front and containing the user manual in the file OC.DOC (or some such name). As I understand it, support for David's other products (and probably also OmniCom) are now available through Wes Newell of Newell Industries, 602 E. Highway 78, Wylie, TX 75098. Newell's phone number is (214) 442-6612.

The OmniCom manual is very clear and complete and well written, and explains a lot of details in addition to the question you asked. It is certainly worth the $10 fee, if you plan to use OmniCom seriously. (If you have a conscience, you also gain the good feeling of being a legal user, too.)

However, in case you want to play around with the keypad to help you decide if you want to pay to become a long-term legal owner, you'll find that the keypad keys are over at the left end of the keyboard. Specifically, the leftmost four columns, plus B and N.

For what it's worth, I have found OmniCom to be an extremely satisfactory substitute for a real vt100 in talking to my VAX at work from my Atari at home. The keypad feature makes it highly useable for my application.
It acts so much like my vt100 at work that I have no trouble at all swapping back and forth between the two terminals. If you need to do screen editing, with keypad commands, it's still the only game in town so far as I know. Not only that, but it supports XMODEM and ASCII capture as well as KERMIT, and as the "icing on the cake", it has a built-in "PRINT SCREEN" function that I find immensely useful for quickly capturing short e-mail messages on paper. At $10, I think it is one of the best software values around.

-John Sangster

(I have no financial interest in CDY Consulting or OmniCom.)

961. 320KXE Peterson Upgrade...

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-03 15:13:40 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8803031513.AA14946@mitre-bedford.ARPA>
Source record: 117065

Frank Murphy writes:
> I have a 320K XE (Peterson upgrade) and it works great. I really love
> the thing, but I have a few problems running some software written on it.
> It appears that some of this "extended memory" software, such as the PD
> type-setter, "The Works", will work on a 256K 800XL, but not with the 320K
> 130XE. Does anyone know why?

I am not familiar with the 320K Peterson upgrade, but am fairly familiar with the Newell 256KXL board. I know that it is tricky to get even 256K to be addressable while maintaining compatibility with the 130XE extended memory mapping scheme. If you have a description of the Peterson upgrade's addressing scheme, I might be able to help you figure out what is going on. They may be using a different address to control the bank switching, or they may be using the same address ($D301) but using the bits differently.

By the way, I'd love to get a copy of "The Works" if, as you said, it is Public Domain!

-John Sangster / jhs@mitre-bedford.arpa

962. desperately seeking bulletin boards

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-03 16:33:23 UTC
From: shafferj@bknlvms.BITNET
Message-ID: <8803031633.AA06158@ucbvax.Berkeley.EDU>
Source record: 117066

Help! Every list of bulletin boards I've acquired from the boards
themselves has been way over 50% non-existant!
Does anyone out there in netland have a *reliable* list of bulletin boards
(preferably specializing in Atari, but at this point I'd take anything)?
If the list is too long to e-mail, could you point me to a bulletin
board which maintains it (but see my first paragraph...)?
Thanks in advance,
Headroom.
<Jim Shaffer, Jr. ShafferJ%Bknlvms.Bitnet@Cunyvm.Cuny.Edu>

963. Daisy-chaining two Atari 8bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-04 04:13:46 UTC
From: jdd@db.toronto.edu
Message-ID: <1988Mar3.231347.12961@jarvis.csri.toronto.edu>
Source record: 117067

I have an 800XL and a 400, but only one disk drive (a 1050).

I've rigged up a connection whereby both the 400 and the 800XL can be
connected to the disk drive through the Atari serial IO port - of course,
both machines cannot do serial IO simultaneously but:

- can both machines be chained to the drive, and both be on (although only
one is doing IO at a time)?
- if NO to the above, can both machines be chained to the drive, with only
one machine on at a time?
- if either of the above occur, can anything be damaged?

Thanks in advance,

John
--
John DiMarco Hard work never killed a man ...
jdd@csri.toronto.edu ... but it sure has scared lots of them!
{uunet!utai,watmath!utai,decvax,decwrl,ihnp4}!utcsri!jdd jdd@utcsri.UUCP

964. Re: Control of lighting devices

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-04 08:31:21 UTC
From: robertl@bucsb.UUCP
Message-ID: <1490@bucsb.UUCP>
Source record: 117068

YES, there is a program/package for your Atari that can control lighting.
I wrote it. It's called "The PowerManager" and is available from:

Terrific Software
17a St. Mary's Court
Brookline, MA 02134
(617) 232-2317

965. Trak-balls

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-04 16:09:33 UTC
From: lackey@Alliant.COM
Message-ID: <1341@alliant.Alliant.COM>
Source record: 117069

Yes! I did it! All by myself (almost)!

I have a program for interfacing the trak-ball to Basic (or anything else). An assembly routine, which safely resides in page 6 and uses the pokey timer interrupt, tracks the trak-ball and places its position in two bytes in page 0, where it can be read by PEEK's.

The regular interrupt, plus the handler, run continuously, and only seem to slow down main execution time by 5% or so. I like the trak-ball, not only to replace the joystick, but even more so, to replace the paddles (only sideways motion is used).

Would be happy to share. -Stan

966. Wanted, PD atari 8 bit software

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-04 20:42:45 UTC
From: adb@bucsb.UUCP
Message-ID: <1491@bucsb.UUCP>
Source record: 117070
Cross-posted to: comp.sys.atari.8bit,comp.sources.wanted

I am collecting public domain atari 8 bit software for the
use of students here at BU. I would appreciate it if I could
obtain a list of what is available out on the net, and then try
to get a hold of those programs after finding out what is worth
getting. Any input would be appreciated.

--
Adam Bryant || ARPANET: adb@bucsb.bu.edu
91 Bay State Rd || BITNET: adb@buenga engb0du@bostonu
Boston, MA 02215 || UUCP: ..!harvard!bu-cs!bucsb!adb
(617) 375-7380 || CSNET: adb%bucsb@bu-cs

967. Indus and Z80

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-05 03:19:16 UTC
From: swklassen@trillium.waterloo.edu
Message-ID: <5536@watdragon.waterloo.edu>
Source record: 117071

I have an Indus GT disk drive and desire to be able to program the Z80 processor which it uses. One possibility would be to purchase the package offered by Indus which would increase the RAM available to the Z80 and use the Atari 800XL as a 'dumb' terminal for the Z80. However, I do not want to spend the money for what should be a cheap upgrade. There are four things which I am looking for:

1) the schematics of the drive
2) pinouts for the serial ports
3) what (if anything) can the 'aux' dip switch be used for
4) a memory map of the Z80 in the Indus (I need to know where to put the new RAM).

If anyone knows where I can get this information (ie. can I get it from Indus, I heard that they sold out to another company or something?) please let me know through e-mail or post it to the BITNET if others are also interested.

Thanx

Steven Klassen
Computer Science Major
University of Waterloo

968. A final plea for reviewers

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-06 18:46:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880306184653.4.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 117072

Yes, folks, it's me again, looking for volunteers to help review
software for our favorite 8-bitters. While the response was pretty good
for a while there, there's still about 1/2 the library, largely Basic
programs etc, to review.

In hopes of capturing your interest, I've included the catalog, below.
Please, if anyone's willing to spend an hour or too, let me know.
Otherwise I'm going to declare victory, and start getting the stuff
transferred to real archives, rather than my private ones.

```
------------------------------------------------------------------
-*- Mode: Text -*-

This is a brief catalog of software available for Atari 8-bits. Anyone
updating; please try to keep in in alphabetical order.

Last updated 1/30/88 by jrd.

Key for reading "L" (language) values, below:
A: Action! M: Macro-code, machine-language
B: Basic C: C

Key for reading "F" (form of distribution) values, below:
H: Hex S: Source
U: UUencoded A: Arc

"D" below, is "Doc present"

Under "Tested":

jdd = jdd%db.toronto.edu@RELAY.CS.NET
lazear = lazear@gatway.mitre.org
Hackit = HACKIT@AI.AI.MIT.EDU

Name L F D What Tested
---------------- --- --- --- ---------------------------- ------
ACE C M? U Yes C compiler Some
ACSTERM A S Yes Terminal emulator in progress (hackit)
ACTRTL A S No Action PD runtime lib Yes
ALBUG M S No Debugger Yes
AMODEM42 B S Yes Terminal emulator/file xfer No
ARC C U No Archive constructor Yes
ARCX C U No Archive extractor Yes
ATERM B S No Basic terminal emulator No
ATERMPT2 B S No Another version of above? No
AUTO850 B S No AUTORUN builder No
BINHEX,HEXBIN B S No Binary-to-hex encoder/decoder Yes
```

BLACKJACK A S No Blackjack game Yes
BUGFIX B S No Tape handler bug fix No
CC8 M? U Yes C compiler Some
CHECK A S Yes File Length/CRC checker Yes
CX85 M S No CX85 keyboard driver No
DLI A S Yes Interrupt code example No
DIS6502 M A Yes 6502 disassembler Yes
DSKRPM B S No Disk RPM checker in progress (lazear)
DOS M S No DOS??? No
FBASIC M U Yes FrOst Basic Yes
GEMINI S No Printer for AW/Gemini No
HARVEY A S No Harvey [?] game Yes
KBIN A? H No Kermit/1030 No
KERMIT A S Yes Kermit No
KERMIT-65 M US Yes Kermit/Terminal Emulator Yes
MADLIBS B S No MADLIBS game in progress (lazear)
MUSIC B S No Aleatoric Music generator No
NEWDIVI A S No Bugfix for ACTION divide code? No
RAMDISK256 M S No Ramdisk for 256K 800XL No
SCRDUMP B S No Graphics screen dumper No
SMACK ? H No Smack game (?) No
SMARTT M U Yes T: handler for Kermit-65 w/1030 No
T:EDIT M U No Text editor No
TBASIC M U Yes Turbo Basic, compiler/interp Yes
UUDECODE B S Yes UUdecode Yes
V10SQR M U Yes Vt100 terminal emulator No
VT52A A S Yes Vt52 terminal emulator No
VTERM M U No Vt52 terminal emulator Yes
XMODEM A S No Xmodem in progress (jdd)
YAU,YAUE M US Yes UUdecoder and encoder Yes
---

969. Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-07 06:00:00 UTC
From: ncperson@ndsuvax.UUCP
Message-ID: <705@ndsuvax.UUCP>
Source record: 117073

A few years ago I bought a dig dug cart. for my 800. The game would play
fine for aehile, and then syddenly lock. I took the game back for a replacement, and the
new one did the same thing. Anyone know whats wrong?
-Brett

..!uunet!ndsuvax!ncperson

970. Kermit-65, Best C

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-08 04:47:27 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <771@udccvax1.acs.udel.EDU>
Source record: 117074

Greetings all. I have noticed that there is a good bit of talk about posting good PD programs and not much actual posting. For example, I have been looking for Kermit-65 and a good C (Lightspeed, it seems, may be the best). If you think a file could have widespread use and/or it has been requested, it would be reasonable to make it available. I am relatively new to the net, but I have found a couple ways to handle file distribution. I see one of the better ones being uuencoding and posting to the net. The next option is also a question: are there systems that specialize in distributing Atari software (via ftp, etc.)? That might work. I have also heard of LISTSERV, but I could use more info if you would like to help.
For my contribution, I offer Daisy Dot II and Codebuster. DDot II is a rewrite of the original with lots of enhancements. It is in C now so it will work with SpartaDOS. It now is a full text processor with underlining, boldface, switching fonts, centering, shift left/right, and the list goes on. Utilities include one to change Atari character set files to .NLQ files. Codebuster is a great little utility for the ML hacker. It does many things, not the least of which is the conversion of binary load files into Atari Macro Assembler source code. Great for the hacker with a lot of patience. If anyone would like either one, let me know & I will get it to you. They can both be legally distributed (I don't use PD because the term has become so narrow).

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

971. kermit.65 resend

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-08 20:53:55 UTC
From: seg@pbhya.UUCP
Message-ID: <10852@pbhya.UUCP>
Source record: 117075

In article <771@udccvax1.acs.udel.EDU>, gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
>
> Greetings all. I have noticed that there is a good bit of talk about posting
> good PD programs and not much actual posting. For example, I have been looking
> for Kermit-65.
This is a repost of the kermit.65, it will have the original poster's
notes and is in three packages. I do hope somebody will tell Gary and
I how to get programs out of LISTSERV, I have been able to get all kinds
of information, but no programs.
I will send the kermit in three files separate from this one.

Stephen Grove, Pac Bell Rohnert Park, Calif.
uucp: {usn,inhp4}ptsfa!pbhya!seg

972. kermit.65 repost

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-08 20:55:07 UTC
From: seg@pbhya.UUCP
Message-ID: <10853@pbhya.UUCP>
Source record: 117076

Lines: 976

This is a repost of Kermit-65, with bug-fixes and enhancements in
response to the feedback from the first release. The three parts are
the revised documentation, following this text, and binaries for
KERMIT.COM and KERMITNR.COM, exactly the way the first posting was done.
Please see the documentation for a description of the changes since
first release. (Yes, the infamous binary bug is fixed).

Archive maintainers: Please replace any old versions of Kermit-65 with
this one.

Here's the doc:
--------------------------------kermit.doc--------------------------------
Kermit-65 Manual and bug list Page 1

Kermit-65 for Atari 800s

By John Dunning. Bug reports to me (JRD@Symbolics.COM) via Arpanet.
Other net users will have to find some way of getting mail to Ar-
panet, then use the above address.

Kermit-65 is a port of the kermit-65 available for Commodore frobs.
It runs on 48K Atari 800 family machines. Current version (second
release) is 3.3.

Capabilities:

File transfer, text and binary:

Without going into excruciating detail here, Kermit-65 is a fairly
complete implementation of a user side, using the KERMIT protocol.
It's been tested against Kermit-11 under RSX, and C-Kermit under
VMS and Un*x, and seems to work fine. For a description of what
the KERMIT file protocol is all about, and something about how the
it works, see the 'Kermit protocol' section at the end of this do-
cument.

Terminal emulation:

Glass tty, Vt52, or Vt100. Supports 3 flavors of screen
configuration; Atari standard screen, 80-column pannable
(40-column visible) like VTERM, and 80-column graphics, like
V10SQR. Terminal emulation modes may be used in any combination
with screen configurations, though some combinations won't work
real well; for instance trying to do full-screen Vt100-style ed-
itting when using the Atari screen is a good way to lose.

Local file management:

Kermit-65 includes Directory, Erase, and Rename commands, allowing the user to do most kinds of maintainance operations without leaving the program. It also allows you set set the default drive to any value 1 thru 8, so you're not stuck using a single drive for everything.

Typing at Kermit-65:

The command processor accepts command lines, consisting of a keyword, optionally some more keywords, and optional values. Things in command lines are delimited by spaces, and terminated by <CR>. At any time, you may type '?' to get a list of valid completions for the word you're typing. You need not type keywords completely; however much uniquely identifies the word you want is enough. At any time, <ESC> will attempt to complete what you've

typed so far. Note that if you've typed a word, but haven't hit a <space> or <ESC> yet, so that the cursor's at the end of the word, '?' will tell you that there's only the one possibility. Hit a space, then '?', for a list of possibilities for the next word. Some commands are 'defaults' in the sense that if you type something non-unique, and hit escape, and one of the possibilities is a 'default', it will win over the other possibilities. One example of this is 'Send'.
Example: The following illustrates a typical interaction between you, the user, and Kermit-65. The stuff that Kermit types (prompts, echos of partial commands, and help) is on the left, stuff typed by the user is in the middle, and commentary is on the right.

Kermit types: You type: Comments:

"Kermit-65>" Kermit prompts.

"s?" User starts typing a
command starting with
"s", then hits "?" for
help.

"Keyword, one of the following: Kermit prints possible
set show for "s"...
send
Kermit-65>s" and reprompts, with the
partial command.

"et?" User finishes the "set"
command, and asks for
help again.

"Keyword, one of the following: Kermit prints the (one)
set possible completion.

Kermit-65>set"

" ?" User hits a space, then
asks for help again.

"Keyword, one of the following:" Kermit prints possible
(various subcommands of 'set' here) completions for words
that can follow "set"

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Kermit-65 commands:

Bye
Tells the kermit on the other side to log out, and ex-
its Kermit-65.

Finish
Tells the kermit on the other side to exit server
mode, but stay logged in.

Connect
Puts Kermit-65 in terminal mode, using whatever param-
eters are currently set for Terminal and Screen confi-
guration. See 'Set Terminal' and 'Set screen' for
more details.

Quit
Exit from Kermit-65 back to Atari DOS.

Exit
Same as Quit.

Get
<file spec>
Ask the kermit on the other side to send the named
file, using whatever file and protocol parameters are
currently in effect. See 'Set' for more details.
Note that <file spec> may be wildcarded; assuming the
serving kermit allows that. In that case the serving
kermit may send several files; Kermit-65 will try to
receive all of them.

Send
<file spec>
Send the named file to the kermit on the other side.
If the file spec is wildcarded (using DOS FMS wildcard
rules) all matching files are sent. In the latter
case, the Kermit on the other side should be in Server
mode, so that it can deal with a whole sequence of in-
coming files.

Receive
<file name>

Attempt to receive into the named file. Assumes the other kermit is already trying to send it. If no file name is given, Kermit-65 will attempt to get the name from the file-header information coming from the other side. This is the command to use after telling the other kermit "Send <something>".

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Set
Baud
(50..9600)
Sets baud rate on the comm port to the supplied value.

Parity
Even, Odd, Mark, Space, None
Sets specified parity for the comm port. See the Atari 850 man for more details on the behaviour of the various parity options.

Word-size
Seven, Eight
Set frame size used for comm port. The default is eight-bit. The preferred value for this depends on what the parameters of the serial line are set to on the other side. In my experience, older systems will tend to use seven-bit configurations, more modern ones will tend to use eight-bits. If you're not sure, it usually works to use eight-bit.

Default-disk
<1..8>
Sets the default disk for all file operations. Legal values are 1 to 8, inclusive.

Rs232-registers
<16-bit hex number>
Directly sets some of the the values used when configuring the serial port. Specifically, the high byte is used as the AUX1 parameter for the XIO 38 (configure translation and parity) and the low byte is used as the AUX1 parameter for the XIO 36 (configure baud rate and word size). This allows settings to be used that aren't covered by the supplied keywords in Baud, Parity, and Word-size.

Debugging
Off, Terse, Verbose
Turns on/off various debug msgs strewn around in the code.

Eight-bit-quoting
On, Off

Turns on/off eight-bit mode quoting in the kermit protocol. The default is off.

File-warning
On, Off
When this mode is on, Kermit-65 will refuse to overwrite files when receiving. When it attempts to receive a file that's already present, it will alter the filename of the incoming file so as not to overwrite the old version. The algorithm for altering the filename is to replace the extension field of the name with a 2 digit hex number, and retry. If the file still exists, the number is incremented. This repeats until a free name is found, or the extension reaches "FF", at which time the receive is aborted. (I think it's never possible to get that far anyway, as you can't put 256 files on one of these disks)

File-type
Atascii
This is a standard atari text file, and is the default mode. End of line is signalled by the ATEOL character ($9B). When sending, other ATASCII characters are translated to their ASCII equivalents, ie ATTAB ($7F) -> Tab ($09), ATRUB ($7E) -> Rubout ($7F). The file header info generated indicates that a text file is being sent. Receiving one does the opposite transformation.

Ascii
Files are sent/received as ordinary ascii-text. Line terminators are assumed to be CR ($0D) followed by LF ($0A), and are handled in the usual kermit fashion. No translation of data happens. This mode isn't the right thing for regular old text files, but is useful for sending around files that are output in plain ascii from various utilities. For example, I have a word processor program which produces formatted output files in ascii, intended to be dumped directly to a printer. This mode gets them over to my pdp-11's print spooler.

Binary
Data is sent in kermit binary form, no line terminators etc.

Flow-control
On, Off
Turns ^S^Q flow control on/off for the incoming line. See 'Com port handling', below, for more details.

Ibm-mode
On, Off
Turns on/off 'IBM mode'. This is apparently a standard thing in kermit implementations, made necessary by the wierditudes designed into the blue equipment. This code has been left as is, so it's got some chance of working, but has not been tested.

Local-echo
On, Off
Controls echo mode in terminal emulator. Default is off.

Send
End-of-line, Padding, Timeout, Pad-char, Quote-char, Eight-bit-quote, Packet-length
Sets one of the listed parameters for the transmitting side of the kermit protocol. Padding, timeout (seconds), and packet-length are in decimal, the others (character codes) are in hex. This command is primarily used when talking to a kermit that can't or won't use the standard set of protocol characters for beginning-of-frame, end-of-frame, etc. As such, it's not generally useful, at least I've never seen a kermit that required it. There are things that might come in handy, though. For instance, if you've got an exceptionally dirty phone connection, you might want to set the frame size down from the default of 94. In that case, you might say "Set Send Frame-size 30". Note that Send parameters can be reset by the other Kermit sending one of the kinds of packets that request certain values, so you may have to tell him directly, to get the effect you want.

Receive
All parameters settable same as 'Send'

Screen-driver
Atari
The standard 24x40 Atari screen driver. This mode does its output to the internal E: device. This isn't very useful for complicated things, but is supplied in case kermit's running someplace where there's not enough memory to do anything better. (Besides, I had to have all the code for it lying aound for other reasons, so why not?)

40-column
A 24x80 screen, using the character CTIA mode. Since

that mode only allows 40 visible columns, the screen
is pannable left to right, allowing any 40-column
chunk to be displayed. The terminal code will attempt
to keep the cursor visible by panning around while
output is happening. You can also pan manually using
the Start and Select keys. In this mode, reverse- vi-
deo output works, but none of the other highlighting
types.

80-column
A 24x80 screen, using the hi-res (320 bits/raster)
graphics CTIA mode. In this mode, both reverse video
and underlining are supported. This is the default
setting for screen mode.

Terminal-emulation
Vt100, Vt52, None
Sets the terminal emulation mode to the specified va-
lue. The default is Vt100.

Show
any of the same keywords as 'Set', or 'All'
Display the value(s) of the specified thing(s). 'All'
displays the values of everything in sight.

Status
Dump various goodies about the last file transfer; characters
in, out, naks, timeouts etc.

Directory [<filespec>]
Display a directory list from the default drive. <filespec>
is optional, if omitted, it defaults to "*.*".

Rename <from-filespec> <to-filespec>
Does a rename operation on files on the default drive. Either
filespec may be wildcarded, in which case the rename operation
happens according to the rules described in the ATARI OS FMS
documentation.

Erase <filespec>
Erases files on the default drive. Filespec may be wild-
carded, in which case the erase operation happens according to
the rules described in the ATARI OS FMS documentation.

Save
Dump Kermit-65 parameters such as screen settings, send/re-
ceive parameters, etc to an init file "KERMIT.INI" on the
default disk.

Restore
Read parameters from "KERMIT.INI" back into the running

Kermit-65.

Help
Gives a summary of the above command list.

Other interesting things about terminal modes:

Depending on what terminal you're using, there are several things which may be of interest. In 40 or 80 column modes, there's a status line under the 24 data lines. It displays what special keys are active, and the status of the comm port. In 40 column mode, Start pans the screen right, and Select pans left. In both 40 and 80 col modes, Option is used to get the kermit's attention. In Atari mode, c-Y is used instead.
Once you have kermit's attention, it wants a character; one of:

C Break the connection
B Send a break (approx 1/4 sec)
S Display status

Function keys:

Kermit-65 can generate function key sequences ala VT100. The current function key bindings are as follows: (c-sh- means control-shift...)
c-sh-0..c-sh-9 keypad 0 thru 9
c-sh-. keypad dot
c-sh-backspace keypad minus
c-sh-, keypad comma
c-sh-return Enter
c-sh-q..c-sh-r PF1..PF4
c-sh-- Up arrow
c-sh-= Down arrow
c-sh-< Left arrow
c-sh-> Right arrow

Other key bindings for things not on the Atari keyboard:
sh-< { (left brace)
sh-> } (right brace)
sh-backspace ~ (tilde)
c-sh-backspace, or c-7 ` (backquote)

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These key bindings aren't quite what I had in mind, but the OS rom won't let me get at all the control-shift keypresses, so they'll have to do for now. I encourage any feedback about how these feel. I've been using them for a while now, and they don't seem as bad as I expected. In particular, they work passably well when using EDT (I'm typing this document with it), which I think is an indication that they're useable, as it's a real keypad hog.

Other special keys:

The Atari key (/|\ on 800 vintage dinosaurs like mine, |/| on newer 800XL vintage equipment) behaves in a special fashion when using Kermit-65. It toggles a flag that causes input from the comm port to be held up, rather than processed as soon as possible. This is useful for causing the screen to hold up temporarily when in terminal mode. If flow control is enabled, it behaves in the expected fashion; it'll tell the other side to shut up until you press the Atari key again, to let pending input be processed again.

The status line:

When in 40-column or 80-column terminal modes, there's a 25th line below the usual 24 lines of terminal screen. This is the status line. It will look something like this:

K65: Option + o v Rs ok

There are several interesting things displayed here: At the left side, after "K65", is a list of which special keys (option, select, start) are active at the moment. If you press Option, this will change to a prompt for the special characters that can follow Option. In column 22 ('+', above) will appear '+' or '-', or space. This indicator shows you the state of the flow-control logic; + means incoming traffic is enabled, - means it's disabled. Note that it when flow-control is turned on (see commands, above) this flag will toggle back and forth between + and - as the flow-control logic does its thing. If flow-control is turned off, it will just sit on + all the time. Column 24 ('o' above) will contain a blot if comm-port reading is suspended, space otherwise. In column 26, ('v') above, is the caps lock indicator. It will display an up-arrow if caps are locked, or a down-arrow if not. In column 32 is a message describing the last known state of the comm port.

Com port handling:

In its current configuration, Kermit-65 expects to talk thru an Atari 850. In principal, that ought not to be a restriction, but I (JRD) only have an 850 to test with, and don't know what requirements there are for other devices. I've tried to be scrupulous about sticking to the documented interfaces to things, however, so I'd expect any driver that adheres to the spec to work.

The port's opened and closed a lot; you'll hear it, as I've left the 'noisy bus' option turned on. It uses page 6 ($600) as an IO buffer. Since that's only 256 bytes, there's the possibility of overruns at high baud rates. When flow-control's on, Kermit will attempt to shut off the other side when it sees more than 50 bytes pending; it will turn it back on when there's less than 10.

As of this writing, Kermit-65 has been out in the field for a while, and seems to work ok with things other than 850s. One word of caution; I've gotten some feedback to the effect that the default timeout values I chose are too short for reliable operation at low baud rates. I've decided not to change the defaults, as you can easily change them in your KERMIT.INI file, and because most folks seem to have access to 1200 bps modems and things these days. However, if you're running at 300 bps and seeing reliability problems, try pushing the timeouts up to say 15 sec or so.

Other ramblings:

Version 3.3 loads at $2D20, and uses up thru about $B000. That means it'll only run on 48K machines. It appears to run fine on XL and XE equipment, but most of my testing has been on an 800, so there may be some problems. BTW, that load address was chosen because the latest version of DOS XL for Indus GT's uses up thru $2D14 when it's configured for two drives, and the 850 driver is loaded. Older versions of DOS XL take up less memory, as does DOS. I don't know what the requirements are for things like Spartados. If anyone comes up with a conflict, let me know, and I'll assemble you a version that's org'ed somewhere else.

On XLs and XEs, kermit-65 will require that the machine be booted with BASIC disabled, as it's not yet bright enough to detect that that's where it is and map out the cart. (if anyone knows how to do that, and feels like saving me some work...) Kermit-65 is available in 'bare' form, or with an autoloader for the 850 driver prepended to it. The bare version requires that you load whatever rs232 driver you're going to use first, then run kermit. The autoloader equipped version does that for you.

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For those of you who have YAU (posted separately) the byte count and checksum values for KERMIT.COM and KERMITNR.COM respectively are 24622, #x5F17; and 24408, #x1560.

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Credits

I blew it when distributing the first version of this document, and forgot to include this section. Mea culpa.

Many thanks to my beta testers, in particular Marshall Abrams, for his patience in dealing with initial versions of this thing, and for aid in making this document clearer. Thanks also to John Sangster for helping nail down my obscure terminal emulator bugs, and miscellaneous kibutzing. (Sorry John, I still haven't gotten in the key defining util. Maybe next version).

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Bugs and misfeatures:

There's no way to set the comm port to other than R1:. Does anyone care?

The help processor doesn't deal properly with upper-case, and thinks there are no completions.

Vt100 mode is missing still missing insert/delete character.

Blinking fields, bright fields, double-high, double-wide, and 132-col mode are not supported. (Reverse vid and underline are)

There's currently no way to set the screen colors.

It's possible to confuse yourself by hitting c-1 in terminal mode, as my screen drivers ignore it, but Atari's doesn't. You're fine until you break the connection, then everything appears to wedge up.

Flow control for the incoming side of the connection isn't implemented. This can cause problems when trying to send at high baud rates to a host that's got a stupid serial driver, or a small typeahead buffer.

The part of the command parser that deals with pathnames is completely bankrupt (that's what I get for using old code), and doesn't work properly unless it's told that a null pathname is legal. The result of all this is that when entering pathnames and asking for help before entering any data, it will tell you "input file spec or confirm with <cr>". Pay no attention to the man behind the curtain; you really do have to put a pathname in there for anything to happen.

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Bugs fixed for v 3.1

Save and Restore now actually do something, instead of being effectively no-ops.

Rename and Erase commands are now implemented. This means that virtually all file operations one cares about (while up/downloading) can be done without leaving Kermit.

File-warning mode has been fixed so that it really does something useful, instead of just bitching about the file conflict.

The pathname parsing substrate has been installed, so that defaulting and merging can be done in a reasonable fashion, instead of by ad hoc kludgery.

The screen hacking code has been cleaned up a good bit, so as not to be continually clearing the screen when doing transfers.

Logging code has been added to tell the user what files are being sent and received.

Status and help commands in terminal mode are now working.

The directory command now takes an optional filespec parameter.

Bugs fixed for v 3.2

Binary mode now works again. (Sheesh!)

Rename and Erase routines now make sure the comm port's closed before attempting to hack the disk.

The user interface has been cleaned up some; all numeric values other than character codes and some debugging info is now displayed and entered in decimal, rather than hex.

Bugs fixed for v 3.3

Fixed a dumb bug in terminal code that caused graphics mode to be entered at unexpected times.

Fixed file reading code so as not to get confused and generate an extra byte when running under non-standard things like SpartaDos.

Cleaned up Directory code; using new pathname-mapping substrate.

Added support for wildcarded pathnames in Send code.

Fixed packet-dumping debug code to not mask off top bit of char, and quote everything to keep from interpreting screen hacking chars.

Fixed init code to look for an init file on D1, and read it if found.

Fixed flow control code so as not to wedge up unexpectedly.

Re-enabled the suspend-input capability, using the Atari (/|\) key.

Break (Option-B) in terminal mode has been fixed.

Cleaned up the font used in 80-col mode.

Removed Speedscript file type, as Speedscript apparently just uses plain vanilla text files. Changed default file type to Atascii.

Added caps lock functionality, similar to standard Atari kbd driver.

Fixed a bug in terminal mode that was trashing the stack.

The Kermit Protocol

The following a brief description of the Kermit file protocol, excerpted from one of the many documents kicking around. If you already know what it is, or don't care, skip this section.

The Kermit protocol allows many (if not most) types of computer systems to effect, at minimum, error free file transfer with other systems and microcomputers over asynchronous lines.

Introduction

With the widespread use of personal computers the need for file exchange between systems has become of foremost concern among users and managers alike. There are many commercial products available which meet this need, some of which may offer more advanced functions such as transparent record oriented file access. Networks that do this, such as DECnet, can be expensive, and if your computer or microcomputer is not on the network your needs won't be met. Transfer of files with removable disks can work, but generally only when the computers are of the same type, it's not very useful when the systems are removed in location. Rarely will a larger mini or supermini be able to read a microcomputer's disk.

A more realistic approach, from both cost and convenience, is to find a way to use ordinary telecommunications and/or in-house PBX systems to connect computers and microcomputers together. If a local connection using a PBX or front end switch is not available, there is always dialup access with standard 103/212 modems. Data can be transferred with very simple methods, such as TYPING a file on one system and capturing it on the other system, but this gives no protection from noise and overrun of data. It is not very user friendly either. What is really needed is a protocol to accomplish file transfer reliably and efficiently.

The first obvious use of any program or protocol designed to accomplish file transfer is to be able to provide the ability to support file uploads and downloads from minis and superminis such as the VAX and PDP-11 to remote personal computers, such as the Atari 800. It should also be widely available for many different micros and mainframes. File transfer from micro to micro, as well as from a larger central host, should be possible. The command interface should be easy to learn, and require no intervention from a central site operator or other user. The many implementations of Kermit follow these lines, and all versions allow some form of transfer in either direction. More advanced versions,

such as those found on the PDP-11, DEC10/20 and VAX, offer what is known as server operation, which allow the remote (connected) Kermit system to completely control the file exchanges from their system. Since as of this writing (October 9, 1985) there are available over 160 versions of Kermit available for numerous mi-

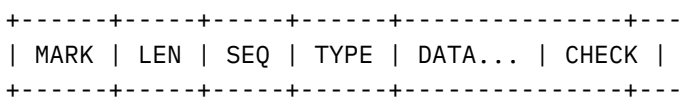
cro, mini and mainframe configurations, Kermit addresses this need quite well.

While the primary use of Kermit will likely be to support file transfer from microcomputer to mini/supermini and mainframe connections, there are many uses for Kermit for connections from mini to mini and so on.

The Kermit protocol

The Kermit protocol is designed to operate over normal asynchronous terminal lines. All data and commands are transferred with a packet oriented protocol, basically consisting of a start of packet character (normally SOH), followed by length, control, data and checksum fields. Communication is half duplex, in that for every packet sent, the sender must wait for either an acknowledgement packet (ACK) or a negative acknowledgement packet (NAK). Transmission is in ascii, with no requirements for the transmission of eight bit characters or control characters other than control-A for marking the start of a packet. All 'control' characters imbedded in the data are prefixed to convert them to printable characters, the same applying to eight bit characters if required by the characteristics of the line. Since there are many different implementations of Kermit, the protocol provides a mechanism by which the capabilities of two connected Kermits can be negotiated to allow for differences in the level of protocol support. Examples of protocol features that not all Kermits understand include data compression and transfer of file attributes.

The packet format is



where all fields consist of ASCII characters, and the char function converts a number in the range 0-94 (10) to a printable ASCII character by adding 32 (10). The MARK, LEN, SEQ and TYPE fields are one byte, the DATA field is variable in size, and the CHECK field is one to three bytes in size.
The MARK (normally control A) signifies the start of a packet. The length field tells how long the rest of the packet is. The SEQ field is used to insure synchronization used to detect lost or

duplicate packets. The SEQ number wraps around every 64 packets due to the need to encode it as a printable ascii character in the range 32 (10) to 126 (10). The TYPE field specifies whether the packet is a DATA or CONTROL packet. The DATA section is used for the actual transfer of data or informative messages from a Kermit server, this field can be up to 90 characters in length. Any character whose low seven bits fall in the range of 0 to 37 (8),

ie, char and 177 (8) is less than 40 (8), will have the value 100 (8) exclusive or'ed (xor'ed) with itself and be prefixed by a shift character, '#'. Other shift characters may be use for eight bit characters if the line characteristics require such. Data compression may also occur in the data field, this is done with yet another shift code and byte count sequence. The CHECK field is a checksum, either a one character, two character or three character CRC check; the sender computes it and the receiver must compute it and compare. A checksum mismatch will result in the receiver sending a NAK packet (negative acknowledgment) which directs the sender to resend the NAK'ed packet. The packet may be following by a terminator (likely an ascii 13). This terminator is NOT part of the protocol and is sent only to tell the receiver that a 'line' is present. Not all Kermit implementations require this; all Kermits will discard data outside of a packet in any event.

Error detection and recovery is by checksum, as noted, and by packet read timeouts. If the packet should be corrupted the checksum will be incorrect, the receiver will NAK the packet. If an expected packet never arrives within the timeout period, or if the received packet is not the expected one (as determined by the SEQ field) the packet will also be NAK'ed. There are limits as to how many times an expected packet will be NAK'ed without aborting the current operation.

Packet types

D Data
Y Acknowledgement (ACK), test may be in DATA field
N Negative Acknowledgement (NAK)
S Send initiate (Send-Init)
R Receive Initiate
B Break (EOT, end of transmission)
F File name header
Z End of file (EOF, end of current file)
E Error packet, text may be present in DATA field
G Generic SERVER command. The first character in the
data field will be a command to a server, arguments
may follow that character.
I Login, user and password follow in data field
C CWD, change working or default directory.

L Bye, Logout server
F Finish, Exit server, but do not log out
E Erase, delete files on server system
D Directory query
U Disk space usage query
T Type a file onto local kermit
R Rename file(s) on server system

K Copy file(s) on server system
W Who's logged in, as in sho sys, sy/s, dev tt
M Send a terminal message to a user
H Help, the server responds with commands it can do
Q Server status query
P Program, run a program
J Journal
V Variable, alter a Kermit setting

C Execute host command. The host command follows in
the data field.

Note that some of the generic server commands, as well as the C packet, may not be feasible for a given environment. For instance, the REMOTE LOGIN command, which sends the generic I command to the server, can only be done under systems that allow you to dial up and start a Kermit without logging in; the generic U command (disk space) is meaningless under some systems (like RSX) unless one wants the free space on the entire volume. No Kermit server will abort on receiving a packet it can't execute, it will simply send an error packet with an informative message saying it can't process the requested function.

An example of a Kermit-65 kermit telling a PRO Kermit-11 server to expect a file follows. The Kermit-65 command was "Send foo.txt"

(0)Atari sends: * S~# @-#Y(
(0)Pro sends: 0 Y~* @-#Y1~* ~T
(1)Atari sends: *!FFOO.TXTE
(1)Pro sends: #!Y?
(2)Atari sends: S"DThis is a test file#M#J
containing two lines.#M#JU
(2)Pro sends: #"Y@
(3)Atari sends: ##ZB
(3)Pro sends: ##YA
(4)Atari sends: #$B+
(4)Pro sends: #$YB

In packet zero, the Kermits exchanged information regarding their capabilities. The Atari sent an 'S' packet with the data for its

maximum packet length, default time out, number of pad characters to follow a packet (none, hence the space), use a null for padding, end of line terminator (a CR + 32), the prefix character for control characters, and a 'YES' to say the it can prefix eight bit characters with the default. It doesn't send any of the extension fields, like indicators for multi-byte CRCs, file header info etc. In packet 1, the Atari sends the filename the Pro should use for the file it creates. The Pro then sends the acknowledgement. In packet three, the Atari sends the first (and only for this file)

packet of data. Note that the sequence #M#J is a carriage return/line feed sequence with 100 (8) xored into each character. The '#' character informs the other Kermit that it must xor the next character with 100 (8). In packet three the Atari sends an EOF packet, the Pro acks it. In packet four, the Atari sends a break packet which tell the Pro that no more files (of a possibly wildcard group) are coming and the Pro Kermit acks the break packet. The Pro kermit then enters the server idle state. More specific information regarding Kermit packets and state transitions can be found in the references listed at the end of the article.

Future directions

With the advent of packet switched networks and satellite communications the Kermit protocol will likely be extended to increase efficiency over such links. The main problem is the half duplex nature of Kermit, the packet acknowledgements can take up to several seconds in transit thus drastically reducing the throughput. There are several possibilities under discussion and a standard should be appearing shortly.

Summary

With the knowledge that there are Kermit implementations for most personal computers in use it becomes apparent that the Kermit standard is well worth looking in to.

(End of protocol description)

For more documentation on what Kermit protocol is all about, see the extensive doc available from the Kermit folks at CU20B.ARPA.

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References:
Kermit: A File-transfer Protocol for Universities
Frank da Cruz and Bill Catchings
BYTE Magazine, June/July 1984

The Kermit Protocol Manual, version 5
Frank da Cruz April 1984
Columbia University Center for Computing Activities

Information on obtaining Kermit:

KERMIT Distribution
Columbia University Center for Computing Activities
7th Floor, Watson Laboratory
612 West 115th Street
New York, N.Y. 10025

---

973. kermit.65 resend

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-09 17:04:01 UTC
From: seg@pbhya.UUCP
Message-ID: <10857@pbhya.UUCP>
Source record: 117077

In article <771@udccvax1.acs.udel.EDU>, gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
>
> Greetings all. I have noticed that there is a good bit of talk about posting
> good PD programs and not much actual posting. For example, I have been looking
> for Kermit-65.
This is a repost of the kermit.65, it will have the original poster's
notes and is in three packages. I do hope somebody will tell Gary and
I how to get programs out of LISTSERV, I have been able to get all kinds
of information, but no programs.
I will send the kermit in three files separate from this one.

Stephen Grove, Pac Bell Rohnert Park, Calif.
uucp: {usn,inhp4}ptsfa!pbhya!seg

974. kermit.65 resend

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-09 17:06:15 UTC
From: seg@pbhya.UUCP
Message-ID: <10858@pbhya.UUCP>
Source record: 117078

This is a repost of Kermit-65, with bug-fixes and enhancements in response to the feedback from the first release. The three parts are the revised documentation, following this text, and binaries for KERMIT.COM and KERMITNR.COM, exactly the way the first posting was done. Please see the documentation for a description of the changes since first release. (Yes, the infamous binary bug is fixed).

Archive maintainers: Please replace any old versions of Kermit-65 with this one.

Here's the doc:

```
-------------------------------kermit.doc--------------------------------
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Kermit-65 for Atari 800s

By John Dunning. Bug reports to me (JRD@Symbolics.COM) via Arpanet.
Other net users will have to find some way of getting mail to Ar-
panet, then use the above address.

Kermit-65 is a port of the kermit-65 available for Commodore frobs.
It runs on 48K Atari 800 family machines. Current version (second
release) is 3.3.

Capabilities:

File transfer, text and binary:

Without going into excruciating detail here, Kermit-65 is a fairly
complete implementation of a user side, using the KERMIT protocol.
It's been tested against Kermit-11 under RSX, and C-Kermit under
VMS and Un*x, and seems to work fine. For a description of what
the KERMIT file protocol is all about, and something about how the
it works, see the 'Kermit protocol' section at the end of this do-
cument.

Terminal emulation:

Glass tty, Vt52, or Vt100. Supports 3 flavors of screen
configuration; Atari standard screen, 80-column pannable
(40-column visible) like VTERM, and 80-column graphics, like
V10SQR. Terminal emulation modes may be used in any combination
with screen configurations, though some combinations won't work
real well; for instance trying to do full-screen Vt100-style ed-
itting when using the Atari screen is a good way to lose.

Local file management:
```

Kermit-65 includes Directory, Erase, and Rename commands, allowing the user to do most kinds of maintainance operations without leaving the program. It also allows you set set the default drive to any value 1 thru 8, so you're not stuck using a single drive for everything.

Typing at Kermit-65:

The command processor accepts command lines, consisting of a keyword, optionally some more keywords, and optional values. Things in command lines are delimited by spaces, and terminated by <CR>. At any time, you may type '?' to get a list of valid completions for the word you're typing. You need not type keywords completely; however much uniquely identifies the word you want is enough. At any time, <ESC> will attempt to complete what you've

typed so far. Note that if you've typed a word, but haven't hit a <space> or <ESC> yet, so that the cursor's at the end of the word, '?' will tell you that there's only the one possibility. Hit a space, then '?', for a list of possibilities for the next word. Some commands are 'defaults' in the sense that if you type something non-unique, and hit escape, and one of the possibilities is a 'default', it will win over the other possibilities. One example of this is 'Send'.
Example: The following illustrates a typical interaction between you, the user, and Kermit-65. The stuff that Kermit types (prompts, echos of partial commands, and help) is on the left, stuff typed by the user is in the middle, and commentary is on the right.

Kermit types: You type: Comments:

"Kermit-65>" Kermit prompts.

"s?" User starts typing a
command starting with
"s", then hits "?" for
help.

"Keyword, one of the following: Kermit prints possible
set show for "s"...
send
Kermit-65>s" and reprompts, with the
partial command.

"et?" User finishes the "set"
command, and asks for
help again.

"Keyword, one of the following: Kermit prints the (one)
set possible completion.
Kermit-65>set"

" ?" User hits a space, then
asks for help again.

"Keyword, one of the following:" Kermit prints possible
(various subcommands of 'set' here) completions for words
that can follow "set"

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Kermit-65 commands:

Bye
Tells the kermit on the other side to log out, and ex-
its Kermit-65.

Finish
Tells the kermit on the other side to exit server
mode, but stay logged in.

Connect
Puts Kermit-65 in terminal mode, using whatever param-
eters are currently set for Terminal and Screen confi-
guration. See 'Set Terminal' and 'Set screen' for
more details.

Quit
Exit from Kermit-65 back to Atari DOS.

Exit
Same as Quit.

Get
<file spec>
Ask the kermit on the other side to send the named
file, using whatever file and protocol parameters are
currently in effect. See 'Set' for more details.
Note that <file spec> may be wildcarded; assuming the
serving kermit allows that. In that case the serving
kermit may send several files; Kermit-65 will try to
receive all of them.

Send
<file spec>
Send the named file to the kermit on the other side.
If the file spec is wildcarded (using DOS FMS wildcard
rules) all matching files are sent. In the latter
case, the Kermit on the other side should be in Server
mode, so that it can deal with a whole sequence of in-
coming files.

Receive
<file name>
Attempt to receive into the named file. Assumes the
other kermit is already trying to send it. If no file
name is given, Kermit-65 will attempt to get the name

from the file-header information coming from the other side. This is the command to use after telling the other kermit "Send <something>".

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Set
Baud
(50..9600)
Sets baud rate on the comm port to the supplied value.

Parity
Even, Odd, Mark, Space, None
Sets specified parity for the comm port. See the Atari 850 man for more details on the behaviour of the various parity options.

Word-size
Seven, Eight
Set frame size used for comm port. The default is eight-bit. The preferred value for this depends on what the parameters of the serial line are set to on the other side. In my experience, older systems will tend to use seven-bit configurations, more modern ones will tend to use eight-bits. If you're not sure, it usually works to use eight-bit.

Default-disk
<1..8>
Sets the default disk for all file operations. Legal values are 1 to 8, inclusive.

Rs232-registers
<16-bit hex number>
Directly sets some of the the values used when configuring the serial port. Specifically, the high byte is used as the AUX1 parameter for the XIO 38 (configure translation and parity) and the low byte is used as the AUX1 parameter for the XIO 36 (configure baud rate and word size). This allows settings to be used that aren't covered by the supplied keywords in Baud, Parity, and Word-size.

Debugging
Off, Terse, Verbose
Turns on/off various debug msgs strewn around in the code.

Eight-bit-quoting
On, Off
Turns on/off eight-bit mode quoting in the kermit protocol. The default is off.

File-warning
On, Off
When this mode is on, Kermit-65 will refuse to overwrite files when receiving. When it attempts to receive a file that's already present, it will alter the filename of the incoming file so as not to overwrite the old version. The algorithm for altering the filename is to replace the extension field of the name with a 2 digit hex number, and retry. If the file still exists, the number is incremented. This repeats until a free name is found, or the extension reaches "FF", at which time the receive is aborted. (I think it's never possible to get that far anyway, as you can't put 256 files on one of these disks)

File-type
Atascii
This is a standard atari text file, and is the default mode. End of line is signalled by the ATEOL character ($9B). When sending, other ATASCII characters are translated to their ASCII equivalents, ie ATTAB ($7F) -> Tab ($09), ATRUB ($7E) -> Rubout ($7F). The file header info generated indicates that a text file is being sent. Receiving one does the opposite transformation.

Ascii
Files are sent/received as ordinary ascii-text. Line terminators are assumed to be CR ($0D) followed by LF ($0A), and are handled in the usual kermit fashion. No translation of data happens. This mode isn't the right thing for regular old text files, but is useful for sending around files that are output in plain ascii from various utilities. For example, I have a word processor program which produces formatted output files in ascii, intended to be dumped directly to a printer. This mode gets them over to my pdp-11's print spooler.

Binary
Data is sent in kermit binary form, no line terminators etc.

Flow-control
On, Off
Turns ^S^Q flow control on/off for the incoming line. See 'Com port handling', below, for more details.

Ibm-mode
On, Off
Turns on/off 'IBM mode'. This is apparently a standard thing in kermit implementations, made necessary by the wierditudes designed into the blue equipment. This code has been left as is, so it's got some chance of working, but has not been tested.

Local-echo
On, Off
Controls echo mode in terminal emulator. Default is off.

Send
End-of-line, Padding, Timeout, Pad-char, Quote-char, Eight-bit-quote, Packet-length
Sets one of the listed parameters for the transmitting side of the kermit protocol. Padding, timeout (seconds), and packet-length are in decimal, the others (character codes) are in hex. This command is primarily used when talking to a kermit that can't or won't use the standard set of protocol characters for beginning-of-frame, end-of-frame, etc. As such, it's not generally useful, at least I've never seen a kermit that required it. There are things that might come in handy, though. For instance, if you've got an exceptionally dirty phone connection, you might want to set the frame size down from the default of 94. In that case, you might say "Set Send Frame-size 30". Note that Send parameters can be reset by the other Kermit sending one of the kinds of packets that request certain values, so you may have to tell him directly, to get the effect you want.

Receive
All parameters settable same as 'Send'

Screen-driver
Atari
The standard 24x40 Atari screen driver. This mode does its output to the internal E: device. This isn't very useful for complicated things, but is supplied in case kermit's running someplace where there's not enough memory to do anything better. (Besides, I had to have all the code for it lying aound for other reasons, so why not?)

40-column
A 24x80 screen, using the character CTIA mode. Since that mode only allows 40 visible columns, the screen is pannable left to right, allowing any 40-column

chunk to be displayed. The terminal code will attempt
to keep the cursor visible by panning around while
output is happening. You can also pan manually using
the Start and Select keys. In this mode, reverse- vi-
deo output works, but none of the other highlighting
types.

80-column
A 24x80 screen, using the hi-res (320 bits/raster)
graphics CTIA mode. In this mode, both reverse video
and underlining are supported. This is the default
setting for screen mode.

Terminal-emulation
Vt100, Vt52, None
Sets the terminal emulation mode to the specified va-
lue. The default is Vt100.

Show
any of the same keywords as 'Set', or 'All'
Display the value(s) of the specified thing(s). 'All'
displays the values of everything in sight.

Status
Dump various goodies about the last file transfer; characters
in, out, naks, timeouts etc.

Directory [<filespec>]
Display a directory list from the default drive. <filespec>
is optional, if omitted, it defaults to "*.*".

Rename <from-filespec> <to-filespec>
Does a rename operation on files on the default drive. Either
filespec may be wildcarded, in which case the rename operation
happens according to the rules described in the ATARI OS FMS
documentation.

Erase <filespec>
Erases files on the default drive. Filespec may be wild-
carded, in which case the erase operation happens according to
the rules described in the ATARI OS FMS documentation.

Save
Dump Kermit-65 parameters such as screen settings, send/re-
ceive parameters, etc to an init file "KERMIT.INI" on the
default disk.

Restore
Read parameters from "KERMIT.INI" back into the running
Kermit-65.

Help
Gives a summary of the above command list.

Other interesting things about terminal modes:

Depending on what terminal you're using, there are several things which may be of interest. In 40 or 80 column modes, there's a status line under the 24 data lines. It displays what special keys are active, and the status of the comm port. In 40 column mode, Start pans the screen right, and Select pans left. In both 40 and 80 col modes, Option is used to get the kermit's attention. In Atari mode, c-Y is used instead.
Once you have kermit's attention, it wants a character; one of:

C Break the connection
B Send a break (approx 1/4 sec)
S Display status

Function keys:

Kermit-65 can generate function key sequences ala VT100. The current function key bindings are as follows: (c-sh- means control-shift...)
c-sh-0..c-sh-9 keypad 0 thru 9
c-sh-. keypad dot
c-sh-backspace keypad minus
c-sh-, keypad comma
c-sh-return Enter
c-sh-q..c-sh-r PF1..PF4
c-sh-- Up arrow
c-sh-= Down arrow
c-sh-< Left arrow
c-sh-> Right arrow

Other key bindings for things not on the Atari keyboard:
sh-< { (left brace)
sh-> } (right brace)
sh-backspace ~ (tilde)
c-sh-backspace, or c-7 ` (backquote)

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These key bindings aren't quite what I had in mind, but the OS rom won't let me get at all the control-shift keypresses, so they'll have to do for now. I encourage any feedback about how these feel. I've been using them for a while now, and they don't seem as bad as I expected. In particular, they work passably well when using EDT (I'm typing this document with it), which I think is an indication that they're useable, as it's a real keypad hog.

Other special keys:

The Atari key (/|\ on 800 vintage dinosaurs like mine, |/| on newer 800XL vintage equipment) behaves in a special fashion when

using Kermit-65. It toggles a flag that causes input from the comm port to be held up, rather than processed as soon as possible. This is useful for causing the screen to hold up temporarily when in terminal mode. If flow control is enabled, it behaves in the expected fashion; it'll tell the other side to shut up until you press the Atari key again, to let pending input be processed again.

The status line:

When in 40-column or 80-column terminal modes, there's a 25th line below the usual 24 lines of terminal screen. This is the status line. It will look something like this:

K65: Option + o v Rs ok

There are several interesting things displayed here: At the left side, after "K65", is a list of which special keys (option, select, start) are active at the moment. If you press Option, this will change to a prompt for the special characters that can follow Option. In column 22 ('+', above) will appear '+' or '-', or space. This indicator shows you the state of the flow-control logic; + means incoming traffic is enabled, - means it's disabled. Note that it when flow-control is turned on (see commands, above) this flag will toggle back and forth between + and - as the flow-control logic does its thing. If flow-control is turned off, it will just sit on + all the time. Column 24 ('o' above) will contain a blot if comm-port reading is suspended, space otherwise. In column 26, ('v') above, is the caps lock indicator. It will display an up-arrow if caps are locked, or a down-arrow if not. In column 32 is a message describing the last known state of the comm port.

Com port handling:

In its current configuration, Kermit-65 expects to talk thru an Atari 850. In principal, that ought not to be a restriction, but I (JRD) only have an 850 to test with, and don't know what requirements there are for other devices. I've tried to be scrupulous about sticking to the documented interfaces to things, however, so I'd expect any driver that adheres to the spec to work.

The port's opened and closed a lot; you'll hear it, as I've left the 'noisy bus' option turned on. It uses page 6 ($600) as an IO buffer. Since that's only 256 bytes, there's the possibility of overruns at high baud rates. When flow-control's on, Kermit will attempt to shut off the other side when it sees more than 50 bytes pending; it will turn it back on when there's less than 10.

As of this writing, Kermit-65 has been out in the field for a while, and seems to work ok with things other than 850s. One word of caution; I've gotten some feedback to the effect that the default timeout values I chose are too short for reliable operation at low baud rates. I've decided not to change the defaults, as you can easily change them in your KERMIT.INI file, and because most folks seem to have access to 1200 bps modems and things these days. However, if you're running at 300 bps and seeing reliability problems, try pushing the timeouts up to say 15 sec or so.

Other ramblings:

Version 3.3 loads at $2D20, and uses up thru about $B000. That means it'll only run on 48K machines. It appears to run fine on XL and XE equipment, but most of my testing has been on an 800, so there may be some problems. BTW, that load address was chosen because the latest version of DOS XL for Indus GT's uses up thru $2D14 when it's configured for two drives, and the 850 driver is loaded. Older versions of DOS XL take up less memory, as does DOS. I don't know what the requirements are for things like Spartados. If anyone comes up with a conflict, let me know, and I'll assemble you a version that's org'ed somewhere else.

On XLs and XEs, kermit-65 will require that the machine be booted with BASIC disabled, as it's not yet bright enough to detect that that's where it is and map out the cart. (if anyone knows how to do that, and feels like saving me some work...) Kermit-65 is available in 'bare' form, or with an autoloader for the 850 driver prepended to it. The bare version requires that you load whatever rs232 driver you're going to use first, then run kermit. The autoloader equipped version does that for you.

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For those of you who have YAU (posted separately) the byte count and checksum values for KERMIT.COM and KERMITNR.COM respectively are 24622, #x5F17; and 24408, #x1560.

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Credits

I blew it when distributing the first version of this document, and forgot to include this section. Mea culpa.

Many thanks to my beta testers, in particular Marshall Abrams, for his patience in dealing with initial versions of this thing, and for aid in making this document clearer. Thanks also to John Sangster for helping nail down my obscure terminal emulator bugs, and miscellaneous kibutzing. (Sorry John, I still haven't gotten in the key defining util. Maybe next version).

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Bugs and misfeatures:

There's no way to set the comm port to other than R1:. Does anyone care?

The help processor doesn't deal properly with upper-case, and thinks there are no completions.

Vt100 mode is missing still missing insert/delete character.

Blinking fields, bright fields, double-high, double-wide, and 132-col mode are not supported. (Reverse vid and underline are)

There's currently no way to set the screen colors.

It's possible to confuse yourself by hitting c-1 in terminal mode, as my screen drivers ignore it, but Atari's doesn't. You're fine until you break the connection, then everything appears to wedge up.

Flow control for the incoming side of the connection isn't implemented. This can cause problems when trying to send at high baud rates to a host that's got a stupid serial driver, or a small typeahead buffer.

The part of the command parser that deals with pathnames is completely bankrupt (that's what I get for using old code), and doesn't work properly unless it's told that a null pathname is legal. The result of all this is that when entering pathnames and asking for help before entering any data, it will tell you "input file spec or confirm with <cr>". Pay no attention to the man behind the curtain; you really do have to put a pathname in there for anything to happen.

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Bugs fixed for v 3.1

Save and Restore now actually do something, instead of being effectively no-ops.

Rename and Erase commands are now implemented. This means that virtually all file operations one cares about (while up/downloading) can be done without leaving Kermit.

File-warning mode has been fixed so that it really does something useful, instead of just bitching about the file conflict.

The pathname parsing substrate has been installed, so that defaulting and merging can be done in a reasonable fashion, instead of by ad hoc kludgery.

The screen hacking code has been cleaned up a good bit, so as not to be continually clearing the screen when doing transfers.

Logging code has been added to tell the user what files are being sent and received.

Status and help commands in terminal mode are now working.

The directory command now takes an optional filespec parameter.

Bugs fixed for v 3.2

Binary mode now works again. (Sheesh!)

Rename and Erase routines now make sure the comm port's closed before attempting to hack the disk.

The user interface has been cleaned up some; all numeric values other than character codes and some debugging info is now displayed and entered in decimal, rather than hex.

Bugs fixed for v 3.3

Fixed a dumb bug in terminal code that caused graphics mode to be entered at unexpected times.

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Fixed file reading code so as not to get confused and generate an extra byte when running under non-standard things like SpartaDos.

Cleaned up Directory code; using new pathname-mapping substrate.

Added support for wildcarded pathnames in Send code.

Fixed packet-dumping debug code to not mask off top bit of char, and quote everything to keep from interpreting screen hacking chars.

Fixed init code to look for an init file on D1, and read it if found.

Fixed flow control code so as not to wedge up unexpectedly.

Re-enabled the suspend-input capability, using the Atari (/|\) key.

Break (Option-B) in terminal mode has been fixed.

Cleaned up the font used in 80-col mode.

Removed Speedscript file type, as Speedscript apparently just uses plain vanilla text files. Changed default file type to Atascii.

Added caps lock functionality, similar to standard Atari kbd driver.

Fixed a bug in terminal mode that was trashing the stack.

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The Kermit Protocol

The following a brief description of the Kermit file protocol, excerpted from one of the many documents kicking around. If you already know what it is, or don't care, skip this section.

The Kermit protocol allows many (if not most) types of computer systems to effect, at minimum, error free file transfer with other systems and microcomputers over asynchronous lines.

Introduction

With the widespread use of personal computers the need for file exchange between systems has become of foremost concern among users and managers alike. There are many commercial products available which meet this need, some of which may offer more advanced functions such as transparent record oriented file access. Networks that do this, such as DECnet, can be expensive, and if your computer or microcomputer is not on the network your needs won't be met. Transfer of files with removable disks can work, but generally only when the computers are of the same type, it's not very useful when the systems are removed in location. Rarely will a larger mini or supermini be able to read a microcomputer's disk.

A more realistic approach, from both cost and convenience, is to find a way to use ordinary telecommunications and/or in-house PBX systems to connect computers and microcomputers together. If a local connection using a PBX or front end switch is not available, there is always dialup access with standard 103/212 modems. Data can be transferred with very simple methods, such as TYPING a file on one system and capturing it on the other system, but this gives no protection from noise and overrun of data. It is not very user friendly either. What is really needed is a protocol to accomplish file transfer reliably and efficiently.

The first obvious use of any program or protocol designed to accomplish file transfer is to be able to provide the ability to support file uploads and downloads from minis and superminis such as the VAX and PDP-11 to remote personal computers, such as the Atari 800. It should also be widely available for many different micros and mainframes. File transfer from micro to micro, as well as from a larger central host, should be possible. The command interface should be easy to learn, and require no intervention from a central site operator or other user. The many implementations of Kermit follow these lines, and all versions allow some form of transfer in either direction. More advanced versions,

such as those found on the PDP-11, DEC10/20 and VAX, offer what is known as server operation, which allow the remote (connected) Kermit system to completely control the file exchanges from their system. Since as of this writing (October 9, 1985) there are available over 160 versions of Kermit available for numerous mi-

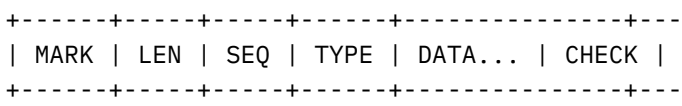
cro, mini and mainframe configurations, Kermit addresses this need quite well.

While the primary use of Kermit will likely be to support file transfer from microcomputer to mini/supermini and mainframe connections, there are many uses for Kermit for connections from mini to mini and so on.

The Kermit protocol

The Kermit protocol is designed to operate over normal asynchronous terminal lines. All data and commands are transferred with a packet oriented protocol, basically consisting of a start of packet character (normally SOH), followed by length, control, data and checksum fields. Communication is half duplex, in that for every packet sent, the sender must wait for either an acknowledgement packet (ACK) or a negative acknowledgement packet (NAK). Transmission is in ascii, with no requirements for the transmission of eight bit characters or control characters other than control-A for marking the start of a packet. All 'control' characters imbedded in the data are prefixed to convert them to printable characters, the same applying to eight bit characters if required by the characteristics of the line. Since there are many different implementations of Kermit, the protocol provides a mechanism by which the capabilities of two connected Kermits can be negotiated to allow for differences in the level of protocol support. Examples of protocol features that not all Kermits understand include data compression and transfer of file attributes.

The packet format is



where all fields consist of ASCII characters, and the char function converts a number in the range 0-94 (10) to a printable ASCII character by adding 32 (10). The MARK, LEN, SEQ and TYPE fields are one byte, the DATA field is variable in size, and the CHECK field is one to three bytes in size.
The MARK (normally control A) signifies the start of a packet. The length field tells how long the rest of the packet is. The SEQ field is used to insure synchronization used to detect lost or

duplicate packets. The SEQ number wraps around every 64 packets due to the need to encode it as a printable ascii character in the range 32 (10) to 126 (10). The TYPE field specifies whether the packet is a DATA or CONTROL packet. The DATA section is used for the actual transfer of data or informative messages from a Kermit server, this field can be up to 90 characters in length. Any character whose low seven bits fall in the range of 0 to 37 (8),

ie, char and 177 (8) is less than 40 (8), will have the value 100 (8) exclusive or'ed (xor'ed) with itself and be prefixed by a shift character, '#'. Other shift characters may be use for eight bit characters if the line characteristics require such. Data compression may also occur in the data field, this is done with yet another shift code and byte count sequence. The CHECK field is a checksum, either a one character, two character or three character CRC check; the sender computes it and the receiver must compute it and compare. A checksum mismatch will result in the receiver sending a NAK packet (negative acknowledgment) which directs the sender to resend the NAK'ed packet. The packet may be following by a terminator (likely an ascii 13). This terminator is NOT part of the protocol and is sent only to tell the receiver that a 'line' is present. Not all Kermit implementations require this; all Kermits will discard data outside of a packet in any event.

Error detection and recovery is by checksum, as noted, and by packet read timeouts. If the packet should be corrupted the checksum will be incorrect, the receiver will NAK the packet. If an expected packet never arrives within the timeout period, or if the received packet is not the expected one (as determined by the SEQ field) the packet will also be NAK'ed. There are limits as to how many times an expected packet will be NAK'ed without aborting the current operation.

Packet types

D Data
Y Acknowledgement (ACK), test may be in DATA field
N Negative Acknowledgement (NAK)
S Send initiate (Send-Init)
R Receive Initiate
B Break (EOT, end of transmission)
F File name header
Z End of file (EOF, end of current file)
E Error packet, text may be present in DATA field
G Generic SERVER command. The first character in the
data field will be a command to a server, arguments
may follow that character.
I Login, user and password follow in data field
C CWD, change working or default directory.

L Bye, Logout server
F Finish, Exit server, but do not log out
E Erase, delete files on server system
D Directory query
U Disk space usage query
T Type a file onto local kermit
R Rename file(s) on server system

K Copy file(s) on server system
W Who's logged in, as in sho sys, sy/s, dev tt
M Send a terminal message to a user
H Help, the server responds with commands it can do
Q Server status query
P Program, run a program
J Journal
V Variable, alter a Kermit setting

C Execute host command. The host command follows in
the data field.

Note that some of the generic server commands, as well as the C packet, may not be feasible for a given environment. For instance, the REMOTE LOGIN command, which sends the generic I command to the server, can only be done under systems that allow you to dial up and start a Kermit without logging in; the generic U command (disk space) is meaningless under some systems (like RSX) unless one wants the free space on the entire volume. No Kermit server will abort on receiving a packet it can't execute, it will simply send an error packet with an informative message saying it can't process the requested function.

An example of a Kermit-65 kermit telling a PRO Kermit-11 server to expect a file follows. The Kermit-65 command was "Send foo.txt"

(0)Atari sends: * S~# @-#Y(
(0)Pro sends: 0 Y~* @-#Y1~* ~T
(1)Atari sends: *!FFOO.TXTE
(1)Pro sends: #!Y?
(2)Atari sends: S"DThis is a test file#M#J
containing two lines.#M#JU
(2)Pro sends: #"Y@
(3)Atari sends: ##ZB
(3)Pro sends: ##YA
(4)Atari sends: #$B+
(4)Pro sends: #$YB

In packet zero, the Kermits exchanged information regarding their capabilities. The Atari sent an 'S' packet with the data for its

maximum packet length, default time out, number of pad characters to follow a packet (none, hence the space), use a null for padding, end of line terminator (a CR + 32), the prefix character for control characters, and a 'YES' to say the it can prefix eight bit characters with the default. It doesn't send any of the extension fields, like indicators for multi-byte CRCs, file header info etc. In packet 1, the Atari sends the filename the Pro should use for the file it creates. The Pro then sends the acknowledgement. In packet three, the Atari sends the first (and only for this file)

packet of data. Note that the sequence #M#J is a carriage return/line feed sequence with 100 (8) xored into each character. The '#' character informs the other Kermit that it must xor the next character with 100 (8). In packet three the Atari sends an EOF packet, the Pro acks it. In packet four, the Atari sends a break packet which tell the Pro that no more files (of a possibly wildcard group) are coming and the Pro Kermit acks the break packet. The Pro kermit then enters the server idle state. More specific information regarding Kermit packets and state transitions can be found in the references listed at the end of the article.

Future directions

With the advent of packet switched networks and satellite communications the Kermit protocol will likely be extended to increase efficiency over such links. The main problem is the half duplex nature of Kermit, the packet acknowledgements can take up to several seconds in transit thus drastically reducing the throughput. There are several possibilities under discussion and a standard should be appearing shortly.

Summary

With the knowledge that there are Kermit implementations for most personal computers in use it becomes apparent that the Kermit standard is well worth looking in to.

(End of protocol description)

For more documentation on what Kermit protocol is all about, see the extensive doc available from the Kermit folks at CU20B.ARPA.

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References:
Kermit: A File-transfer Protocol for Universities
Frank da Cruz and Bill Catchings
BYTE Magazine, June/July 1984

The Kermit Protocol Manual, version 5
Frank da Cruz April 1984
Columbia University Center for Computing Activities

Information on obtaining Kermit:

KERMIT Distribution
Columbia University Center for Computing Activities
7th Floor, Watson Laboratory
612 West 115th Street
New York, N.Y. 10025

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975. Re: Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-09 19:26:28 UTC
From: sullivan@marge.math.binghamton.edu
Message-ID: <907@bingvaxu.cc.binghamton.edu>
Source record: 117079

In article <705@ndsuvax.UUCP> ncperson@ndsuvax.UUCP (Brett Person) writes:
>A few years ago I bought a dig dug cart. for my 800. The game would play
>fine for aehile, and then syddenly lock. I took the game back for a replacement, and the new one did the same thing. Anyone know whats wrong?
>-Brett

I had the same problem with Star Raiders. Like you, I got a replacement
which did the same thing. Also an 800. No idea what the problem is.

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903
Email: sullivan@marge.math.binghamton.edu

976. Re: Daisy-chaining two Atari 8bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-10 02:15:45 UTC
From: bk0h+@andrew.cmu.edu
Message-ID: <wWBTlFy00hcq40d1x4@andrew.cmu.edu>
Source record: 117080

I've done this with a 400 and 800. I just connected the SIO port on each on to the back of the disk drive (810). It worked, as long as they didn't both do IO at the same time. However, the SIO cables carry +5 volts, so even if you turn the power switch on one machine off, or even unplug it, it will remain on, powered by the other's power supply. It's kind of strange to flip the power switch on and off, and have nothing happen. This does put a strain on the powe supply that is still connected, and is probably bad. I never did it for very long, as I just wanted to see if it worked. I think that having both machines' power supplies on could also be bad, as they might output slightly different voltages, and they would each try to pull up or drop the other's voltage. In other words, yes, it'll probably work, but I wouldn't recommend it for any length of time. Also, try to turn them on simultaneously, to avoid undue strain on a single power supply.

Brett

ARPA: bk0h+@andrew.cmu.edu

It had been three days since Torfongu had eaten Los Angeles,
and now he sat staring down at Bakersfield...a tasty little morsel,
indeed.
-Patrick L. Shepard
Eagan, Minnesota

977. Re: Lifespan

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-10 15:08:41 UTC
From: M1C@PSUVM.BITNET
Message-ID: <35556M1C@PSUVM>
Source record: 117081

I too have the game LIFESPAN, but I never knew anything about keyboard commands. Please let me know what they are and maybe I can do something with this blasted game.

Mark A. Cogan

978. Re:Best C

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-10 15:43:12 UTC
From: euloth@dalcsug.UUCP
Message-ID: <381@dalcsug.UUCP>
Source record: 117082

In reference to the mention of Lightspeed C. I do believe you'll find
that you cannot post it to the net for the obvious reason that it is not PD or
share ware. It is, in fact, commercial software. The C that I will be posting
very soon, unless someone beats me to it, is Ace C, Lightspeed's "father".

Glenn 8-)
--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

979. Re: Daisy-chaining two Atari 8bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-10 16:58:56 UTC
From: rjung@castor.usc.edu
Message-ID: <442@nunki.usc.edu>
Source record: 117083

In article <wWBTlFy00hcq40d1x4@andrew.cmu.edu> bk0h+@andrew.cmu.edu (Brett Kuehner) writes:
> (Lotsa stuff about hooking two Ataris to one disk drive)
>
>... Also, try to turn them on simultaneously, to avoid undue
>strain on a single power supply.

Not that I know anything about the subject (I'm queasy about frying my hardware), but wouldn't it make more sense to make SURE you don't turn on both computers simultaneously? I would think that the proper way to do this was to turn on Computer A, let it load DOS, then when that's done, turn on computer B, and let it load DOS...

By the way, wasn't there a company that makes a multicomputer/pherepheral switching box for the Ataris, to handle situations like this (Ten Ataris, running all at once and sharing hard drives, printers, etc.)?

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

980. Re: Daisy-chaining two Atari 8bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-10 18:31:55 UTC
From: lackey@Alliant.COM
Message-ID: <1394@alliant.Alliant.COM>
Source record: 117084

About chaining two atari's to the same disk drive... I also have two (a 400 and a 65XE) and, playing two-man games on the two with separate TV's sounds real interesting. It would be good to be able to load each (in turn) from the same disk (I only have one as well). To do this, I would suggest just cutting the 5V line in one of the cables.

On a different subject: I have been noticing hard disk drives available for IBM PC's in mail-order catalogs for as little as $199 for 10MB. It seems an interesting thing to do might be to adapt one of those to the atari. I don't have the slightest idea how to do it, but am an experienced hardware designer, and have done a lot of 6502 assem lang as well. Anybody want to team up? I live in eastern Mass, if that matters.
-Stan

981. Re: Daisy-chaining two Atari 8bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-10 19:14:36 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2320@bsu-cs.UUCP>
Source record: 117085

In article <wWBTlFy00hcq40d1x4@andrew.cmu.edu>, bk0h+@andrew.cmu.edu (Brett Kuehner) writes:
>
> I've done this with a 400 and 800. I just connected the SIO port on each on to
> the back of the disk drive (810). It worked, as long as they didn't both do IO
> at the same time. However, the SIO cables carry +5 volts, so even if you turn
> the power switch on one machine off, or even unplug it, it will remain on,
> powered by the other's power supply. It's kind of strange to flip the power
> switch on and off, and have nothing happen. This does put a strain on the powe
> supply that is still connected, and is probably bad.

Yes, it probably IS bad. I have a friend who did what you describe, with two 800XL's and a 1050, and ended up destroying (burning out, somehow) both of the 800XL's. As in, beyond hope of repair. Brett, you got LUCKY!

Chris Chiesa
Ball State University
Muncie, IN
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<><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><> Chris Chiesa <><><><><>
<> {ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!cfchiesa <>
<> cfchiesa@bsu-cs.UUCP <>
<><><><><><><><><><><><><><><><><><><>

982. Re: Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-10 23:46:12 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1745@ihlpm.ATT.COM>
Source record: 117086

In article <907@bingvaxu.cc.binghamton.edu>, sullivan@marge.math.binghamton.edu (fred sullivan) writes:
> In article <705@ndsuvax.UUCP> ncperson@ndsuvax.UUCP (Brett Person) writes:
> >A few years ago I bought a dig dug cart. for my 800. The game would play
> >fine for aehile, and then syddenly lock. ...
>
> I had the same problem with Star Raiders. Like you, I got a replacement
> which did the same thing. Also an 800. No idea what the problem is.

A few years ago, less than a year after I got my 800, I had a similar problem with Star Raiders. Later (after I had the machine about a year) it would often lock up on other programs, and even not come up at all (I would just see a green screen). I took the machine to a local "authorized Atari service center" (Rex TV Repair), but they couldn't find the problem. At that time, Atari operated their own service center somewhere north of where I live around here (Rolling Meadows?). They _did_ find and fix the problem (bad OS chip or some other bad chip... can't remember now). It seems that when chips start going bad, they will work OK until they warm up some, and then start doing strange things, or just stop working altogether. I still have the same Star Raiders cart, and it still works (2 Atari 8-bit machines later!).

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

983. Problem with Atari's new XF551 DS/DD disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-11 01:30:08 UTC
From: kevin@voder.UUCP
Message-ID: <3075@voder.UUCP>
Source record: 117087

I read something recently which points out a possibly serious problem
for some users of Atari's new XF551 disk drive. This is from an article
published in the March '88 newsletter of the Bay Area Atari Users Group
(BAAUG), I should point out that I do not own an XF551 and haven't been
able to confirm this problem but the article sounds correct.

When non-Atari users buy 5 1/4-inch floppy disks they have to purchase
either soft or hard sectored disks depending on their drive. If you look
at the disk you will see a small hole in the envelope next to the large
center hole on the side of the write-protect notch. This is the index hole.
If you now rotate the disk inside its envelope a small hole in the mag-
netic medium will appear. If the disk is soft sectored there will be one
hole, if hard sectored their will be several, usually 10 or 16 depending
on the number of hard sectors it uses. Soft sectored disks use this index
hole as the starting point for the software created sectors when formatting
a disk. Hard sectored disks use the holes to mark where each sector starts.
Atari users don't have to worry about this as neither the 810 or the 1050
drive have the LED sensor which reads this index hole(s) so they can use
any type of 5 1/4-inch floppy disk.

But the XF551 does read this index hole. If you flip the disk over, like
if you were going to write to the back side of the disk, the index hole is
now on the wrong side of the disk and the index sensor will be unable to
read it so you cannot write to the disk when it's in upside down.
So what? It's a double sided drive, you're already writing to both sides
of the disk so why turn it upside down? Well, what if you've got Print Shop?
Print Shop REQUIRES you to insert the disk upside down so it can read the
back side, but in an XF551 YOU CAN'T!. Plus, Atari 8-bit software is hard
enough to find as it is and when you do it's usually on the BACK side of a
Commodore disk! These disks will not work in an XF551!

Seems that this makes the XF551 a good second drive but not much good if
you've got a lot of 'flippy' software, unless you modify the drive so you can
switch the index sensor on/off manualy. If anyone has an XF551 I would
appreciate it if they could confirm or disprove this.

--
Kevin Thompson {ucbvax,pyramid,nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
myself but I'm told they can be very effective."

984. Phantasie! problems and answers.

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-11 21:38:08 UTC
From: MIKEC@csp-a.prime.COM
Message-ID: <8803120154.AA25019@ucbvax.Berkeley.EDU>
Source record: 117088

Gentlemen,

For those of you playing Phantasie by SSI, I may have some advice which will save you considerable headache near endgame.

To begin with, you *MUST* have at least rev 1.3 of the software. If you find yourself in the Astral Plane in the frame below Olympus and can't get into the dungeon there, take a look at the River Styx. Does it go all the way across the screen from left to right? On my Atari, it only went halfway and I scooted around the left hand side direct to the dungeon I could see. Unfortunately, you *MUST* cross the river via the Boatsman Charon in order to get into said dungeon. Otherwise the game will hang with no chance for recovery.

After many conservations with Bonnie at SSI (and sending my disks back four times), I finally got something that worked. You can fix this yourself if you have rev 1.3 by backing up your characters to another disk via the normal method provided. The only catch is when it asks for disk #4, insert the ORIGINAL, not your play disk. This resets all the map info you've gained throughout the game, but is a small price to pay to finish it off.

If anyone needs additional clarification, please contact me directly.

On a separate issue, does anyone have any games they have finished that you might be willing to sell (originals only please)? If so, drop me a list and I will see if I'm interested in anything.

Best regards,

Michael A. Curtis
Prime Computer, Inc.

985. Re: Problem with Atari's new XF551 DS/DD disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-11 21:39:42 UTC
From: lackey@Alliant.COM
Message-ID: <1410@alliant.Alliant.COM>
Source record: 117089

In article <3075@voder.UUCP> kevin@voder.nsc.com.UUCP (The Last Bugfighter) writes:
> I read something recently which points out a possibly serious problem
>for some users of Atari's new XF551 disk drive.
>Hard sectored disks use the holes to mark where each sector starts.
>... you cannot write to the disk when it's in upside down.

I can suggest a potential solution to this potential problem.

Suppose the 551 used soft-sectoring when in 810 or 1050 mode, and
hard-sectoring when in 551 mode.

The 551 would ignore output from the LED and thus be fully backward-compatible.

-Stan

986. Analog (again)

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-12 20:39:16 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Mar.12.15.39.14.1988.28108@topaz.rutgers.edu>
Source record: 117090
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

++++++++++++++

Seems to me I read a post here back around the middle of January explaining that Analog had been bought out by a bigger company and that we could expect a March issue to be out by the middle or end of February. It's now the middle of March. Anybody hear anything recently about Analog's L-O-N-G absence, and when, if ever, I can expect a new issue to arrive in my mailbox???

-Ray

wilmott@topaz.rutgers.edu

987. C compilers

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-12 21:05:26 UTC
From: swklassen@trillium.waterloo.edu
Message-ID: <5671@watdragon.waterloo.edu>
Source record: 117091

Much has been said about posting C compilers. I have both CC8 and ACEC (although I do not have the capability to post them at this time) and I consider CC8 to be the better of the two. However, reference has been made to some floating point being available with ACEC. I do not have the docs for this compiler so I would appreciate it if someone would fill be in on just how to use this. If possible, it would be nice if someone would e-mail me the docs for ACEC.

Thanks

Steven Klassen
Computer Science Major
University of Waterloo

988. Codebuster/DDot II

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-12 23:28:24 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <794@udccvax1.acs.udel.EDU>
Source record: 117092

Well, thereis a minor problem. the files are too long to post on the net.
If you are interested in them, reply via Mail and I will try to get a copy to
you. There are some problems with our mail system so I can't guarantee anything
, but it should work. The files were ARCed and uuencoded on the VAX here. Let
me know if you have any problems or if you find the files useful.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

989. Re: Codebuster/DDot II

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-13 17:53:51 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2352@bsu-cs.UUCP>
Source record: 117093

In article <794@udccvax1.acs.udel.EDU>, gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
> [edited for brevity and line-eating]
>
> ...minor problem. ..files ... too long to post on the net.
> If ...interested ..., reply via Mail...

Gary, I tried that and he mailer barfed and threw my "please send me both" message back at me. So I'll post it HERE: "please send me BOTH of your programs whose names appear above under 'Subj:' !"

> ...problems with our mail system ...

"Incoming" to you, anyway, there sure are. Hope "outgoing" is better.

Perhaps you could UUencode, then text-edit the resulting text file, break it into smaller text files, post 'em, and let us re-paste 'em back together on the receiving end? Your postings seem to be successful.

(Incidentally, they must be HUGE files; all five Kermit65-related files were put up as ONE humongous posting, 'way back when. Is it a local limit on your machine, perhaps? I'm no net.genius, so I may be wrong...)

> ...files were ARCed and uuencoded ...

Uh-oh. I don't know how to un-ARC... Well, one thing at a time I guess...

Looking forward to you sending the files by e-mail.

Chris Chiesa

<><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><> Chris Chiesa <><><><><>
<> {ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!cfchiesa <>
<> cfchiesa@bsu-cs.UUCP <>
<><><><><><><><><><><><><><><><><><><>

990. Atari hookup to IBM hard drives

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-14 05:41:45 UTC
From: rjung@castor.usc.edu
Message-ID: <473@nunki.usc.edu>
Source record: 117094

In article <1394@alliant.Alliant.COM> lackey@alliant.UUCP (Stan Lackey) writes:
>
>On a different subject: I have been noticing hard disk drives available for
>IBM PC's in mail-order catalogs for as little as $199 for 10MB. It seems an
>interesting thing to do might be to adapt one of those to the atari. I
>don't have the slightest idea how to do it, but am an experienced hardware
>designer, and have done a lot of 6502 assem lang as well. Anybody want to
>team up? I live in eastern Mass, if that matters.

I do believe ICD's MIO interface package is supposed to let you
hook up "standard SCSI controller" hard disks to the 8-bit Atari. I
agree, it would be terrific if it works, because then it's a (relatively)
cheap source of mass storage. Unfortunately, I don't know anything about
SCSI-compatability, except that it's claimed. Any information you get
would be appreciated by a *lot* of us here, I believe.

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

991. ANALOG Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-14 13:25:20 UTC
From: lazear@GATEWAY.MITRE.ORG
Message-ID: <8803141325.AA05302@saturn.mitre.org>
Source record: 117095

A phone call to the new Beverly Hills offices of ANALOG brought promises that the April issue will be mailed this week, with a letter explaining the latest hassle. All subscriptions will be extended by 3 weeks as well. We'll see.
Walt (Lazear@MITRE.ARPA)
ps - I have no connection with ANALOG other than as a subscriber for many years.

992. Re: Atari hookup to IBM hard drives

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-14 14:39:39 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <803@udccvax1.acs.udel.EDU>
Source record: 117096

In article <473@nunki.usc.edu> rjung@castor.usc.edu (Robert Jung) writes:
>In article <1394@alliant.Alliant.COM> lackey@alliant.UUCP (Stan Lackey) writes:
>>
>>On a different subject: I have been noticing hard disk drives available for
>>IBM PC's in mail-order catalogs for as little as $199 for 10MB. It seems an
>>interesting thing to do might be to adapt one of those to the atari. I
>>don't have the slightest idea how to do it, but am an experienced hardware
>>designer, and have done a lot of 6502 assem lang as well. Anybody want to
>>team up? I live in eastern Mass, if that matters.
>
> I do believe ICD's MIO interface package is supposed to let you
>hook up "standard SCSI controller" hard disks to the 8-bit Atari. I
>agree, it would be terrific if it works, because then it's a (relatively)
>cheap source of mass storage. Unfortunately, I don't know anything about
>SCSI-compatability, except that it's claimed. Any information you get
>would be appreciated by a *lot* of us here, I believe.
>

True. I own the ICD MIO (1 Meg), and it does support SCSI hard ,drive
controllers. However, this is not the IBM standard controller. You can use
a normal IBM type drive, but you must have a special SCSI controller card,
which is more expensive (though one controller can usually run 2 drives).
Keep in mind that you will also need a case, power supply, special cables,
and a fan. ICD offers complete SCSI setups for anyone who is interested.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

993. Re: Analog (again)

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-14 18:22:05 UTC
From: john1233@csd4.milw.wisc.edu
Message-ID: <5221@uwmcsd1.UUCP>
Source record: 117097
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <Mar.12.15.39.14.1988.28108@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>
>Seems to me I read a post here back around the middle of January
>explaining that Analog had been bought out by a bigger company and
>that we could expect a March issue to be out by the middle or end
>of February. It's now the middle of March. Anybody hear anything
>recently about Analog's L-O-N-G absence, and when, if ever, I can
>expect a new issue to arrive in my mailbox???
>
> -Ray

ANALOG is back. I just looked in my mail box and here it is!

On page 4 is a editoral by Lee Pappas and it just repeats the things
he said in the interview that was posted to this group. It starts off with:

"Hey, long time, no see."

The editorial never mentions who bought ANALOG just say "under new ownership."
But on the bottom of page 1: "ANALOG Computing is published monthly by
L.F.P. Inc."

It is 96 pages long and is now printed on a glossy paper. But it still isn't
bound, just the usual ANALOG staple.

It features a Action! game, a machine language game (they are printing the
source code for machine language games again) and a few BASIC programs.
They are still running the video games section for Atari, Sega and
Nintendo. There is a article by Matthew Ratcliff called "Then and now"
and it is only about the 8-bits. History is given and the future is
guessed at. For those who don't know, Matt is a EXPERT on the 8-bits.

So ANALOG is back, everyone should be getting their issues soon.
Tom Johnson
john1233@csd4.milw.wisc.edu

994. Re: Daisy-chaining two Atari 8bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-14 19:48:08 UTC
From: euloth@dalcsug.UUCP
Message-ID: <389@dalcsug.UUCP>
Source record: 117098

In article <442@nunki.usc.edu>, rjung@castor.usc.edu (Robert Jung) writes:
> By the way, wasn't there a company that makes a multicomputer/pherepheral
> switching box for the Ataris, to handle situations like this (Ten Ataris,
> running all at once and sharing hard drives, printers, etc.)?
>

I believe that was Supra back in early 83 or so announced such a product.
I don't believe that it was ever sold commercially. At least I have, to date
never heard of anyone who actually purchased one. It was aimed more at
the school market where it would have been especially effective.

George Seto - Using a friend's account.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

995. Re: Analog (again)

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-14 19:53:52 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1753@ihlpm.ATT.COM>
Source record: 117099
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
>
> Seems to me I read a post here back around the middle of January
> explaining that Analog had been bought out by a bigger company and
> that we could expect a March issue to be out by the middle or end
> of February. It's now the middle of March. Anybody hear anything
> recently about Analog's L-O-N-G absence, and when, if ever, I can
> expect a new issue to arrive in my mailbox???
----------------------------
I have good news! ANALOG is mailing the April issues! How do I know?
I just received mine this past Saturday (3/12)!

Yes, ANALOG has been bought by a bigger company, L.F.P. Inc, which
(I guess many people know now) is, I have read on Delphi, owned by
Larry Flynt of Hustler fame ("infame?"). The content looks to be
about the same, although the mag. seems to have shrunk a bit;
there seem to be at least one fewer regular columns. But given the
problems that the ANALOG staff has had, I'm willing to give them a
while to get things back to normal. To me at least, it looks very
much the same. There seems to be the usual complement of type-in
programs, including part 2 (the compiler) of "The Wizard" text-
adventure construction package. Also, there is the 1st in a
series of 3 articles (in the "Bits and Pieces" series of h/w articles)
about connecting one 8-bit to another, to use as a printer buffer
(I guess old 8-bits are cheaper than printer buffers?), but it's a
very general look at Atari SIO etc.

The arrival of this "long-awaited" issue made my day!

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
( | this is an accent mark, supposed to replace the dot over the 'i')
```

996. ATARI PD/Educational

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-14 20:03:25 UTC
From: euloth@dalcsug.UUCP
Message-ID: <390@dalcsug.UUCP>
Source record: 117100

I belong to a user group here in Halifax,
The Nova Scotia Atari Computer Users Group
and we have an on-going project with the local Children's Hospital. We had
arranged to obtain an Atari system, complete with Drive to donate to them.
We are still working with the Hospital's Staff and others to provide additional
items for them.
We would like to obtain PD software which is educational in nature and also
games of a non-violent type. This lets out most of the standbys, like Millipede
and Asteroids clones and equivalents, even some Adventures. They rejected
Hitchhikers Guide to the Galaxy.
Would anyone like to suggest software that would be classed under these
categories? Thanks. As for the PD educational and games, if someone would
also suggest where we might obtain them, ie bbs's preferably in the east
coastal regions of the US or Midwest. or other users groups.

I have been known to call even to California. However we need to know the
names of these programs, and what kind, ie educational or whatever and if
educational, which age/grade level it would fit under. The kids at the
Isaac Walton Killiam Children's Hospital will be most appreciative.
Thanks for reading this message.

George Seto - Using a friend's account. Oh yes, please reply via mail on the
net, or if your local users group would like to correspond, our group's
mailing address is :

Nova Scotia Atari Computer Users Group
c/o Nova Scotia Museum
1747 Summer Street
Halifax, N.S.
B3H 3A6

President - Jim Walker

Thanks

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

997. Re: Problem with Atari's new XF551 DS/DD disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-14 20:25:43 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2361@bsu-cs.UUCP>
Source record: 117101

In article <3075@voder.UUCP>, kevin@voder.UUCP (The Last Bugfighter) writes:
>
> I read something recently which points out a possibly serious problem
> for some users of Atari's new XF551 disk drive.

> [definition/explanation of what the "index hole" is]

> ... the XF551 does read this index hole. If you flip the disk over, like
> if you were going to write to the back side of the disk, the index hole is
> now on the wrong side of the disk and the index sensor will be unable to
> read it so you cannot write to the disk when it's in upside down.

Okay, netsters, here's an idea for you. Many of my computer buddies used to use a "notch punch" to create a "write-permission notch" on the "other" edge of a single-sided disk, so that they could "convert" them to double-sided disks and write to the back of the media.

Since it's the presence or absence of an index hole in the disk SLEEVE, rather than the rotating MEDIA, it seems to me it should be possible to punch a second set of index holes in the SLEEVE, in the "same place on the other side of the central hole," so that when the disk was flipped over there'd still be an index hole in line with the LED sensor in the drive. What say, tech hackers?

It seems to me that this would be a better solution than disabling the drive hardware hole-sensor, because isn't that used for TIMING, and mightn't bypassing it screw up one's disk reads and writes?

As far as how to actually do this, a friend of mine has suggested everything from "a real thin hole punch that could slip between the sleeve and the media" (after all, no data is stored, as I understand it, any closer to the disk center than the index hole, so if you scratch it, so what), to "take the sleeve apart, punch it, and put it back together."

Maybe if we all b*tch loudly enough (letters, petitions, etc.) we could get disks MANUFACTURED with two sets of holes in the sleeves? Betcha a cookie the "flippy" software makers will come out with them that way sooner or later; maybe we could make it "sooner" and save everybody a whole mess o' annoyance!

I'll be very interested to hear what the Net has to say about this one.

Chris
--
<><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><> Chris Chiesa <><><><><>
<> {ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!cfchiesa <>
<> cfchiesa@bsu-cs.UUCP <>
<><><><><><><><><><><><><><><><><><><>

998. Re: Problem with Atari's new XF551 DS/DD disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-15 16:43:58 UTC
From: rjung@castor.usc.edu
Message-ID: <491@nunki.usc.edu>
Source record: 117102

In article <2361@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:
>In article <3075@voder.UUCP>, kevin@voder.UUCP (The Last Bugfighter) writes:
>> I read something recently which points out a possibly serious problem
>> for some users of Atari's new XF551 disk drive.
>> ... the XF551 does read this index hole. If you flip the disk over, like
>> if you were going to write to the back side of the disk, the index hole is
>> now on the wrong side of the disk and the index sensor will be unable to
>> read it so you cannot write to the disk when it's in upside down.
>
>Okay, netsters, here's an idea for you. Many of my computer buddies used to
>use a "notch punch" to create a "write-permission notch" on the "other" edge
>of a single-sided disk, so that they could "convert" them to double-sided

Right, old trick.

>... it seems to me it should be possible to punch a second
>set of index holes in the SLEEVE, in the "same place on the other side of the
>central hole," so that when the disk was flipped over there'd still be an in-
>dex hole in line with the LED sensor in the drive. What say, tech hackers?
>...
>
>As far as how to actually do this, a friend of mine has suggested everything
>from "a real thin hole punch that could slip between the sleeve and the media"
>(after all, no data is stored, as I understand it, any closer to the disk cen-
>ter than the index hole, so if you scratch it, so what), to "take the sleeve
>apart, punch it, and put it back together."

Well, you could always inspect those 5.25" disks when you first buy them, and
if they don't have the hole, you can use a notebook "hole-puncher" to do the
job... I use one for making my printouts fit in my 3-ring binder, and I would
think it'd work on floppies just fine. The only thing is, you would
probably do it BEFORE you format the disk, so that any damage/disturbance
done (if any) is negated.

>Maybe if we all b*tch loudly enough (letters, petitions, etc.) we could get
>disks MANUFACTURED with two sets of holes in the sleeves? Betcha a cookie the
>"flippy" software makers will come out with them that way sooner or later;
>maybe we could make it "sooner" and save everybody a whole mess o' annoyance!

Aren't these already avaliable? Can't you look at the packaging for the
disks and see if they're "double-sided/timing hole" disks?

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =

= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

999. Looking for 8 bit Program Archives

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-15 19:45:25 UTC
From: dennett@kodak.UUCP
Message-ID: <1176@kodak.UUCP>
Source record: 117103

Is there any place accessible to me via uucp that keeps programs for the 8 bit Ataris online? I know of at least one BITNET site that runs something called Listserv. This site does keep 16 bit programs on line. All I have to do is send a mail message to Listserv at this site. In the body of the mail message I include the commands needed in order for Listserv to send back to me via return mail the various programs it has on file. I have never asked for any 16 bit programs since I don't own an ST. However, I have asked for and gotten files the Listserv knows of. Many BITNET sites run Listserv and each site keeps different sets of lists. Therefore, it would not be practical to send mail to each of them asking for the high level index of all their lists. So, does any one know of any BITNET site running Listserv that has an 8 bit archive? Are there any other sources of 8 bit software out there similiar to this?

Thanks for any help.

--
Charlie Dennett | UUCP: ...!rutgers!rochester!kodak!dennett
Eastman Kodak Company | Voice: 716-726-4480
901 Elmgrove Road | Company Mail: Dept 420 Tech. Support B-2/F-1
Rochester, NY 14650 | Company DECnet: VXMM07::DENNETT

1000. Re: Problem with Atari's new XF551 DS/DD disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-15 20:06:36 UTC
From: nelson@kodak.UUCP
Message-ID: <1177@kodak.UUCP>
Source record: 117104

There are "flippy" disks available with the holes punched as described.
I saw some a while ago at a local store, but haven't seen them recently. I
do remember they were on the expensive side.

Bruce D. Nelson | UUCP: ...!rutgers!rochester!kodak!hawkeye!nelson
Eastman Kodak Company | Voice: 716-726-7890
901 Elmgrove Road | Company Mail: Dept 420 Technical Support Services
Rochester, NY 14650 |

1001. Re: Problem with Atari's new XF551 DS/DD disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-15 20:21:53 UTC
From: wallman-george@CS.YALE.EDU
Message-ID: <25174@yale-celray.yale.UUCP>
Source record: 117005

I can actually remember to have held in hand a manufactured disk,
with two index holes some time ago. Whether they are still
manufactured or whether that was a manufacture 'bug', I don't know.

Loveletters & Hatemail to : wallman@yalecs (Arpa UUCP Use)
Files to : WALLMANN@CTSTATEU (Bitnet)

An Atari commercial : "The CPU is from Motorola
The RAM is from Hitachi
The Operating System is from DRI
and the MMU is from Fancy Feast"

1002. Re: Daisy-chaining two Atari 8bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-16 01:30:47 UTC
From: bk0h+@andrew.cmu.edu
Message-ID: <AWDRf7y00hcqA6q0UN@andrew.cmu.edu>
Source record: 117006

> wouldn't it make more sense to make SURE you don't turn on
> both computers simultaneously? I would think that the proper way to do this
> was to turn on Computer A, let it load DOS, then when that's done, turn on
> computer B, and let it load DOS...

Well, actually, you can't just turn on one computer. If they are both hooked together, as soon as you turn one on, the other will start sucking power from it over the SIO cable. You can just plug one cable into the drive, boot that computer, unplug the cable, connect it to the other computer, boot it, and then plug in the first computer again. However, the real solution, thought of by Steve Ross, is to put diodes in the 5 volt line of the SIO cable. Steve said he'd actually done this, and it worked fine. This is probably the main function of the multi-atari to one disk drive/printer/whatever boxes.

Brett

Brett Kuehner
bk0h+@andrew.cmu.edu
Carnegie-Mellon University
Pittsburgh, PA

1003. IBM hard drives to an MIO interface

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-16 01:41:02 UTC
From: rjung@castor.usc.edu
Message-ID: <497@nunki.usc.edu>
Source record: 117007

Hi, everybody.
A friend of mine here wants to hook up an IBM-type hard drive to
his MIO connector (which is consequently hooked up to his 130 XE). Problem
is, he doesn't know exactly what is needed for the task. The docs for the
MIO mention that you can hook up "SCSI-compatable" hard drives to the MIO;
Does this mean that the hard drive must come with an SCSI controller card?

Also, what special cables are needed to hook all this up (if any)? And
what DOS should he use to run all this? The manual recommends Spartados,
but could we use some other DOS (something that's more DOS 2.0 compatable,
maybe) while keeping the "free sectors" count accurate?

SOMEbody out here must have done this! Thanks in advance,
--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

1004. Re: DM formats (was Re: Help with Dungeon Master please!)

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-16 14:16:29 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2768@ihlpe.ATT.COM>
Source record: 117008
Cross-posted to: rec.games.misc,comp.sys.atari.8bit

In article <483@nunki.usc.edu>, rjung@castor.usc.edu (Robert Jung) writes:
>
> Just a divergent tangent, but what other systems is DM avaliable for?
> I know that FTL's SUNDOG was avaliable for the Apple II a long, long time
> ago (rumor has it an 8-bit Atari version of Sundog was also made, but...),
> but I haven't heard about Mac/IBM/Amiga/whatever else versions of DM.
>
As a long time Atari 8bit owner, I watch the software scene pretty closely.
If an 8bit version of Sundog was ever developed, it was never released.
This is not too uncommon. Just last year Microprose announced that the
game Pirates was essencially done (this was at last years CES) and that
it would be released soon. Here it is almost a year later and still not
released. Maybe they figure they can never make enough money to make it
worth while but I find that hard to believe. It seems the actual programming
time is the single biggest investment.

My favorite rumor, though, is regarding Infocom's Bureaucracy. I really
want that game in the 8bit version and was delighted when it was actually
reviewed in an issue of Analog last summer/fall. Infocom sweares that
no such animal exists and that it is too large to make available for the
Atari 8bit. What a blow!

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

1005. Re: ANALOG Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-16 19:07:40 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1765@ihlpm.ATT.COM>
Source record: 117009

> ...
> letter explaining the latest hassle. All subscriptions will be
> extended by 3 weeks as well. We'll see.
> Walt (Lazear@MITRE.ARPA)
> ...
For "3 weeks" above, read "3 months." What I saw on Delphi (where ANALOG supports the Atari SIG) is that every subscriber will get the correct _number of issues_, plus an _extra 3 issues_ (monthly issues). I _think_ that this means that my sub. would be extended until August. As I recall, the label on my copy of the April issue says that my sub. runs out after July (last issue would be July), if I read (interpret) it correctly. Either way, I will be satisfied, since without any _extra_ issues my sub. would run out after May.

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1006. Re: Re: Problem with Atari's new XF551 DS/DD disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-16 19:28:57 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1766@ihlpm.ATT.COM>
Source record: 117010

> In article <2361@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:
>>In article <3075@voder.UUCP>, kevin@voder.UUCP (The Last Bugfighter) writes:
>>> I read something recently which points out a possibly serious problem
>>> ....
>>... it seems to me it should be possible to punch a second
>>set of index holes in the SLEEVE, in the "same place on the other side of the
>>central hole," so that when the disk was flipped over there'd still be an in-
>>dex hole in line with the LED sensor in the drive. What say, tech hackers?
>>...
> ...
> if they don't have the hole, you can use a notebook "hole-puncher" to do the
> job... I use one for making my printouts fit in my 3-ring binder, and I would
> ...
I remember (distinctly, because I thought about buying one) a gadget
that punches a "side 2 index hole" (or whatever you call it),
supposedly without damaging the disk. It was advertised in ANALOG (I
think, possibly in Compute! instead/as well) as a way to use the 2nd
side of double-sided disks (I recall that when I first started buying
floppies, the 2-sided ones were all that I could find in stores
anyway) with single-sided drives. It was called "Nibble Notch II,"
and was a variant of the "Nibble Notch" gadget that punches a "side 2
write-permit notch." (Both of these gadgets do _that_ I believe.) It
seems to me that this might be better than a notebook-paper punch for
the disks, even if it is not as wonderful as claimed (at least you get
the write- permit notch if your floppy doesn't have one - I'm talking
about _blank_ disks here, but the index hole is needed for write-
protected disks too of course).

To summarize, check your favorite Atari 8-bit mag's for ads for
"Nibble Notch II," it may be just what you (future) XF551 owners are
looking for (if this "problem" is real - sounds like it to me).

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1007. Re: IBM hard drives to an MIO interface

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-16 19:51:02 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <815@udccvax1.acs.udel.EDU>
Source record: 117011

I am a proud owner of the ICD MIO with 1 Meg of RAM. I do not have a Hard Drive hooked up, but I have looked into it a good bit. The MIO requires a SCSI controller between itself and the Drive. Some Drives (and Seagate with an N at the end of the name) have the interface imbedded in the drive. This is NOT necessary. External controllers such as the Adaptek 2070(A) will work just as well. It is just a matter of finding one. As for the cables, I think the docs for the MIO give a brief description of the requirements. In case you don't know, ICD sells most of the parts necessary to set up a SCSI drive, including controller, cables, case w/power supply and fan, the drive itself, and complete units. The advantage of this is that ICD supports its products. The MIO format utilities are designed primarily for the Adaptek, which is ICD's choice for the controller. By now, however, I'm sure that other formatters are available on their BBS. I called it once & got some neat stuff including a directory sorter, a new menu program, and a formatted directory lister. They also had SpartaDOS handlers for Happy drives, etc. If you have Sparta/MIO then it is a great place to visit. If you have a Hard Drive, it is a must.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1008. trak

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-16 21:53:22 UTC
From: lackey@Alliant.COM
Message-ID: <1442@alliant.Alliant.COM>
Source record: 117012

```
Routines for interfacing the trak-ball
by Stan Lackey

;
; Code to track the trak-ball
;
OLDVAL = $CB
HORIZ = $CD
VERT = $CE
JOYST = 54016

ORG $0600

TYA ; Save Y. The Atari saves A.
PHA
LDA JOYST ; Get new val
TAY ; Save it in Y
EOR OLDVAL ; Test for a change
AND #2 ; Clear all but horiz motion bit
BEQ TSTVER ; If not, test for vertical motion
TYA ; get new val
AND #1 ; Horiz change. Test direction.
BNE RIGHT
DEC HORIZ ; Left motion - decr coordinate.
CLC
BCC TSTVER
RIGHT: INC HORIZ ; Right motion.

TSTVER: TYA ; get new val
EOR OLDVAL ; Test for change
AND #8 ; Clear all but vert motion bit
BEQ EXIT ; If no change, exit
TYA ; new val
AND #4 ; Vert change. Test direction.
BEQ UP ;
INC VERT ; Down - incr coordinate.
CLC
BCC EXIT
UP: DEC VERT ; Up - decr coord.
EXIT: STY OLDVAL ; Update old value
PLA
TAY ; Restore Y
PLA ; Restore A
RTI ;
END
```

Now - the interrupt vector and some other stuff needs to be set up.
I just do it in Basic.

```
5 F=100 ; Timer frequency - This value seems to work OK
10 OPEN #4,4,0,"D1:TRAK.OBJ" ; The binary of the above prog
20 GET #4,X:GET #4,X:GET #4,X:GET #4,X ; Strip the header
30 GET #4,X:GET #4,Y ; Length is in X (less than 256)
40 ADDR=6*256 ; Start of page 6
50 FOR I=ADDR TO ADDR+X
60 GET #4,X
70 POKE I,X ; Load image
80 NEXT I
90 CLOSE #4 ; Done
110 POKE 528,0:POKE 529,6 ; Set up $600 into timer interr vector
130 POKE 53761,0 ; Set volume to off - enables counter
140 POKE 53760,F ; Set up interrupt frequency
150 POKE 53769,255 ; Turn on timers
160 POKE 16,193 ; Enable timer1 interrupt
```

Now - a little program to test it

```
200 TRAP 200 ; Restart if coord's go offscreen
210 GRAPHICS 8+16
220 H=205:V=206 ; The coord's
230 POKE H,20:POKE V,20 ; Initialize coord's
240 PLOT PEEK(H),PEEK(V)
250 DRAWTO PEEK(H),PEEK(V)
260 GOTO 250
```

Good luck. Check for typo's (I don't think there are any, but who knows?)
-Stan

1009. Re: Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-17 01:31:40 UTC
From: striepe@Apple.COM
Message-ID: <7715@apple.Apple.Com>
Source record: 117013

A common cause for failure on Atari carts is comtaminated contacts. I had to actually replace the contact strip on the main board of my vintage '79 800. Frequently, I have had to take the cartridges apart, and clean the contacts with a residue free cleaner. Be careful with some types of erasers, they can leave residues.

--
Harald Striepe
Business Development Manager, Artificial Intelligence
Apple Computer, Inc.
email: striepe@APPLE.COM AppleLink: STRIEPE2

1010. ARC, ARCX Needed!

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-17 01:48:53 UTC
From: G15@PSUVM.BITNET
Message-ID: <36332G15@PSUVM>
Source record: 117014

I missed the original posting(s) of ARC and ARCX. Could some kind soul
please re-post them, or email them to me directly?

```
*****************************************************************************
* *
* PPPP SSSS U U John F. Gbruoski G15 @ PSUVM.BitNet *
* PPPP SS U U *
* P enn SState U University "Omnia mutantur; omnia fluunt; quod fuimus *
* P SSSS UUUU aut sumus, cras non erimus." - Ovid. *
* *
* UUCP: {akgua,allegra,cbosgd,ihnp4}!psuvax1!psuvm.bitnet!g15 *
*****************************************************************************
```

1011. Re: pirating, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-17 18:40:37 UTC
From: brianb@bucsb.UUCP
Message-ID: <1513@bucsb.UUCP>
Source record: 117015
Cross-posted to: alt.flame,comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.atari.8bit,comp.sys.atari.st

******* FLAME ALERT *******

I hope what you were saying was a joke, if it was you can take this
followup in fun. If you really meant what you said be ready for some
heat.

I will take the issue's presented by this being, one a time
with a summary at the end.

In article <800@nuchat.UUCP> phillip@nuchat.UUCP (Phillip Keen) writes:
>
>I've been noticing talk about pirated software lately over the net. Well,
>I think it shouldn't exist, but it's something we've had for a very long time.
>Well, I know it's very easy to pirate software. With computers that can do
>multi-processing or multi-tasking it's very easy to do it because someone can
>load up something that is playing music and then load up a copy program and
>copy illegal programs. Anyways, what I think stores should do, is not let
>the lookers use the computers themselves, unless the store owners and salesmen
>know that person very very good. This would prevent much of the pirating that
>is going on right now.

You would expect people to go into a store and spent their money
on software without being able to try it themselves. The only reason I
use computer stores is the fact that I can try the software out, otherwise
I would use mail order. Most salepersons are not knowledgeable in all the
packages that the store carries and they are not going to provide you with
a sufficient demonstration. When I am making a purchase decision on software
weather it is a game or an application, I expect to be able to sit down and
use this software, to see if I like it. I want to get an idea how long it
take for commands to execute, how easy it is for me to use and to try some of
the features that I am particularly interested in. I would never buy from a
store that says, "You can't try it out, but I will show it to you". Maybe you
would spent $300 without being able to try out a peice of software, but I
most certainly would not.

> I also think they should have signs on their doors
>or something saying "We will take up your disks that you bring in here unless
>you've got a receipt from us with you." Therefore, people would hopefully
>not bring in their disks.

First, why are people bringing the disks into the store in the first
place, I don't think any store owner is stupid enough to not realize that
someone is sitting there copying the software. If a person is bringing
disks to the store, they probably are bringing them so they can test out
the compatability of their data on the new software, and where those disk

were purchased should have no bearing on the right to use them. I don't know where you shop for software, but people just don't open up the boxes and start using the machines, store have their own open copies which they let people use with supervision(not usually to stop them from stealing the software, but to make the sale, WHAT AN INTERESTING CONCEPT).

> About pirating over the modem. Well, that is a
>case that we the users don't have any control over, and if we did, because
>we don't know who's pirating everyone would have to take the consequences. I
>hope that it's something that won't keep us good guys (like me) who don't
>pirate out of BBSes if the government or anyone makes a law or a rule saying
>that we cannot use our modems.

We do have control over this area, if you are on a BBS and you see a copyrighted piece of software on it, call the publisher and inform them. If you think it might be by mistake, leave a note to the sysop and inform him that you think some programs on his system are there illegally. The way to combat this area of piracy is to report the crime when you see it. The software companies and the government are going after these pirate BBS's and will be grateful for your cooperation. I am the sysop of a Bulletin Board and I am very careful to check what is uploaded to my system is public domain, I also do not allow dicussion of piracy on my system.

> I think one way that we could get the pirating
>issue to go over is by not allowing anyone below age 35 buy a modem. The
>reason I say such a high age is I know some people between 20 and 35 that
>still pirate. See, most of the piraters out there are kids between the
>ages of 15 to 20. Anyways, thanks for the attention, and I just wanted to
>give my little soapbox on pirating. Phillip Keen

Okay moron, that's it, where do you get off saying that people under 35 pirate more than those over, if it is true, it is most likely due to the fact that more people under 35 use personal computers and you would probably find that the same percentage of users in each age group pirate. You claim that most of the pirates are between the ages of 15 and 20, while the number of people in this group who steal software is probably large, the value of what they steal is relatively low(mostly games that retail for around $40 and have no value after about a year). Where the middle age business person is taking home thousands of dollars worth of software from his workplace to use on his home machine, who is the bigger thief here. I know the retail value does not apply here, but the kid is committing a misdemenor when he steals Zork(n1), but Mr. Executive is a felon when he takes home a copy of 1-2-3(n2). They are both stealing, but all you ever hear small minded people like you talk about are those teenagers. I am 22 and I don't steal software (although I probably am capable of it), where would you classify me sir.
As for the feasiblilty of your idea, it is also absurd. Would you make it illegal for anyone under 35 to own a modem or just purchase one, would you make people register their modems like handguns(whach out BOB, I think he has a smartmodem ???). How would you keep people under 35 from using modems, DATA POLICE. It is just so ridiculus !!!!

Your foolish system would not allow students to have modem so they could access school computers or on-line data services. You would be resticting the rights of people under 35 to get the information that is available on these services.

As for your little soapbox, I hope you slip and fall off !!!

I think that I have said enough for now, I anticipate that others will also be nailing your small brian to a wall, so If I missed anything hold on.

(n1) Zork is a trademark of Infocom Inc.
(n2) 1-2-3 is a trademark if Lotus Development corp.

PLEASE DIRECT ALL FUTURE COMMENT TO alt.flame

All opinions expressed above are my own and no other entity need take responsibilty for them.

Brian Bresnahan
brianb@bucsb.bu.edu or
engf0ic@BOSTONU.BITNET

1012. Kermit-65 and Lifespan

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-18 14:13:20 UTC
From: shafferj@bknlvms.BITNET
Message-ID: <8803181303.AA15123@ucbvax.Berkeley.EDU>
Source record: 117016

1) I've seen two identical messages saying that Kermit-65 was going to be re-posted. Is this going to happen or not? (If it is, and if the file is as large as someone in the last digest claims it is, maybe it should be broken up this time. No need to tie up the net.)

2) I don't have Lifespan, but I was under the impression that Antic put the documentation for their programs on the disk's flip side. Is this only true for some programs, or have the Lifespan owners out there somehow missed it?

--Headroom

PS: Omega: I won't be on Relay in the foreseeable future. All send privileges have been revoked due to severe abuse. :-(

Jim Shaffer, Jr.
ShafferJ%Bknlvms.Bitnet@cunyvm.cuny.edu

1013. Re: ARC, ARCX Needed!

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-18 18:21:05 UTC
From: swklassen@trillium.waterloo.edu
Message-ID: <5820@watdragon.waterloo.edu>
Source record: 117017

In article <36332G15@PSUVM> G15@PSUVM.BITNET (John F. Gbruoski) writes:
>I missed the original posting(s) of ARC and ARCX. Could some kind soul
>*please* re-post them, or email them to me directly?

A repost would be nice since I also need the files and I am
probably not alone!

Steven Klassen
Computer Science Major
University of Waterloo

1014. Re: ARC, ARCX Needed!

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-18 21:27:52 UTC
From: seg@pbhya.UUCP
Message-ID: <11130@pbhya.UUCP>
Source record: 117018

In article <36332G15@PSUVM>, G15@PSUVM.BITNET (John F. Gbruoski) writes:
> I missed the original posting(s) of ARC and ARCX. Could some kind soul
> *please* re-post them, or email them to me directly?
>
I would like ARC and ARCX also.

Stephen Grove Pac Bell, Rohnert Park, Calif.
UUCP:{sun,ihnp4}!pacbell!pbhya!seg

Also I reposted the copy of KERMIT65 I had as three files, the
documents, with a handler, and without a handler. I have now received
three requests for resends, and have answered two, the third I
will answer today. I posted this, because I am willing to help
others.
SEG

1015. Re: pirating, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-18 23:41:07 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2399@bsu-cs.UUCP>
Source record: 117019
Cross-posted to: comp.sys.ibm.pc,comp.sys.apple,comp.sys.amiga,comp.sys.atari.8bit,comp.sys.atari.st

In article <1513@bucsb.UUCP>, brianb@bucsb.UUCP (Brian Bresnahan) writes:
> ******* FLAME ALERT *******
.
.
.
>
> > I also think they should have signs on their doors
> >or something saying "We will take up your disks that you bring in here unless
> >you've got a receipt from us with you." Therefore, people would hopefully
> >not bring in their disks.
>
> First, why are people bringing the disks into the store in the first
> place, I don't think any store owner is stupid enough to not realize that
> someone is sitting there copying the software.

They may not be STUPID, per se (although the general level of knowledge dis-
played in most computer stores {and there are a lot of them} that I've visited
over, oh, the last ten-fifteen years, doesn't really deny the possibility),
but most computer-store employees that I've ever seen are either ABSENT or
OVERWORKED when customers are in the store. I have RARELY if EVER seen a store
employee stand by a person who brings in their own disks, inserts them into
a computer on display, and does whatever he damn well pleases. In short, copy-
ing CAN and DOES go on in stores -- I've seen it.

> If a person is bringing
> disks to the store, they probably are bringing them so they can test out
> the compatability of their data on the new software, and where those disk

Maybe SOME of them, even MOST of them, are, but there is a definite non-zero
percentage of users who just walk in and copy stuff, and can get away with it
because the clerk or attendant or whatever is too uninformed (I still refuse
to say STUPID) to know what's going on. The original comment about "...unless
it is someone the store owners know very very well..." is RIDICULOUS -- half
the time, THOSE "very very well"-known people are the very ones doing the
copying, under the auspices (or at least the deliberately blind eye) of the
store owners, with whom they are in cahoots.

If you don't want a 60-plus-line lecture on my theory behind all this type
of thing, hit 'n' now.

If you haven't hit 'n' now, sit back for some theorizin'. I think this is
what it all boils down to. Comments/flames about content (to heck with SIZE,
yeah, I noticed it's big) welcome.

In the lifetime of any system, service, utility, etc., an "evolutionary process" occurs. A system (BBS, information service, Welfare, Social Security) starts out providing a good service, at an affordable price, to a small group of clients/customers/users, who enjoy a good bit of elbow room because the system has a LOT of RESOURCES, and FEW USERS. This lasts a while, but sooner or later the balance shifts. Users tell their friends how great the system is, the friends become new users, and soon there are MANY USERS and FEW RESOURCES. By simple mathematics, each individual user must now get a smaller piece of the pie. Resources themselves deteriorate, partly due to natural "wear and tear," and partly due to abuse from those users who, seeing a system with lots of extra capacity in the early days, don't worry about drawing conservatively on those resources for the sake of their lasting longer in the future. (Example: how long does a new city bus last before graffiti appears on seat backs, seat cushions are torn/slashed, etc., in addition to just plain loosening of bolts from road vibration? Or, how long can MCI or SPRINT keep up a particular LD access number and set of codes, before the "SmartModem" hackers break 'em and start using them for "free" phone service?) Managers gradually (or not so gradually) implement more and more measures (registration, licensing, proof-of-identity, security codes, secret passwords, etc. etc.) in an effort to counteract the abuses, but then the abusers just try harder, or work up new methods of abuse, and the process simply escalates. Of course, as a side effect, the service provided to legitimate users declines in quality, prices rise, and NOBODY's happy. The old-timers who were "there at the beginning" complain bitterly that "things were better in the old days," but nobody can really DO anything.

And so it is with pirating, whether by disk copy, modem transfer, or secret meeting in back alley. 'Way back when next to nobody had computers, there was probably (I wasn't there :-)) next to no piracy because there wasn't much TO pirate. Who'd take home a card deck of JCL statements, huh? But out in the wide world, human nature was what it's always been; as soon as there were computers and software, that segment of the population who tape LPs from their friends, rather than buying them, print fake IDs to get into bars a few years early, sneak onto buses, etc., extended their activities to copying/pirating software, and presto! - here we are today, with the Federal government feeling the need to intervene.

I personally am of the opinion that this is all "human nature," and therefore unavoidable. There doesn't seem to be any solution, even for the individual; does one wash one's hands of it, or try to fight it, or ignore it and fend for oneself in the cold cruel world? Whatever you do, you'll spend a lot of time angry, and there'll be a lot of people against you. On the other hand, there'll also be a lot of people who AGREE with you, and you can derive some comfort from sitting around b*tching to each other. Personally, I plan to do a little of all of these!

This should generate some interesting feedback; flame away!

Chris Chiesa
Senior, CS Dept.
Ball State University
Muncie, IN

--
<><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><> Chris Chiesa <><><><><>
<> {ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!cfchiesa <>
<> cfchiesa@bsu-cs.UUCP <>
<><><><><><><><><><><><><><><><><><><>

1016. Fidonet

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-18 23:57:03 UTC
From: shafferj@bknlvms.BITNET
Message-ID: <8803182356.AA02003@ucbvax.Berkeley.EDU>
Source record: 117020

Does anybody know of a gateway between Fidonet/the Matrix and any network accessible from the internet? I vaguely remember someone mentioning one somewhere, some time ago, but I don't even know what discussion it was on.

Thanks in advance,
Headroom
(Jim Shaffer, Jr.)
ShafferJ%Bknlvms.Bitnet@cunyvm.cuny.edu

1017. Re: Ultima V

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-19 12:20:19 UTC
From: arthur@pnet02.cts.com
Message-ID: <2943@gryphon.CTS.COM>
Source record: 117021
Cross-posted to: rec.games.misc,comp.sys.atari.8bit,comp.sys.atari.st

james@bigtex.uucp (James Van Artsdalen) writes:
>IN article <2743@ihlpe.ATT.COM>, kimes@ihlpe.ATT.COM (Kit Kimes) wrote:
>> Someone locally called the company (Origin?) and was told that the
>> Atari 8bit version should be out this summer and the Atari ST version
>> should be out sometime in the fall. They also said that it is the
>> last software they will port to the Atari 8bit (boo!).
>
>It is not guaranteed that there will be an 8bit Atari version. Someone did
>take a contract on the project, but there is not much hope that it can be
>done. There is not enough memory and especially not enough disk space.

If it can be done on an Apple II, it can be done on the Atari 8-bit (at least
on the XL/XE). The only reason for not porting Apple II or Commodore games to
the Atari is that there are (now) fewer Ataris.

Arthur L. Rubin
4519 Richard Drive
Los Angeles, CA 90032-1227

Phone: (213)221-5033 (home w/o answering machine)
Phone: (213)221-1962 (home)

MCI Mail: ARUBIN 216-5888
Telex (WUI/MCI): 6502165888 "6502165888 MCI"

CompuServe: 70707,453

DELPHI: RUNNINGTRTLE

UUCP: [ihnp4 hplabs!hp-sdd sdcsvax nosc] !crash!gryphon!pnet02!arthur
ARPA: crash!gryphon!pnet02!arthur@nosc
INET: arthur@pnet02.cts.com

1018. No more 8-bit support?

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-20 22:37:11 UTC
From: rjung@castor.usc.edu
Message-ID: <530@nunki.usc.edu>
Source record: 117022

Scary thought time:

Somebody just told me that Atari has "officially" announced that they will not support the 8-bit line after 1988 is over.

Can anyone confirm/deny this? The speaker is not known for Atari bashing or practical jokes, but nobody else I know has heard of this...

--R.J.
B-)

P.S. I wonder if this is how Vic-20 owners felt when their machine got axed...

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

1019. Re: pirating, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-21 19:50:52 UTC
From: brianb@bucsb.UUCP
Message-ID: <1528@bucsb.UUCP>
Source record: 117023
Cross-posted to: comp.sys.ibm.pc,comp.sys.apple,comp.sys.amiga,comp.sys.atari.8bit,comp.sys.atari.st

(NOTE: I have received mail from people indicating that my last posting
appeared in the news several times, I would like to track this problem
down, if this happened at your site, please send me a message.

Thank you,
brianb@bucsb.bu.edu)

In article <2399@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:
>>In article <1513@bucsb.UUCP>, brianb@bucsb.UUCP (Brian Bresnahan) writes:

>>> I also think they should have signs on their doors
>>>or something saying"We will take up your disks that you bring in here unless
>>>you've got a receipt from us with you." Therefore, people would hopefully
>>>not bring in their disks.
>>
>> First, why are people bringing the disks into the store in the first
>> place, I don't think any store owner is stupid enough to not realize that
>> someone is sitting there copying the software.
>
>They may not be STUPID, per se (although the general level of knowledge dis-
>played in most computer stores {and there are a lot of them} that I've visited
>over, oh, the last ten-fifteen years, doesn't really deny the possibility),
>but most computer-store employees that I've ever seen are either ABSENT or
>OVERWORKED when customers are in the store. I have RARELY if EVER seen a store
>employee stand by a person who brings in their own disks, inserts them into
>a computer on display, and does whatever he damn well pleases. In short, copy-
>ing CAN and DOES go on in stores -- I've seen it.
>
I think you may be missing my point here, if the store employees are for the
most part absent, then they would not be around to enfore the policy of not
bringing disks. The proposed (although silly) policy would not work unless
carefully enforced, so in the stores you are speaking of they probably would
not even know if you brought in disks. So it really does not matter.
>> If a person is bringing
>> disks to the store, they probably are bringing them so they can test out
>> the compatability of their data on the new software, and where those disk
>
>Maybe SOME of them, even MOST of them, are, but there is a definite non-zero
>percentage of users who just walk in and copy stuff, and can get away with it
>because the clerk or attendant or whatever is too uninformed (I still refuse
>to say STUPID) to know what's going on. The original comment about "...unless
>it is someone the store owners know very very well..." is RIDICULOUS -- half
>the time, THOSE "very very well"-known people are the very ones doing the
>copying, under the auspices (or at least the deliberately blind eye) of the

>store owners, with whom they are in cahoots.
>
The deliberately blind eye is a completly different matter, we all probably know of stores that have more copies of XYZ than they ever bought and may even let friends copy, but the policies propoesed by the original poster will not affect this. This was the key part of my argument, all of his ideas were totally ineffective and would do more to hurt non-pirates than those who are stealing the software.

[NON DEBATED POINTS DELETED]
>
>And so it is with pirating, whether by disk copy, modem transfer, or secret
>meeting in back alley. 'Way back when next to nobody had computers, there was
>probably (I wasn't there :-)) next to no piracy because there wasn't much TO
>pirate. Who'd take home a card deck of JCL statements, huh? But out in the
>wide world, human nature was what it's always been; as soon as there were
>computers and software, that segment of the population who tape LPs from their
>friends, rather than buying them, print fake IDs to get into bars a few years
>early, sneak onto buses, etc., extended their activities to copying/pirating
>software, and presto! -here we are today, with the Federal government feeling
>the need to intervene.
>
The problem I see with a defeatist attitude like this is that if it becomes to prevalent, the federal government may be forced to step in and take action that non of will like. We must try to police ourselves somewhat so that we can aviod things like modem registration and federally issued ids for our hardware. The software publishing lobby is growing more powerful all the time. The major publishers can kill a new machine by saying that they will not publish for it. Excessive theft cuases the pubishers to rethink the plans for conversion of software and coming out with new packages. I agree than many companies charge to much for their products, but the answer is not to steal the product(Your use of it just increases its popularity), but to use another lower priced product. This will send a stronger message to the companies, when lower priced software sells well.

>I personally am of the opinion that this is all "human nature," and therefore
>unavoidable. There doesn't seem to be any solution, even for the individual;
>does one wash one's hands of it, or try to fight it, or ignore it and fend for
>oneself in the cold cruel world? Whatever you do, you'll spend a lot of time
>angry, and there'll be a lot of people against you.On the other hand, there'll
>also be a lot of people who AGREE with you, and you can derive some comfort
>from sitting around b*tching to each other. Personally, I plan to do a little
>of all of these!
While I agree the there will always be a portion of the market that will always steal the software, not matter what price it is. I feel that a reduction in price along with a better attitude by the publishers, could do a great deal to reduce piracy.
>
>This should generate some interesting feedback; flame away!
>
>Chris Chiesa

>Senior, CS Dept.
>Ball State University
>Muncie, IN
>

Brian Bresnahan
brianb@bucsb.bu.edu
engf0ic@BOSTONU.BITNET

1020. Re: pirating, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-21 20:12:32 UTC
From: brianb@bucsb.UUCP
Message-ID: <1529@bucsb.UUCP>
Source record: 117024
Cross-posted to: comp.sys.ibm.pc,comp.sys.apple,comp.sys.amiga,comp.sys.atari.8bit,comp.sys.atari.st

In article <521@nunki.usc.edu> rjung@castor.usc.edu (Robert Jung) writes:
>
>
> Seeing as how there is a lot of traffic on the topic (again) of pirating,
>I might as well jump into the fray...
>
>* PIRATING BY MODEM/BBS: I always thought a simple idea would be to have
> sysops regester their boards with a federal agency. That way, if
> anything sneaky does go on, it'd be easier to prosecute. Of course,
> if you don't regester your BBS, that's punishable too... (Get rid
> of those "underground" BBS's).
>
That would have the effect of killing most BBS's, if you start
registering systems, then you have to have a board to regulate them and
then there would be fees, waiting periods, lots of silly rules(like how
many lines your message screen can be etc.) With the pressure of
regulation, that would drive most of the part-time boards and many
others out of operation. I am a sysop, I don't allow anything to do
with piracy on my system, but If i had to go trough a pile of red tape
to keep it running I would probably shut it down.

>
>
>* DISK-COPY SOFTWARE: Why don't we just make programs like DiskCopy II,
> the DiskCloners, etc., etc., etc., **ILLEGAL**? Admittedly, there's
> a need for the user to make backups of his stuff, but if the company
> sends you a backup disk when you send in your warranty card...
>
This may be possible, but there would probably be a big fight to get the
law passed, since making copies of software for yourself would also have
to be made illegal by this process.(ie give these products no legitimate
purpose, then you could work to outlaw them). Also this would not stop
things, because underground copying programs would start to circulate.

>
> --R.J.
> B-)
>
>
>____
>Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
> = == =
> Power WithOUT the Price = == =
> ===== == =====

> Just because it's 8-bits doesn't make it obsolete. ==== == ====

_____-
Brian Bresnahan
brianb@bucsb.bu.edu
engf0ic@BOSTONU.BITNET

1021. Re: No more 8-bit support?

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-21 22:09:50 UTC
From: jwt@atari.UUCP
Message-ID: <1022@atari.UUCP>
Source record: 117025

In article <530@nunki.usc.edu>, rjung@castor.usc.edu (Robert Jung) writes:
>
> Somebody just told me that Atari has "officially" announced that they will
> not support the 8-bit line after 1988 is over.

This is clearly NOT true.

Actually, thanks at least in part to the XE Game System, the 8-bit line is doing quite nicely, thank you. We are in fact experiencing an upswing in interest, and therefore development, in the 8-bit machines.

Jim Tittsler, Atari Corporation

1022. 800XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-22 01:27:50 UTC
From: u-jleigh%sundial.utah.edu@utah-gr.UUCP
Message-ID: <2415@utah-gr.UUCP>
Source record: 117026

Does anyone know where I can order an 800XL power supply or
know the address and phone number of Atari Corp.?

Please e-mail replies to u-jleigh@ug.utah.edu

Thanks in advance.

Jason Leigh

1023. Re: pirating, etc. (** FLAME ON **)

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-22 04:20:21 UTC
From: bilbo@pnet02.cts.com
Message-ID: <2965@gryphon.CTS.COM>
Source record: 117027
Cross-posted to:
comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att

kuehn@boulder.Colorado.EDU (Jeffery A. Kuehn) writes:
>
>Can we drop the subject of pirating? Just for a month or so? PLEASE!

It was dropped! I thought this was the month to discuss it? So, what do you
want to discuss? :-)

Bill

UUCP: {ihnp4!scgvaxd!cadovax rutgers!marque}!gryphon!pnet02!bilbo
INET: bilbo@pnet02.cts.com

1024. Re: ARC, ARCX Needed!

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-22 14:34:00 UTC
From: VAUGHAN@CANISIUS.BITNET
Message-ID: <8803221910.AA26143@ucbvax.Berkeley.EDU>
Source record: 117028

I have ARC and ARCX versions 1.2, plus the ARC Viewer. If anyone wants these
or thinks I should post them..let me know.

tom

BITNET : vaughan@canisius CSNET : vaughan%canisius@CSNET-relay
UUCP : ..!{ames,boulder,decvax,rutgers}!sunybcs!canisius!vaughan
US MAIL: Thomas Vaughan/ Computer Center / Canisius College/
2001 Main St./ Buffalo N.Y. 14208

1025. Re: 800XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-22 14:43:49 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2797@ihlpe.ATT.COM>
Source record: 117029

In article <2415@utah-gr.UUCP>, u-jleigh%sundial.utah.edu@utah-gr.UUCP (Jason Leigh) writes:
>
> Does anyone know where I can order an 800XL power supply or
> know the address and phone number of Atari Corp.?
>
> Please e-mail replies to u-jleigh@ug.utah.edu
>
I have trouble getting mail through to addresses like yours, so I didn't even try. I hope you read this. Looking through the latest issue of ANTIC, I see several sources that can be used. The ones listed below either listed them in their ad or are good sources:

MicrOtyme
PO Box 369
Kettering, OH 45409
1-800-255-5835
XE/XL Power Supply - $29

American Techna-Vision
15338 Inverness St.
San Leandro, CA 94579
1-800-551-9995 (orders only)
1-415-352-3787 (questions)
This is a good company for all kinds of parts

B&C ComputerVisions
3257 Kifer Rd.
Santa Clara, CA 95051
1-408-749-1003
Another good source for all kinds of Atari parts

Hope this helps.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

1026. Re: pirating, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-22 16:20:32 UTC
From: arthur@pnet02.cts.com
Message-ID: <2969@gryphon.CTS.COM>
Source record: 117030
Cross-posted to:
comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att

kudla@pawl20.pawl.rpi.edu (Robert J. Kudla) writes:
>...Also, like an audio recording, any
>computer-based record cannot be used as evidence in a court of law.

This is news to me. Can any lawyers confirm or deny. It seems to me that, if discovered, a copy of a computer program could be prosecuted for copyright violation if the owner cannot produce an "offical" copy.
Arthur L. Rubin

4519 Richard Drive
Los Angeles, CA 90032-1227

Phone: (213)221-5033 (home w/o answering machine)
Phone: (213)221-1962 (home)

MCI Mail: ARUBIN 216-5888
Telex (WUI/MCI): 6502165888 "6502165888 MCI"

CompuServe: 70707,453

DELPHI: RUNNINGTRTLE

UUCP: [ihnp4 hplabs!hp-sdd sdcsvax nosc] !crash!gryphon!pnet02!arthur
ARPA: crash!gryphon!pnet02!arthur@nosc
INET: arthur@pnet02.cts.com
Arthur L. Rubin
4519 Richard Drive
Los Angeles, CA 90032-1227

Phone: (213)221-5033 (home w/o answering machine)
Phone: (213)221-1962 (home)

MCI Mail: ARUBIN 216-5888
Telex (WUI/MCI): 6502165888 "6502165888 MCI"

CompuServe: 70707,453

DELPHI: RUNNINGTRTLE

UUCP: [ihnp4 hplabs!hp-sdd sdcsvax nosc] !crash!gryphon!pnet02!arthur
ARPA: crash!gryphon!pnet02!arthur@nosc
INET: arthur@pnet02.cts.com

1027. Re: haha

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-22 17:03:34 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2798@ihlpe.ATT.COM>
Source record: 117031
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <731@ndsuvax.UUCP>, ncperson@ndsuvax.UUCP (Missing Person) writes:
| In article <806@gethen.UUCP> farren@gethen.UUCP (Michael J. Farren) writes:
| >bw0i+@andrew.cmu.edu (Bryan Wu) writes:
| >> 800: 4 voices
| >> Am.:4 voices (but with stereo)
| >The 800 had three voices, if I recall. And they weren't at all the
| >same sort of thing as the Amiga's - different technology entirely.
| Well, actually,
| on an atari you have :
| sound 0
| sound 1
| sound 2
| sound 3
| And they can do A LOT with those voices. I think stereo is even
| possible.

It is possible and quite impressive. I have a PD program that plays one channel through the 800's speaker and the other channel through the TV speaker. This isn't multiplexed stereo, of course, and will not play correctly on the newer XL/XE line of 8bit computers because they do not have built-in speakers. I have seen plans that make adding a built-in speaker seem pretty easy, but I suspect a stand-alone separate box would be the easiest way to add a speaker.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

1028. Booting up without AUTORUN.SYS

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-22 21:23:04 UTC
From: elk@buengc.BU.EDU
Message-ID: <284@buengc.BU.EDU>
Source record: 117032

Does anyone know how to set up a disk that will boot up without DOS
and without an AUTORUN.SYS? I am interested in writing games for
the 800XL and want disks to self boot, etc.

Thanks in advance,

elk@buengc.bu.edu ENGEDEC@BUACCA.BU.EDU

1029. Re: No more 8-bit support?

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-23 00:24:05 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1792@ihlpm.ATT.COM>
Source record: 117033

> ...
> Somebody just told me that Atari has "officially" announced that they will
> not support the 8-bit line after 1988 is over.
>
> Can anyone confirm/deny this? The speaker is not known for Atari bashing or
> practical jokes, but nobody else I know has heard of this...

Careful - that probably depends on what you mean by "support." I
have read in a recent article in ANALOG (4/88 issue, by Matt Ratcliff,
the 8-bit expert) that Atari seems to want to stop producing any more
NEW UPGRADES (i.e, machines with more RAM than the 130XE) for the 8-
bits. I have seen nothing (and I read the messages on Delphi
regularly, where the ANALOG magazine editors and even [occasionally]
Neil Harris of Atari Inc. hold forth) that indicates that Atari has
any plans to stop making or "supporting" the 8-bits. If you call the
lack of new h/w upgrades for the machines a lack of support, well,
that's another way of looking at it.

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1030. stereo from the 8 bit.Re: haha

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-23 01:33:57 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <1759@pasteur.Berkeley.Edu>
Source record: 117034
Cross-posted to: rec.games.video,comp.sys.atari.8bit

Combining two recent discussions here. How about connecting 2 XL/XEs
together through the joystick ports and having them play in stereo.
Either have a master/slave system where one computer sits around waiting
to make some sound; or a tandem system where one machine sends out a
'click' as it plays, and the other keeps up, playing music out of it's
own files.

Just pipe the sound through a stereo amp.
Hey, Imagine this with the AMY chip (dream on).
John Kawakami / c60b-at@buddy.berkeley.edu
It wouldn't take me long /cc-28@cory.berkeley.edu
To tell you how to find it / ----* -O^O-

1031. Re: ARC, ARCX Needed!

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-23 05:15:01 UTC
From: seg@pbhya.PacBell.COM
Message-ID: <11149@pbhya.PacBell.COM>
Source record: 117035

In article <8803221910.AA26143@ucbvax.Berkeley.EDU>, VAUGHAN@CANISIUS.BITNET writes:
> I have ARC and ARCX versions 1.2, plus the ARC Viewer. If anyone wants these
> or thinks I should post them..let me know.

I know I would like to have ARC, ARCX, etc. and there were some
others who posted a request for them. I think new atari users come
on line every so often, and old programs need to be reposted.
Thank you, Stephen Grove, Pac Bell, Rohnert Park, Calif.
UUCP:{sun,ihnp4}!pacbell!pbhya!seg

1032. C linkers

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-23 18:22:39 UTC
From: swklassen@trillium.waterloo.edu
Message-ID: <5945@watdragon.waterloo.edu>
Source record: 117036

I currently have the linker for the ACEC compiler. I am trying to improve my 6502 assembler so that it will output object code and label addresses in a manner that will let me directly link assembler routines with C routines. That is, I want to let the linker worry about the address of the assembler routine so that it does not need to be in a specific address. In order to accomplish this goal I need to know what kind of input the ACEC linker requires. If anyone has a copy of the source for the ACEC linker could they please e-mail me a copy. When I have completed my compiler I will be happy to post it to the net. (That would be in 4 or 8 months depending on how soon I will be getting my net access back [I lose it in a couple of weeks.].)

Thanks in advance to whoever may help.

Steven Klassen
Computer Science Major
University of Waterloo

1033. Re: Stereo from the 8-bit/haha

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-23 20:19:04 UTC
From: fireplace@cup.portal.com
Message-ID: <4070@cup.portal.com>
Source record: 117037

In a previous article, c60b-at@buddy.Berkeley.EDU (John Kawakami) writes:
>How about connecting 2 XL/XEs together through the joystick ports and having
>them play in stereo?

A long time ago, Philip Price (the creator of Alternate Reality) and Gary Gilbertson created a special 2 computer/8 voice version of the Alternate Reality theme. It was quite impressive...

I'm not a flaming doctor, I'm a flaming Ron... fireplace@cup.portal.com
sun!portal!cup.portal.com!fireplace

~~HEY BUDDY, YOUR TERMINAL IS GOING TO EXPLODE IN 3.2 MINUTES - HAVE FUN~~

1034. Making a better ARC/ARCX

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-23 20:33:49 UTC
From: fireplace@cup.portal.com
Message-ID: <4071@cup.portal.com>
Source record: 117038

I think we all need a better version of ARC & ARCX on the Atari 8-bit. Ralph Walden, the author of the versions we are stuck with, has basically disappeared from the face of the earth. Does anyone out there have the time and resources to create a slick, bug-free ARC & ARCX in Assembly, C, or ACTION??

You can't sing without a Pepsi... fireplace@cup.portal.com
sun!portal!cup.portal.com!fireplace

1035. Re: pirating, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-23 21:22:21 UTC
From: zgel05@apctrc.UUCP
Message-ID: <464@apctrc.UUCP>
Source record: 117039
Cross-posted to:
comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att

In article <2969@gryphon.CTS.COM> arthur@pnet02.cts.com (Arthur L. Rubin) writes:
>kudla@pawl20.pawl.rpi.edu (Robert J. Kudla) writes:
>>...Also, like an audio recording, any
>>computer-based record cannot be used as evidence in a court of law.
>This is news to me. Can any lawyers confirm or deny. It seems to me that, if

Last year, in mod.risks, several reports about an individual in England being prosecuted for planting a "time-bomb" in a software system indicated the judge had ruled inadmissable a number of computer records because they had not been properly stored away. This implies that had the police there properly locked up the evidence (backup tapes in this instance) to insure against their being altered, that they would have been admissable as evidence...

--
George Lehmann, ...!uunet!apctrc!zgel05
Amoco Production Co., PO BOX 3385, Tulsa, Ok 74102 ph:918-660-4066
Standard Disclaimer: Contents are my responsibility, not AMOCO's.

1036. Re: No more 8-bit support?

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-24 01:24:53 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <1793@pasteur.Berkeley.Edu>
Source record: 117040

```
In article <1022@atari.UUCP> jwt@atari.UUCP (Jim Tittsler) writes:
>
>Actually, thanks at least in part to the XE Game System, the 8-bit line is
>doing quite nicely, thank you. We are in fact experiencing an upswing in
>interest, and therefore development, in the 8-bit machines.
>
>Jim Tittsler, Atari Corporation

Phew! that's good. What about some support then???
1. software for the xep-80. perhaps express-80 should be bundled
to get people to buy the atari modem. besides, I want to know
I can get software for it before I go buy it.
2. get express-80 developed. or maybe kermit-80
3. lower prices. I saw 800xl prices jump from $90 to $150 just to
'keep up' with the XEGS.

John Kawakami / c60b-at@buddy.berkeley.edu
It wouldn't take me long /cc-28@cory.berkeley.edu
To tell you how to find it / ----* -O^O-
```

1037. Re: Apple sues Microsoft *AND* Re: pirating, ad nauseum

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-24 13:05:53 UTC
From: peter@nuchat.UUCP
Message-ID: <852@nuchat.UUCP>
Source record: 117041
Cross-posted to:
comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att

```
Well, now that everyone in the local spiral arm of the galaxy has been made
aware of these discussions, how about taking them to comp.misc, where they
belong?
--
-- a clone of Peter (have you hugged your wolf today) da Silva `-_-'
-- normally ...!hoptoad!academ!uhnix1!sugar!peter U
-- Disclaimer: These aren't mere opinions... these are *values*.
```

1038. Re: Booting up without AUTORUN.SYS

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-25 18:57:19 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2466@bsu-cs.UUCP>
Source record: 117042

In article <284@buengc.BU.EDU>, elk@buengc.BU.EDU (Edward L. Bayiates) writes:
> Does anyone know how to set up a disk that will boot up without DOS
> and without an AUTORUN.SYS? I am interested in writing games for
> the 800XL and want disks to self boot, etc.
>

Yes... To make a long story short, whatever is in Sector 1 of the disk is loaded into memory at hex 0700; the first 14 bytes or so contain information about how many subsequent sectors to load, where to place them in memory, and where to begin execution when said sectors have been loaded.

If no one else posts the fine points, I can dig them up for you and post to the net if there appears to be sufficient interest.

(This sure beats arguing about piracy, doesn't it!? :-))

Chris Chiesa

--
<><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><> Chris Chiesa <><><><><>
<> {ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!cfchiesa <>
<> cfchiesa@bsu-cs.UUCP <>
<><><><><><><><><><><><><><><><><><><>

1039. Re: Making a better ARC/ARCX

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-25 19:00:57 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2467@bsu-cs.UUCP>
Source record: 117043

In article <4071@cup.portal.com>, fireplace@cup.portal.com writes:
> I think we all need a better version of ARC & ARCX on the Atari 8-bit. Ralph
> Walden, the author of the versions we are stuck with, has basically disappeared
> from the face of the earth. Does anyone out there have the time and resources
> to create a slick, bug-free ARC & ARCX in Assembly, C, or ACTION??
>

I'm always up for a programming challenge, although my 6502 Assembly probably
isn't in the same league with many of you... If someone can send me the info
on the specific ARC format, i.e. the actual algorithms to be followed while
ARCing and unARCing a file, I'd be happy to muss around with it and post any
successes I may have, to the net... No guarantees, but I'd love to have the
ARC info to work with...

Chris Chiesa
Senior, CS Dept.
Ball State University
Muncie, IN

--
<><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><> Chris Chiesa <><><><><>
<> {ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!cfchiesa <>
<> cfchiesa@bsu-cs.UUCP <>
<><><><><><><><><><><><><><><><><><><>

1040. I am sorry for my msg. 'Pirating, etc...'

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-25 23:52:24 UTC
From: phillip@nuchat.UUCP
Message-ID: <858@nuchat.UUCP>
Source record: 117044
Cross-posted to: comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.tandy,comp.sys.cbm,comp.sys.att,comp.sys.atari.8bit,comp.sys.atari.st

I'm sorry about the message titled 'Pirating, etc....' but I just wanted to express my opinions. I didn't reallize how big of a fuss it would bring over the NET. Plus, that was one of my first msgs. to ever post over such a big NETwork, so I've got to learn some how or another. So, the way I learn is by trial & error, and I know now never to post such a broad message over the NET. Like I say I'm sorry.

--

Thanx -- Phillip Keen Path: uunet!nuchat!phillip
Snail Address: Phillip Keen //
2705 Martin //
Pasadena, TX 77502 /////

1041. ANALOG

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-26 06:23:33 UTC
From: daryl@ihlpe.ATT.COM
Message-ID: <2814@ihlpe.ATT.COM>
Source record: 117045

I received the letter I am sure every one else is. I was just about to
let the fiasco of the last several months slide when I read paragraph 3,
and I quote:

"In keeping with that goal [customer service] we have decided to extend your
subscription by three issues. That's right, you will
receive absolutely free three additional issues."

(And a free ginzu knife? :-)

Damn straight they better give me the issues I paid for. They decided -
DECIDED? - to extend my subscription? That was too
patronizing for me and was the last straw. And to top it off, my last ANALOG
was October, 1987. (Is that consistent with other of you out there?)
(NOV, DEC, JAN, FEB, MARCH - hummmm: thats five, not three.......)

Daryl Monge UUCP: ...!ihnp4!ihcae!daryl
AT&T CIS: 72717,65
Bell Labs, Naperville, Ill AT&T 312-979-3603

1042. Re: Booting up without AUTORUN.SYS

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-26 16:28:30 UTC
From: swklassen@trillium.waterloo.edu
Message-ID: <6010@watdragon.waterloo.edu>
Source record: 117046

In article <2466@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:
>If no one else posts the fine points, I can dig them up for you and post to
>the net if there appears to be sufficient interest.
>
Please post this information. I am interested and I am sure that others
are as well!

Steven W. Klassen
Computer Science Major
University of Waterloo

1043. Re: I am sorry for my msg. 'Pirating, etc...'

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-26 18:42:09 UTC
From: doug@eris
Message-ID: <8053@agate.BERKELEY.EDU>
Source record: 117047
Cross-posted to: comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.tandy,comp.sys.cbm,comp.sys.att,comp.sys.atari.8bit,comp.sys.atari.st

In article <858@nuchat.UUCP> phillip@nuchat.UUCP (Phillip Keen) writes:
>
>[....] Plus, that was one of my first msgs. to ever post over such a big
>NETwork, so I've got to learn some how or another. So, the way I learn is by
>trial & error, and I know now never to post such a broad message over the NET.

The way you *should* learn is by reading the articles in
"news.announce.newusers", which exists expressly for the purpose
of allowing new net users to learn from everyone else's previous
mistakes, rather than by making the same mistakes personally.

I encourage everyone to (A) read all of news.announce.newusers at
least once per year, and (B) make a point of telling new net users
that it exists.
Doug Merritt doug@eris.berkeley.edu
or ucbvax!unisoft!certes!doug

1044. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM)

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-27 02:11:34 UTC
From: ralphw@IUS3.IUS.CS.CMU.EDU
Message-ID: <1237@PT.CS.CMU.EDU>
Source record: 117048
Cross-posted to:
comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att

I'm even more tired of this message.
A simple way to kill this message (and other things cross posted to
several groups) is to put a properly worded line in your KILL files
(something like '/Newsgroups:*,*:/=:j' but this is a bit too heavy-handed)

This post exihibits an even more low-tech way, hopefully one that more
news software understands:-)

Good luck, all.
--
- Ralph W. Hyre, Jr.

Internet: ralphw@ius2.cs.cmu.edu Phone:(412)268-{2847,3275} CMU-{BUGS,DARK}
Amateur Packet Radio: N3FGW@W2XO, or c/o W3VC, CMU Radio Club, Pittsburgh, PA

1045. Re: Stereo from the 8-bit/haha

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-27 23:02:32 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Mar.27.18.02.30.1988.9368@topaz.rutgers.edu>
Source record: 117049

>....2 computer, 8 voice version of the Alternate Reality theme.
>It was quite impressive.

Anybody happen to know whatever happened to that little gem?
Perhaps (hopefully) let out as a PD demo program? (I'd love to
hear this for myself...)

-Ray

wilmott@topaz.rutgers.edu

1046. Re: I am sorry for my msg. 'Pirating, etc...'

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-28 06:14:00 UTC
From: gll2139@ritcv.UUCP
Message-ID: <310@ritcv.UUCP>
Source record: 117050
Cross-posted to: comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.tandy,comp.sys.cbm,comp.sys.att,comp.sys.atari.8bit,comp.sys.atari.st

:58:09 GMT
References: <858@nuchat.UUCP>
Reply-To: gll2139@ritcv.UUCP (Gerard L. Lanois)
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 38
Xref: rutgers comp.sys.amiga:18318 comp.sys.ibm.pc:16455 comp.sys.apple:5512 comp.sys.tandy:830 comp.sys.cbm:1532 comp.sys.att:3336 comp.sys.atari.8bit:1545 comp.sys.atari.st:9359

In article <858@nuchat.UUCP> phillip@nuchat.UUCP (Phillip Keen) writes:
>
>I'm sorry about the message titled 'Pirating, etc....' but I just wanted to
^^^^^^^^^^^^^^^^^^^
>express my opinions. I didn't reallize how big of a fuss it would bring over
^^^^^^^^^^^^^^^^^^
>the NET. Plus, that was one of my first msgs. to ever post over such a big
>NETwork, so I've got to learn some how or another. So, the way I learn is by
>trial & error, and I know now never to post such a broad message over the NET.

[minor flame]
Fortunately, I resisted the urge to reply to your original comments.

To anyone else who can't resist the temptation to broadly cross post inane comments and who maybe considering engaging in a similar learning scheme,

If you just want to "learn by trial & error", do it in MISC.TEST!!!!!!!

If you "just want to express your opinions", try TALK.MISC!!!!!!!

(Or rec.arts.frp, for you lightbulb jokesters. 8-)

[douse flame]

>Like I say I'm sorry.

Apology accepted. Lesson learned. Welcome to the net.

>--
>Thanx -- Phillip Keen Path: uunet!nuchat!phillip
>Snail Address: Phillip Keen //
> 2705 Martin //
> Pasadena, TX 77502 /////

Gerard L. Lanois
gll2139@ritcv.UUCP

gll2139@ritvax.BITNET

1047. boot disks

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-28 15:28:29 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8803281528.AA09139@mitre-bedford.ARPA>
Source record: 117051

> Does anyone know how to set up a disk that will boot up without DOS
> and without an AUTORUN.SYS? I am interested in writing games for
> the 800XL and want disks to self boot, etc.

The structure of the boot sector is described in gory detail in "Inside Atari DOS" and I think also in "de re Atari". I don't have these references at hand right now but if you can't locate them I can try to tell you the salient points.

-John Sangster / jhs@mitre-bedford.arpa

1048. Re: ANALOG

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-28 19:13:45 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1808@ihlpm.ATT.COM>
Source record: 117052

> ...
> Damn straight they better give me the issues I paid for. They decided -
> DECIDED? - to extend my subscription? That was too
> patronizing for me and was the last straw. And to top it off, my last ANALOG
> was October, 1987. (Is that consistent with other of you out there?)
> (NOV, DEC, JAN, FEB, MARCH - hummmm: thats five, not three.......)
> ...
I think that you misunderstand what the letter is saying. You will receive
all the issues you paid for, PLUS three issues beyond that! This is exactly
what the ANALOG folks said on the DELPHI Atari SIG earlier this year; the
letter just confirmed it for me. The ANALOG folks (and their new bosses at
LFP Inc.) are not being patronizing, they are giving us something extra for
our trouble (a reward for our patience)!

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1049. Re: I am sorry for my msg. 'Pirating, etc...'

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-28 20:19:40 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2482@bsu-cs.UUCP>
Source record: 117053
Cross-posted to: comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.tandy,comp.sys.cbm,comp.sys.att,comp.sys.atari.8bit,comp.sys.atari.st

In article <8053@agate.BERKELEY.EDU>, doug@eris (Doug Merritt) writes:
>
> I encourage everyone to (A) read all of news.announce.newusers at
> least once per year, and (B) make a point of telling new net users
> that it exists.

Thanks for mentioning this! I've been a net user since about October of 1987, and this is the first mention I've seen of this newsgroup. I've had occasion to apologize for net-ignorance, due to having to learn everything by trial and error, myself, so I sympathize with all those now sitting there going "OOOOOOOooohhhhhh....!" Who's in charge around here, anyway? I want the full usenet manuals on my desk in TEN MINUTES... :-)

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1050. Re: ANALOG

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-28 21:32:03 UTC
From: atariman@bsu-cs.UUCP
Message-ID: <2484@bsu-cs.UUCP>
Source record: 117054

In article <2814@ihlpe.ATT.COM> daryl@ihlpe.ATT.COM (Daryl Monge) writes:
>[...]
>"In keeping with that goal [customer service] we have decided to extend your
>subscription by three issues. That's right, you will
>receive absolutely free three additional issues."
>Damn straight they better give me the issues I paid for. They decided -
>DECIDED? - to extend my subscription? That was too
>patronizing for me and was the last straw. And to top it off, my last ANALOG
>was October, 1987. (Is that consistent with other of you out there?)
^^^^
Yep, that was the last issue I got before the current one.

It seems as though you have misunderstood ANALOG's letter. What they
meant was that you will recieve all of the issues that you have coming to you
plus three additional issues that you did not pay for.

So, if you had 4 issues left before ANALOG went on it's lengthy
vacation, you should get 7 issues before you will have to re-subscribe. So
you are getting 3 free issues. "That's right, you will receive absolutely
free three additional issues." Not just the end of your subscription
moved forward 3 months.

It's not that clear-cut in the letter Flynt publishing sent out, but I
have heard the information more clearly on the ANALOG-run Atari group on
Delphi a couple months ago.

Jeff
--
._, Jeff Scott | CI$:[73217,563] | Delphi:JEFFSCOTT
./ | \, Wilson Hall #45 | UUCP: atariman@bsu-cs.UUCP
`\/|\/' Muncie(where?), IN | <backbone>!---\ uunet!---\
`-' 47306 | ihpn4!{iuvax|pur-ee}!bsu-cs!atariman

1051. Atari 1200XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-29 00:56:30 UTC
From: J1M@PSUVMA.BITNET
Message-ID: <37515J1M@PSUVMA>
Source record: 116905
Cross-posted to: comp.sys.atari.8bit,misc.forsale

Atari Computer for sale:
Atari 1200XL with 64K, Atari 1050 Disk Drive, Five Cartridges, (Including BASIC), Atari 410 Recorder, Three Cassette Games, Two Disk Games, A Joystick, Books and Documentation.

Asking $200.

It's all just simply...no new tale to tell.....

J1M (James A. MacKenzie)

1052. vt100 emulators

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-29 03:03:28 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8803290303.AA02847@mitre-bedford.ARPA>
Source record: 116906

Harlan Wolper asks:
> Does anyone know if there is any software available
> for the 8-bit Atari to emulate a VT100 type terminal?
> Or any other type of standard terminals for that
> matter? If so, where can these be obtained?

As long-term readers of these postings are well aware, there are several. The two most popular, so far as I know, are kermit65 and OmniCom. kermit65 is Public Domain, and includes not only true 80-column vt100 emulation but plain 40-column Atari emulation and an 80-column "scrolling" mode that displays only half of the 80-column screen at one time. This program does kermit file transfer but does not currently support key macro definitions or keypad emulation.

The other game in town is OmniCom, which is a "shareware" product, i.e., you are asked to send in $10 for an "official" disk and documentation if you decide to continue using the program after seeing what it does. I've been using OmniCom for over a year now and find it the best solution for my needs, because it DOES support keypad emulation and key macro definition, and because it has xmodem and plain ASCII capture and "Print Screen" functions, all of which I find extremely useful. With OmniCom, the only significant difference between logging in from my 800XL at home and the "real" vt103 at work is the 1200 baud line speed. And of course the ability to store and retrieve files and do local processing on the 800XL.

With either of these programs, you should use a monochrome monitor if at all possible, because 80-column emulation on an 8-bit Atari pushes the graphics resolution to the limit. Next best would be a composite monitor that has a separate chroma input, or an RGB monitor with an external NTSC decoder (or just drive the Green input with the Atari luminance signal). Finally, if you HAVE to, you can use some monochrome TV sets with acceptable results.

If you have the capability of downloading a file to your Atari, I can e-mail you a copy of either emulator in uuencoded form. If you need a disk, you might as well mail in your $10 to C. David Young, 421 Hanbee, Richardson TX 75080.

-John Sangster / jhs@mitre-bedford.arpa

1053. boot disks

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-29 03:41:48 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8803290341.AA03091@mitre-bedford.ARPA>
Source record: 116907

For Steven Klassen and anyone else who cares, here is a brief description of the boot process. When you power up with a disk drive attached and turned on, and with a disk in it, etc., the O/S will read the first sector of the disk into memory starting at address $0700 and then will look at what it got to determine how to proceed. The first few bytes of data loaded have the following meanings:

$0700 BFLAG Flag (normally 0)
$0701 BRCNT Boot Record Count (nr of consec sectors to read into memory for boot record (typically 3).
$0702 BLDADR Boot Load Address, i.e. where to put the stuff.
$0704 BIWTARR Initialization address
$0706 JMP XBCONT This is an actual jump instruction followed by a 2-byte address indicating where to go.
$0709 SABYTE Number of sector buffers to allocate
$070A DRVBYT Bit map of the disk drive unit numbers to plan for.
$070B Unused
$070C SASA Buffer Start Address
$070E DFSFLG DOS Flag
$070E DFLINK Sector at which DOS.SYS starts
$070F BLDISP Displacement in sector to sector link (differs for DD versus SD disk format).
$0712 DFLADR Address for loading DOS.SYS file.

This nomenclature assumes you will want to load DOS from the disk, as you would if your program planned to do disk I/O in the normal way, i.e. using DOS services. If not, some of the DOS-related names should still give you a clue as to what the loader will try to do with these locations.

First the O/S loads BRCNT consecutive sectors into memory starting with the first sector (sector 1) starting at BLDADR. Then it will do a JSR into the 7th byte into the area loaded, i.e. BLDADR+$6, or the JMP instruction at $0706 in the above listing. If what you are booting is a DOS disk, then the address XBCONT will lie in the block of sectors initially loaded and the code there will already be in place and will continue the load in whatever way strikes its fancy.

If you are booting your own thing without DOS, then evidently you need to start sector 1 with a 0 byte, then a byte containing the number of sectors you want loaded in the first gulp, then 2 bytes saying where to load these sectors, then 2 bytes saying where to JMP to initialize the program, and finally -- 6 bytes into the load area -- a JMP to the code you have provided to continue the load process. Everything after $0706 is apparently up to you. In particular, the initialization address called BIWTARR at $0704 will only get used if your code references it, I believe. By the way, if BRCNT is set

to zero it is interpreted as 256 sectors, so you can let the bootstrap loader load a whole program if it is anywhere up to 256 sectors long, so long as the sectors are contiguous. If it is longer or non-contiguous, you will have to provide code to read the sector links and figure out where to go for the next sector.

I hope this is enough to get you started. I also hope it is true. I am playing back what they say in "Inside Atari DOS", which pertains to DOS 2.0S. Your DOS may differ, depending on road conditions and your style of driving. I'm sure there are other readers of this august journal who can give you the benefit of their greater experience with how it all REALLY works.

-John Sangster / jhs@mitre-bedford.apra

1054. Re: boot disks

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-29 15:46:10 UTC
From: swklassen@trillium.waterloo.edu
Message-ID: <6071@watdragon.waterloo.edu>
Source record: 116908

In article <8803281528.AA09139@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes:
>The structure of the boot sector is described in gory detail in "Inside Atari
>DOS" and I think also in "de re Atari". I don't have these references at hand
>right now but if you can't locate them I can try to tell you the salient
>points.

Please post this info to the net. I'm sure that there are enough people
who do not have access to these publications but would appreciate the
info to warrent posting it.

Steven Klassen
Computer Science Major
University of Waterloo

1055. Keyboard Bindings for Omnicom....

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-29 16:16:08 UTC
From: J.Bunch@UACSC1.ALBANY.EDU
Message-ID: <8803291621.AA27791@ucbvax.berkeley.edu>
Source record: 116909

Netlanders,

With omnicom is the a special key command for the backwards ' like the one under a ~ on the vt200 series? I need to knwo where this key is, so that I can log off of our IBM mainframe.... Any help would be appreciated...

John Bunch.

J.Bunch@UACSC1.ALBANY.EDU Internet
JBB665@albny1vx.BITNET
JBB665@albnyvm1.BITNET

1056. Drive mechanics

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-29 19:13:42 UTC
From: KCGL1: <>;
Message-ID: <880329141342.00000390031@eng.ohio-state.edu>
Source record: 116910

I am looking for any informational, preferrably tutorial in nature, dealing with the electronic/bus-side of floppy drive interfacing. That is, I would like to learn how, for instance, the 1050 drive controller works IN DETAIL. I eventually hope to apply this information to a PBI/ECI-based drive controller for XL/XE owners. Any and all information is greatly appreciated.

Mike

1057. Re: Booting up without AUTORUN.SYS

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-30 10:20:20 UTC
From: arthur@pnet02.cts.com
Message-ID: <3055@gryphon.CTS.COM>
Source record: 116911

As far as I know, the only way to create a boot disk is to create your own (or modify an existing) DOS in order that it contain the program to be run.

Arthur L. Rubin
4519 Richard Drive
Los Angeles, CA 90032-1227

Phone: (213)221-5033 (home w/o answering machine)
Phone (213)221-1962 (home)
Phone: (818)287-1422 or (213)450-2412 (work)

MCI Mail: ARUBIN 216-5888
Telex (WUI/MCI): 6502165888 "6502165888 MCI"

CompuServe: 70707,453

DELPHI: RUNNINGTRTLE

UUCP: [ihnp4 hplabs!hp-sdd sdcsvax nosc] !crash!gryphon!pnet02!arthur
ARPA: crash!gryphon!pnet02!arthur@nosc
INET: arthur@pnet02.cts.com

1058. Help with Arc files

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-30 13:32:13 UTC
From: P4O@PSUVM.BITNET
Message-ID: <37630P4O@PSUVM>
Source record: 116912

I am new at this so please bear with me!
I have a Atari 800XL...how may I convert the Arc files listed above?
Also I have a 850 and I tried to connect to a Star LV 1215 printer
When I send data to it it sends it..(ie says 'Ready')....but the data
gets 'LOST' it never gets to the printer.
I tested all my equ. out it isn't a hardware problem.
I asume it is an interfacing problem.

(pin-outs as follows)
```
================================================================================
850 printer(centronics)
--------------------------------------------------------
1 strobe 1 strobe
2 data0 2 data1
.....
.....
8 data6 8 data7
15 data7 9 data8
13 busy 11 busy -----goes lo when ready
12 fault 13 select -----must be hi to print
11 sig gnd 16 sig gnd
================================================================================
```
If anyone can help it would be a massive favor as this printer is currently
sitting in my room collecting dust!!!

Patrick J. O'Toole
Computer Science Major
Pennsylvania State University
Worthington Scranton Campus

1059. Re: vt100 emulators

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-30 14:28:03 UTC
From: swklassen@trillium.waterloo.edu
Message-ID: <6101@watdragon.waterloo.edu>
Source record: 116913

In article <8803290303.AA02847@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes:
>This program [kermit65] does
>kermit file transfer but does not currently support key macro definitions
>or keypad emulation.
>
Forgive me if I'm wrong but doesn't the latest version of kermit65
(the version just posted awhile ago) support keypad emulation?

Steven Klassen
Computer Science Major
University of Waterloo

1060. how to convert text files to BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-30 15:49:17 UTC
From: csr@drutx.ATT.COM
Message-ID: <7072@drutx.ATT.COM>
Source record: 116914

Is there some way on a C64 to convert a text file to a loadable BASIC
file. Two examples of why I need to do this are:
- I have a "listing" on diskette, but not the executable
- I want one BASIC program to write another BASIC program
I readily admit ignorance about the C64, but can't find anything in the
documentation about how to do what i want.

Thanks

steve roush
AT&T
303-538-4860
ihnp4!drutx!csr

p.s.
I want to do this for a class I am teaching to Jr & Sr High School kids
about programming.

1061. more on linking two Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-30 16:41:33 UTC
From: babb@ACF4.NYU.EDU
Message-ID: <8803301641.AA04788@acf4.NYU.EDU>
Source record: 116915

Fellow 8bitters:

Recently there has been some discussion concerning linking
two Ataris.
It is very timely then that the April 88 ANALOG contains the first
part of a three part series on linking two Ataris, with the
objective of making a printer buffer.

Stay tuned!

James Babb
New York U. Physics Dept.
{allegra|ihnp4|seismo|princeton|topaz}!cmcl2!acf4!babb
babb@acf4.nyu.edu
4 Washington Place, New York, NY 10003, USA
(212) 998-7723

1062. Re: vt100 emulators

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-30 19:08:05 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2506@bsu-cs.UUCP>
Source record: 116916

In article <8803290303.AA02847@mitre-bedford.ARPA>, jhs@MITRE-BEDFORD.ARPA writes:
> Harlan Wolper asks:
> > Does anyone know if there is any software available
> > for the 8-bit Atari to emulate a VT100 type terminal?

[line-eater tells me to delete more... so I am...]

> The two most popular, so far as I know, are kermit65 and OmniCom. kermit65
> is Public Domain, and ...

[excess verbiage (sic) deleted...]

> This program does
> kermit file transfer but does not currently support key macro definitions
> or keypad emulation.
^^^^^^^^^^^^^^^^^^^

John, you're mistaken. Kermit65 DOES support a VERY GOOD keypad emulation.
The mapping of functions to keycaps (all SHIFT-CONTROL combinations) is quite
logical and consistent, and I am able to use it just as fast as a "real" VT100-
and I'm a FAST typist.

> The other game in town is OmniCom, which is a "shareware" product...

[more verbiage deleted for vnews' sake]

> I've been using OmniCom for over a year now and find it the best solution
> for my needs, because it DOES support keypad emulation and key macro
> definition, and because it has xmodem and plain ASCII capture and "Print
> Screen" functions, all of which I find extremely useful. With OmniCom, the

I second the motion that having all the different file-transfer protocols in
one program is a great thing! It's quite a pain to log onto a BBS or whatever
with Kermit (my fave 'terminal emulator') and then have to switch to 850 Ex-
press! to perform an XMODEM transfer!

However, I found that OmniCom's PRINT SCREEN function (an option that can be
turned ON or OFF to "print all incoming data," as I distinctly remember it)
was unsatisfactory, because it wasn't able to do anything effective with the
escape sequences typically sent to a VT100 for screen and cursor control.
Even "stripping out" the escape sequences would be better than PRINTING them,
but not even THAT is done. I found it completely impossible to print a data-
base form-entry screen, once screen-painting was completed. Did I miss a
feature that lets you print an image of an EXISTING DISPLAY?

[more deletions for the sake of the line counter]

> With either of these programs, you should use a monochrome monitor if at all
> possible, because 80-column emulation on an 8-bit Atari pushes the graphics
> resolution to the limit. Next best would be a composite monitor that has a
> separate chroma input, or an RGB monitor with an external NTSC decoder
> (or just drive the Green input with the Atari luminance signal). Finally, if
> you HAVE to, you can use some monochrome TV sets with acceptable results.

I've gotten readable 80-column results on a standard color TV; you have to
turn the contrast way DOWN, and the brightness way UP, though.

[John Sangster's closing comments deleted; sorry John, the line-counter
made me do it!]

Chris Chiesa

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1063. Re: boot disks

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-31 05:49:31 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2514@bsu-cs.UUCP>
Source record: 116917

In article <6071@watdragon.waterloo.edu>, swklassen@trillium.waterloo.edu (Steven W. Klassen) writes:
> In article <8803281528.AA09139@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes:
> >The structure of the boot sector is described in gory detail in "Inside Atari
> >DOS" and I think also in "de re Atari". I don't have these references at hand

Does anyone around here have a copy of Inside Atari DOS, or know where to get one? I've been having a heck of a time trying to find it, since last seeing it and (in retrospect, stupidly) NOT buying it, back around 1983 or 4. Rumor has it that it's out of print, but does anyone know for sure? If all else fails, I'd love to have the hotline (800 number or otherwise) to COMPUTE! themselves, so I could get the scoop "straight from the horse's mouth."

E-mail or post here. Thanks.

Chris Chiesa

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1064. Re: boot disks

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-31 05:53:19 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2515@bsu-cs.UUCP>
Source record: 116918

In article <6071@watdragon.waterloo.edu>, swklassen@trillium.waterloo.edu (Steven W. Klassen) writes:
> In article <8803281528.AA09139@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes:
> >The structure of the boot sector is described in gory detail in "Inside Atari
> >DOS" and I think also in "de re Atari". I don't have these references at hand
> >right now but if you can't locate them I can try to tell you the salient
> >points.
>
> Please post this info to the net. I'm sure that there are enough people
> who do not have access to these publications but would appreciate the
> info to warrent posting it.

Due to this and other requests received through E-mail, I am in the process of composing a description of the boot process, necessary disk format, and so on, which I will try to get posted to this newsgroup within the next few days. I'm taking the info presented in the Atari OS User's Manual and rendering it into comprehensible terms. I don't know 'bout YOU, but I've always felt that there were lots of huge gaps in the docs for this machine, and what's there often isn't very clear! I'm trying to avoid that in my summary, so please bear with me.

Chris Chiesa

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1065. Re: Booting up without AUTORUN.SYS

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-31 05:55:31 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2516@bsu-cs.UUCP>
Source record: 116919

In article <3055@gryphon.CTS.COM>, arthur@pnet02.cts.com (Arthur L. Rubin) writes:
> As far as I know, the only way to create a boot disk is to create your own (or
> modify an existing) DOS in order that it contain the program to be run.
> Arthur L. Rubin
> 4519 Richard Drive
> Los Angeles, CA 90032-1227

Actually, Arthur, it's not necessary to do that. Keep an eye on this news-
group for the next few days and all shall be revealed. Hope you will find
the information helpful!

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1066. Atari 800 for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-31 14:47:36 UTC
From: bev2@ihlpg.ATT.COM
Message-ID: <5110@ihlpg.ATT.COM>
Source record: 116920
Cross-posted to: comp.sys.atari.8bit,chi.wanted,ih.wanted,att.wanted,misc.wanted,misc.forsale

For Sale:

HARDWARE:
All items are made by ATARI unless otherwise stated.

800 Computer 48k 410 Tape Drive 850 Interface
1050 Disk drive 1ssd/dsdd/ds1.5d Indus GT Disk drive 1ssd/dsdd/ds1.5d
830 Acoustic Modem 300 baud CM141 Color Monitor by Commodore
Gemini 10X printer

SOFTWARE:
All software is in disk format unless otherwise stated

Cartridges
BASIC Computing Language Educational System Space Shuttle
Telelink I Galaxian Star Raiders Space Invaders

Database
File-Fax by tmq Home Filing Mgr by Atari

Spreadsheet
2-copies VisiCalc by VisiCorp

Word Processor
AtariWriter - Cartridge Atspeller for Atariwriter

Financial
FamilyCash Flow, Rev .2 Family Budget Financial Asset Mgt System

Educational
An Invitation to Programming 2: Writing programs one and two
An Invitation to Programming 3: Introduction to Sound and Graphics
Master Diskette II (Disk for the Disk Drive)
Supervisory Skills - Cassette Mapware Starware
MasterType by Lighting Software Touch Typing - Cassette

Games
Castle Wolfenstein Ali Baba Lost Tomb Zaxxon
Pinball Construction Set Wizard's Crown Dragons' Eye
Laser Gates Wing War Quick Step Deadline
Adventureland - S.A.G.A. #1 Book of Hints for all the S.A.G.A.s
Pirate Adventure - S.A.G.A. #2 Hacker - Temptation
Moon Shuttle Disk & Cassette Temple of Apshai
Curse of Ra (Temple of Apshai extenstion) Datestone of Ryn
F-15 Strike Eagle Empire of the Over-Mind - Disk & Cassette
Galaxy - Cassette Eastern Front 1941 Galahad and the Holy Grail

BOOKS
BASIC exercises for the Atari by J.P. Lamoitier
Your Atari Computer - a guide to Atari 400/800 personal computers by L. Poole
The Creative Atari edited by David Small, Sandy Small and George Blank
Some Common BASIC Programs Atari Edition by L. Poole, M. Borchers and S. Cook
Understanding Atari Graphics by Michael Boom
Atari Programming with 55 Programs by Linda M. Schreiber
Advanced Programming Techniques for your by Linda M. Schreiber

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1067. Re: boot disks

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-31 19:49:08 UTC
From: elk@BUENGC.BU.EDU
Message-ID: <8803311949.AA29812@buengc>
Source record: 116921

Unfortunatly[D (bad keyboard) Unfortunately, I have neither...do
you happen to know where to get theM (especially DeRe Atari?)

Thanks,

Ed Bayiates (elkbuengc.byu elk buengc.bu.edu)

1068. **** Info Requested ****

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-31 21:00:56 UTC
From: bersamin@td2cad.intel.com
Message-ID: <771@td2cad.intel.com>
Source record: 116922

Hello out there in Computer Land. I need some info and I was hoping some informed soul could clue me in. A friend asked me but I didn't know. I don't know what the legalities are but does anyone know how to read (dump) the code from an Atari 800XL ROM cartridge??? Sure would appreciate the help.

Thanx

1069. Re: Re: vt100 emulators

Newsgroup: comp.sys.atari.8bit
Date: 1988-03-31 23:55:51 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1814@ihlpm.ATT.COM>
Source record: 116923

> ....
> However, I found that OmniCom's PRINT SCREEN function (an option that can be
> turned ON or OFF to "print all incoming data," as I distinctly remember it)
> was unsatisfactory, because it wasn't able to do anything effective with the
> escape sequences typically sent to a VT100 for screen and cursor control.
> Even "stripping out" the escape sequences would be better than PRINTING them,
> but not even THAT is done. I found it completely impossible to print a data-
> base form-entry screen, once screen-painting was completed. Did I miss a
> feature that lets you print an image of an EXISTING DISPLAY?
> ....
I think you have the Capture and Print-screen features mixed up. Print screen
(I forget the key combination! I think it's [SELECT][OPTION]) dumps, to the
P: device, whatever is on the screen. Capture mode puts a copy of all
incoming characters (or at least most of them) to a user-specified device.
Print screen works fine for me, but not Capture. I think I'm on to a BIG clue,
though - when I tried capture to a D: file instead of to P:, many of the
characters were inverse video when I looked at the file. Hmm, 8th bit flipping
around, eh? Parity? I have to make parity=none to get xmodem (binary files)
to work, so I wonder what's going on.

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1070. Re: Booting up without AUTORUN.SYS

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-01 09:16:28 UTC
From: flex@cup.portal.com
Message-ID: <4254@cup.portal.com>
Source record: 116924

Hmmm, didn't know that there were any Atari 8-biters left out there...!

Anyways, concerning creating Boot Load Disk programs. The best place for a technical reference is The Atari Technical Reference Notes -- a collection of usage notes written by the creators of the Operating System themselves. This pre-dates the acclaimed De Re Atari and of course OSS's Inside Atari DOS. In fact these reference notes were internal Atari Corp documents, later released to the public.

Oh well, here's the "Great Secret". Heh.

The normal Atari disk format (single density) consists of 720 sectors, of which only 719 is used by DOS (a boo-boo, but dats another story!). When the Atari is Cold-Booted connected to a disk, the OS will attempt (among other things) to "boot" from the disk drive. The OS will read in Disk Sector #1 into its Cassette Buffer at $0400 (yea crazy, but so what.)

Of this 128 byte record, only the first SIX bytes have any initial signi-ficance:

BYTE #1 Boot Flag Thrown away by the OS due to meaness, stored at DFLAGS $0240 for fun while its at it.

BYTE #2 Rec to read The number of sequential disk sectors (records) to read in after this initial read. DBSECT $0241

BYTE #3,4 Load Address Where to move this boot sector (#1) in memory following the Lo,Hi 6502 word address format.
Saved in BOOTAD $0242.

BYTE #5,6 Init Address The Initialization Address (Lo,Hi) for this prog.
Saved in DOSINI $C

So after the Atari looks at these first SIX bytes of Disk BOOT Sector (#1) then it goes like how you expect. This first record (#1) is moved to the address specified by BOOTAD. Then the OS will read in sequentially (like Disk Sector #2 and on...) the number of sectors (also called records) as specified by DBSECT. As one can figure out, DBSECT is decremented internally by one till a BEQ state exists. So an initial value of ZERO for DBSECT allows 256 sectors to be read in. Remember this is jus a boot load, and a small program can be read in to read in additional disk sectors in any order, to any address. This is called a multi-boot process.

As a side note, you may be a wonderin how in the world one can write a program to read in additional disk sectors after the inital boot process, without DOS present?

Well, how da ya think the OS can read in the boot sector in the first place...? Yup, there is a Resident Disk Handler in the OS that is a low-level access of a disk (lower than CIO... actually called SIO for Serial Input/Output, but dats still another story).

So dats about it. The OS reads in the required amount of sectors and stores it anywhere in memory, as specified by BOOTAD. When Atari DOS 2.0 gets booted in, the BOOTAD is set at $700. But as you have seen, it can be anywhere in memory a programmer chooses.

Oh yea. After the initial boot disk load ends, what happens? Well, FIRST the OS will AUTOMATICALLY jsr to BOOTAD+6. This "feature" to befuddle the masses is called a multi-stage boot. Jus do a CLC/RTS combo to get it outta here correctly. After this, the OS will then jsr to DOSIN.
And dat is where your boot loaded program should be!

Opps, in the jsr to DOSIN coding, a RTS will push the OS to JMP to DOSVEC ($A), so ya better set DOSVEC in ya code to an address. However, a RTS in your DOSIN coding ain't necessary.

If anyone has anymore questions about this, or about Atari 8-bits in general, jus leave a note!

1071. Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-01 16:32:47 UTC
From: lackey@Alliant.COM
Message-ID: <1525@alliant.Alliant.COM>
Source record: 116925

I recently saw a new? version of BASIC called like BASIC II by Microsoft or something in my local software store. The package doesn't try very hard to sell it, though; all it has is slick marketing stuff, and no technical information. Does anyone know what it has in the way of value-added over the standard Atari issue, and/or Turbo Basic?
-Stan

1072. Keyboard Bindings for Omnicom....

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-01 17:20:06 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8804011720.AA03565@mitre-bedford.ARPA>
Source record: 116926

John Bunch writes:
> With omnicom is the a special key command for the backwards ' like the one
> under a ~ on the vt200 series? I need to knwo where this key is, so that
> I can log off of our IBM mainframe.... Any help would be appreciated...

May I remind users of OmniCom that it is a shareware product, and that excellent documentation comes on the disk version, which you are supposed to order for $10 from David Young, 421 Hanbee, Richardson TX 78050 (?check ZIP code) if you plan to use it on a continuing basis.

However, I can see how John Bunch and others might like to verify a few details like the above to ensure useability of the product before paying even the minimal $10 fee, so I will include the following hint: The OPTIONS key selects the menu, and I think it is P for Parameters on the menu across the top which will let you walk through most any tailoring your heart could desire. In particular, you can program the sequence sent by any valid key combination, e.g. normal key, SHIFT+key, CTRL+key, or CTRL+SHIF+key. For a few keys, CTRL or CTRL+SHIFT doesn't work or doesn't really give you a new key, but otherwise you can make any key send any string of bytes you like.

So it's just a matter of mapping the valid combinations into what you need. For example, ` is Hex $60, so you type whatever key (or CTRL/SHIFT combination) you want to have send `, then you can enter the Hex code directly as 60 and a <RETURN>. Then a <RETURN> by itself and OmniCom will ask you if you want to save these parameter values, which you presumably do.
Here is a suggested mapping: Map the "Atari" key into Line Feed because it is in the same location as LF on a vt100. Map SHIFT+<atari key> into tilde and maybe CTRL+<atari key> into your ` character, if in fact SHIFT and CTRL give differently programmable keys. Incidentally, I also mapped CTRL+<numeral> and CTRL+SHIFT+<numeral> into Hayes modem autodial sequences, i.e. ATDT16175551212 type things, giving a total of twenty custom autodial codes!

I don't know offhand if any key sends ` without your programming it, but you'd probably find it more convenient to choose a key like the Atari key to do it anyway.

-John Sangster / jhs@mitre-bedford.arpa

1073. METRONOME

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-01 18:06:00 UTC
From: HABKE@Uofmcc.BITNET
Message-ID: <8804011907.AA02793@ucbvax.Berkeley.EDU>
Source record: 116927

DOSE ANYONE KNOW OFF OR HAVE A PROGRAM
THAT SIMULATES A METRONOME USED
TO KEEP TIME FOR MUSIC.

1074. Re: boot disks

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-02 08:34:22 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2538@bsu-cs.UUCP>
Source record: 116928

In article <8803290341.AA03091@mitre-bedford.ARPA>, jhs@MITRE-BEDFORD.ARPA writes:
[introductory text omitted; remaining text edited for brevity and
to satisfy the line-counter... grrr...]

> .. brief description of the boot process. ... O/S will read the first sector
> of the disk into memory starting at address $0700 and then will look... to
> determine how to proceed. The first few bytes of data loaded have the
> following meanings:
>
> $0700 BFLAG Flag (normally 0)
> $0701 BRCNT Boot Record Count (nr of consec sectors to read into
> memory for boot record (typically 3).
> $0702 BLDADR Boot Load Address, i.e. where to put the stuff.
> $0704 BIWTARR Initialization address
> $0706 JMP XBCONT This is an actual jump instruction followed by
> a 2-byte address indicating where to go.

According to the Atari Operating System User's Manual, these six bytes are
ALL you need concern yourself with for a pure autoboot disk; the remaining
bytes are specific to the DOS 2.0 boot process, which the OS User's Manual
cites specifically as a "special case of diskette-booted software."

> $0709 SABYTE Number of sector buffers to allocate
> $070A DRVBYT Bit map of the disk drive unit numbers to plan for.
> $070B Unused
> $070C SASA Buffer Start Address
> $070E DFSFLG DOS Flag
> $070E DFLINK Sector at which DOS.SYS starts
> $070F BLDISP Displacement in sector to sector link (differs for
> DD versus SD disk format).
> $0712 DFLADR Address for loading DOS.SYS file.
>
[interpretation of byte functions omitted]

This set of locations are DOS-related ONLY, and aren't significant to the
boot process itself. They can, and often do, contain executable code.
The special functions above are valid only when the program to be booted is
the DOS.SYS portion of DOS 2.0.

[process description omitted]

> (you can autoboot a program...) up to 256 sectors long, so long as the
> sectors are contiguous. If it is longer or non-contiguous, you will have to
> provide code to read the sector links and figure out where to go for the next
> sector.

This is important to remember, because the boot process doesn't use the concept of "files" on the disk; unless you load in your own file management software, too, you won't be ABLE to access the disk as files -- no directory, no VTOC, will exist except as managed by YOUR program. The built-in disk handler in the computer operates ONLY at the SECTOR level.

>
> I hope this is enough to get you started. I also hope it is true. I am
> playing back what they say in "Inside Atari DOS", which pertains to DOS 2.0S.
> Your DOS may differ, depending on road conditions and your style of driving.
> I'm sure there are other readers of this august journal who can give you
> the benefit of their greater experience with how it all REALLY works.

As far as I can tell, John got it right. In fact, his posting is so concise that it obviates any need for me to duplicate his effort by posting my own long-winded version. On the other hand, I remember being EXTREMELY confused and uninformed by manuals explaining things by saying "load stuff starting at LDADR and then jump through DOSINI" or whatever; if there's anyone reading this who doesn't follow the notation, make sure you speak up. I hated that more than anything, but had to bull through it without benefit of the net; as a result, progress has been slow... you have a chance to do better, so take advantage!

>
> -John Sangster / jhs@mitre-bedford.apra

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1075. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-02 19:34:42 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8804021934.AA10651@mitre-bedford.ARPA>
Source record: 116929

Aha! At last an easy question!

> DOES ANYONE KNOW OFF OR HAVE A PROGRAM
> THAT SIMULATES A METRONOME USED
> TO KEEP TIME FOR MUSIC.

Try this little BASIC program for this purpose:

```
100 ? "BEATS PER SECOND";:INPUT B
105 ? "TOCK SOUND";:INPUT TP
110 T=400/B:REM USE 447 FOR OMNIVIEW
120 SOUND 0,TP,10,15:SOUND 0,TP,10,11:SOUND 0,TP,10,7:SOUND 0,TP,10,3
130 SOUND 0,0,0,0
140 FOR I=1 TO T:NEXT I:GOTO 120
```

You can try different values of TP for the "Tock Sound". This controls
the tone pitch that is used in the metronome sound. A value of about
40 seems good to me, giving a kind of "woody" sound, while small values
around 3 or 4 seem more "metallic" to me. If you pick a sound you like
best you can replace line 105 with a statement that just sets
that value, e.g. TP=40.

Enjoy!

-John Sangster / jhs@mitre-bedford.arpa

1076. Re: Making a better ARC/ARCX

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-03 00:33:20 UTC
From: fireplace@cup.portal.com
Message-ID: <4279@cup.portal.com>
Source record: 116930
Cross-posted to: comp.sys.atari.8bit,comp.sys.misc

In article <2467@bsu-cs.UUCP>, cdchiesa@bsu-cs.UUCP expressed interest in creating a better ARC/ARCX for the old Atari 8-bit series of computers.

I will be looking for detailed information on ARC -- I will find some, hopefully. If anyone out there has access to any information about ARC, PLEASE post it.

It's a negative integral power ratio... fireplace@cup.portal.com
sun!portal!cup.portal.com!fireplace

~~YOUR TERMINAL WILL EXPLODE WITHIN THE NEXT FOUR (4) MINUTES~~

1077. ROM cart dumps

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-04 02:00:47 UTC
From: shafferj@bknlvms.BITNET
Message-ID: <8804040159.AA15049@ucbvax.Berkeley.EDU>
Source record: 116931

There are a number of programs available to do this, but I don't know if
they're in the public domain. Most of them seem to be sold in packages with
disk editors and other such potential protection-busting tools.
If no-one else replies, I'll try to look up a few. I don't own one right now,
but I'm considering buying one.

Does anyone out there on the net have one short enough to post?

Jim Shaffer, Jr.
ShafferJ%Bknlvms.Bitnet@cunyvm.cuny.edu

P.S.: It's important to know if you're dealing with a standard cart or a
bank-switched "super cart." I don't imagine that there's an easy way,
and therefore any way at all, to produce an executable disk file from
a bank-switched cart. The problem would be not in extracting the code,
but in hacking it into a form which would run as a continuous program
rather than trying to bank-switch a non-existant copy of itself :-)
If I'm wrong, let me know.

1078. Re: Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-04 08:56:54 UTC
From: fireplace@cup.portal.com
Message-ID: <4307@cup.portal.com>
Source record: 116932

In article <1525@alliant.Alliant.COM>, lackey@Alliant.COM (Stan Lackey) asks about ATARI Microsoft BASIC II.

ATARI Microsoft BASIC II is not new. It was released in 1983 by ATARI, Inc. It was the successor to ATARI Microsoft BASIC (disk). The language is on a 16K cartridge, with extensions on disk. It is a very complete and powerful implementation of Microsoft BASIC, the so-called standard.

Remember, keep the 8-bit alive - PURCHASE SOFTWARE! fireplace@cup.portal.com
And you know how painful that can be... sun!portal!cup.portal.com!fireplace

~~SORRY, YOUR TERMINAL DOES NOT SUPPORT HOLOGRAPHIC IMAGES - GRAPHICS SKIPPED~~

1079. R: emulators for atari modems

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-04 16:51:34 UTC
From: tpcharron@dahlia.waterloo.edu
Message-ID: <6203@watdragon.waterloo.edu>
Source record: 116933

This is a request to the net for information. I currently have an atari xm301 modem, and would like to have 80-column emulation. The only possibilities that I've found so far are by using either KERMIT65 or OMNICOM. The problem is that both of these emulators use the R: handler, and the atari modems have a T: handler. I need some sort of R: emulator for my system.

I've heard of a program called SMARTT which may work. If anyone has info on it or any other alternative (software) solutions, I'd appreciate them.

Thanks.
Tim Charron
---
tpcharron@dahlia.waterloo.edu

1080. Boot sector

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-05 12:47:00 UTC
From: AXDFM@ACAD2A.BITNET
Message-ID: <8804051710.AA21410@ucbvax.Berkeley.EDU>
Source record: 116934

For those of you interested in creating boot disks:

You may create the boot sector just fine, but you must put the file on the disk correctly too. My bet is that you ARE using some kind of DOS for your program development. If that is true (which it is), then the program itself will saved in individual files, right? You have to get the program into a "pure" sector format manually. Here is what I mean:

At the end of each sector, Atari DOS 2.x places three bytes for dos usuage. These bytes contain the file number and (most importantly) the link to the next sector. If you are creating a boot disk, and just try to modify the boot sector to force load an 2.0 program, then you will run into problems. SIO doesn't know about these extra three bytes, and will read them in as program data and not DOS information. You are going to have to write the program itself to the disk in a pure format, eg = without the three trailing bytes. Omnimon is the easiest way to do this, but not always feasible. The best way is to write a small BASIC program that will do the job quick and dirty. (You will need less than a screen of code for the BASIC program.)

Creating a boot disk involves knowing more than just reading w/o a DOS, but includes writing the information in the first place. This is not a difficult thing to do, but it does require a thorough knowledge of what you are wanting to do.

Note: For those who are intimate with SpartaDOS on a very low level might want to look through their manual. Sparta doesn't put a 3 byte trailer on each sector, but uses seperate sectors to form a file sector map with the program taking up complete sectors (eg= no trailers). An enterprising programmer could use this information to create a boot disk on a sector level, but why not just use Sparta's BOOT command for this? Read your manual for details....

Any further help I can be in actually getting the information on the disk into the first place, please holler at me....

:---:
: Frank Murphy - University of Alaska, Anchorage :
: Computer User Consultant - Home of the Seawolves :
: Office of Information and Technology - NCAA Division II - Final Four :
:---:

1081. ARC

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-05 12:49:00 UTC
From: AXDFM@ACAD2A.BITNET
Message-ID: <8804051707.AA21374@ucbvax.Berkeley.EDU>
Source record: 116935

There is an in-depth article in the latest Computer Shopper concerning ARC compression techniques. Those of you interested in writing a new version of ARC will find it most useful in doing so. Very complete information is there, so I am sure you won't be disappointed....

:--:
: Frank Murphy - University of Alaska, Anchorage :
: Computer User Consultant - Home of the Seawolves :
: Office of Information and Technology - NCAA Division II - Final Four :
:--:

1082. ARCX

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-05 13:58:00 UTC
From: HABKE@Uofmcc.BITNET
Message-ID: <8804051400.AA18253@ucbvax.Berkeley.EDU>
Source record: 116936

WHAT IS NEEDED IS A ARCX PROGRAM WHICH HANDLES DISK SWAPPES.
THIS WOULD ALLOW ONE TO DEARC LARGE FILES WITHOUT A SECOND
DRIVE OR EXTENDED MEMORY.

1083. re: Microsoft Basic II

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-05 14:01:38 UTC
From: shafferj@bknlvms.BITNET
Message-ID: <8804050805.AA12690@ucbvax.Berkeley.EDU>
Source record: 116937

If it's the same thing I've seen, it's far from new.
It's basically (argh....) a BASIC with commands and functions somewhat
more "standard" (whatever that means) than Atari Basic.
Notably, it has standard string functions, e.g., LEFT$, MID$, RIGHT$, etc.,
and string arrays.
As for graphics and sound, I couldn't tell you. I never bought it.

--"Headroom"

Jim Shaffer, Jr.
Internet: ShafferJ%Bknlvms.Bitnet@cunyvm.cuny.edu
UUCP: The gateway's at PSUVAX1; if you don't know how to get there, it's
not _my_ problem!

Disclaimer: Bucknell University's not responsible for this.

1084. NTSC decoders (was Re: vt100 emulators)

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-05 17:24:44 UTC
From: rjung@castor.usc.edu
Message-ID: <648@nunki.usc.edu>
Source record: 116938

In article <8803290303.AA02847@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes:
> [Lots of stuff about VT-100 emulators deleted]
>
>With either of these programs, you should use a monochrome monitor if at all
>possible, because 80-column emulation on an 8-bit Atari pushes the graphics
>resolution to the limit. Next best would be a composite monitor that has a
>separate chroma input, or an RGB monitor with an external NTSC decoder
>(or just drive the Green input with the Atari luminance signal).

Please forgive me if this question sounds stupid or ridiculous (I don't
know *anything* about hardware), but do you know where I can buy a
commercial NTSC decoder for my 8-bit Atari?

If nothing else, how about detailed instructions for making one?

Any information will be appreciated,

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

1085. Mail order round-up

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-05 18:10:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880405181043.8.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116939

I'm looking for opinions about which mail order places for 8-bit stuff are good, and which should be avoided. I'm mostly interested in promptness of delivery and non-screwups, but all data are welcome. I'll summarize to the net if anyone's interested. Thanks in advance.

1086. Re: Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-06 12:23:35 UTC
From: usenet@shell.com
Message-ID: <230@shell.shell.com>
Source record: 116940

Yes, it is a very powerful implementation. I would recommend using it only
for limited idea testing, though. Seems like you get about 20k from after
loading the extensions and that might make things a little tight. As far
as compatibility with other versions of MSB (my experience is with CP/M
MSB), not too much has to be changed. Maybe the OPEN statments. And
a few other stuff (CP/M MSB does not have the atari graphics commands.)

I used mine in grad school for calculations in E&M, and quantum. When I
had the idea fully thought out, I'd translate the program to FORTRAN and
run it on the university mainframe.
From: svh@shell.com (Steve V. Hovater)
Path: shell!svh

One thing you might notice, is that the syntax checking you may be accustomed to
in regular Atari Basic is not present in MSB 2 - it's done at runtime.
Which may or may not be to everyone's liking.

Disclaimer: These opinions are ordinarily my own, and couldn't possibly
reflect the views or opinions of my employer.

Steven V. Hovater
(713) 663-2711
..!{rice,sun,psuvax,ut-sally,ihnp4,soma}!shell!svh svh@shell.com

1087. Re: vt103 emulation standards suggested for the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-06 19:12:17 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8804061912.AA04304@mitre-bedford.ARPA>
Source record: 116941

Aha, there really ARE keypad functions! I guess I didn't get that far through the manual, because I have been telling people there was no keypad emulation. Sorry about that. I tend to get impatient with reading long manuals, and it is certainly unfair to your yeoman efforts on kermit65 that I have misinformed a number of people. I'll have to print a retraction.

However, I would like to lobby for a more user-friendly implementation than that described in the Version 3.3 kermit65 documentation.
I use a real vt100 at work and OmniCom at home, and I would go bonkers (for awhile, at least) to have to map from needed function to printed symbol on a vt100 (which, recall, I would not have at hand when needing the information, since I would be at an Atari terminal, not my trusty vt100 at work), to corresponding printed symbol on the Atari, which is usually but not always the same, to new location of said symbol on the Atari keyboard.

What is so nice about the OmniCom implementation is that just about everything is mapped isomorphically in a geometric sense -- the keypad layout is a 4-by-4 pad made up of

```
1 2 3 4
q w e r
a s d f
z x c v b n (v=ENTER, b=0 and n=.)
```

with only the b and n being out of place. They are the "last row".
When I started using OmniCom, I had been a user of "vt10sq", which uses the same geometric layout, but requires you to type "ESC" before each keypad key to indicate keypad mode. David Young kept the layout, which made my life easier, since I had by then gotten very used to mapping between it and the real vt100. I suggest that these two precedents -- vt10sq and OmniCom -- are popular enough that if there is to be a standard location for the keypad on the Atari keyboard, this is probably the right place for it. For one thing, the 1 2 3 4 is easily mapped to PF1 through PF4.

David then enhanced the keypad operation by going to the convention that pressing the SELECT key and holding it down turned on keypad mode for those keys. This was a very great improvement over the vt10sq convention of prefixing each keystroke with "ESC", but was slightly clumsy for me as a right-hander, but I have gotten used to it. Lefties should love it. I later suggested that he read the joystick trigger button too, so right-handers could use it, and place the joystick over at the left side of the keyboard, leaving their right hand free to peck on keypad keys.

The cursor keys can be mapped right onto the Atari cursor keys, delete/backspace to BACKSPACE, CTRL-delete/backspace to DELETE

(I think that's how I did it -- my several hosts and application
programs are a bit schizoid on this point). Also, I like using
the Atari / reverse video key to map into Line Feed, and SHIFT/Atari
to map into Tilde, which one needs a lot with unix. The Atari key
on the 800XL anyway is RIGHT where the LF key on a vt100 is, making
it a natural reflex to poke it when what you want is "ARG" in the
Rand editor, or a real LF. But all this is straight macro definition.

I think this point of view, that users may well switch back and forth
between the real terminal and the emulator and that a graphic or geometric
emulation of the keyboard will be most helpful, should be used to guide
your final keypad emulation and key macro definition facilities. Of course
key macro definitions per se are pretty flexible anyway. In fact, if you did
nothing more than add macro definition capability, and used SELECT to define
the whole keyboard as a new character set, then of course one could define the
keypad anyway he/she wanted to. The only penalty would be duplicated storage
of a lot of ESC sequences (what, maybe 30 or 40 bytes?) and of course extra
effort to program the keypad macros versus inserting the constant part
automatically.

(Speaking of definitions, they ought to define "se" in English to mean he/she.
Hah, I hereby do so. Spread the word.)

OMNIVIEW (and I think standalone OmniCom too?) uses the HELP key to toggle
screen scrolling on and off. This is a lot easier to do than CTRL-1, as
supported by the Atari O/S, but of course it pre-empts the HELP key.
Then again, I haven't seen any program that uses it other than OMNIVIEW.
Then again, that reasoning is not my idea of good software engineering
practice. If flow control is implemented, one could of course use CTRL-s
and CTRL-q fairly conveniently.

I hope other comments from the Net will be stimulated by the above. Now
is the time to influence the final form of kermit65.

-John Sangster / jhs@mitre-bedford.arpa

1088. Re: vt103 emulation standards suggested for the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-06 19:12:17 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8804061912=AA04304@mitre-bedford.ARPA>
Source record: 116942

Aha, there really ARE keypad functions! I guess I didn't get that far through the manual, because I have been telling people there was no keypad emulation. Sorry about that. I tend to get impatient with reading long manuals, and it is certainly unfair to your yeoman efforts on kermit65 that I have misinformed a number of people 12 I'll have to print a retraction.

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z x c v b n (v=ENTER, b=0 and n=.)
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with only the b and n being out of place They are the "last row"
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(I think that's how I did it -- my several hosts and application
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the Atari / reverse video key to map into Line Feed, and SHIFT/Atari
to map into Tilde, which one needs a lot with unix. The Atari key
on the 800XL anyway is RIGHT where the LF key on a vt100 is, making
it a natural reflex to poke it when what you want is "ARG" in the
Rand editor, or a real LF 12 But all this is straight macro definition.

I think this point of view, that users may well switch back and forth
between the real terminal and the emulator and that a graphic or geometric
emulation of the keyboard will be most helpful, should be used to guide
your final keypad emulation and key macro definition facilities Of course
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the whole keyboard as a new character set, then of course one could define the
keypad anyway he/she wanted to 12 The only penalty would be duplicated storage
of a lot of ESC sequences (what, maybe 30 or 40 bytes?) and of course extra
effort to program the keypad macros versus inserting the constant part
automatically

(Speaking of definitions, they ought to define "se" in English to mean he/she.
Hah, I hereby do so. Spread the word.)

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Then again, I haven't seen any program that uses it other than OMNIVIEW.
Then again, that reasoning is not my idea of good software engineering
practice. If flow control is implemented, one could of course use CTRL-s
and CTRL-q fairly conveniently.

I hope other comments from the Net will be stimulated by the above 12 Now
is the time to influence the final form of kermit65.

-John Sangster / jhs@mitre-bedford

1089. Compute! Books / De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-06 23:03:00 UTC
From: PARSONS@KSUVM.BITNET
Message-ID: <8804071312.AA28561@ucbvax.Berkeley.EDU>
Source record: 116943

Here is some information concerning the aquisition of any Compute! book
and De Re Atari.

To order any Compute! Book or check the availablity thereof:

Call: 1-800-346-6767 Write: Compute! Books
Customer Service
(As published in Apr 88 issue.) PO Box 5038
FDR Station
New York, NY 10150

For De Re Atari:

Call: San Jose Computer Cost is approx $13.00
1-408-224-8575

As of February, when I ordered my copy, they had "a few left."

Before purchasing De Re Atari, I'd like you to consider what it offers.

The book comes unbound so you will need to buy a 1 1/2 inch notebook to
keep it organized. It has sections covering the Antic chip and what it
does/how to use it, DLI's, PM graphics, Scrolling, Sound, the OS, DOS,
and an Atari BASIC overview. It also has appendices that cover memory
utilization (how to use memory efficiently in programming, NOT how the
computer uses the memory), user friendly programming, a cassette drive
overview, artifacting, and the GTIA.

For the last week or so some people have been interested in making boot
disks. For those people, I will summarize what De Re Atari has to
say about DOS.

De Re on DOS 2.x: * explains (somewhat) the Resident Disk Handler
and the File Management System (FMS)
* overviews DOS commands
* talks about RND Access files (how to make them)
* Gives simple Diagram on disk format
(what is where--ie sector 1 boot sector,
sectors 2-81 DOS.SYS....)
* explains Volume Table of Contents (VTOC) layout
(VTOC tells how much of the disk is used)
* explains Disk Directory format
(simple diagram included)
* explains individual sector format
(simple diagram included)
* briefly mentions the boot sector
* explains AUTORUN.SYS files and how to make

them

For those interested in an indepth explaination, I would suggest purchasing Inside Atari DOS. For an overview an short explainations on DOS--De Re Atari. De Re tells somethings, but not quite enough (as with all Atari related documents).

By far the most usefull section of De Re is the section on scrolling. Chris Crawford wrote that section (along with 3 other sections), and explains scrolling fairly indepth (better than any other publication). For those interested in graphics this section is a help.

All in all, De Re is a worth while purchase. Heck, its only $13.

I hope I have assisted many Atari people in their purchasing decisions.

Scott Parish
Kansas State University

** Listen to me now, and believe me later all statements
made reflect opinions dear to me, and me only. Everyone
has the right to agree, disagree, or have no opinion--
America is a free country.

1090. AdvanBasic

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-07 09:18:40 UTC
From: shafferj@bknlvms.BITNET
Message-ID: <8804052209.AA25737@ucbvax.Berkeley.EDU>
Source record: 116944

Does *anyone* on this list use Advan Basic? I've never met anyone else who does, and it's pretty frustrating. It's a great product (my only major gripes are the price and the fact that it can be slower than one expects from a compiled language, but the available commands and functions are excellent). Unfortunately, Action! seems to be the language of choice. I don't know whether that's because it came out first, or if the vast majority of Atarians learned C or Pascal as their first language (although Action! is really neither), or just what the situation really is.

If there are any users here, have any of you written any useful programs, functions, or subroutines that you'd like to share?

Can anyone tell me if there's any Advan software on CompuServe? I haven't seen any, but it's been a while since I checked.

Thanks in advance,
Jim "Headroom" Shaffer, Jr.
Internet: ShafferJ%Bknlvms.Bitnet@cunyvm.cuny.edu (and other assorted gates)

"Holographic images? Well, if you put in a VBI to flip pages, and connected a pair of LCD glasses to the joystick port....."

No guys, I haven't done that. But would it be possible?
(Those not familiar with the concept should see the Antic catalog, Atari ST section. The same scheme is also planned for television.)

1091. Re: AdvanBasic

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-07 16:20:52 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <958@udccvax1.acs.udel.EDU>
Source record: 116945

>--
>"Holographic images? Well, if you put in a VBI to flip pages, and connected
> a pair of LCD glasses to the joystick port....."
>--
>No guys, I haven't done that. But would it be possible?
>(Those not familiar with the concept should see the Antic catalog,
>Atari ST section. The same scheme is also planned for television.)
>--

I figure that this probably could be done, but thereis one problem: speed.
Before anyone freaks out on me, I know that swapping speed is no problem, but
to effectively run a 3D system you have to have the computer compute a 3D
image from two perspectives. It could be that the 6502 just can handle
that sort of thing in a reasonable amount of time. Sure, it would be no
pproblem to make a neat picture and show it in 3D, but for it to be worth the
money you would have to put into it, it should be able to do more.

Gary Duzan
Time Lord
Third Regeneration

1092. Re: pirating, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-07 16:21:16 UTC
From: khill@home.csc.ti.com
Message-ID: <46191@ti-csl.CSNET>
Source record: 116946
Cross-posted to:
comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att

In article <2969@gryphon.CTS.COM> arthur@pnet02.cts.com (Arthur L. Rubin) writes:
.kudla@pawl20.pawl.rpi.edu (Robert J. Kudla) writes:
.>...Also, like an audio recording, any
.>computer-based record cannot be used as evidence in a court of law.
.
.This is news to me. Can any lawyers confirm or deny. It seems to me that, if
.discovered, a copy of a computer program could be prosecuted for copyright
.violation if the owner cannot produce an "offical" copy.
.Arthur L. Rubin
.
Computer based records can be entered, as long as certain ground rules
are observed. They can be entered to prove that the information they
contain is actually true, if they fall within an exception to the
hearsay rule. For example, business records kept in the normal course
of business, when introduced and authenticated by a custodian, can be
so used.

They may also be used against a party to refute something they said,
or to show merely that they have an illegal copy, etc. In any case,
all records must be properly authenticated, but this is not much more
difficult than for other kinds of documents. For example, here in
Dallas, two engineers were convicted of theft of trade secrets when
tapes full of software taken from their previous employer were found
at their new employer, and it was shown that the software had been
loaded onto the new employer's system.

There are no typos. If you think you saw one, see an opthamolo... optaha...
ophthamal... eye doctor.
Ken Hill
{convex!smu, texsun,im4u,seismo!ut-sally!im4u}!ti-csl!khill

1093. 3D on the 8-bits (was Re: Advan Basic)

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-07 16:51:29 UTC
From: rjung@castor.usc.edu
Message-ID: <666@nunki.usc.edu>
Source record: 116947

It was speculated on the net of whether or not 3-D glasses can be used on the Atari 8-bit, ala "Stereotek" for the ST's is being done from Antic.

Just to throw in my (ignorant) 2 cents here: I don't see why not.
In theory, all you need is a pair of LCD glasses that can switch the lens transparency from left to right to left to right every 1/60th of a second, and have that synchronized with two alternating images shown on the screen.

From a software point of view, you're probably talking about page-flipping the pointers to screen RAM every 1/60th of a second, and sending a signal to the glasses (via the joystick port?) to "switch" the glasses around accordingly...

Of course, there's probably a very good technical reason why this can't be done (Maybe a screen-refresh VBI can't do this much work?), and I really don't know what I'm talking about (much less how to actually WRITE such code B-), but it's too early for me to think coherently anyway...

--R.J.
B-)

P.S. The only other place where this glasses technology is being used is on the Sega game system, which works exactly the same as the Stereotek glasses...But then again, the Sega uses a 68000.

P.P.S. If anyone's wondering, the upcoming "3D" episode of Moonlighting (May?) will *not* use anything this elaborate...

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

1094. Some respectable Atari news

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-07 16:55:45 UTC
From: rjung@castor.usc.edu
Message-ID: <667@nunki.usc.edu>
Source record: 116948
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In case you haven't heard, Atari Corp. has broken onto Fortune magazine's
"Fortune 500" list of top businesses/companies.

Atari got ranked #484 out of (naturally) 500 slots, and it's being viewed
by most people as a "surprising" entry...

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

1095. DLing Kermit65

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-08 03:30:16 UTC
From: KCGL1: <>;
Message-ID: <880407223016.0000063D691@eng.ohio-state.edu>
Source record: 116949

Help! I have talked with JRD@STONY-BROOK.SCRC.SYMBOLICS.COM (the author) extensively, and this is my last hope. For some reason, I cannot get a working copy of Kermit65 from the VAX I'm working on, to my Atari. Here's what I do: DL Kermit65 (ver. 3.3) w/ ver. 3.1, using Atascii translation; run the BASIC UUE decoder program -- decoded output is 24622 bytes and encoded data (direct from VAX) is 33939 bytes; I then try to load the new versin of Kermit65. I hear the 850 handler initializing and then....nothing... total lockup...well, not total...I can get out via Reset. I am using a 320K XE and SpartaDOS 3.2d. Any and all help is appreciated (including a long-distance number from which I might directly DL the object code for the newest version).

Thanks,
Mike

1096. Re: 3D on the 8-bits (was Re: Advan Basic)

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-08 13:33:58 UTC
From: lackey@Alliant.COM
Message-ID: <1552@alliant.Alliant.COM>
Source record: 116950

In article <666@nunki.usc.edu> rjung@castor.usc.edu (Robert Jung) writes:
>
> It was speculated on the net of whether or not 3-D glasses can be used...
>In theory, all you need is a pair of LCD glasses that can switch the lens
>and have that synchronized with two alternating images shown on the screen.
> From a software point of view, you're probably talking about page-flipping
>the pointers to screen RAM every 1/60th of a second, and sending a signal to
>the glasses (via the joystick port?) to "switch" the glasses around
>accordingly...

You don't even need to do that. At the end of a display list, there is a
wait-for-vertical-blank-then-jump instruction, with the jump addr normally
being the beginning of the display list.

This allows the graphics chip to do the alternating. You would have two
display lists, one for each of the images,
but instead of the jump at the end of each one being back to its
top, have it point to the top of the other display list. A DLI at the very
end of each display list could be used to flip the LCD glasses.

I have used this technique to get more gray levels, but the image seems a
little flickery.
-Stan

1097. R: Verter ???????

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-08 15:23:00 UTC
From: djg%usl-pc@usl.CSNET
Message-ID: <8804081523.AA28038@usl-pc.usl.edu>
Source record: 116951

Does anyone has any information about the R: Verter ??? I think it

was a cable with a handler to allow the connection of a modem without

an interface. I would also like to hear some comments new atari modem.

Does it come with a handler to use with any 8-bit terminal program or

can you only use certain terminal program???

Any comments or suggestions would be appreciated.

Darell J. Godeaux | UUCP : ...{ut-sally,killer}!usl!usl-pc!djg|
| CSNET : djg%usl-pc%usl.csnet@csnet-relay |
University of Southwestern | US Mail : 441 AVE F Port Allen, LA 70767 |
Louisiana | Voice : (318) 231-4495 |

1098. RE: METRONOME

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-08 17:49:18 UTC
From: lazear@GATEWAY.MITRE.ORG
Message-ID: <8804081749.AA15919@saturn.mitre.org>
Source record: 116952

I wrote a program that ticks like a metronome according to
what speed you set it to. I think it also takes musical terms
(like presto) and equates that to roughly equivalent speed (I haven't
looked at the program for years).
Walt (Lazear@mitre.arpa)

1099. Re: Bindings for de re Atari.

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-08 19:21:06 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8804081921.AA18859@mitre-bedford.ARPA>
Source record: 116953

Scott Parrish's suggestion of a 1.5inch ring binder for "de re Atari" reminded me that I found that you can get such a document bound in a "GBC" binder (General Binding Corp., Chicago) -- the kind with the plastic spine with fingers and rectangular holes in the pages -- at many local print shops for around $1.50. Check it out -- it's about as easy to use as a 3-ring binder, probably cheaper, and certainly more compact. Hint: A transparent vinyl front cover and a black vinyl back cover looks very professional if the cover page of the document is atractive, which is certainly the case with de re Atari.

Another hint: I like to include 5 to 10 blank pages at the back for handwritten notes when I send it in to be bound.

Still another: If you work for a sizeable company with their own print shop, they almost certainly have a GBC binder machine they'll let you use if you sweet-talk the right person.

Question: Are these guys duplicating it themselves? Is this a legal source?

-John Sangster / jhs@mitre-bedford.arpa

1100. Re: 3D on the 8-bits (was Re: Advan Basic)

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-08 19:32:29 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <2223@pasteur.Berkeley.Edu>
Source record: 116954

As Robert Jung (rjung@castor.usc.edu) said, there should be little trouble for the software. A few pokes for the display list and a poke to the PIA chip.
Of course, any program you were running would be a tad slow considering the extra work you would need to display 3D (even fake 3D like in 3D comics). I think the big hurdle would be the glasses and the attendant hardware.
How much would the circuitry cost, and where would you get it from? Would you rip up a Sega 3D thingie?

John Kawakami > c60b-at@buddy.berkeley.edu
Flame baby flame < -O~O-
Network inferno... >)o(

1101. Re: Mail order round-up

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-09 05:36:46 UTC
From: bobm@hpfcmr.HP.COM
Message-ID: <1010001@hpfcmr.HP.COM>
Source record: 116955

Re: Mail Order for 8-bit software

I like Software Discounters of America. At one time they didn't carry any software with the Atari brand name and they're not advertising Atari brand titles in their latest magazine ads but they have lots of other software and some hardware as well. I usually get all excited about my Atari 800 every December and order a bunch of games for Christmas. I've never had any problems with SDA. Order line: 1-800-225-7638, free shipping over $100, no surcharge for VISA/MasterCard.

Another fun place is B&C ComputerVisions. They carry closeouts, weird hardware, and lots of Atari memories (not RAM, history). Their prices on normal software are not all that great. I haven't actually ordered mail order although I know someone who has. Instead, I showed up in person and had a great time looking over all the 8-bit stuff and got several games and some reconditioned Atari joy sticks (and avoided the temptation to buy the Newell Floating Point ROMS for my 800). This place is a must-see for Atari nerds on business trips to Santa Clara, CA.

Bob Montgomery
Long time Atari nerd and father of a 3-year-old Atari nerd

1102. XE Game Cartridges on 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-09 06:01:59 UTC
From: bobm@hpfcmr.HP.COM
Message-ID: <1010003@hpfcmr.HP.COM>
Source record: 116956

Ok, let's talk about games. I have lots of games and I want more. And some of those new XE games look pretty good. But I have a 48K 800. Will they work, he wonders?

I wish Atari would say but they only mention XE and XL systems on the boxes.

Here's what I've heard:

Rumor 1: "None of the blue box games will play on old Ataris." -- Kaybee Toys salesperson.

Rumor 2: "Everyone we've tried has worked except for 'One on One'". -- B&C ComputerVision salesperson.

Here's what I know:

XE Cartridge 800/48K 400/16K

BattleZone Yes No
Rescue on Fractalus! Yes No
Flight Simulator II No No

Anyone know or care?

Bob Montgomery

1103. Re: Making a better ARC/ARCX

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-09 06:21:36 UTC
From: euloth@dalcsug.UUCP
Message-ID: <428@dalcsug.UUCP>
Source record: 116957
Cross-posted to: comp.sys.atari.8bit,comp.sys.misc

In article <4279@cup.portal.com>, fireplace@cup.portal.com writes:
> In article <2467@bsu-cs.UUCP>, cdchiesa@bsu-cs.UUCP expressed interest in
> creating a better ARC/ARCX for the old Atari 8-bit series of computers.
>
> I will be looking for detailed information on ARC -- I will find some,
> hopefully. If anyone out there has access to any information about ARC,
> PLEASE post it.
>
I have seen the sources for the Atari ST version of ARC available on Atari's
own BBS system. It is however a LONG download, about a 350K file. The IBM
version is around the same length.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

1104. Squeeze/Frost Basic

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-09 17:08:07 UTC
From: stephen5@garfield.UUCP
Message-ID: <4647@garfield.UUCP>
Source record: 116958

A friend of mine was trying to put Frost Basic together the other
day and found out he needed a program called SQUEEZE.COM (.com?)

Could someone please forwarrd this program to me??
Thanks in advance.

Stephen Christian
stephen5@garf.mun.cdn

Stephen Christian
Sysop of the N.At.O. Base BBS (709)-753-4539

1105. Re: 3D on the 8-bits (was Re: Advan Basic)

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-09 23:43:07 UTC
From: wallman-george@CS.YALE.EDU
Message-ID: <26844@yale-celray.yale.UUCP>
Source record: 116959

In article <1552@alliant.Alliant.COM> lackey@alliant.UUCP (Stan Lackey) writes:
>In article <666@nunki.usc.edu> rjung@castor.usc.edu (Robert Jung) writes:
>> From a software point of view, you're probably talking about page-flipping
>>the pointers to screen RAM every 1/60th of a second, and sending a signal to
>> [DELETED]
>You don't even need to do that. At the end of a display list, there is a
>wait-for-vertical-blank-then-jump instruction, with the jump addr normally
>being the beginning of the display list.
>-Stan
I don't have my Atari next to me here so I can't say for sure, but wouldn't
the OS/VBI shadowing of DLISTL $D402 (?) from SDLIST $230 interfere? I believe
you have to 'turn off' shadowing before you can really use the wait-VBI-jmp
instruction.
In any case the project from the software point of view is pretty trivial
we all agree on that.

Natuerlich!

Loveletters & Hatemail to : wallman@yalecs
Files to : WALLMANN@CTSTATEU (Bitnet)

1106. Atari Computer Products Show

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-10 23:05:02 UTC
From: amsst@cisunx.UUCP
Message-ID: <8545@cisunx.UUCP>
Source record: 116960
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.misc,misc.misc,pitt.general,pgh.general

P.A.C.E. (Pittsburgh Area Computer Enthusiasts) presents the Second Annual Tri-State Atari Computer Products Show at the Expo Mart, Business Route 22, Monroeville, PA. The show will run from 10:00 A.M. to 5:00 P.M. on Saturday, April 23, and from noon to 5:00 P.M. on Sunday, April 24. Features will include demonstrations, lectures, raffles and bargains galore. Numerous dealers and manufacturers will be in attendance, and will be offering for sale a wide variety of hardware and software.

Admission is $3 in advance or $4 at the door. New or continuing members of P.A.C.E. will be admitted without charge, as will children under 14 when accompanied by a paying adult. Special room rates have been arranged at a nearby hotel. The Expo Mart is only 5 minutes from Exit 6 (Pittsburgh) of the Pennsylvania Turnpike.

For further information, please call (412) 486-4133, or contact P.A.C.E. at P. O. Box 13435, Pittsburgh, PA 15243.

1107. atari math progs

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-12 08:25:24 UTC
From: carmen@BRL.ARPA
Message-ID: <8804120425.aa24478@ADM.BRL.ARPA>
Source record: 116961

This is the first time that I'm attempting to subscribe to your net, so please
be patient. I'm looking for public domain programs in the math field, mainly
ALGEBRA, GEOMETRY, TRIG. I have several children in school, and they are learning to type
and the Atari has been great help to them. I'm also looking for the
HITCH HIKERS GUIDE THRU THE UNIVERSE, this program is for me(i enjoy the logical games).
ALMOST FORGOT: I have an ATARI 800XL.

Carmen

1108. Re: vt103 emulation standards suggested for the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-12 13:04:06 UTC
From: swklassen@trillium.waterloo.edu
Message-ID: <6343@watdragon.waterloo.edu>
Source record: 116962

In article <8804061912=AA04304@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes:
>However, I would like to lobby for a more user-friendly implementation
>than that described in the Version 3.3 kermit65 documentation.
>
>What is so nice about the OmniCom implementation is that just about
>everything is mapped isomorphically in a geometric sense -- the
>keypad layout is a 4-by-4 pad made up of
>
>
> 1 2 3 4
> q w e r
> a s d f
> z x c v b n (v=ENTER, b=0 and n=.)
>

How about the arangement:
7 8 9 7 8 9
u i o ==> 4 5 6
j k l 1 2 3
m , . 0 , .
to make a numeric keypad similar to most computers out there?

>
>David then enhanced the keypad operation by going to the convention that
>pressing the SELECT key and holding it down turned on keypad mode for those
>keys.

Why not use a SELECT+key to toggle keypad on and SELECT+key to toggle
it off again? Then you do not have to use one hand for the SELECT key
and you can use the keypad with whatever hand you desire.

>Of course
>key macro definitions per se are pretty flexible anyway In fact, if you did
>nothing more than add macro definition capability, and used SELECT to define
>the whole keyboard as a new character set, then of course one could define the
>keypad anyway he/she wanted to...

Perhaps use SELECT+a couple of keys to allow the user to have more than
one keyboard definition. SELECT+key1 turns on definition 1, SELECT+key2
turns on definition 2, etc. SELECT by itself could turn off all keyboard
definitions and return to normal.

Steven W. Klassen
Computer Science Major
University of Waterloo

1109. Re: XE Game Cartridges on 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-12 21:32:09 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <2337@pasteur.Berkeley.Edu>
Source record: 116963

In article <1010003@hpfcmr.HP.COM> bobm@hpfcmr.HP.COM (Bob Montgomery) writes:
>
>Ok, let's talk about games. I have lots of games and I want more. And
>some of those new XE games look pretty good. But I have a 48K 800. Will
>they work, he wonders?
>
>I wish Atari would say but they only mention XE and XL systems on the
>boxes.

Does anyone know what the diference is between the xe/xk/xegs carts and the
older carts is. Do the new carts 'load' themselves before executing;
do the bankswitch? whats going on?

John Kawakami > c60b-at@buddy.berkeley.edu
These boots are made for posing < -O~O-
and that's just what they'll do >)o(

1110. Re: XE Game Cartridges on 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-12 23:15:12 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1832@ihlpm.ATT.COM>
Source record: 116964

> Bob Montgomery writes:
>
> Ok, let's talk about games. I have lots of games and I want more. And
> some of those new XE games look pretty good. But I have a 48K 800. Will
> they work, he wonders?
> ......
> Anyone know or care?

I don't know about any of the newly-released-on-cartridge (or new, and on cartridge) games in particular. I do care, because I feel that owners of the "old" (400/800) Atari 8-bit computers should not be excluded arbitrarily. Certainly, if the game requires 64K, it's not going to run on a (stock) 400/800. If the program depends on specific changes to the OS (rev. B?) in the XLs/XEs, it won't run on a 400/800. But would Atari release a game that has such dependencies?

If your dealer(s) will let you try out the games in the store, why not just bring in your 800, hook it up (no disk since these are cart. games), and try the games? I've done this sort of thing with my first disk drive when a program would not load.

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1111. Re: XE Game Cartridges on 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-13 04:32:57 UTC
From: rjung@castor.usc.edu
Message-ID: <700@nunki.usc.edu>
Source record: 116965

In article <1010003@hpfcmr.HP.COM> bobm@hpfcmr.HP.COM (Bob Montgomery) writes:
>
>Ok, let's talk about games. I have lots of games and I want more. And
>some of those new XE games look pretty good. But I have a 48K 800. Will
>they work, he wonders?
>
>
>Here's what I know:
>
> XE Cartridge 800/48K 400/16K
>
> BattleZone Yes No
> Rescue on Fractalus! Yes No
> Flight Simulator II No No
>
>Anyone know or care?

Of course! It's about Atari, I care!

I have it STRAIGHT from two horses' mouthes (and they both sell Atari
software/hardware, so it's not gossiping) that the XE Game System cartridges
will work with ALL Ataris with 48K. I don't know why you'd had problems with
Flight Simulator II, but apparently *all* of them will work on the 800!

This is terrific news, and is (hopefully) a sign that somebody up at
Sunnyvale is really on the ball.

--R.J.
B-)

P.S. I'd love to get Flight Simulator II alone, but right now it only comes
with the XE Game System...

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

1112. Track-ball Handler...Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-13 05:45:00 UTC
From: PARSONS@KSUVM.BITNET
Message-ID: <8804131218.AA13585@ucbvax.Berkeley.EDU>
Source record: 116966

Does anyone have, know of, heard of, seen, or programmed a handler for an Atari Track Ball? You know, the ones at Kaybee Toy Store for $12. A mouse handler may work also, as it is the same principle.

If you or anyone you know has information leading to the arrest and conviction of this or other handlers, please let me know.

Thank you,

Scott Parish

Bitnet: Parsons@KSUVM

1113. Re: XE Game Cartridges on 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-13 13:49:07 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1016@udccvax1.acs.udel.EDU>
Source record: 116967

I have a further, though simpler question. Are the
new el-humungo carts. the kind that requires the two little
plastic tabs on the computer to open the cart. or is the slot
exposed? I have the ICD MIO 130XE adapter which doesn't have
the plastic tabs. While this just means that I have to use a
paper clip to open the case every time I use an Atari brand
cart., I would rather not go through the trouble.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1114. Alternate keypads

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-13 14:04:07 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1017@udccvax1.acs.udel.EDU>
Source record: 116968

I've had an idea rolling around in my head for a while & I thought I'd post it up here & see what people think of it. A number of programs these days are starting to use shift-control sequences (I know of PaperClip and the Express! terminal programs). I think it would be neat to have an alternate keyboard that has these keys as seperate function keys. For example, S-C 1-0 could be F1-F10, S-C P could be print screen, etc. Making standards like this would help in software development since users wouldn't have to learn a whole new set of keys for each program. Opinions?

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1115. test mail

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-13 23:10:45 UTC
From: BILLW@SCORE.STANFORD.EDU
Message-ID: <12390227193.9.BILLW@Score.Stanford.EDU>
Source record: 116969

- - - - - - -

1116. Re: Alternate keypads

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-13 23:45:40 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2620@bsu-cs.UUCP>
Source record: 116970

In article <1017@udccvax1.acs.udel.EDU>, gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
>
> ... A number of programs these days are
> starting to use shift-control sequences (I know of
> PaperClip and the Express! terminal programs).

... add Kermit65 to the list... :-)

> it would be neat to have an alternate keyboard that has
> these keys as seperate function keys. ...

[details omitted for brevity]

This is indeed a good, and in fact somewhat workable, idea. The only limitation I see is that NOT ALL shift-control key combinations actually seem to generate hardware codes. (I may be mistaken. I know that not all SH-CTL combinations result in a character code reaching RAM shadow location 764 (decimal; hex 2FC), but it may be present in the hardware register whose location escapes me just now...)

Anyway, within that limitation, you should be able to do whatever you want with these key combinations, but some keyboard patterns may get bollixed if there's a "dead" key in the middle of it. Just be aware of this, and you should be "golden!".

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1117. Re: XE Game Cartridges on 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-14 13:18:15 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2861@ihlpe.ATT.COM>
Source record: 116971

In article <700@nunki.usc.edu>, rjung@castor.usc.edu (Robert Jung) writes:
> In article <1010003@hpfcmr.HP.COM> bobm@hpfcmr.HP.COM (Bob Montgomery) writes:
> >
> >Ok, let's talk about games. I have lots of games and I want more. And
> >some of those new XE games look pretty good. But I have a 48K 800. Will
> >they work, he wonders?
> >
> I have it STRAIGHT from two horses' mouthes (and they both sell Atari
> software/hardware, so it's not gossiping) that the XE Game System cartridges
> will work with ALL Ataris with 48K. I don't know why you'd had problems with
> Flight Simulator II, but apparently *all* of them will work on the 800!
>
This is news to me. Have they actually tried them? The reason I ask is
because Atari themselves (in the person of Neil Harris) said that many of
the new cartridges will not work in the older machines specifically because
they download 64K of information. After all, they are supposed to be for
the XE Game System which has 64K of RAM. Flight Simulator II has always
been used as an example of one of the cartridges that won't work unless
you have a 64K machine. I am curious also, because I would like to get
FS II when it is available.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

1118. Re: Track-ball Handler...Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-14 15:58:42 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2623@bsu-cs.UUCP>
Source record: 116972

Sorry to "clog up" the newsgroup, but I tried to send E-mail to Scott, who asked about a Trakball handler. Copy of my intended message follows, Scott, and now anyone else who wants it can have it too.. -- C.Chiesa.

In-Reply-To: your article <8804131218.AA13585@ucbvax.Berkeley.EDU>

> Does anyone have, know of, heard of, seen, or programmed a handler
> for an Atari Track Ball? You know, the ones at Kaybee Toy Store for
> $12. A mouse handler may work also, as it is the same principle.
>

Scott,

Something of this nature was posted in this very newsgroup not long ago. In fact, I think I still have it on file. Let me do a quick shell-escape and see, and if you're lucky I'll tack it on the end of this file.

* * *

* You're in luck. I found it! I haven't used it, 'cuz I don't have a trakball (buy me one and I'll be happy to test it for you! :-)) but it supposedly does the job!

Chris Chiesa

>From iuvax!pur-ee!j.cc.purdue.edu!i.cc.purdue.edu!purdue!gatech!bloom-beacon!husc6!linus!alliant!lackey Wed Mar 16 16:53:22 1988
Path: bsu-cs!iuvax!pur-ee!j.cc.purdue.edu!i.cc.purdue.edu!purdue!gatech!bloom-beacon!husc6!linus!alliant!lackey
From: lackey@Alliant.COM (Stan Lackey)
Newsgroups: comp.sys.atari.8bit
Subject: trak
Message-ID: <1442@alliant.Alliant.COM>
Date: 16 Mar 88 21:53:22 GMT
Reply-To: lackey@alliant.COM (Stan Lackey)
Organization: Alliant Computer Systems, Littleton, MA
Lines: 77

Routines for interfacing the trak-ball
by Stan Lackey

```
;
; Code to track the trak-ball
;
OLDVAL = $CB
```

```
HORIZ = $CD
VERT = $CE
JOYST = 54016

ORG $0600

TYA ; Save Y. The Atari saves A.
PHA
LDA JOYST ; Get new val
TAY ; Save it in Y
EOR OLDVAL ; Test for a change
AND #2 ; Clear all but horiz motion bit
BEQ TSTVER ; If not, test for vertical motion
TYA ; get new val
AND #1 ; Horiz change. Test direction.
BNE RIGHT
DEC HORIZ ; Left motion - decr coordinate.
CLC
BCC TSTVER
RIGHT: INC HORIZ ; Right motion.

TSTVER: TYA ; get new val
EOR OLDVAL ; Test for change
AND #8 ; Clear all but vert motion bit
BEQ EXIT ; If no change, exit
TYA ; new val
AND #4 ; Vert change. Test direction.
BEQ UP ;
INC VERT ; Down - incr coordinate.
CLC
BCC EXIT
UP: DEC VERT ; Up - decr coord.
EXIT: STY OLDVAL ; Update old value
PLA
TAY ; Restore Y
PLA ; Restore A
RTI ;
END
```

Now - the interrupt vector and some other stuff needs to be set up.
I just do it in Basic.

```
5 F=100 ; Timer frequency - This value seems to work OK
10 OPEN #4,4,0,"D1:TRAK.OBJ" ; The binary of the above prog
20 GET #4,X:GET #4,X:GET #4,X:GET #4,X ; Strip the header
30 GET #4,X:GET #4,Y ; Length is in X (less than 256)
40 ADDR=6*256 ; Start of page 6
50 FOR I=ADDR TO ADDR+X
60 GET #4,X
70 POKE I,X ; Load image
80 NEXT I
90 CLOSE #4 ; Done
```

```
110 POKE 528,0:POKE 529,6 ; Set up $600 into timer interr vector
130 POKE 53761,0 ; Set volume to off - enables counter
140 POKE 53760,F ; Set up interrupt frequency
150 POKE 53769,255 ; Turn on timers
160 POKE 16,193 ; Enable timer1 interrupt
```

Now - a little program to test it

```
200 TRAP 200 ; Restart if coord's go offscreen
210 GRAPHICS 8+16
220 H=205:V=206 ; The coord's
230 POKE H,20:POKE V,20 ; Initialize coord's
240 PLOT PEEK(H),PEEK(V)
250 DRAWTO PEEK(H),PEEK(V)
260 GOTO 250
```

Good luck. Check for typo's (I don't think there are any, but who knows?)
-Stan

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1119. Re: Alternate keypads

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-14 16:25:43 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1033@udccvax1.acs.udel.EDU>
Source record: 116973

In article <2620@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:
>In article <1017@udccvax1.acs.udel.EDU>, gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
>
>> it would be neat to have an alternate keyboard that has
>> these keys as seperate function keys. ...
>
>[details omitted for brevity]
>
>This is indeed a good, and in fact somewhat workable, idea. The only
>limitation I see is that NOT ALL shift-control key combinations actually
>seem to generate hardware codes. (I may be mistaken. I know that not
>all SH-CTL combinations result in a character code reaching RAM shadow
>location 764 (decimal; hex 2FC), but it may be present in the hardware
>register whose location escapes me just now...)

True. Some S-C keys don't register anything in 764. Those would have
to be omitted. I am more worried, however, about the hardware side. First
of all, I would have to get details on how the current keyboard is
connected. Then I would have to find time to put it together. I don't know
if I could handle that. Therefore, if someone wants to develop & market this
idea, it is fine with me. Just be sure to send me a copy.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme
Lots of ideas, but no time for them

1120. Re: XE Game Cartridges on 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-14 22:50:16 UTC
From: swklassen@trillium.waterloo.edu
Message-ID: <6395@watdragon.waterloo.edu>
Source record: 116974

In article <1016@udccvax1.acs.udel.EDU> gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
>
> I have a further, though simpler question. Are the
>new el-humungo carts. the kind that requires the two little
>plastic tabs on the computer to open the cart. or is the slot
>exposed? I have the ICD MIO 130XE adapter which doesn't have
>the plastic tabs. While this just means that I have to use a
>paper clip to open the case every time I use an Atari brand
>cart., I would rather not go through the trouble.
>
Why not just take the cartridge apart and remove the bottom part of
the cartridge leaving the case open? I wouldn't think that it would
be that hard to do.

Steven W. Klassen
Computer Science Major
University of Waterloo

1121. ntsc decoders

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-15 00:53:12 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8804150053.AA05363@mitre-bedford.ARPA>
Source record: 116975

Robert Jung writes:
> Please forgive me if this question sounds stupid or ridiculous (I don't
> know *anything* about hardware), but do you know where I can buy a
> commercial NTSC decoder for my 8-bit Atari?
>
> If nothing else, how about detailed instructions for making one?

I don't know of any commercial boxes, though I would think there would be some market for such a device.

However, a cousin of mine who is a video circuit design expert was helping a friend of his design such a box. My cousin decided that, while there are several commercial ICs that are used as NTSC decoders inside TV sets, they all seem to come out with a funny color balance when used on high-quality RGB monitors. He says TV picture tubes are designed to take something very similar to, but not identical with, true RGB inputs. There is some "matrixing" going on, i.e. the signals required at the grid pins of the TV CRT are some funny linear combination of the true RGB signals, and that is what the IC's all produce. If you build an NTSC decoder using the standard ICs, therefore, you get slightly fishy colors.

He concluded that the best thing to do was just whip up the decoder "from scratch", meaning using three balanced modulator ICs and his own carrier recovery circuit with PLL etc. I don't know if he ever finished the design, or coached the friend to the point of helping him finish it, but I'll try to find out and report back. If possible, I will try to get him to provide a schematic.

My cousin did comment that he had seen enough of an indication of the achievable resolution from the friend's early experiments (with fishy colors) to assure me that if I ever built such a circuit, I would "never want to go back to a composite monitor" on my Atari! Apparently, the resolution is pretty incredible.

For a quick fix, though, you might go buy a Commodore monitor and run it with separate chroma input.

-John Sangster / jhs@mitre-bedford.arpa

1122. decoding FrOst BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-15 01:11:20 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8804150111.AA06515@mitre-bedford.ARPA>
Source record: 116976

Stephen Christian writes...
> A friend of mine was trying to put Frost Basic together the other
> day and found out he needed a program called SQUEEZE.COM (.com?)

> Could someone please forwarrd this program to me??

Are you sure that SQUEEZE.COM is what is needed? When I distributed FrOst BASIC from the disk that Ulrich Lange sent to me from Germany, it was encoded with SHRINK, as I recall. I have SHRINK, SCRUNCH, and DISKCOM, but no SQUEEZE in my files. I think "SQUEEZE" is also the name for one of the encoding techniques used in ARC.

If there really is a disk compression program called SQUEEZE.COM, I would like to get a copy of it just to make my files complete.

Finally, if all else fails, I could e-mail you FrOst BASIC, SHRINKed and uuencoded, along with SHRINK (and uudecode if you need it) to decode it with.

For those who didn't see the original posting(s), FrOst BASIC is a very nice enhanced BASIC for the older 400/800. It is Public Domain. There is also an updated version for the XL/XE called Turbo BASIC, which includes a Compiler!

-John Sangster / jhs@mitre-bedford.arpa

1123. Serial Port...Anyone? Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-15 12:15:00 UTC
From: PARSONS@KSUVM.BITNET
Message-ID: <8804151745.AA22225@ucbvax.Berkeley.EDU>
Source record: 116977

I'm in the process of making a patch cord between the non-standard
Atari Serial Interface and an RS-232. However, I can not find
a complete description of the Atari interface pin-outs. I specifically
need to know what the pins PROCEED, COMMAND, CLOCK IN, CLOCK OUT,
and INTERRUPT do.

If you know where I can find a complete or almost complete discription
of the pin-outs (besides the OS/Hardware manuals), please let me know
by posting here or by E-mail.

Thanks.

Scott Parish
Bitnet: PARSONS@KSUVM

PS: Does anyone know if you can still get OS/Hardware manuals from Atari?
~~

1124. My little project

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-15 15:39:41 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1042@udccvax1.acs.udel.EDU>
Source record: 116978

Well, I have finally gotten ACE C and CC8 & have
done some testing. The primes program provided with
ACE C runs quite a bit faster. However, in doing my
own programming, CC8 seems much more reliable.
Several times I have tried compiling a perfectly
good C program with ACE & it just freezes up on me.
Since the screen is automatically turned off you can't
see what is going on. CC8 almost always works correctly
and you have the option whether or not you want to have
the screen turned off. Note: my copy of ACE C might be
bad. Has anyone else had these problems?
The programming project I spoke of earlier was a
Plato terminal emulator. I don't know about anywhere
else (except UIll Urbana), but Plato is used a lot
here at the U of D. Atari makes an emulator cart.,
but it only works with the 850 & it costs money. I
intend to change their mistakes. For reasons of
speed, I may have to write parts of it in assembly
language (probably LADS, since that's what I have)
for reasons of speed, but most of it will be in C.
Since CC8 is more reliable, I plan to use it most of
the time. I will probably make it a Shareware deal
(guilt-trips & all that) but I haven't decided yet.
If anyone is interested in this idea, let me know.
I will be interested to hear your ideas & I may need
some beta-testers in a couple months.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1125. Re: XE Game Cartridges on 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-15 16:19:29 UTC
From: rjung@sal39.usc.edu
Message-ID: <715@nunki.usc.edu>
Source record: 116979

In article <1010003@hpfcmr.HP.COM> bobm@hpfcmr.HP.COM (Bob Montgomery) writes:
>> >Ok, let's talk about games. I have lots of games and I want more. And
>> >some of those new XE games look pretty good. But I have a 48K 800. Will
>> >they work, he wonders?

In article <700@nunki.usc.edu>, I wrote
>> I have it STRAIGHT from two horses' mouthes (and they both sell Atari
>> software/hardware, so it's not gossiping) that the XE Game System cartridges
>> will work with ALL Ataris with 48K. I don't know why you'd had problems with
>> Flight Simulator II, but apparently *all* of them will work on the 800!

In article <2861@ihlpe.ATT.COM> kimes@ihlpe.ATT.COM (Kit Kimes) writes:
>This is news to me. Have they actually tried them? The reason I ask is
>because Atari themselves (in the person of Neil Harris) said that many of
>the new cartridges will not work in the older machines specifically because
>they download 64K of information. After all, they are supposed to be for
>the XE Game System which has 64K of RAM.

That is a true point. However, near as I can tell (or remember -- Direct
quoting is not one of my talents B-), the XE Game System cartridges should be
able to work on the older 800 machines. I do know that I haven't heard anyone
confirm any reports of INcompatability...

But like you said, the 64K cartridges may *not* work, because of insufficient
RAM. Since I am beginning to have doubts myself on this matter, lemme go check
this out again, and get back to you...

--R.J.,
feeling embarrassed
B-)

P.S. I'd like to get _Flight simulator II_ when it comes out by itself, too.

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

1126. Some XE software runs on XL

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-16 20:57:42 UTC
From: charles@c3engr.UUCP
Message-ID: <2491@c3engr.UUCP>
Source record: 116980

While browsing in the Commodore section of Babbage's recently (their Atari 8-bit section is pretty sparse, and I've noticed several titles packaged for both C64 and Atari), I noticed "Gateway to Apshai" for only $3.99. The only hitch was that it was for the Atari XE, and I have an XL. But I thought it would give me an incentive to finally get going on one of those compatible memory upgrades, so I got it anyway.

When I got home, it occurred to me that if it ran on a 64K Commodore, why would they need the extra memory of an XE? To my knowledge, that's the only fundamental difference between the XL and XE, so I began to wonder how it would fail to run on my machine.

Anyway, the game seems to run just fine, which leads me to wonder: a) How much "XE" software is there that will run on an XL, and: b) Why wouldn't the manufacturer state "XL/XE" on the package?? Wouldn't that only increase his sales?

Of course, the bad news is, I just lost my incentive to upgrade...
--
Charles Green {{decvax!decuac,dolqci}!c3pe,netsys!cucstud!c3engr}!charles
"Forget..."-Spock,"Requiem for Methuselah" "Remember..."-Spock,"Wrath of Khan"

1127. Re: Some XE software runs on XL

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-17 18:39:25 UTC
From: rjung@nunki.usc.edu
Message-ID: <729@nunki.usc.edu>
Source record: 116981

In article <2491@c3engr.UUCP> charles@c3engr.UUCP (Charles Green) writes:
>While browsing in the Commodore section of Babbage's recently,...
>I noticed "Gateway to Apshai" for only $3.99. The only
>hitch was that it was for the Atari XE, and I have an XL...
>Anyway, the game seems to run just fine, which leads me to wonder: a) How
>much "XE" software is there that will run on an XL, and: b) Why wouldn't
>the manufacturer state "XL/XE" on the package?? Wouldn't that only increase
>his sales?

All we're talking here is a problem in packaging. Epyx probably put "XE"
on the box because that's the only 8-bit Atari they know of. Besides, there
is the 64K 65XE (which is an 800XL in a new case B-).

Usually, if a program requires all 128K of the 130XE, it will specifically
say so on the back of the box. Most programs, however, are written to see
how much RAM you have, and configure itself accordingly (Typesetter, for
instance, comes with a 64K version and a 128K version)...If it just writes
"For the Atari XE", that's equvalent to saying "*NOT* for the ST line".

Don't panic, somebody in packaging just screwed up a tad.

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

1128. Re: Alternate keypads

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-17 18:41:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880417184118.1.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116982

Date: 13 Apr 88 23:45:40 GMT
From: bsu-cs!cfchiesa@iuvax.cs.indiana.edu (Christopher Chiesa)

In article <1017@udccvax1.acs.udel.EDU>, gdtltr@vax1.acs.udel.EDU (Gary D Duzan)
writes:
>
> ... A number of programs these days are
> starting to use shift-control sequences (I know of
> PaperClip and the Express! terminal programs).

... add Kermit65 to the list... :-)

Also the X-Lent word processor pgm.

> it would be neat to have an alternate keyboard that has
> these keys as seperate function keys. ...

[details omitted for brevity]

This is indeed a good, and in fact somewhat workable, idea. The only
limitation I see is that NOT ALL shift-control key combinations actually
seem to generate hardware codes. (I may be mistaken. I know that not
all SH-CTL combinations result in a character code reaching RAM shadow
location 764 (decimal; hex 2FC), but it may be present in the hardware
register whose location escapes me just now...)

No, you're not mistaken, at least about the symptom. I've never gotten
to the bottom of the root cause, either, but my guess is that the real
low-level key-scanning logic gets confused by some combinations of c-sh-
things, and concludes that there was really no keypress. Esp given that
the the nonfunctional keys are in sort of a regular pattern, that seems
more likely than that somebody actually filtered them out in the
interrupt-level software.

Anyway, within that limitation, you should be able to do whatever you
want with these key combinations, but some keyboard patterns may get
bollixed if there's a "dead" key in the middle of it.

True, but it's worse than just holes. As I recall, you lose Tab thru
'R', and 'H' thru '|', ie there are two substantial horizontal chunks
taken out of the keyboard. That makes it real tough to do, say, a fake
VT100 keypad. I know, as I tried real hard to get that to work when I
did the last version of Kermit65.
Just be aware
of this, and you should be "golden!".

I sent mail last summer about the problem, but didn't get any feedback
about any workarounds. Anybody got any better ideas these days?

1129. XE Game System Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-17 22:06:58 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Apr.17.18.06.48.1988.27198@topaz.rutgers.edu>
Source record: 116983
Cross-posted to: comp.sys.atari.8bit,rec.games.video

While we're on the subject...

Does anybody have a list of what games are currently out, as well as what games are due to be released for this system? Also, what 3rd party developers are planning to release carts for it?

-Ray

wilmott@topaz.rutgers.edu

1130. Re: vt100 emulator key definition standards

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-17 22:50:41 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8804172250.AA11495@mitre-bedford.ARPA>
Source record: 116984

Steve Klassen's suggestions (latching the keypad on, having multiple keypad definitions available, etc.) sound useful to me. For a single keypad, it occurred to me that (assuming it can be read by the software) SHIFT-SELECT could be used to lock the keypad mode, while SELECT plus a keypad key could act the way OmniCome does now, i.e. keypad mode is activated only while the SELECT key is held. This would be a true "upward compatible" upgrade from the OmniCom convention.

With this convention, touching the SELECT button would unlock the SELECT mode.

This very much in the spirit of the way the SHIFT and CAPS keys work, or the SHIFT and SHIFT LOCK keys on a normal typewriter. Because of this, I think it would instantly feel completely natural to current users of OmniCom, as well as to those who had not previously used it.

I believe KERMIT65 will get a key definition capability soon, but probaby will use the OPTION key to perform the function that OmniCom uses the SELECT key for, since SELECT has been assigned a function already in KERMIT65. (Of course, John Dunning might decide to reverse the convention for compatibility, since KERMIT is still not finalized.)

As for the multiple keypad definitions, John D. is mulling over ideas like this right now (I hope!). If he chooses to support several different keypad maps simultaneously, I'd suggest something like a CONTROL key pressed while in keypad mode, e.g. SELECT-CTRL-1 for keyboard definition 1, SELECT-CTRL-2 for defintion 2 etc. (Using the SELECT key for consistency with the above -- it might all use the OPTION key if John keeps it that way.) In this framework, SHIFT-SELECT (or OPTION) would put the terminal in keypad mode, CTRL-1 would select definition 1, and SELECT (or OPTION) would drop back out of keypad mode but retain the definition 1 layout.

Anybody else have suggestions for vt100 emulator standards or conventions?

-John Sangster / jhs@mitre-bedford.arpa

1131. Re: ANALOG's recent issue

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-17 22:56:22 UTC
From: python@pnet01.cts.com
Message-ID: <2836@crash.cts.com>
Source record: 116985

u-jleigh%pfeifferhorn.utah.edu@utah-gr.UUCP (Jason Leigh) writes:
>I have just received the April issue of ANALOG Computing and must
>say I was very disappointed.

My sentiments exactly.

1132. Atari XF551 comments and inquiry

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-18 15:07:36 UTC
From: pjd@mandrill
Message-ID: <2426@mandrill.CWRU.Edu>
Source record: 116986

I hope the XF551 is available! I ordered one from Lyco
and they claim that the 551 is in stock. (Won't be either
the first or last time that I've been lied to, however :-)
It is shipping WITHOUT the new Atari operating system and
this may pose a problem for me as I only have copies
of 3.0 and 2.0 (not even 2.5!)

After thinking about the 551 pricing, $180 isn't too
outrageous given that the drive, power supply, case,
controller, etc. add up to about $140-$150. Kick in a
fair profit to all parties concerned and $180 isn't too bad.

What are the recommendations for a true double-side
operating system? I'm not partial to menu driven stuff,
so a command line interpreter is prefered (and then,
bride of Unix is prefered over son of MS-DOS.)

Thanks, as they say, in advance....

pj drongowski

1133. VT100 Emulators and such

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-18 17:16:18 UTC
From: bdb@beach.cis.ufl.edu
Message-ID: <14996@uflorida.cis.ufl.EDU>
Source record: 116987

```
--
In Real Life: UUCP:{codas|gatech}!uflorida!beach.cis.ufl.edu!bdb
Brian D. Bisson Internet: bdb@beach.cis.ufl.edu
University of Florida "Jane, get me off this CRAZY thing!"
```

1134. VT100 Emulators and such

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-18 17:23:01 UTC
From: bdb@beach.cis.ufl.edu
Message-ID: <14999@uflorida.cis.ufl.EDU>
Source record: 116988

Well I have not been in the 'scene' of Atari for a while, being quite occupied with the mainframe scene, but I have a great craving to upgrade what I already have for my ancient 1200XL. I have a disk drive (ooooh!) and plenty of RAM, butthe only terminal program I have is Telelink II for my 300 baud modem (ick).
If anyone has access to a) public domain software VT100... or b) a program that they can send via US Postal Mail (reimbursement guaranteed) I would gladly like to hear from you. As well as somewhere to pick up a 1200+ baud modem cheaper than 100 bucks.

Thanks guys/girls (equal oppurtunity poster)

--
In Real Life: UUCP:{codas|gatech}!uflorida!beach.cis.ufl.edu!bdb
Brian D. Bisson Internet: bdb@beach.cis.ufl.edu
University of Florida "Jane, get me off this CRAZY thing!"

1135. Re: Alternate keypads

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-18 22:55:07 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1841@ihlpm.ATT.COM>
Source record: 116989

In article <19880417184118.1.JRD@MOA.SCRC.Symbolics.COM>,
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>
> ....
> True, but it's worse than just holes. As I recall, you lose Tab thru
> 'R', and 'H' thru '|', ie there are two substantial horizontal chunks
> ....
Hmmm... "Tab thru 'R'" implies that W and R don't work with <CTRL><SHIFT>.
Yet, the ACTION! editor uses these along with other <CTRL><SHIFT> combinations.
(It has used such combinations since ACTION! first appeared, as far as I know.)
How does it work, if the key combo's don't generate any codes?

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1136. Re: ANALOG's recent issue

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-19 02:56:14 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Apr.18.22.56.12.1988.24107@topaz.rutgers.edu>
Source record: 116990

Do you mean the *May* issue? That's the one I just received a few days ago. There was only one aspect that I was disappointed with- the advertising. There was almost none to speak of. Normally, that would be a plus, except that with how hard it is to find Atari stuff in stores, I rely on the mail order places advertising in Analog and Antic. Anybody know what the scoop is on the lack of advertising in this issue?
Oh yes, also...the "Busy Buddy Express" program listing is something I'd definitely like to have. BUT...I just typed it in before, and while it seems to work fine with Atari Dos 2.5, it does NOT work with SpartaDos (at least not 2.3). Under Sparta, it loads and appears to "work", but control never gets returned to DOS, hence you can't load Express! Anybody else confirm/deny this? And has anybody found a fix to make it work with Sparta is this is the case?

-Ray

wilmott@topaz.rutgers.edu

1137. Re: ANALOG's recent issue

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-19 02:57:49 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Apr.18.22.57.45.1988.24179@topaz.rutgers.edu>
Source record: 116991

```
f
```

1138. Re: ANALOG's recent issue

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-19 02:58:21 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Apr.18.22.58.19.1988.24204@topaz.rutgers.edu>
Source record: 116992

```
f
```

1139. XF551 & SEGA GUN

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-19 14:56:00 UTC
From: CL206601@ULKYVX.BITNET
Message-ID: <8804191503.AA16900@ucbvax.Berkeley.EDU>
Source record: 116993

Hello ALL

Its been a while since I posted anything to comp.sys.atari.8bit.
But i have kept up with the latest postings. Well I recently bought a
xf551 disk drive, And I'm wondering if anyone has written a program for it
that will read txt files off of 360K ibm disks? I have included a mod
for converting the sega light gun to working with the XE/XL/800/XEGs.
I can dispell some of the rumors about the xf551.

1) It can read 810SSSD or 1050 dsdd 40 tracks floppys.
2) Spartados or another DS dos is required.
3) It is still packaged with DOS 2.5(ATARI Wheres ADOS!)
4) It is only slightly faster than a standard 1050 with Sparta or
DOS 2.5
5) It has no problems load flippie software.(c64 front/Atari Back)

Even Tho I feel I payed too much for the drive it is a valuable addition
to my atari hardware.
Post any quires to the net.

The following was captured from The ATARI SCENE Lousiville KY BBS.

------Cut here for Sega mod----------

OK YOU HOZERS, HERE IS THE SEGA LIGHT GUN MOD. I HAVE HAD THIS MOD SINCE
LEFTY FIRST GOT HIS XEGS (ONE OF IF NOT THE FIRST ONE IN DENVER!!) SO I ADMIT
I'M A LITTLE SLOW WITH TYPING THIS UP. BUT HEY, YOU TRY RUNNING A BBS AND
GOING TO SCHOOL AND WORKING A CONSTRUCTION JOB AND GOING TO CHURCH
THREE TIMES A WEEK! BUT AT LONG LAST, HERE IT IS. JUST SO YOU KNOW IT WILL
REALLY WORK, WE HAVE DONE A MESS OF THEM ALREADY.

FIRST BUY YOURSELF A SEGA LIGHT GUN, AND AN ATARI JOYSTICK EXTENSION CORD.
GET THE CORD AS SHORT AS YOU CAN, THE LIGHT GUN WILL HAVE AN AMPLE LENGHT FOR
THE GUN.

OK, OPEN THAT PUPPY UP. ONE OF THE STICKERS WILL HAVE TO BE REMOVED, THERE
WILL BE A SCREW UNDER IT. DON'T LOSE THE LENS WHEN YOU TAKE THE GUN APART,
YOU MIGHT KINDA NEED THAT. OK INSIDE WHERE THE TRIGGER FLIPS A SWITCH THERE
IS A BOX WITH 2 LEADS ON THE BACK SIDE. THE WIRE SOLDERED ON THE LOWER ONE
NEEDS TO BE PUT ON THE UPPER ONE. THAT IS OFTEN EASIER SAID THAN DONE, SINCE
SEGA GETS ITS KICKS APPARENTLY BY BREAKING OFF THE UNUSED ONE. JUST BE
SURE YOU GET A GOOD SOLID SOLDER ON IT. OK CLOSE THE GUN UP, YOU ARE DONE
INSIDE OF IT. NOW, CUT YOUR JOYSTICK EXTENSION CABLE IN HALF. FIND OUT
(PROBABLY BY USING AN OHMMETER) WHICH WIRE IS #7 FROM THE MALE SIDE (THAT IS
THE END THAT PLUGS INTO YOUR COMPUTER). IT IS USUALLY A GREY WIRE, BUT BE SURE.
WHEN YOU FIND OUT, RECONNECT IT TO ITSELF. THAT WILL BE YOUR GROUND.

OK LET'S TAKE A LOOK AT THE CABLE:

MALE END FEMALE END

1 2 3 4 5 5 4 3 2 1
6 7 8 9 9 8 7 6

REMEMBER THE FEMALE IS JUST A MIRROR OF THE MALE END! OK, YOU WANT ONLY THE FOLLOWING 4 CONNECTIONS MADE:

MALE WIRES FEMALE WIRES
1 8
7 7 (OUR GROUND)
8 9
9 5

AND THAT'S ALL THERE IS TO IT. YOU NOW HAVE A SEGA GUN THAT CAN BE EASILY RE-CONVERTED BACK TO A NORMAL GUN BY UNSOLDERING AND RESOLDERING ONE WIRE INSIDE. THIS GUN IS REVIEWED AS BEING FAR MORE ACCURATE THAN EVEN THE ATARI GUN IN ANTIC MAGAZINE. I MYSELF WOULD RATHER HAVE AN ATARI GUN BECAUSE IT SAYS "ATARI" ON IT (ANYONE OF IMPORTANCE LISTENING OUT THERE???) BUT SINCE ATARI WON'T SELL ME ONE, BUT WILL SELL ME LIGHT GUN GAMES, I AM GLAD THE SEGA WAS SO EASILY CONVERTED. FOR YOU BASIC PROGRAMMERS, YOU CAN USE THE LIGHT GUN AS SIMPLY A LIGHT PEN IF YOU WISH. THE X LOCATION IS FOUND BY PEEK(564), THE Y LOCATION IS PEEK(565). THE TRIGGER IS STRIG(0), IT NORMALLY RETURNS A 14 (JOYSTICK UP) BUT WHEN YOU PULL THE TRIGGER IT RETURNS A 15 (JOYSTICK CENTERED). I'D LIKE TO SEE A NICE SHOOTING ARCADE GAME, BUT THE ATARI LIGHT GUN IS STILL NEW SO WHO KNOWS WHAT THE FUTURE MAY HOLD. BUY LOTS OF LIGHT GUN GAMES AND MAYBE ATARI WILL GET THE IDEA!

COMPLIMENTS OF HOZERVILLE BBS, (303)/933-0906 24 HOURS 20 MEGS 300/1200/2400 BAUD SYSOP JACEY SQUIRES.

Command]

1140. Re: Atari XF551 comments and inquiry

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-19 16:23:38 UTC
From: dragon@olivej.olivetti.com
Message-ID: <20281@oliveb.olivetti.com>
Source record: 116994

in article <2426@mandrill.CWRU.Edu>, pjd@mandrill (dr. funk) says:

> I hope the XF551 is available! I ordered one from Lyco
> and they claim that the 551 is in stock. (Won't be either
> the first or last time that I've been lied to, however :-)
> It is shipping WITHOUT the new Atari operating system and
> this may pose a problem for me as I only have copies
> of 3.0 and 2.0 (not even 2.5!)

[...]

> What are the recommendations for a true double-side
> operating system? I'm not partial to menu driven stuff,
> so a command line interpreter is prefered (and then,
> bride of Unix is prefered over son of MS-DOS.)

I just got my XF551 yesterday.

I must say I am quite impressed. I promptly unplugged the 5.25" mechanism and stuck a 3.5" 720K in; no hitches, but I haven't tried formatting it to 720K yet (I wonder if the controller can handle the Percom control codes). I'll get around to it this weekend.

One thing that would have been nice is if Atari included an ST floppy connector on the back, making the drive dual usage, ala SX212 modem. Probably would only have cost about $10 to add, and I will probably do it so that I can use the drive on both the ST and the 8 bit, and have a 5.25" drive that matches the ST case.

Recommended DOS: I prefer SpartaDOS. It formats most popular formats, if the drive you are using recognizes the Percom codes. It works with Ultra Speed on both US Doubled and Happy 1050s (the Happy is quite a bit faster) and the new version should support Indus and XF551 as well.

My XF551 came with DOS 2.5.

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!oliveb!olivej!{dragon-oatc,lobster}!dean

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Cupertino, CA 95014 |_____| |_____| |__ |_____

'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

1141. Re: Atari XF551 comments and inquiry

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-19 16:25:35 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1069@udccvax1.acs.udel.EDU>
Source record: 116995

In article <2426@mandrill.CWRU.Edu> pjd@mandrill (dr. funk) writes:
>
>What are the recommendations for a true double-side
>operating system? I'm not partial to menu driven stuff,
>so a command line interpreter is prefered (and then,
>bride of Unix is prefered over son of MS-DOS.)
>
>Thanks, as they say, in advance....
>
>pj drongowski

I am a real SpartaDOS fan myself. I don't know if the format program itself supports double sided drives, but I can almost guarantee that there is something that will do the job on ICD's BBS. MyDOS will work with the 551 right away, but I tend to prefer Sparta overall. You may even get more file space because of the way SpartaDOS formats the data. It has been said before, but please remember that you can not use "flippy" disks with an' unmodified 551. You will either have to get the drive modified or just use the special double sided format to take advantage of both sides.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1142. software/hardware Q and Answers

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-19 18:06:00 UTC
From: CL206601@ULKYVX.BITNET
Message-ID: <8804192111.AA23034@ucbvax.Berkeley.EDU>
Source record: 116996

Heres some answers to misc. questions that have cropped up on the net lately, and a few questions and comments of my own. Some of the questions may have been answered by the time my message is posted, Due to the links to ohio-state going down regularly!

****
Analog-misc**********
****
I have the May issue of the Mag and it is better than the april issue. I would like to see the conclusion on the atari Zucchini article, they claim they have figured out how to connect 8-bit machines using the SIO port. Even tho analog is going down hill it is still better than ANTIC! for 8-bitters.

Does anyone have the ANALOG 8-bit extra, it supposedly has all those programs that were to large to publish in the magazine. Also it supposedly had lots of ACTION! programs in it?

****
Software_misc-**********
****
Desktop video type software is available for the 8-bits the titles i have seen are virtuoso by virtuosonic, Colour space from Antic and Envision also in the antic catalog. Virtuoso has been reviewed in recent issues of Antic and Analog mag.

The availibility of software is a problem atari should address for the 8-bits. Yes its great Atari has made those super 256K carts for games like Flight simulator II. But I'm still waiting for them to release something new. If the future of the 8-bits depends on the XEG Atari should be working a little bit harder to move some software titles. Atari should contact Micro-Prose(old name) and get them to convert some of there games to the cart format. Especially the ones they never released. MindScape is another good target for new games. Those new XE carts work just fine on the 800xl. Games labeled for Xe usually work on the Xl machines if they don't require 128K, but if you have a 256K Xl then i only can think of one program that doesn't work, it is a destop publishing program. By the way if you still have an old 800 you should at least compliment it with an xl or Xe machine, merely for the fact you can find one used for around $25-$70.

The super carts are a good idea i wonder if ADOS will be in one? I'm sure atari could cram a window/icon/mouse environment into a 256K cart, leaving most of our 64K available for Programs. IF ADOS ever leaves the vapor world maybe applications programs will

be written. Hopefully atari will make ADOS compatible with the 256K+ ram upgrades. Also I would like to use The MIO with it.

****
Hardware-misc**********
****
I have seen prices for the Xf551 run from $150-$199. They are available in Louisville Ky, so the must be available in other remote parts of the country.

I have seen the sx212 modem working on the sio port with a PD program called SX212 companion, which modifys your version of 1030 express to work with the sx212. SX212 companion also loads a handler that allows kermit65 or other term programs to use the sx212.

I have a Track ball demo programs in ACTION! and Basic.
(Scott @ ksuvm.bitnet) Send me e-mail or talk real-time over bitnet using the send command!

Now that I have posted a mod to convert the Sega light gun to work with the ATARI, there should be a mod allowing the Sega 3-d glasses to work with the 8-bits coming soon. Most of the mod would probably be in the form of software and maybe the construction of an adapter cord,(since sega moved some of the signals around the 9 pin din). Too Bad atari does not sell the Flight Sim II cart or the light gun separately, some one just might buy them.

Last but not least Here in Lousiville Rumours of atari losing money are floating around among the Computers dealer that are left around here. But we haven't had an Atari dealer for about 2 yrs.
(Neil Harris did you here this!)
Mike Buford
cl248438@ulkyvm.bitnet {This is my personal ACCT}

Don'T send mail to cl206601@ulkyvx Please!!!!!!

1143. ARCX

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-19 18:43:28 UTC
From: HABKE@Uofmcc.BITNET
Message-ID: <8804192208.AA23965@ucbvax.Berkeley.EDU>
Source record: 116997

```
Date: Tue, 19 Apr 88 13:42 cdt
To: info-ATARI8@score.stanford.edu
From: HABKE@Uofmcc.Bitnet
SUBJECT: ARCX
WOULD ANYONE ON THE NET HAPPEN TO KNOW WHO WROTE ARCX.
IS THERE ANY SOURCE AVAIBLE
THANK YOU
BILL
```

1144. Re: Atari XF551 comments and inquiry

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-19 20:13:24 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2648@bsu-cs.UUCP>
Source record: 116998

In article <2426@mandrill.CWRU.Edu>, pjd@mandrill (dr. funk) writes:
>
> I hope the XF551 is available! I ordered one from Lyco
> and they claim that the 551 is in stock. (Won't be either

There's a place in Marion, IN, called "Computer Corner" (gave the business card to a friend of mine, else I'd post the phone number), which received several XF551 drives about a month and a half ago. They may or may not have any left, but that's beside the point: I saw 'em with these own eyes, and touched 'em with the very fingers I'm using to type this. They're real. This batch, at least, shipped with a copy of, I believe, DOS 2.5. I'm not entirely sure; write to my buddy 'aegnor' at this node (see .signature, below), as he usually keeps better track of that stuff. Same goes for pricing info; ask HIM!

Chris Chiesa

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1145. Re: Atari XF551 comments and inquiry

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-19 20:39:39 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <2540@pasteur.Berkeley.Edu>
Source record: 116999

In article <20281@oliveb.olivetti.com> dragon@olivej.olivetti.com (Give me a quarter or I'll touch you) writes:
>
>I must say I am quite impressed. I promptly unplugged the 5.25" mechanism
>and stuck a 3.5" 720K in; no hitches, but I haven't tried formatting it
>to 720K yet (I wonder if the controller can handle the Percom control
>codes). I'll get around to it this weekend.
>----
>Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
> {ucbvax,etc.}!oliveb!olivej!{dragon-oatc,lobster}!dean
>

From this, I'll infer that this drive acts closest to PC type drives.
If this is true, we should be able to build 3.5" drives using the
XF551 or 551 repair parts. does anyone know if B&C or AmericanTV
are selling XF551 parts? It would be great if an "upgrade" for the
1050 drive were possible.

-John
->)| John Kawakami |(<- ->)| c60b-at@buddy.berkeley.edu |(<-
"You can lead a horticulture, but you can't make her think" -Dorothy Parker

1146. Re: Atari XF551 comments and inquiry

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-19 23:30:42 UTC
From: dragon@olivej.olivetti.com
Message-ID: <20303@oliveb.olivetti.com>
Source record: 117000

in article <2540@pasteur.Berkeley.Edu>, John Kawakami -0^0- says:

> From this, I'll infer that this drive acts closest to PC type drives.
> If this is true, we should be able to build 3.5" drives using the
> XF551 or 551 repair parts. does anyone know if B&C or AmericanTV
> are selling XF551 parts? It would be great if an "upgrade" for the
> 1050 drive were possible.
>
> -John
> ->)| John Kawakami |(<- ->)| c60b-at@buddy.berkeley.edu |(<-
> "You can lead a horticulture, but you can't make her think" -Dorothy Parker

The drive in XF551 is the same interface as an IBM PC/XT drive. When
pulling a drive out of an IBM, all one must do to get it to work in the
XF551 is change the drive select jumper.

The XF551 also uses normal mounting holes on the side of the mechanism.
The 1050 used the less common holes on the bottom of the mechanism.

I don't know when anyone will be selling parts for the drive--it took the
local places quite a while to get 130XE parts after the 130XE came out.

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!oliveb!olivej!{dragon-oatc,lobster}!dean

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'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

1147. Re: ANALOG's recent issue

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-20 13:38:47 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <964@xn.LL.MIT.EDU>
Source record: 117001

wilmott@topaz.rutgers.edu (Ray Wilmott) writes...

>Do you mean the *May* issue? That's the one I just received a few
>days ago. There was only one aspect that I was disappointed with-
>the advertising. There was almost none to speak of. Normally, that
>would be a plus, except that with how hard it is to find Atari
>stuff in stores, I rely on the mail order places advertising in
>Analog and Antic. Anybody know what the scoop is on the lack of
>advertising in this issue?
>
>
> -Ray
>
I think many advertisers are quite pissed at Analog. Back in August,
we contracted for the November issue (Christmas ads...). We were
never notified when the issue did not come out. Then, when they
finally put one out in April... There was our November ad. They
never told us it was coming out, or ask if we wanted to use the
same ad or even if we still wanted to be in it. Didn't even
get a copy of the magazine. Just a bill for an insertion in the
April issue when we never ordered one!

For one thing, we had a price increase and there is an ad we
didn't want with last year's pricing....

Great way to keep advertisers happy...

Matt Singer
Commnet Systems

1148. Re: Alternate keypads

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-20 14:16:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880420141636.5.JRD@MOA.SCRC.Symbolics.COM>
Source record: 117002

Date: 18 Apr 88 22:55:07 GMT
From: ihnp4!ihlpm!njd@ucbvax.Berkeley.EDU (DiMasi)

In article <19880417184118.1.JRD@MOA.SCRC.Symbolics.COM>,
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>
> ....
> True, but it's worse than just holes. As I recall, you lose Tab thru
> 'R', and 'H' thru '|', ie there are two substantial horizontal chunks
> ....
Hmmm... "Tab thru 'R'" implies that W and R don't work with <CTRL><SHIFT>.
Yet, the ACTION! editor uses these along with other <CTRL><SHIFT> combinations.
(It has used such combinations since ACTION! first appeared, as far as I know.)
How does it work, if the key combo's don't generate any codes?

Well, probably I got the details wrong. I don't have my notes from
doing Kermit in front of me, so I probably misremembered exactly which
sections are busted. I do clearly remember that there are two sections
of the keyboard, one approximately on the left half, one on the right,
and separated by one row, that don't generate anything with c-sh-.

1149. Dirt-cheap 1200 baud (was Re: VT100 Emulators and such)

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-20 17:45:07 UTC
From: rjung@sal13.usc.edu
Message-ID: <745@nunki.usc.edu>
Source record: 117003

In article <14999@uflorida.cis.ufl.EDU> bdb@beach.cis.ufl.edu (Brian David Bisson) writes:
>... As well as somewhere to pick up a 1200+ baud modem cheaper
>than 100 bucks.

Have you considered thet Avatex line? I picked up a used Avatex 1200 bauder
for $55 (grin). No fancy features, a little bit of a pain to switch to
300 baud, but I like it and it doesn't blow up in my face...

Just trying to help,
--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

1150. BITNET mail follows

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-20 20:46:00 UTC
From: VALENTIN@OUACCVMB.BITNET
Message-ID: <8804210255.AA20566@ucbvax.Berkeley.EDU>
Source record: 117004

Subject: Atari XF551 Disk Drive

As usual, I've been out of it for a while. Could I get some information on the Atari XF551 Disk Drive? Is is really 360K? Is it compatible with true double density (i.e. OSS DOS XL, provided with the Indus GT drives, at least when I bought mine)? Single sided I'll assume.

Please respond by mail as I don't/can't read the list from where I am. Thanks very much.

Rory Wohl
Valentin@ouaccvmb.BITNET
304 Perkins Hall
Athens, Ohio 45701-3107
(614) 597-3500

Usual disclaimer applies.

1151. Reading MDSDOS floppies on 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-20 21:17:00 UTC
From: henry_k@apollo.uucp
Message-ID: <3b94d14d.c998@apollo.uucp>
Source record: 116805

Does anyone out there know if it is possible (or have an algorithm)
to read IBM PC MSDOS diskettes on an Atari 1050 floppy disk drive.
I'm looking for a way to transfer files which come over the NET to
my modemless Atari 800xl at home.

I'm hoping that with sufficient knowledge of the directory structure,
one could use a few BASIC GETs to retrieve the data. I'm wondering
about the formatting though and what that really means. Anybody
done this sort of thing?

/keh

1152. Re: XF551 & SEGA GUN

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-20 22:59:54 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1847@ihlpm.ATT.COM>
Source record: 116806

> (the ref'd article has instructions for converting and connecting a SEGA
> light gun to an Atari 8-bit)
>
The female end of the "hacked-on" joystick extension cord connects to the
end of the SEGA light gun's cord? I'm surprised to hear that SEGA used
the same kind of connectors as Atari.

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1153. ddiidoc.3 repost

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-20 23:01:37 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1091@udccvax1.acs.udel.EDU>
Source record: 116807

I have heard that there is a problem with the ddiidoc.3 file I put up. Well, the copy I got had a bit of gibberish in the middle. I don't think anything important is missing, but if you think you can get a better copy than what you have, give this a try.

--------- ddiidoc.3 ----------

```
\u12/87\cDAISY-DOT II\rPage 12\u
\l

DDII OUTPUT:\s1
\s2\d1Single Density
\d2Double Density
\d3Double Draft Density\s4
\d4\s2Quadruple Density
\d2
\addiidoc.4\
\\S[0-9 or A-K] - CHANGE SPACING

Use this command to change character spacing for any text
following the command. To change to 0-9 columns use 0-9. For
10-20 columns, use A-K (A is 10, B is 11, K is 20). Spacing can
be changed anywhere in a document.

EXAMPLE:

YOU TYPE:
G\\s0r\\s1a\\s2d\\s3u\\s4a\\s5l\\s6l\\s7y
I\\s8n\\s9c\\sar\\sbe\\sca\\sds\\sei\\sfn\\sgg\\si.

DDII OUTPUT:
G\s0r\s1a\s2d\s3u\s4a\s5l\s6l\s7y I\s8n\s9c\sar\sbe\sca\sds\sei\sfn\sgg\si.\s2

\\L - BLOCK LEFT

This command sets the alignment mode to block left for the
current line and following lines. This command turns off
centering, block right, and justification.

EXAMPLE:

YOU TYPE:
\\lThis is normal, block left text.

DDII OUTPUT:
This is normal, block left text.

\\C - CENTERING
```

Use this command to center any text following the command on the current line and all following lines. If the line is too long to be centered it won't be adjusted.

EXAMPLE:

YOU TYPE:
\\cThis line is centered.

DDII OUTPUT:
\cThis line is centered.
\l

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\l

\l\\R - BLOCK RIGHT

This formatting command blocks the text following the command in the same line and all following lines to the right margin. The line won't be changed if it is too long for the current right margin.

EXAMPLE:

YOU TYPE:
\\rThis line is even with the right margin.

DDII OUTPUT:
\rThis line is even with the right margin.

\lCOMBINING BLOCK LEFT, CENTERING, BLOCK RIGHT

Commands for block left, centering, and block right may be all combined on one line, useful for page headers:

EXAMPLE:

YOU TYPE:
\\lBlock Left\\cCentered\\rBlock Right

DDII OUTPUT:
Block Left\cCentered\rBlock Right

\l\\J - JUSTIFICATION

This command justifies the current line and any following lines. To be used effectively, every line of text should normally be a little shorter than the right margin. For example, to use justification with the Roman font, using a left margin of 10, a right margin of 70 (from your word processor), spacing of 3, and setting the DDII right margin to 1" will produce nice justified text with 1" margins on each side.

Since the last line of a paragraph of justified text should never be justified, the block left command must be used in conjunction with the justify command (included at the end of the

paragraph):

EXAMPLE:

YOU TYPE:
\\jDaisy-Dot II Print Processor can justify text so that the
left and right margins are even. The last line of every
justified paragraph should not be justified, and DDIIPP's block
left command easily takes care of that.\\l

\u12/87\cDAISY-DOT II\rPage 14\u
\l

DDII OUTPUT:
\jDaisy-Dot II Print Processor can justify text so that the left
and right margins are even. The last line of every justified
paragraph should not be justified, and DDIIPP's block left
command easily takes care of that.\l

\\M[0-9 or A] - RIGHT MARGIN

Use this command to change the right margin for the current line
and all following lines. Use 0 if you want no right margin, 1
for .5", 2 for 1", 3 for 1.5", 4 for 2" and so on. Use A for a
right margin of 5".

EXAMPLECertnIn gggggggggggggggggggggggggggggfbn\o\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
\\\7tl\m5\\rText blocked right
with 2.5" margin.
\\m8Block right with 4" margin

DDII OUTPUT:
\m5\rText blocked right with 2.5" margin.
\m8Block right with 4" margin.

\l\m2\\B - BOLDFACE

This command toggles line boldfacing on or off for the current
line and all following lines. Only entire lines can be printed
in boldface.

EXAMPLE:

YOU TYPE:
\\bThis line is in boldface.
\\bThis line is normal.

DDII OUTPUT:
\bThis line is in boldface.
\bThis line is normal.

\\W - DOUBLE WIDE

This command toggles wide print on and off for all text
following the command.

EXAMPLE:

YOU TYPE:
You can mix \\wdouble wide text\\w with normal text.

DDII OUTPUT:
You can mix \wdouble wide text\w with normal text.

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\l

\\U - UNDERLINE

This command toggles underlining on and off for text following the command. DDIIPP underlining is continuous, meaning that spaces between underlined words are underlined too.

EXAMPLE:

YOU TYPE:
With DDII you can easily \\uunderline text\\u.

DDII OUTPUT:
With DDII you can easily \uunderline text\u.

\\A[Dn:FILENAME.EXT]\\ - APPEND FILE

Use this command to chain text files together. The command may be anywhere in the file, as long as it is alone on a line (no other text on that specific line). The easiest way to do it is place it in blank lines within your text file. The file to be appended must exist as the filename you typed in.

The append file command can chain many text files. For example, the original file may have a command to append a second file, and the second file may include a command to append a third file, and so on.

The append file command is recognized when selecting different pages to print. For example, suppose you have two files: A is 5 pages long and includes the command to append file B, which is also 5 pages long. When printing file A, if you specify to print page 10, the last page of file B will be printed.

TAB COMMANDS

DDIIPP has three commands for using proportional tabs for aligning tables, charts, etc. These tabs should be used completely independent of tab functions in your text/word processor, because those tabs are not designed for proportional text and everything turns out misaligned.

\\P - POSITION TAB

This command sets a tab at the current column position. Tab positions are set before lines are centered, blocked right, or

justified (they are always set as if the line is blocked left).
There may be up to 10 tabs set at one time.

\u12/87\cDAISY-DOT II\rPage 16\u
\l

\\T - EXECUTE TAB

This command tabs (adds space) to the nearest tab stop as positioned with the \\P command. If you try to tab past the number of tabs you have previously set, DDIIPP will tab to the right margin.

\\E - ERASE TABS

Use this command to erase all tab settings.

EXAMPLE 1:

YOU TYPE:
```
\\eNAME: \\pAGE: \\pSEX:
Cathy Cook\\t28\\tFemale
Jim Jones\\t23\\tMale
Amy Allen\\t69\\tFemale
Mark Miller\\t54\\tMale
```

DDII OUTPUT:
```
NAME: \pAGE: \pSEX:
Cathy Cook\t28\tFemale
Jim Jones\t23\tMale
Amy Allen\t69\tFemale
Mark Miller\t54\tMale
```

EXAMPLE 2:

Note how there is an extra tab at the end of each line. This sets the length of every line equal, allowing correct centering or blocking right of text with tabs:

YOU TYPE:
```
\\e\\cNAME: \\pAGE: \\pSEX:\\p
Cathy Cook\\t28\\tF\\t
Jim Jones\\t23\\tM\\t
Amy Allen\\t69\\tF\\t
Mark Miller\\t54\\tM\\t
```

DDII OUTPUT:
```
\e\cNAME: \pAGE: \pSEX:\p
Cathy Cook\t28\tF\t
Jim Jones\t23\tM\t
Amy Allen\t69\tF\t
Mark Miller\t54\tM\t
```

\l\\V[Dn:FILENAME.EXT]\\ - INCLUDE FILE VERBATIM AND \\N - NEW PAGE

Use these commands to include any file byte for byte within your text. The main use is for including pictures within the text.

\u12/87\cDAISY-DOT II\rPage 17\u
\l

A public domain program called Billboard by Chris Wareham and corresponding documentation are on Side 2 of the DDII disk. It prints out MicroPainter pictures in an infinite number of sizes. In order that you are familiar with references in the upcoming paragraphs, please print out the Billboard documentation with DDII or by copying it from DOS, using "P:" as the destination filename.

Mr. Wareham wrote Billboard for Epson printers and it isn't compatible with Star printers. However, in the Billboard documentation he describes the printer codes used and how to change them for other printers; you can refer to your printer manual and convert it for Star printers. Contact me if you need help doing so.

To create a picture file for DDII using Billboard, choose PRINT from the menu. You are prompted with a small modification I have made, allowing output to different devices; since you want the picture dumped to a disk file so it can later be included using the \\V command, type in the name of this disk file you want output directed to. If you want it to print to the printer, type "P:". From Billboard's many size options, a vertical, single height, single width, 720 dpl, centered setting is most practical although you can really use any combination you desire.

The file created by Billboard is then ready to be used from DDIIPP. Somewhere in the line directly preceeding where you want the picture to be included, use the \\V[Dn:FILENAME.EXT]\\ command. After that line is printed the file specified by the \\V command, which must be in the correct drive, is "copied" directly to the printer. After the file has been copied to the printer, DDIIPP continues with printing the text file.

In general, you should know the vertical size of the included picture since DDIIPP doesn't examine the contents of the file. Billboard single height pictures are about 16 standard lines high. Whatever the size, the page length for the page with the included picture should be set for the standard 66 lines minus the length of the picture minus a couple of lines to be safe. For example, assume you are including two single height pictures on a page. The number of lines for that page should be set from your word processor as 32 (66-2-2*16). Since DDIIPP keeps track of pages based on 66 lines per page, including a picture throws

off the line count. To solve this problem, used the \\N command. This command forces a form feed and resets the line count. The \\N command must be alone on a line and should follow the last line of a page with graphics. The new page command is recognized by the page select options to ensure correct pagination.

Make sure that pictures never cross top/bottom margins.

The Verbatim command is not limited to pictures. One other possible use is to include text printed in the original typestyles of your printer.

\u12/87\cDAISY-DOT II\rPage 18\u
\l

DDIIPP QUESTIONS AND ANSWERS

Q: I own a Star printer and set the renamed the STAR.CNF file to STAR. But when I print, the lines are too close together. What's wrong?

A: You are using one of the newer Star printers that is 100% compatible with Epsons. Configure DDIIPP for Epsons instead.

Q: I own a Star Gemini 10X. I configured it with the STAR file, but I only get garbage whenever I print. What's the problem?

A: Based on a few rare cases throughout the country, it seems that some older Gemini 10X are incompatible with DDII. However, most Gemini's work fine.

Q: How can I put the DDII fonts in my Ramdisk?

A: There are two methods for doing this. 1) Exit DDII and go to DOS, from where you can copy any desired files into the RAMdisk and then reload DDIIPP. 2) Use a boot file (such as RAMCOPY! from Analog issue 44, July 1986) or a batch file that automatically copies desired files to a RAMdisk.

Q: It would be a lot easier if I could use a word processor and DDIIPP at the same time without having to reboot. Is there a way to do this?

A: Yes, especially if you have a RAMdisk. Copy the DDIIPP AUTORUN.SYS file to the RAMdisk, and also copy a word processor that doesn't require to be booted (such as Textpro) into the RAMdisk. You can then instantly exit one and run the other.

Q: I would like more examples of how to use the DDIIPP local formatting commands. Can you help?

A: The DDII documentation files are full of formatting commands. By copying these files from DOS, using "P:" as the destination filename, you can get printouts of these files and see every

embedded command along with the rest of the text.

Q: When I include many commands on one line, my word processor formats the line in such a way that it is much too short when printed from DDIIPP. Can I do anything about this?

A: The problem you mention occurs when long commands are embedded within a block of text; in most cases, this isn't a problem. Because the word processor has no way of knowing what characters in your file are DDIIPP commands, the text is

1154. Re: Reading MDSDOS floppies on 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-21 00:16:13 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1092@udccvax1.acs.udel.EDU>
Source record: 116808

I believe the latest version of the Happy upgrade can do it.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1155. XF551 notes

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-21 13:50:57 UTC
From: pjd@mandrill
Message-ID: <2431@mandrill.CWRU.Edu>
Source record: 116809

Thanks for the response on the 551. UPS delivered mine on 4/19 (Tuesday)
in good shape. (Thanks Lyco - seven day turnaround.)

Yes, it ships with 2.5. The documentation is confusing as the specification
section in the 2.5 manual claims single sided operation (128K bytes.)
Hmmm.... Is this a typo Atari?

I enjoyed news of the 3.5" disk hack. I like this format better than
5.25 inch and will try it eventually. Keep those cards and letters
coming!

As I also have a 520ST, alternate use on the ST sounds good, too!
Maybe a shared disk? :-) Sure would make file transfers hum along.

Thanks, again, for the operating system recommends.

pj drongowski

1156. Desk Top Publishing Software (for 8-bits)

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-21 23:58:36 UTC
From: jgroves@hawk.ulowell.edu
Message-ID: <6418@swan.ulowell.edu>
Source record: 116810

Does anyne know of any Desk Top Publishing software for the 8-bit
other than "Typesetter" and "News Companion".

Out of these two, I prefer Typesetter, but they both require you
to re-type the "article" if you want it formatted differently.
And use "Plates" [Typesetter doesn't but I use 2 files for a full page]
for the output. They also both use single density ONLY for the
files [ACK!]... Limiting 3 "plates" per Single Sided diskette.

I have seen "Newsroom" by Springboard, for the Apple IIe, ETC...
Hasn't anyone done something similar for the ATARI??

Oh. While I'm here, can anyone recommend a repair-place for some
sick RANA 1000 drives??

jgroves@hawk.ulowell.edu

NO! I don't have a .signature. What's it to you?

1157. BITNET mail follows

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-22 03:49:00 UTC
From: GCOPR@ISUVAX.BITNET
Message-ID: <8804232328.AA03209@ucbvax.Berkeley.EDU>
Source record: 116811

Date: 21-APR-1988 20:49:06.79
From: "Operator" GCOPR@ISUVAX
To: BITNET::"Info-Atari8@Score.Stanford.edu"
Subj:
greetings...

A friend of mine has an Atari 800, which we are trying to use to
access our local VAXCluster. We are in need of some way of hanging
an RS232 port off this machine.
Is there somewhere that still sells 850's? As an alternative, as
money is scarce, can we purcahse a add-on that provides just the R:
device?
Does anyone have schematics for a quick-n-easy project to provide
an RS232 port?
Any help would be appreciated.

Please respond directly to me, as I am not subscribed to this
discussion...

Dave Buckley

BITNET : HZL06@ISUVAX.BITNET
arpa : hzl06@vaxd.iastate.edu

1158. XMM801

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-22 11:25:23 UTC
From: jtm@brl-tbd.ARPA
Message-ID: <208@brl-tbd.ARPA>
Source record: 116812

There is a translator disk out that will enable print shop to be
run on the Atari XMM801 printer(with the exception of calendars).It is
sold by Xlent Software(703-582-0030) in Virginia.I ordered one yesterday
and will let anyone interested know how good it is when I receive it.

John McLaughlin

1159. Re: Desk Top Publishing Software (for 8-bits)

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-22 13:55:49 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1095@udccvax1.acs.udel.EDU>
Source record: 116813

In article <6418@swan.ulowell.edu> jgroves@hawk.ulowell.edu (BathTub Scum) writes:
>Does anyne know of any Desk Top Publishing software for the 8-bit
>other than "Typesetter" and "News Companion".
>
> [......]
>
>I have seen "Newsroom" by Springboard, for the Apple IIe, ETC...
>Hasn't anyone done something similar for the ATARI??

Last I heard, Newsroom was just being released for the Atari
8 bit computers. The port over was brought about by a massive
letter-writing campaign started by Antic magazine. Apparently
it worked. Antic promises to review Newsroom as soon as they
can get a copy (plus the 3 month publishing delay).

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1160. Re: Dirt-cheap 1200 baud (was Re: VT100 Emulators and such)

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-22 16:50:19 UTC
From: bdb@beach.cis.ufl.edu
Message-ID: <15121@uflorida.cis.ufl.EDU>
Source record: 116814

Thanks for the info. Any pointers as to what line of dealerrs might distribute these Avetex Modoms? The atari scene here in Gainesville is really lame. Not much in the way of info nor hardware here...

Thanks

--
In Real Life: UUCP:{codas|gatech}!uflorida!beach.cis.ufl.edu!bdb
Brian D. Bisson Internet: bdb@beach.cis.ufl.edu
University of Florida "Jane, get me off this CRAZY thing!"

1161. Newsroom and XEGS carts (was Re: Desk Top Publishing Software (for 8-bits))

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-22 17:13:33 UTC
From: rjung@sal7.usc.edu
Message-ID: <761@nunki.usc.edu>
Source record: 116815

In article <6418@swan.ulowell.edu> jgroves@hawk.ulowell.edu (BathTub Scum) writes:
>I have seen "Newsroom" by Springboard, for the Apple IIe, ETC...
>Hasn't anyone done something similar for the ATARI??

Funy you should mention Newsroom, because it's just been released for the
8-bit Ataris. Straight from my Atari soft/hardware salespeople friends...

And for those who I left hanging on the topic of "which XEGS carts won't
work on a 48K 800?", the official word is in:

Will NOT work on a 48K 800:
Flight Simulator II (awwww)
Lode Runner
David's Midnight Magic

Will work on a 48K 800:
Everything else

Hope this helps,
--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

1162. Re: Reading MDSDOS floppies on 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-22 20:30:33 UTC
From: ss6349@leah.Albany.Edu
Message-ID: <701@leah.Albany.Edu>
Source record: 116816

The new happy upgrade can indeed read msdos format disks...

Steve.

ss6349@leah.albany.edu {Internet}

1163. Mac disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-24 01:48:58 UTC
From: shafferj@bknlvms.BITNET
Message-ID: <8804240148.AB06057@ucbvax.Berkeley.EDU>
Source record: 116817

Is it possible (and if so, how) to connect a 400K Macintosh disk drive to
an Atari 8-bit computer?
The reason I ask is because I may soon be able to purchase an obsolete/surplus
400K Mac drive from this university for a ludicrously low price. (Sorry, I
can't get them for off-campus persons.)

If anyone has any ideas, please send them to me instead of (or in addition to)
the discussion group, because time is important here.

Thanks in advance.
Jim Shaffer, Jr.
ShafferJ%Bknlvms.Bitnet@cunyvm.cuny.edu

1164. Re: Desk Top Publishing Software (for 8-bits)

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-24 08:00:17 UTC
From: fireplace@cup.portal.com
Message-ID: <4754@cup.portal.com>
Source record: 116818

In article <6418@swan.ulowell.edu>, jgroves@hawk.ulowell.edu asks if there is a program similar to "Newsroom", by Springboard.

Actually, Springboard's "Newsroom" was ported to the Atari 8-bit recently. I'm sure it is available. Contact Springboard for more information.

fireplace@cup.portal.com
...sun!portal!cup.portal.com!fireplace I'm not a television...

1165. ColourSpace

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-24 16:54:47 UTC
From: shafferj@bknlvms.BITNET
Message-ID: <8804241654.AA27924@ucbvax.Berkeley.EDU>
Source record: 116819

A year or two ago, Antic sold a graphics program called ColourSpace.
Does anybody know where I can get a copy of this? Antic hasn't sold it for
quite a while now.

1166. Re: XMM801

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-24 21:49:54 UTC
From: euloth@dalcsug.UUCP
Message-ID: <451@dalcsug.UUCP>
Source record: 116820

In article <208@brl-tbd.ARPA>, jtm@brl-tbd.ARPA (John T. McLaughlin) writes:
> There is a translator disk out that will enable print shop to be
> run on the Atari XMM801 printer(with the exception of calendars).It is
> sold by Xlent Software(703-582-0030) in Virginia.I ordered one yesterday
> and will let anyone interested know how good it is when I receive it.

I seem to remember a PD driver that was available that would do the same
thing. And it worked quite well. I believe it was given away by Batteries
Included to work with their PaperClip and it did the same for a number of
other packages.

George Seto - Using a friend's account.

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****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

1167. Xf551 drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-25 12:50:26 UTC
From: P4O@PSUVMA.BITNET
Message-ID: <40321P4O@PSUVMA>
Source record: 116821

Hello All.
I have the 256K upgraded 800XL and I use MYDos 4.3B to run my ramdisk.
Will this new drive work with this dos? If so,are their any other
problems with them.

1168. xmm801

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-25 16:39:56 UTC
From: jtm@brl-tbd.ARPA
Message-ID: <209@brl-tbd.ARPA>
Source record: 116822

Received the Xlent xmm801 translator on Sat.(took 3 days) and it works good most of the time with print shop.Sometimes the printer gets a little strange but it works ok.The translator will also work on some other commercial and pd programs(with and without basic).

John

1169. Software and Support, misc?

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-25 17:43:00 UTC
From: CL206601@ULKYVX.BITNET
Message-ID: <8804251748.AA09079@ucbvax.Berkeley.EDU>
Source record: 116823

Heres some answers to misc. questions that have cropped up on the net lately, and a few questions and comments of my own. Some of the questions may have been answered by the time my message is posted, Due to the links to ohio-state going down regularly!

****
Analog-misc**********
****
I have the May issue of the Mag and it is better than the april issue. I would like to see the conclusion on the atari Zucchini article, they claim they have figured out how to connect 8-bit machines using the SIO port. Even tho analog is going down hill it is still better than ANTIC! for 8-bitters.

Does anyone have the ANALOG 8-bit extra, it supposedly has all those programs that were to large to publish in the magazine. Also it supposedly had lots of ACTION! programs in it?

****
Software_misc-**********
****
Desktop video type software is available for the 8-bits the titles i have seen are virtuoso by virtuosonic, Colour space from Antic and Envision also in the antic catalog. Virtuoso has been reviewed in recent issues of Antic and Analog mag. Datasoft also has an entry in this arena with a video tape titler, I'm not sure of the exact name of the software but it costs around $40.

The availibility of software is a problem atari should address for the 8-bits. Yes its great Atari has made those super 256K carts for games like Flight simulator II. But I'm still waiting for them to release something new. If the future of the 8-bits depends on the XEG Atari should be working a little bit harder to move some software titles. Atari should contact Micro-Prose(old name) and get them to convert some of there games to the cart format. Especially the ones they never released. MindScape is another good target for new games. Those new XE carts work just fine on the 800xl. Games labeled for Xe usually work on the Xl machines if they don't require 128K, but if you have a 256K Xl then i only can think of one program that doesn't work, it is a destop publishing program. By the way if you still have an old 800 you should at least compliment it with an xl or Xe machine, merely for the fact you can find one used for around $25-$70.

The super carts are a good idea i wonder if ADOS will be in one? I'm sure atari could cram a window/icon/mouse environment into

a 256K cart, leaving most of our 64K available for Programs. IF ADOS ever leaves the vapor world maybe applications programs will be written. Hopefully atari will make ADOS compatible with the 256K+ ram upgrades. Also I would like to use The MIO with it.

****
Hardware-misc**********
****
I have seen prices for the Xf551 run from $150-$199. They are available in Louisville Ky, so the must be available in other remote parts of the country.

I have seen the sx212 modem working on the sio port with a PD program called SX212 companion, which modifys your version of 1030 express to work with the sx212. SX212 companion also loads a handler that allows kermit65 or other term programs to use the sx212.

I have a Track ball demo programs in ACTION! and Basic.
(Scott @ ksuvm.bitnet) Send me e-mail or talk real-time over bitnet using the send command!

Now that I have posted a mod to convert the Sega light gun to work with the ATARI, there should be a mod allowing the Sega 3-d glasses to work with the 8-bits coming soon. Most of the mod would probably be in the form of software and maybe the construction of an adapter cord,(since sega moved some of the signals around the 9 pin din). Too Bad atari does not sell the Flight Sim II cart or the light gun separately, some one just might buy them.

Last but not least Here in Lousiville Rumours of atari losing money are floating around among the Computers dealer that are left around here. But we haven't had an Atari dealer for about 2 yrs.
(Neil Harris did you here this!)

1170. Re: Xf551 drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-26 18:50:17 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1107@udccvax1.acs.udel.EDU>
Source record: 116824

In article <40321P4O@PSUVMA> P4O@PSUVMA.BITNET writes:
>Hello All.
>I have the 256K upgraded 800XL and I use MYDos 4.3B to run my ramdisk.
>Will this new drive work with this dos? If so,are their any other
>problems with them.

It should work fine with MyDOS. It is just a matter of going through
the configuration stuff. If the docs that come with the drive are any
good at all, the configuration should be no problem.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme
Ex-MyDOS User
Currently SpartaDOS Fan

p.s. Anyone have any word on SpartaDOS X??? If it does all they claim
it will do, I will snatch it up immediately.

1171. Re: Desk Top Publishing Software (for 8-bits)

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-26 23:56:27 UTC
From: euloth@dalcsug.UUCP
Message-ID: <456@dalcsug.UUCP>
Source record: 116825

In article <4754@cup.portal.com>, fireplace@cup.portal.com writes:
> In article <6418@swan.ulowell.edu>, jgroves@hawk.ulowell.edu asks if there
> is a program similar to "Newsroom", by Springboard.
> Actually, Springboard's "Newsroom" was ported to the Atari 8-bit recently.

I have actually seen that program around recently. It is not too bad.

Another program you might look around for is the Dot Magic aka Daisy Dot II
which is ShareWare and is quite nice. Works with Dot Matrix printers of all
kinds, incorporates Graphics, and different fonts. It has been found to work
with the XMM801 and Star SG10 printers as well. Various sizes of fonts are
capable as well. A bit slow sometimes but really nice. IS there an 8 bit
depository like the atari.st.binaries for this sort of thing?

George Seto - Using a friend's account.

.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

1172. Producing slides or lengthy reports with 800XL (The Print Tool)

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-27 14:58:24 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8804271458.AA29224@mitre-bedford.ARPA>
Source record: 116826

Hector Dominguez writes...
> I'm editing some video tapes and want to put titles before
> some scenes. I have an 800XL that my son uses mostly to play
> video games and want to use it since it's available.
> I don't want to write any software, so I'm looking for something
> that I can get free (public domain) or buy at a modest price.
> I would also like a package that I could select different fonts
> and sizes.

I believe that The Print Tool, by Marshall Abrams, will do most or all of what you want. The author has gone to some trouble to provide support for making up slides for presentations. The program is in the ANTIC Catalog. The author is on the net (abrams@mitre.arpa) and could probably tell you what capabilities the program has for your purpose.

Incidentally, The Print Tool is essentially "RUNOFF", the program DEC PDP-11 users know and love as a powerful text formatter for producing reports. It does automatic decimal section numbering, automatic compilation of index and table of contents, etc. Producing TV slides is just a tiny fraction of its capabilities.

-John Sangster / jhs@mitre-bedford.arpa

1173. Re: Desk Top Publishing Software (for 8-bits)

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-27 18:45:00 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1126@udccvax1.acs.udel.EDU>
Source record: 116827

In article <456@dalcsug.UUCP> euloth@dalcsug.UUCP (George Seto) writes:
>
>Another program you might look around for is the Dot Magic aka Daisy Dot II
>which is ShareWare and is quite nice. Works with Dot Matrix printers of all
>kinds, incorporates Graphics, and different fonts. It has been found to work
>with the XMM801 and Star SG10 printers as well. Various sizes of fonts are
>capable as well. A bit slow sometimes but really nice. IS there an 8 bit
>depository like the atari.st.binaries for this sort of thing?
>
I think you are looking at the depository. I posted Daisy Dot II here a
while ago. I have found one problem in using it: it is often a pain to put
all the formatting commands in the file after you format it. Anyone want to
tackle a macro package for TextPRO to support DDot II? It is something I
thought about a while ago, but I am busy with my Plato terminal emulator
project.

Speaking of which, when I finally get it completed, I will be releasing it
on a "if you like it, send money"-type deal. The final version should allow
for touch-screen emulation (depending on memory constraints) and screen dumps
to disk (definitly (sp?)). A separate program will dump it to disk. I should
have a good beta version done in a month or two, but I won't be able to post
it to the net 'cause this account dies at the end of the semester. If I don't
get a new account by this fall, I will have a new mail address on our Plato
system here (we are wired into BITNET) & you can contact me there. I know this
may sound like an ego trip, but I am too tired to go back and erase it all.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1174. Atari 400 games carts and ANTIC mag in pittsburgh

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-28 14:52:51 UTC
From: fac@cisunx.UUCP
Message-ID: <9199@cisunx.UUCP>
Source record: 116828

I am looking for Atari 400 game carts via mail order or directly buying them. I also heard that there is a catalog of game carts in the current issue of ANTIC mag from a California based company which has 400 game carts in stock. I want star-raiders especially, but not limited to that particular one. Where in Pittsburgh can you buy this mag. I have called a lot of places and none seem to have it. Any help on these topics would be greatly appreciated. Thanx.

Felix

fac@pittvms :bitnet
fac@vms.cis.pittsburgh.edu :internet
{allegra,bellcore,cadre,psuvax1}!pitt!cisunx!cisvms!fac :uucp

1175. modem numbers???

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-28 17:14:03 UTC
From: tremblay@cg-atla.UUCP
Message-ID: <3624@cg-atla.UUCP>
Source record: 116829

I'm new to the world of modem and I would like some
tele numbers to be able to call on. Where do I look
for user groups? Is there an Atari user group in the
New England area? Do the groups get to local towns
or are they all toll calls? Are there groups that I
don't have to subscribe to? I've heard of GENIE but
are there others for just Atari?
I'll accept mail or watch for other postings.

Thanx for everything,

Ken

1176. disk drive problems

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-29 16:04:50 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2803@bsu-cs.UUCP>
Source record: 116830

Hello all...

Some of you may remember my somewhat frantic postings last NOVEMBER on the subject of my "bugged" Percom AT-88 disk drive: the one that would simply suddenly cease being able to read chosen sectors from my disks?

Well, I got a lot of responses to that original query; some suggested cleaning the head (some saying "do it yourself," others saying "don't mess with it, take it to a proessional"), others suggested having the head alignment checked, etc. By all available evidence, Percom Data Corp. is long since out of business, and the two addresses that were posted for Percom service (both in the same area in or near Chantilly, VA) turned out to be the SAME company when I sent duplicate letters to both addresses. They didn't bother to answer any of my questions, just sent me a Xerox copy of their price sheet for new equipment, repairs, etc. Didn't say how long it would take, what shipment method they recommended, or anything else.

I was originally planning to summarize this in greater detail, a lot sooner, but hey, I'm a college student, and a BUSY one at that... I don't think I've even gotten around to PRINTING OUT the responses for posterity (although I DID READ them, lest you respondents think you wasted your time).

One good aspect of this lengthy interval is that I've had time to observe the problem more closely, and formulate another couple of questions for you experts of the Net.

1) The drive SPEED appears to be off: 293 RPM. This is either TOO SLOW, if the Percom AT88 is supposed to run at 300 RPM like "other standard" drives, or TOO FAST if it's supposed to run at ATARI standard 288 RPM. Does anyone know? Additionally, I opened the outer case to check on the possibility of adjusting this myself (using speed-check program and the strobe pattern printed on the flywheel), but couldn't find ANYTHING resembling a "potentiometer" (variable resistor) adjustment. Any info?

2) The drive seems to work all right when first turned on, but then to get worse as it warms up. This makes sense to me from an electrical standpoint, but I don't know enough about it to be sure, and the problem is STILL sporadic and hard to recreate.

3) I remember seeing something posted here by someone else, explaining a similar degeneration in the performance of his disk drive, which he eventually traced, as I recall, to a problem in the power supply. If that person, or anyone who remembers (or saved) his posting, is reading this, I'd appreciate a pointer to him, so that I could pick his brains as to whether I'm having the same problem or similar.

Thanks in advance,

Chris Chiesa

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1177. 16K cartridge - How?

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-29 17:42:37 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2806@bsu-cs.UUCP>
Source record: 116831

I've recently been trying to learn about the innards of one of my game cartridges (CENTIPEDE, to be specific). I find that I can go into BUG/65, move the display list and display data "out of the way" of the Cartridge memory areas, then snap the cartridge into the slot and have its ROM suddenly appear in the appropriate address space.

Using this arrangement, and assuming for convenience that I plug CENTIPEDE into the LEFT cartridge slot on my 800, I find that 8K of address space switches from RAM to Cartridge ROM. I can then copy this 8K of data down into RAM, unplug CENTIPEDE, and copy the data back to its original addresses which are now RAM again. The same bytes are now in the same addresses as when CENTIPEDE was there "in person." So far, so good.

If I execute at the "cartridge run address," with CENTIPEDE plugged in, it works. I can play CENTIPEDE. But when I go through the above procedure, and try executing the SAME code in RAM, it DOESN'T work! I get a display of the title screen, and the "demo mode" makes a fair attempt at execution, but the P/M graphics are totally garbled, and you can't get beyond the title screen to try playing the game.

I have several theories about this phenomenon, which I'd like to bounce off you of the Net.

1) Centipede is a 16K cartridge and I'm just not getting all the code.

Support: opening the cartridge, there are TWO chips inside, as opposed to ONE chip inside Atari BASIC; Atari BASIC DOES work properly under the ROM-to-RAM copy scheme described above.

Questions:

How do I get at the other 8K ? Is there a "switch" address in the ROM that toggles in the second half "upon request"? Or does it appear in some other, hidden memory block that I haven't found yet?

2) Centipede is an 8K cartridge but detects RAM-vs-ROM execution and bungs up if you've moved it to RAM.

No real proof OR disproof of this one, except that "that's something I'd probably do if I were Atari."

There ARE a few places in the code where an LSR (logical shift right) is performed on memory addresses WITHIN the Cartridge ROM. I haven't been able to determine whether these operations are part of "detecting ROM vs RAM" or "swapping in a second 8K". I also haven't looked at the WHOLE 8K yet, of course; it's an ongoing effort and your responses here will be helpful in "pruning" paths of inquiry that are in the wrong direction.

Please post or e-mail anything you may know on this type of thing; the manuals are amazingly sparse. The only comment I've ever even SEEN about 16K cartridges was something to the effect that "...Atari designed a second slot into the 800 with the intent of marketing larger-than-8K programs as TWO cartridges, but then they discovered a way of putting 16K programs into ONE cartridge, ..."

This implies that I'm on the right track, but this is ALL the documentation there seems to be. Thanks in advance for any info you Netpeople can provide!

Chris Chiesa
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1178. Re: Desk Top Publishing Software (for 8-bits)

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-29 19:11:44 UTC
From: atariman@bsu-cs.UUCP
Message-ID: <2807@bsu-cs.UUCP>
Source record: 116832

In article <1126@udccvax1.acs.udel.EDU> gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
> [...] Anyone want to
>tackle a macro package for TextPRO to support DDot II?
> [...]

I believe I saw such a macro package for Text Pro on Compu$erve a few months
ago. I think it was only intended to 'help' format text for Daisy Dot though.
I believe it was in data library number 5.

Jeff
--
.-, Jeff Scott | CI$:[73217,563] | Delphi:JEFFSCOTT
/ | \ Wilson Hall #45 | UUCP: atariman@bsu-cs.UUCP
\/|\/ Muncie(where?), IN | <backbone>!---\ uunet!---\
`-' 47306 | ihpn4!{iuvax|pur-ee}!bsu-cs!atariman

1179. what's happening to the list?

Newsgroup: comp.sys.atari.8bit
Date: 1988-04-30 05:58:26 UTC
From: shafferj@bknlvms.BITNET
Message-ID: <8804300557.AA13973@ucbvax.Berkeley.EDU>
Source record: 116833

The latest digest I've gotten (#45) appears to be mostly made up of things that I've already seen in other digests! In fact, that long post about various topics has gotten to me three times now!
As if that isn't bad enough, two of my postings somehow got in reverse time-order.

Anybody know what's going on here?

1180. Re: Xf551 drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-02 01:46:55 UTC
From: euloth@dalcsug.UUCP
Message-ID: <467@dalcsug.UUCP>
Source record: 116834

In article <40321P4O@PSUVMA>, P4O@PSUVMA.BITNET writes:
> Hello All.
> Will this new drive work with this dos? If so,are their any other
> problems with them.

I was on a BBS in New York last night and saw several messages that
indicates Flight Sim won't work with the new drives.

HAven't confirmed this as yet. So until I do, this is just a rumour.

Does anyone else know of this problem and if there is a fix? The consensus
on this bbs was that there was NO fix forthcoming.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

1181. Re: 3D on the 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-02 12:33:48 UTC
From: ekijak@ARDEC.ARPA
Message-ID: <8805020833.aa01825@ARDEC-3.ARDEC.ARPA>
Source record: 116835

I agree with wallman-george@yale-zoo.arpa (Natuerlich!) responding to Stan Lackey's suggestion to use the jump at VBI at the end of a display list to jump to an alternate display list. (This was to automatically display alternating screens meant for the left eye, then right eye, etc. to achieve a stereoscopic effect with a minimum of software coding). I tried it on a 400 and found that the address in the jump instruction is ignored, the computer continues to use the original display list and the display doesn't change. Perhaps as wallman-george@yale... points out, something has to be done to 'shut-off' shadowing of memory locations pointing to the display list. I haven't figured out how to do it though (or if it is even possible). Maybe it works on the XE machines.

1182. Local Atari User Group - May Meetings

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-02 12:50:52 UTC
From: daroloson@watmath.waterloo.edu
Message-ID: <18596@watmath.waterloo.edu>
Source record: 116836
Cross-posted to: kw.micro,ont.micro,comp.sys.atari.8bit,comp.sys.atari.st

```
The Kitchener-Waterloo Atari user group, Vector-GTIA,
has a separate 8-bit meeting and 16-bit meeting.
We meet monthly, have special interest groups (SIGs),
associated bulletin boards, and public domain libraries.

I am on the executive of the group
so I should be able to handle most questions or
get replies from the rest of executive.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

The group currently meets at :
DCS Course Room, Room 2009 (2nd floor)
Math & Computer Building
University of Waterloo

Next Meetings
*************
8-bit - 7:00 pm, Wed May 4, 1988
16-bit (ST) - 7:00 pm, Wed May 11, 1988
Games Night - 7:00 pm, Fri May 27, 1988

Hope to see you there,
Dani Roloson
579-3695
```

1183. Re: 3D on the 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-03 15:32:52 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2841@bsu-cs.UUCP>
Source record: 116837

(Parent-article information lost due to hitting 'R' rather than 'f' first time through... sigh...)

> ...use the jump at VBI at the end of a display list to
> jump to an alternate display list. ...
> I tried it on a 400 and found that the address in the jump instruction is
> ignored, the computer continues to use the original display list and the
> display doesn't change.
> Perhaps as wallman-george@yale... points out, something has to be done to
> 'shut-off' shadowing of memory locations pointing to the display list.

Well, you've got the basic idea: that the OS VBI routine is restoring the hardware Display-List pointer from shadow locations 560,561 (dec), AFTER the Antic JMP instruction tries to go somewhere else. You need to either SHUT OFF shadowing of 560,561 into hardware, OR update THOSE locations so that THEY ALSO point at the new Display List.

Shutting off shadowing may be as easy as setting the CRITIC flag, suppressing part of the VBI processing -- but I'm not absolutely sure that the shadowing you want to suppress, is part of the code getting suppressed, so that may not work. To be absolutely sure, you'd want to write your OWN VBI routine that took care of whatever OS operations you wanted still to happen, but DIDN'T shadow the Display List locations.

Updating the shadow locations on the fly could be done most easily in a short DLI (Display List Interrupt) routine; in the middle of display "A", the DLI kicks in and changes the shadow registers to point to display list "B". And vice versa. Note that the DLI needs to know which display list it is currently in; you need to maintain a flag, or switch, in memory. The advantage to THIS method is that the code is relatively short, you don't have to take up the burden of anything the OS normally handles for you, and you can turn the page-flipping DLI on and off by playing ONLY with the Display List.

Of course, in NEITHER application are you limited to TWO display lists, although if you're after STEREO that's all you really need.

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1184. Paint programs?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-03 16:23:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880503162323.0.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116838

Anybody out there have/know of any PD paint/draw programs, suitable for an 800XL? Thanks in advance.

1185. The latest Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-03 17:58:05 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1172@udccvax1.acs.udel.EDU>
Source record: 116839

I just got the latest issue of Antic the other day &
found all sorts of neat things. They had a complete
article on the XF551 drive answering most of the questions
that have been brought up here. I also appreciated the
reviews of ICD's new Flashback! and SprataDOS Tool Kit.
They sound like good packages, but I am wondering about the
SpartaDOS X cart. they are supposed to be coming out with.
If it will include the Tool Kit as well as the other stuff
they claim it will have, I'll wait for X. If X is out and
doesn't have any of this stuff, I may as well go ahead and
get the Tool Kit. Does anyone know anything about the X?

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1186. ARCX

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-03 21:53:00 UTC
From: HABKE@Uofmcc.BITNET
Message-ID: <8805032332.AA19518@ucbvax.Berkeley.EDU>
Source record: 116840

I'M POSTING THIS AGAIN BECAUSE I DIDEN'T GET A RESPONCE
THE FIRST TIME.
WOULD ANYONE ON THE NET HAPPEN TO KNOW WHO WROTE ARCX.
IS THERE ANY SOURCE AVAIBLE
THANK YOU
BILL

1187. Re: The latest Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-04 12:48:40 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2907@ihlpe.ATT.COM>
Source record: 116841

In article <1172@udccvax1.acs.udel.EDU>, gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
>
> I am wondering about the
> SpartaDOS X cart. they are supposed to be coming out with.
> If it will include the Tool Kit as well as the other stuff
> they claim it will have, I'll wait for X. If X is out and
> doesn't have any of this stuff, I may as well go ahead and
> get the Tool Kit. Does anyone know anything about the X?
>
The following information is directly from the ICD BBS. I don't know if it
answers all the questions, but it is a good start.

SpartaDOS X

Just what your 8-bit has been waiting for...a cartridge based DOS which
increases the power of your computer and includes an abundance of features
such as automatic Ultra Speed I/O with the Indus GT, US Doubler, and High Speed
on the new Atari XF551. SpartaDOS X is a fantastic new version of its disk
based cousin.

Even though SpartaDOS X is a 64K cartridge, it requires no memory from your
computer. You may piggyback another cartridge on top of the SpartaDOS X
cartridge and operate just as if you had booted from disk -- except much, much
faster. Here are just a few of the advanced features found in this cartridge
based DOS.

High Speed drive access with US Doubler, Atari XF551, and Indus GT
drives.
New improved menu program. Shows entire directory tree and performs
multi-file operations.
Supports up to 1 meg of internal memory as a RAMDISK.
The Lowest MEMLO of any DOS!
Powerful file loader supports relocatable files and symbol linking.
All new command processor includes parameter passing on batch files,
user definable prompt, and search file paths.
Commands now allow MS-DOS syntax!
The most commonly used commands are built right into the cartridge!
Atari 800 support with Axlon compatible upgrades.
Built in, all new formatter pops in with an XIO#254.

SpartaDOS X runs on an 800XL, 1200XL, 600XL (with expanded memory), 65XE, 130XE
800XE, the XE Game System, the old 800 with Axlon compatible RAM upgrade.

NOTE: SpartaDOS X will become available in June 1988. ($79.95 MSRP)

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

1188. Modems and the 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-04 14:28:50 UTC
From: ss6349@leah.Albany.Edu
Message-ID: <760@leah.Albany.Edu>
Source record: 116842

I would like to know more about the sx212. Does it have full hayes compatibility? Or am I better of sticking with my 850 and my AVATEX 1200HC??

Steve.

1189. Speaking of Daisy Dot II...

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-04 15:20:57 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8805041521.AA02327@mitre-bedford.ARPA>
Source record: 116843

...Does anybody know if Daisy Dot II can be adapted to work with a 24-pin printer? I have the Fujitsu DL-2400, which produces beautiful print quality from its internal fonts. It also has an 8-pin emulation mode which does a reasonable job of emulating 9-pin Epson printers. Using this, I am able to see that Daisy Dot II is a pretty nifty program. However, I would like to obtain a modified version that produces output suitable for the 24-pin print head. Anybody know if this has been done or how hard it would be to do?

-John Sangster / jhs@mitre-bedford.arpa

1190. PostScript for the 8-bitters?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-04 15:27:28 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8805041527.AA02514@mitre-bedford.ARPA>
Source record: 116844

OK, you hackers out there, has anybody written a PostScript interpreter for the Atari 8-bitters? How about a TeX package and software to print .DVI files?

Probably this sort of technology requires too much memory and computing horsepower for the 8-bitters, but they continue to surprise me, so I thought I'd ask anyway! (I believe all of the above IS available for the ST.)

-John Sangster / jhs@mitre-bedford.arpa

1191. BITNET archive maintainer needed

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-04 16:20:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880504162035.0.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116845

I'm looking for a volunteer to help maintain the software archives for
8-bitters. We've got a name for the archive, PROG-A8, and have a server
that can hold the data. Now all we need is a volunteer to actually do
the insertions of pieces into the library, and other misc maintainance.
You must, of course, have access to a host directly on the BITNET.
Replies to me or Abrams@Mitre-Bedford.ARPA.

1192. vt100 or visual mode

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-04 17:09:55 UTC
From: mekos@caen.engin.umich.edu
Message-ID: <832@maize.engin.umich.edu>
Source record: 116846

Would anyone out there happen to have
any knowledge or source that would help
me install a standard visual mode in to
a basic terminal program. An entire
terminal program would be desireble.

<S.A.T.A.N>
h
e
Satanical Atari Terminal Atascii

1193. Re: PostScript for the 8-bitters?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-04 18:20:36 UTC
From: dave@sun.soe.clarkson.edu
Message-ID: <878@sun.soe.clarkson.edu>
Source record: 116847

From article <8805041527.AA02514@mitre-bedford.ARPA>, by jhs@MITRE-BEDFORD.ARPA:
> OK, you hackers out there, has anybody written a PostScript interpreter for
> the Atari 8-bitters? How about a TeX package and software to print .DVI
> files?
>
> Probably this sort of technology requires too much memory and computing
> horsepower for the 8-bitters, but they continue to surprise me, so I thought
> I'd ask anyway! (I believe all of the above IS available for the ST.)

Unfortunately, I doubt you'll see it soon. Most people wouldn't want to
wait 2-6 months for an image to be developed, and in 320x192 resolution.. :-)

The PS interpreter I have for Sun 3/50s takes 5 minutes to display a decent
sized graphics file.. :-(

To print DVI files requires you have access to fonts. Fonts require
megabytes and megabytes of disk storage. Plus lots and lots of numerical
computations. Unfortunately. :-(

Still like my 1980-edition 800 tho' !

-dg-

--

Internet: dave@sun.soe.clarkson.edu or: dave@clutx.clarkson.edu
BITNET: dave@CLUTX.Bitnet uucp: {rpics, gould}!clutx!dave
Matrix: Dave Goldblatt @ 1:260/360 ICBM: Why do you want to know? :-)

1194. Re: Modems and the 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-04 18:22:51 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1184@udccvax1.acs.udel.EDU>
Source record: 116848

In article <760@leah.Albany.Edu> ss6349@leah.Albany.Edu (Steven H Schimmrich) writes:
>
>I would like to know more about the sx212. Does it have full hayes
>compatibility? Or am I better of sticking with my 850 and my AVATEX
>1200HC??
>
> Steve.

Answers - yes and yes respectively. I don't see any reason to go
to the added expense of replacing existing equipment with something
practically identical, but if you can get a hold of the proper
handlers for the direct 8-bit hookup, it would be a good modem for
a 0-300 baud replacement.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1195. Re: 3D on the 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-04 21:30:30 UTC
From: wallman-george@CS.YALE.EDU
Message-ID: <28438@yale-celray.yale.UUCP>
Source record: 116849

In article <8805020833.aa01825@ARDEC-3.ARDEC.ARPA> ekijak@ARDEC.ARPA ("Edmund S. Kijak", IMD-SIAS) writes:
>Perhaps as wallman-george@yale... points out, something has to be done to
>'shut-off' shadowing of memory locations pointing to the display list. I haven't
>figured out how to do it though (or if it is even possible). Maybe it works
>on the XE machines.

Nothing easier than that. Just circumvent the usual OS routine. As usual
I don't have my Atari sitting here "at work" but this should work (in
BASIC).

```
POKE 54286,0
POKE 546,PEEK(548)
POKE 547,PEEK(549)
POKE 54268,192
```

OK what I think this will do is preempt the immediate VBI by using
the deferred VBI that doesn't do the shadowing and usually does
nothing. 54286 is NMIEN that turns VBIs and DLIs on and off.

Watch out. Lots of stuff will not work anymore with shadowing disabled
such as 'comfortable typing' SETCOLOR commands etc. If you use
BASIC pure in the first place, you won't get very far. Better write a
little VBI that does the work.
DISCLAIMER: the statements were done w/o consulting either my indis-
pensable Mapping the Atari book, nor by trying it out on a computer.
But I am confident that above statements are true.

Loveletters & Hatemail to : wallman@yalecs
Files to : WALLMANN@CTSTATEU (Bitnet)
Talk to : wallman@yale-zoo-suned.arpa

1196. Re: Speaking of Daisy Dot II...

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-04 23:33:35 UTC
From: kogan5@juniper.UUCP
Message-ID: <2692@juniper.UUCP>
Source record: 116850

If someone has a copy of Daisy Dot II (or any other PD text formatter) I would like to have a copy of it. I'm using an old 800 (w/ 128K Axlon ram) and a Star SG-10 printer (it has an Epson emulation mode). Any help would be greatly appreciated.

Many Thanks, kogan5@walt.cc.utexas.edu
Bob George ...ut-sally!ut-emx!juniper!kogan5.UUCP

1197. Re: Modems and the 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-05 03:53:32 UTC
From: rich@lakesys.UUCP
Message-ID: <634@lakesys.UUCP>
Source record: 116851

In article <760@leah.Albany.Edu> ss6349@leah.Albany.Edu (Steven H Schimmrich) writes:
>
>I would like to know more about the sx212. Does it have full hayes
>compatibility? Or am I better of sticking with my 850 and my AVATEX
>1200HC??
>
> Steve.

Keep your 850 and Avatex HC. The Avatex HC has all the S registers available
while the SX-212 has some missing. (Never were placed in, listed as RESERVED)
While the SX-212 looks smart, it's still not as smart as most other modems that people
use\have.

Now if you did'nt have the 850, i'd say get the SX-212 then find the P\D
program called " SX Companion " which will allow you to use the SX via the
SIO port at both 300 and 1200 Bps

rich.....

--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

1198. Re: Atari 400 games carts and ANTIC mag

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-05 04:13:00 UTC
From: zedley@bucc2.UUCP
Message-ID: <56100004@bucc2>
Source record: 116852

Written 9:52 am Apr 28, 1988 by cisunx.UUCP!fac in bucc2:comp.atari.8bit

>I am looking for Atari 400 game carts via mail order or directly
>buying them.

Directly buying them: try Babbage's. Some dirt cheap software is there.
Unfortunately, they focus on Commodore (vomit), IBM, and Apple more than
the Atari 400, 800, et. al. At least this is the case in suburban Chicago.

Mail order: I don't know any right offhand. Sorry.

> I also heard that there is a catalog of game carts
>in the current issue of ANTIC mag from a California based company
>which has 400 game carts in stock. I want star-raiders especially,
>but not limited to that particular one. Where in Pittsburgh can you
>buy this mag. I have called a lot of places and none seem to have
>it. Any help on these topics would be greatly appreciated. Thanx.

Did you try Walden Books, B. Dalton Bookseller, Kroch's and Brentano's, or
Crown Books (Discount)??

I'm not even sure anymore if they sell just the magazine or just the
magazine/disk combination. I stopped buying Antic several years ago because
it was *too* rich for my blood.

I hope this helped you in some way.


```
************************************************************
* Zedley Quesnef Dorkenblaster, esq. is a pseudonym for: *
* *
* +----------------+ Darren M. Miller *
* +--+-------------+ | 911 N. University Street, #414 *
* | | Z E D L E Y | | Peoria, IL 61606 *
* | +-------------+--+ (309) 677-1116 *
* +----------------+ *
* *
* - I'm currently attending BRADLEY UNIVERSITY. - *
* - Aren't you just thrilled?? - *
* *
* attmail \\ *
* cepu \\ //- bucc2!zedley *
* ihnp4 >> !bradley! <<-- cyber!60079 *
* noao // \\- cyberve!zedley *
* uiucdcs // *
************************************************************
```

1199. Re: Modems and the 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-05 15:28:05 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2880@bsu-cs.UUCP>
Source record: 116853

In article <760@leah.Albany.Edu>, ss6349@leah.Albany.Edu (Steven H Schimmrich) writes:
>
> I would like to know more about the sx212. Does it have full hayes
> compatibility? Or am I better of sticking with my 850 and my AVATEX
> 1200HC??
>
> Steve.

Steve,

Yes, the SX212 is FULLY Hayes compatible. You can even use it with non-Atari computer equipment if you want to. If I were you, I'd keep the 850 and your modem-cable; you just unplug that Avatex, plug in the SX212, and do what you were doing before-- only BETTER! I'm running this combination of 850 and SX212, using the standard Atari R: handler and Kermit65, to type this very message. So it does work, and quite well at that.

Chris
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1200. Re: Atari 400 games carts and ANTIC mag in pittsburgh

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-05 16:22:14 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2912@ihlpe.ATT.COM>
Source record: 116854

In article <9199@cisunx.UUCP>, fac@cisunx.UUCP (Felix Cutruzzula) writes:
>
> I am looking for Atari 400 game carts via mail order or directly
> buying them. I also heard that there is a catalog of game carts
> in the current issue of ANTIC mag from a California based company
> which has 400 game carts in stock. I want star-raiders especially,
> but not limited to that particular one. Where in Pittsburgh can you
> buy this mag. I have called a lot of places and none seem to have
> it. Any help on these topics would be greatly appreciated. Thanx.
>

Felix,

I tried to mail this response, but as usual, it bombed. Might be of
interest to others also, so I am posting it. Got to keep the activity
level here high enough to stay in existance anyway :-).

ANTIC is usually available in all the big Bookstores such as Crown, B. Dalton,
Waldenbooks and a lot of news stands that carry any of the computer magazines.
I don't know how available that makes them in Pittsburgh, but they are
readily available here in Chicago area.

For you information, here are a couple of sources that carry Atari computer
cartridges. Call them and they might be able to read you off the list of
what they have or send you a listing. Don't forget that the XE Game System
cartridges will work in the Atari 400 (except Flight Simulator) and they
are available at Toys R Us and other big toy stores.

American Techna-Vision
15338 Inverness St.
San Leandro, CA 94579
(415)-352-3787
[They have a lot of repair parts for the 8bit Atari's also]

Electronic One
P.O. Box 13428
Columbus, Ohio 43213
(614)-864-9994
[Their ad hasn't been for a couple of issues, but they had a long
list of cartridge software, so I'd call to see if they are still
in business]

Hope this helps...

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

1201. Re: 16K cartridge - How?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-05 20:02:49 UTC
From: hans@umd5.umd.edu
Message-ID: <2676@umd5.umd.edu>
Source record: 116855

In article <2806@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:
>
>> about his experiments with ROM vs. RAM versions of cartridge code
>I have several theories about this phenomenon, which I'd like to bounce off
>you of the Net.
>
>1) Centipede is a 16K cartridge and I'm just not getting all the code.

My Centipede cartridge (CXL4020) is definitely an 8k cartridge.

>
>
> Questions:
>
> How do I get at the other 8K ? Is there a "switch" address in the ROM
> that toggles in the second half "upon request"? Or does it appear in
> some other, hidden memory block that I haven't found yet?
>
Standard 16k cartridges occupy memory from $8000 to $BFFF. There are two
ROM enable lines on the cartridge connector, one for the block $8000-$9FFF
and one for the block $A000-$BFFF. There are also separate select lines
for the two banks of ROM, and only enough address lines for 8k. All this
surely is a remnant from the design of the 800's memory.
See "Mapping the Atari", Appendix 14, or the schematics for your system,
for more detail.
Then there are the bank-switched cartridges. Basic-XE, for instance, crams
16k into an 8k address space. Switching is done by addressing locations
$D500-$D5FF. $Bxx addresses one block of ROM or RAM, $Axx addresses one of
three blocks of ROM or RAM. (I hope I got this right, haven't actually
had a chance to play with one).
Your cartridge definitely is not bank-switched.

>2) Centipede is an 8K cartridge but detects RAM-vs-ROM execution and bungs up
> if you've moved it to RAM.
>
> No real proof OR disproof of this one, except that "that's something I'd
> probably do if I were Atari."

I would be surprised if this was the case.

>
>
>There ARE a few places in the code where an LSR (logical shift right) is per-
>formed on memory addresses WITHIN the Cartridge ROM. I haven't been able to
>determine whether these operations are part of "detecting ROM vs RAM" or "swap-
>ping in a second 8K". I also haven't looked at the WHOLE 8K yet, of course;

>it's an ongoing effort and your responses here will be helpful in "pruning"
>paths of inquiry that are in the wrong direction.
>

I would guess these are data areas or tables of addresses.

>Chris Chiesa
>--

There are other, more innocent possibilities:

1. During initialization the OS sets up numerous pointers based on the size of RAM that it finds. Addresses $6A, $2E4-$2E6 come to mind, but there may be more. To keep everything away from the cartridge code you have to set up all of these just right, or someone might trash part or your RAM. The only way to be sure you are doing it right is to paw through the OS listings, and try to duplicate whatever is done there.

2. Some OS scrolling and screen clearing routines touch memory beyond the end of the screen area. Read what "Mapping the Atari" has to say about location $6A for more details. There might be some interaction with BUG/65 and its screen handling, too. You might experiment with setting $6A (and related cells) to a value lower than $A0. Also the Centipede cartridge might have routines which are doing similar sloppy things.

3. I would also be concerned about what happens to your system (and memory contents) when you plug and unplug a cartridge while the system is running. After all, you are disturbing everybody's address and data bus when you do that.

Happy hunting,

Hans

1202. Re: 16K cartridge - How?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-06 03:04:02 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <May.5.23.03.58.1988.18585@topaz.rutgers.edu>
Source record: 116856

Well, I can't say anything for certain since I don't know for *sure*
why Centipede isn't working when you move it to RAM, but I can say
for *sure* that a lot of cartridges were copy-protected to prevent
people from just dumping their code to disk and having copies being
distributed. A few years back when I was more into hacking on the
Atari, I decided to do just what you're doing - trying to get carts
put onto disk files. Some worked fine. Others didn't work at all, or
worked for a short time (ie - title screen or whatever) and then got
garbled. So I started disassembling the code. Lo and behold, some of
the carts had an interesting protection scheme - namely, they write
garbage bytes to random (or specific) addresses of the carts
residence ($A000-$C000?). If the cart is plugged in, there'll be
ROM there, so writing can do no harm there. If the program happens
to have been converted to RAM, well then it just gets trashed.
Of the 15 or so carts I eventually transferred to disk, about 7 or
8 had this type of protection. Of those, only 1 had the actual
"pokes" hidden in such a way that it didn't immediately jump out at
you when you disassembled the code. The solution is easy enough: just
disassemble the code and replace any code that writes to cart
locations with a NOP (decimal value 234 I think). Good luck.

-Ray

wilmott@topaz.rutgers.edu

1203. Re: Modems and the 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-06 06:07:36 UTC
From: ss6349@leah.Albany.Edu
Message-ID: <768@leah.Albany.Edu>
Source record: 116857

In article <2880@bsu-cs.UUCP>, cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:
> Steve,
>
> Yes, the SX212 is FULLY Hayes compatible. You can even use it with non-
> Atari computer equipment if you want to. If I were you, I'd keep the 850 and
> your modem-cable; you just unplug that Avatex, plug in the SX212, and do what
> you were doing before-- only BETTER! I'm running this combination of 850 and
> SX212, using the standard Atari R: handler and Kermit65, to type this very
> message. So it does work, and quite well at that.
>
> Chris

Does the sx212 support error checking? I use my avatex and the 850 to
call school, and I get a lot of line noise. Or do I have to go to a
higher baud rate before the modem will support error checking? And the
problem is I have to give the 850 back to the person who let me borrow
it, that is why I was asking about the sx212.

Steve.

--

SS6349@leah.albany.edu {Internet}

Steven H Schimmrich Dep. Of Geology SUNY at Albany

1204. Re: 3D on the 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-06 13:23:02 UTC
From: lackey@Alliant.COM
Message-ID: <1720@alliant.Alliant.COM>
Source record: 116858

In article <8805020833.aa01825@ARDEC-3.ARDEC.ARPA> ekijak@ARDEC.ARPA ("Edmund S. Kijak", IMD-SIAS) writes:
>I agree with wallman-george@yale-zoo.arpa (Natuerlich!) responding to Stan
>Lackey's suggestion to use the jump at VBI at the end of a display list to
>jump to an alternate display list.

I glitched. What I REALLY did was change 560/561 and the hardware location
to the alternate display list in an extension to the VBI code I put in page 6.
Now, who is going to buy a pair of Sega 3D glasses ($60) and try it out?
If I was confident I could figure out what voltages to apply to those
babies without blowing them out, I might go for it myself...
-Stan

1205. Re: 16K cartridge - How?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-06 18:17:21 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2899@bsu-cs.UUCP>
Source record: 116859

In article <2676@umd5.umd.edu>, hans@umd5.umd.edu (Hans Breitenlohner) writes:
> In article <2806@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:

> >1) Centipede is a 16K cartridge and I'm just not getting all the code.
>
> My Centipede cartridge (CXL4020) is definitely an 8k cartridge.

Hmm... I'd have sworn I'd seen two chips in there when I opened it. Maybe I'm thinking of something else. But BASIC and CENTIPEDE are the ONLY two carts I have. Don't have the CXLnnnn number here (I'm away from home at the moment) but that LOOKS right...

> > How do I get at the other 8K ? Is there a "switch" address in the ROM
> > that toggles in the second half "upon request"? Or does it appear in
> > some other, hidden memory block that I haven't found yet?

> Standard 16k cartridges occupy memory from $8000 to $BFFF. There are two
> ROM enable lines on the cartridge connector, one for the block $8000-$9FFF
> and one for the block $A000-$BFFF. There are also separate select lines
> for the two banks of ROM, and only enough address lines for 8k. All this
> surely is a remnant from the design of the 800's memory.

Whaddya mean a "remnant"? This IS an 800 I'm talking about here! :-)

> See "Mapping the Atari", Appendix 14, or the schematics for your system,
> for more detail.

I'd already looked at "Mapping the Atari," appendices and text; haven't looked at the schematic though, and I don't think it would tell me anything if I did: it's all a bunch of lines and gibberish to me... (This is why I got OUT of Electrical Engineering and into Computer Science... ;-))

> Then there are the bank-switched cartridges. Basic-XE, for instance, crams
> 16k into an 8k address space. Switching is done by addressing locations
> $D500-$D5FF. $Bxx addresses one block of ROM or RAM, $Axx addresses one of
> three blocks of ROM or RAM. (I hope I got this right, haven't actually
> had a chance to play with one).
> Your cartridge definitely is not bank-switched.

I don't understand what you just said! In fact, I'm having a devil of a time even explaining what it is I don't understand. Basically that didn't make much sense to me; could you clarify it? What memory address controls the bank-switching? $D500-$D5FF is a 256-byte range, neither a single "control register" nor an 8K block; I don't understand what appears there, under what conditions. What about "$Axx" and "$Bxx"? Is that a value that goes into some control register, affecting what data appears at bank-switched addresses? I'm confused!

> > 2) Centipede is an 8K cartridge but detects RAM-vs-ROM execution and bungs up
> > if you've moved it to RAM.
> >
> I would be surprised if this was the case.

Okay. I won't waste any more time on that concept.

> >There ARE a few places in the code where an LSR (logical shift right) is per-
> >formed on memory addresses WITHIN the Cartridge ROM...
>
> I would guess these are data areas or tables of addresses.

I suppose that could be, but I don't understand HOW. Doing an LSR on a ROM lo-
cation doesn't affect the contents of that memory address; the only non-ROM
data affected by an LSR, as I understand it, should be the Carry bit in the
condition-code register. But in this case, the LSRs (for of 'em) DON'T seem
to be followed by anything that USES the Carry bit. It's as inscrutable a piece
of code as I've ever seen! I thought maybe the specified ROM address was a
"switch" register under certain conditions...

> There are other, more innocent possibilities:
>
> 1. During initialization the OS sets up numerous pointers based on the size
> of RAM that it finds. Addresses $6A, $2E4-$2E6 come to mind, but there
> may be more. To keep everything away from the cartridge code you have to set
> up all of these just right, or someone might trash part or your RAM.

I don't understand how this would interfere. The first thing I tried, in fact
the thing that got me started on this, was a "CARTCOPY.BAS" program that simply
copied an 8K cartridge from either slot (I have an 800) to a disk file. It
worked fine on the Atari BASIC and Assembler/Editor cartridge, but bombed out
on Centipede. The program comments indicated that it worked "... only for 8K
carts...", which was what led me to think Centipede might be 16K, for one thing.
But the point is, as far as can be told, the SAME DATA in the SAME ADDRESSES
WORKS when it's running from the CARTRIDGE, and DOESN'T work when running from
a disk file (or direct-copied RAM). Does this, and your comment, imply that
I'm not really getting the SAME DATA to DISK as is in the cartridge? I find
that hard to believe, especially in light of the way other cartridges don't
exhibit the same behavior.

> The only
> way to be sure you are doing it right is to paw through the OS listings,
> and try to duplicate whatever is done there.

Gack. I've been through those damn things forward and backward for the past
five YEARS without figuring out what the heck goes on in there... I still don't
understand how the heck the WARMST and related flags work; it's still "magic"
to me and I find that incredibly frustrating.

On a related note, though: I've noticed that loading a binary file into RAM at
addresses which at other times are cartridge ROM, seems to make the machine un-
happy. I've seen innumerable programs which load, say, 7K of data into some-
where ELSE, then go to a lot of trouble to MOVE the data into, say $A000-...
I've experimented with altering these files to load directly at $A000 in the

first place, and often as not they bomb the machine. Why? Why? Why??

> 2. Some OS scrolling and screen clearing routines touch memory beyond
> the end of the screen area. Read what "Mapping the Atari" has to say
> about location $6A for more details. There might be some interaction
> with BUG/65 and its screen handling, too. You might experiment with
> setting $6A (and related cells) to a value lower than $A0. Also the
> Centipede cartridge might have routines which are doing similar sloppy
> things.

No, I took care of that first thing. Moved the display list, screen memory etc. well below cartridge area, and then set $6A just above my "new" memory area. And then didn't EXECUTE the ROM, just MOVED the data hither and yon...

> 3. I would also be concerned about what happens to your system (and memory
> contents) when you plug and unplug a cartridge while the system is running.
> After all, you are disturbing everybody's address and data bus when you
> do that.

That's what I always thought. But that aforementioned "CARTCOPY.BAS" program used this technique and simply said "if the machine locks up, reboot and try again." It seems to be a matter of getting the cartridge in STRAIGHT, FAST, and ALL THE WAY. Any "tilting" of the cart so that one end of the bus engages before the other, sends the machine off into la-la land. But the computer doesn't seem any the worse... What exactly am I risking, besides locking up the current "session"? Is there a better method?

>
> Happy hunting,
>
> Hans

Thanks! I appreciate your taking the time to comment. You've been most helpful!

Chris
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1206. Re: 16K cartrdige - How?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-06 20:06:14 UTC
From: al1f+@andrew.cmu.edu
Message-ID: <wWUVmqy00UgyyTs0F3@andrew.cmu.edu>
Source record: 116860

Christopher,

Regarding your Centipede experiment, I can give you some assistance. First of all, there's a way to get around the RAM-vs-ROM protection schema: you built yourself a 'blank cartridge'; a cartridge that grounds the 'read-only' pin of the cartridge port. You see, when the 'read-only' pin is ground, the Atari won't write to its RAM where the cartridge resides ($A000-$BFFF) even though it is RAM. If you don't know where the 'read-only' pins are, let me know. I will look them up for you. There are two 'read-only' pins in the left cartridge port. One is for $A000-BFFF, and another for $8000-$9FFF.

About 16K Cartridges, they come in different sizes and shapes. For example, one of the well known 16K cartridges, "Action!", has a 4K block of codes reside in the Atari at all time while 3 other 4K blocks of codes are being switched on one at a time. They also called 'bank selecting' cartridge. Although they claim to be 'un-copyable', I have seen some hackers managed it by modifing a 256K 800XL to simulate the bank switching.

Although I don't do any Atari anymore, I still remember a lot from the old days. If you have any more questions, please don't hesitate to ask.

* Andy *

1207. Re: 3D on the 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-06 23:30:40 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2911@bsu-cs.UUCP>
Source record: 116861

If anyone DOES come up with tech-specs for the Sega 3D glasses (voltages, currents, pulse form requirements etc.), and if anyone else knows where to get them, I'd be happy to throw $60 into 'em. I've been a stereo nut for years, so this is a worthwhile expenditure.

Chris Chiesa
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1208. Re: The latest Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-07 00:15:13 UTC
From: knutsen@porthos.rutgers.edu
Message-ID: <May.6.20.15.12.1988.23197@porthos.rutgers.edu>
Source record: 116862

In article <1172@udccvax1.acs.udel.EDU> gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
> that have been brought up here. I also appreciated the
> reviews of ICD's new Flashback! and SprataDOS Tool Kit.

For the benefit of those of us who hate Antic magazine, would you mind
summarizing the features of the SpartaDOS Took Kit?
--
\ I don't drink, so how \ Jersey \ GEnie GE Mail: M.KNUTSEN \ |||
\ come I live in Barr \ Atari \ The JACG BBS: (201)298-0161 \ / | \
||| \ Hall on Busch Campus? \ Computer \ NetLand: knutsen@rutgers.edu \
/ | \ \ --Mark Knutsen, R.U. \ Group \ or: {...}!rutgers.edu!knutsen \

1209. Re: The latest Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-07 00:17:28 UTC
From: knutsen@porthos.rutgers.edu
Message-ID: <May.6.20.17.26.1988.23205@porthos.rutgers.edu>
Source record: 116863

```
> summarizing the features of the SpartaDOS Took Kit?
^^^^

Whoops, make that: "Tool Kit".
Something tells me we'll see a SDOS Baggins Kit before we ever see a
SDOS Took Kit... :-)
--
\ I don't drink, so how \ Jersey \ GEnie GE Mail: M.KNUTSEN \ |||
\ come I live in Barr \ Atari \ The JACG BBS: (201)298-0161 \ / | \
||| \ Hall on Busch Campus? \ Computer \ NetLand: knutsen@rutgers.edu \
/ | \ \ --Mark Knutsen, R.U. \ Group \ or: {...}!rutgers.edu!knutsen \
```

1210. Atari News

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-07 15:37:50 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2918@ihlpe.ATT.COM>
Source record: 116864
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I found the following article in the latest issue of the electronic atari newspaper called Zmagazine. It is attributed to the Computer Shopper though, so credit should go there. Since the Zmagazine is carried on many BBS's and CompuServe, it is public domain, but I am giving proper credit.

BULLETIN BULLETIN BULLETIN BULLETIN BULLETIN BULLETIN

835 27-APR 21:27 General Information
Atarians Rejoice (?)
From: DFSCOTT
To: ALL

This is a Computer Shopper exclusive story.

Atari Corp. is undergoing another corporate restructuring, but this time more massive than before. A division company, to be known as Atari Computers, is being formed. Charles Babbitt has been named Atari Computers President, and Anthony Gould his Vice President for Sales. Although still under the umbrella leadership of the Tramiels, it appears at this time that a semi-autonomous company in the manner of Amiga Corp. is being spun off. In an exclusive interview, Atari chief spokesman Neil Harris told this reporter that Babbitt has been given two months to form a new corporate strategy for Atari Computers. During that period of time, says Harris, Corporate leadership has ordered no one at Atari Computers to speak with the press. Nonetheless, Babbitt was cornered into releasing general information to Computer + Software News about a special packaging arrangement of the Mega 4, perhaps for sales to Value-Added Resellers.

It apparently has yet to be decided what role current Atari Corp. management will play in leading the new Computers division. More details as they become available.

END OF ARTICLE

Since it is not dated April 1, I assume it is for real. If so, it may be the answer to all those that have been Atari bashing lately. I view it as a positive step for Atari and one that could raise their credibility IF they can bring more products to market. I have also read that because of chip problems, etc., Atari will be out of virtually all products by the end of the year. No amount of reorganization will help if you don't have a product to sell.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

1211. modems and the 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-07 18:18:00 UTC
From: PHR140@URIMVS.BITNET
Message-ID: <8805072106.AA22690@ucbvax.Berkeley.EDU>
Source record: 116865

One thing I found out when I first started using an Avatex
1200 modem with an R-verter interface on my 1200xl was that the
interface was not getting enough power. I remembered that there
is a current limitting resistor on the +5 volt line of the sio
bus. This is resistor R63. If you put a jumper across this
resistor, you will be able to use an r-verter or an p:r: connection
with the 1200xl. Also, if you want to get at the croma video
signal (to feed monitors that have separate croma and luma inputs)
you can connect a 0.01 uf capacitor to the junction of R184 and
C119. Attach the other end the the free pin of the video jack.
Using this configuration gives a much better picture on the
commodore (ack!) monitors, and other monitors that support this
type of vide input.

1212. "Atari Computers" , was Re: Atari News

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-07 23:50:27 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <3179@pasteur.Berkeley.Edu>
Source record: 116866
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

That Atari Corp. is spinning off a Computers division should be very good; as long as they get money from Corp. At last, there will be an organization that will deal with Computers. Not games, calculators, or suits against chipmakers. Maybe there's the slightest chance that Atari will start acting like a real computer company.

Here is my wish list:

1. More updates to GEM. It's the ST's _OS_ for chrissakes, everyone :-) has to use it so it better get fixed and enhanced.
2. More support for developers. Face it, Atari has no respect so it might as well be nice to the people who can keep the machines alive.
3. Buy an IC factory (unless this has already been done). and get the blitters out. THEN get the roms for the new GEM out. And on the latest TOS; send it to stores to be distributed by them. Have the retailers copy the disks for them. It would get customers for the retailers and get the revisions out.
4. For the 8-bitters. The next batch of OS roms should have the Newell Fastchip routines built in. Buy rights to put out the Newell code and maybe Newell will make a profit. I see his Fastchip going for $15 every-where. I don't see how he can be making anything, considering the size of the 8-bit market.
5. Again, 8-bitters. Sell Flight Simulator 2 on cart, maybe someone will buy a FSII that does no disk access! Indicate on the XEGS packs which machines a given cart will run on. (and accurately)
6. More user support and service.
7. Give the computers better names (from now on, it's too late for the st and xe). The computer is be an extension of the HUMAN mind. A computer should have a short (4 syllables or less) name that has a minimum of "whiny" sounds (ee,aye).
Here are some bad names and why I think I hate them:
ecks-ee too whiny, and it sounds like a sports car
ess-tee ditto
a-mee-ga whiny. reminds me of amoeba and Velveeta.
ps/2 says nothing, in other words, very IBM personality wise
Microsoft sheesh. not only is it small, it's soft. feminists may protest, but a weak phallic association turns everyone off. Note: I am not advocating "LargeHard" as an alternative:-> Imposing names are also bad.

Generally, these names do not sound good in conversation.
These do:
Macintosh canadian/scotch sounding. not wimpy (the machine may be though)

Dr. Halo luminescent sounding.
Dell (as in Dell computers) just good sounding
Grid one of the best Hi-teck sounding names.
etc.
And pertaining to the topic is the choice of numbers, i.e. 1040ST, Apple2.
obviously, XF551 is vastly worse than 1040 or 520. But 1040 is not as
1 or 2. I know very little about this, but I guess that the "best" numbers:
have no suffix like hundres or billion, can be said with few words as in
ten-forty or fifty-five, or have repetitive digits if they are long as in
six-two-six three-twenty-three, or are single digits. There should also
not be too may different models for one name. Imagine mega 2,4,6,8,10,11,14.

I realize that some people believe the name of a product has little to do
with it's desirability, and back when micros were bought by hobbyists this
was true, but now, we are dealing with "normal" people who don't have a
hacker's appreciation for programmability, instruction sets, and power
requirements. It's going to be a mass market, and that demands mass market
measures. Now, computer companies must hire logo, case, and graphics
designers as well as engineers. This is inevitable, even for a cost-cutting
outfit like Atari. Promotion and design are as much a part of business
as is manufaturing.
I am not advocating that Atari change the name of the ST and XE, they
already have name recognition, but they should not name the next product
the TT or EST or A?AQ (or promiseLAN, that's plain stupid). How about
names like: The Roadway, the Michael, the David (as in D&Goliath for all
the Bible nuts out there :-), the Stone (for go players), the Audrey.

--John

:the:end:is:near:get:all:your:files:onto:another:machine:fast:
John Kawakami c60b-at@buddy.berkeley.edu

1213. Ball-Blazer on cartridge !

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-09 12:51:09 UTC
From: ajb@cornea.mitre.ORG
Message-ID: <8805091251.AA02238@cornea.mitre.org>
Source record: 116867

My local toy store has just started carrying the new cartridges such as Ball Blazer, Rescue on Fractulus, etc... What I want to know is this: Will Ball Blazer run on an unmodified 600 ? Questions of this sort appear to be more and more common these days. Perhaps someone in the know at Atari can give us the definitive list of compatabilities with the new game cartridges.

Alan Broder
ajb@mitre.arpa

1214. This and that

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-09 19:48:22 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8805091904.AA29789@ucbvax.Berkeley.EDU>
Source record: 116868

Well, some general comments that I kept meaning to make, but never took
the time. Here goes a little of everything:

SX212: It is a real champ of a modem. I have had one perform flawlessly
for four months. I had bought from the last modem from the first shipment
of SX212 to our local dealer, and it was not a champ. Really noisy....
A friend of mine had also bought a SX212 and had the same problem with noise.
I was pretty mad, and I took it back. The dealer exchanged the modem, and
the wait was worth it. I think that I just had a fluke, but my friend did
too, so you may want to watch out for early 212's. I wouldn't let that
stop anyone from buying one, because they are really awesome modems, and
the one I have now is doing pretty good....

XEP80: I have one of these suckers, but all it does is collect dust.
What software is out there that works with the thing? I have something
like Amodem 4.2 that works in 80 column, but Xmodem only works at 300bps,
so it is not that hot of term program, esp. compared to Express. Does anyone
know if a VT100 emulator exsists for the xep80? Does anyone know if any
software period exsists for the xep80? Where can I get a list of it? Where
is a BBS with software for it?

Ultima V: Does anyone know the latest on this game? I want my Ultima!!!!

APAC: What is the general opinion of Analog's APAC (Any Point, Any Color)
program? It works okay, but I tried some stuff with it in BASIC, and it
was really slow. I downloaded it off of GEnie, so I don't have the magazine.
Does the source code appear in the mag? I am trying to write some mac/65
macros for it, but I lack some vital details, and I must be missing something
here.... Any help on the subject is appreciated....

MAC/65: Does anyone want to share some macros out there? I am a junkie
when it comes to this sort of thing, and I don't have alot of mac/65 macros
in my library. Specifically, I would like to see a mac/65 macro for processing
SpartaDOS parameters. Anyone know where some are?

I am sure that I have not got everything I meant to, so I'll probably
be back with another long one soon.... Have a nice fun day!

---------------------------------------+--
Frank Murphy | The Public Domain BBS
Computer User Consultant | (907)338-5005
Office of Information and Technology | 60+ Megs!
University of Alaska Anchorage | Alaska's Finest
---------------------------------------+--

1215. Re: Atari News

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-10 16:00:13 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <52642@sun.uucp>
Source record: 116869
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <2918@ihlpe.ATT.COM> kimes@ihlpe.ATT.COM (Kit Kimes) writes:
>Atari Corp. is undergoing another corporate restructuring, ...
>... A division company, to be known as Atari Computers, is being formed.
>
>Since it is not dated April 1, I assume it is for real. If so, it may be
>the answer to all those that have been Atari bashing lately.

Sounds interesting, but if all of the Computer business is one division what
does everyone else do? Video games? I'm thinking this would make the org
chart something like ...

```
Tramiel Bros...
|
+--------------------+-----------------------+
Babbitt ???????
Atari Computers VideoGames (2600 et al)
| |
+-------+--------+
Roy Neil ???
(SW) (Mktg) (HW)
```

Wonder if they can pull it off. They definitely need to restructure it in
some way. There is no way they can sell a UNIX box (aka '030) without a
fully staffed customer support division...

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

1216. Re: This and that

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-10 21:59:52 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2980@bsu-cs.UUCP>
Source record: 116870

Never heard of this APAC (Any Point, Any Color) program; I'd like to see it. I'm told that things from magazines can be posted here, IF proper credit is given to the source; "all you're doing is saving us from typing it in," was the exact phrase of my source... (Anyone caring to confirm/deny/dispute this, e-mail to my address below. Tnx.)

Chris Chiesa, Atari Fanatic
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1217. HELP

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-11 01:44:00 UTC
From: 89_LOZIE@UNION.BITNET
Message-ID: <8805110152.AA01960@ucbvax.Berkeley.EDU>
Source record: 116871

I SEE THAT MOST PROGRAMS AND LETTERS TO THE 8 BIT DIGEST PASS THROUGH
YOUR COMPUTER, SO I THOUGHT THAT YOU MIGHT ALSO HAVE A LISTING OF FILES THAT I M
IGHT PROCESS THROUGH THE COMPUTER NETWORK. WOULD YOU LET ME KNOW IF THERE IS ON
E AND HOW I MIGHT GET ACCESS TO IT? THANK YOU.

89_LOZIERP@UNION

1218. Comdex report

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-12 15:39:34 UTC
From: conklin@eecae.UUCP
Message-ID: <8254@eecae.UUCP>
Source record: 116872

Well after 2 days at Comdex, we got our work done early and came home so I thought you might be interested at what was news.

Atari was there, on the floor with a relatively large booth. This is a very serious attempt at marketing because even a small 10 x 10 booth will cost a company upwards of $40,000 to put up, and Atari's booth was about 40 x 40.

The Atari booth had Mega ST's everywhere. Almost every display was a Mega, except for an occasional 1040. After searching the entire booth, I finally asked and found that Atari did not have a _single_ 8 bit on display.

On the other hand, Atari did have a '286 AT compatible on display, and a couple of the Atai Laserprinters. I didn't notice them in operation but I was very busy at the time.

Neil Harris was there, and so I asked about his presence on the net. His presence or lack of is simply a matter of time. He logs on to things about 4 (?) times a week these days. He did mention that several people in engineering log on, so ifyou guys are out there, please speak up.

As for products at the show? I wasn't really looking. I just kept thinking about the thousands of people back home with 8bits. But we've gotten to the point where millions count.

One thing that Neil Harris did mention that I thought was interesting. 8 bits still account for a meaningful amount of sales, largely because they are being sold to (suprise!) Poland now. I think something like 100,000 units sold in Poland or such. Interesting.

Such was excitement. Sorry I don't have more, but Comdex is a big show and the few minutes I spent at the Atari booth was probably the most I spent at any single vendor.

Terry Conklin
ihnp4!msudoc!conklin
(517) 372-3131 3/12/2400
(313) 334-8877 3/1200

1219. 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-12 22:14:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM.UUCP
Message-ID: <19880512221405.8.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116873

Does anyone know if the processor in the 130XE (listed as a 6502C) is the enhanced 6502, ie the one with instructions like INA and TXY? What about the 800XL? Thanks for any info.

1220. Re: Comdex report

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-13 12:41:42 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2932@ihlpe.ATT.COM>
Source record: 116874

In article <8254@eecae.UUCP>, conklin@eecae.UUCP (Terry Conklin) writes:
> Well after 2 days at Comdex, we got our work done early and came home so
> I thought you might be interested at what was news.
>
> The Atari booth had Mega ST's everywhere. Almost every display was a
> Mega, except for an occasional 1040. After searching the entire booth, I
> finally asked and found that Atari did not have a _single_ 8 bit on
> display.
>
As far as I know, Atari has never displayed or tried to push the 8bit machines at COMDEX. This simply is not the right show for it. On the other hand, they should have a pretty good push of the 8bit machines, especially is the guise of the XE Game Machine, next month at the Summer Consumer Electronic Show here in Chicago. I will be looking at Atari and all the third party software houses to see what, if any, bright spots I can find. ANTIC usually has reports on Compuserve that someone posts here. I will have my own report, although much abbreviated from what you can find there.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

1221. Magniprint II+

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-13 23:23:23 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1884@ihlpm.ATT.COM>
Source record: 116875

Have any of you 8-bitters out there ever used a program called Magniprint II+
(from Alpha Systems)? If so, would you recommend it, particularly for printing
Koala (Microillustrator) pictures? What model of printer did/do you use it
with?

adTHANKSvance,

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1222. subscribing and unsubscribing etc.

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-14 19:43:08 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8805141943.AA14400@mitre-bedford.ARPA>
Source record: 116876

The general convention, throughout the internet mailing lists, so far as I know, is that to ask for assistance with subscribing, unsubscribing, or fixing distribution problems for list

info-xxx@yyy

you send your request to

info-xxx-request@yyy.

Originally, info-atari was one list (for 8-bit users). Then the ST came along and it was one list for both 8-bit and ST news. Then they split it into info-atari8 and info-atari16, but did not split the info-atari-request address.

Send your request to

info-atari-request@score.stanford.edu

and you should get a reasonably prompt response to your request.

-John Sangster / jhs@mitre-bedford.arpa

P.S. *** PLEASE *** do the net the favor of REMEMBERING this address if you should decide to unsubscribe at some future date. DO NOT ask all of us readers of the postings to unsubscribe you, as most of us can do that no more easily than you yourself can.

1223. Action RTL...

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-15 22:18:33 UTC
From: ss6349@leah.Albany.Edu
Message-ID: <790@leah.Albany.Edu>
Source record: 116877

I would like to know if the RTL package for action is in the public domain? I saw it on a bbs that I call, and it looks quite interesting. It will allow you to run programs without that action cart. If it is in the public domain, I can post it here. I am not sure if it is still on the bbs. If not I will ask the sysop about it.. Is anyone interested in it?

Steve.

--

SS6349@leah.albany.edu {Internet}

Steven H Schimmrich Dep. Of Geology SUNY at Albany

1224. Superboot availability....

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-15 23:19:24 UTC
From: ss6349@leah.Albany.Edu
Message-ID: <791@leah.Albany.Edu>
Source record: 116878

Hello again.

I was looking through my disks, and I found the rtl for action, but
it is in superboot format. I dont have the program to convert it back
to usable format. Does anyone out there ahave superboot? If so, could
you encode it and send it my way??? I would be eternally grateful.
Thanx.

Steve.

--

SS6349@leah.albany.edu {Internet}

Steven H Schimmrich Dep. Of Geology SUNY at Albany

1225. 130 XE Service problem

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-16 03:31:09 UTC
From: rich@lakesys.UUCP
Message-ID: <670@lakesys.UUCP>
Source record: 116879

[]

I have a question for other users of the net that have been
servicing and or have run into this problem.

I have a 130 XE machine, that will not allow one to do
anything except watch the RAM test in the self help
diag's text. It goes there right off. Once in a while one
can press RESET and get the machine to Basic, but after
hitting Return, major Lock-up.

Have tried the OS chip, wish another, and even my Omni view,
along with the Antic, the Salley and MMU (6161) all to no
avail. These seemed to be the place to start, but all yeild
the same problem. I was going to try the PIA chip, but think that
this would yeild the same, and really don't like de-soldering
40 pin chips. I can think of more pleasent things to do ;^)

Any help would be appreciated, as this one has me scratching
my head.

BTW. All is the same EVEN with the Keyboard not connected

rich.....

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich

--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

1226. Re: Action RTL...

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-16 07:09:19 UTC
From: tommyj@lakesys.UUCP
Message-ID: <671@lakesys.UUCP>
Source record: 116880

In article <790@leah.Albany.Edu> ss6349@leah.Albany.Edu (Steven H Schimmrich) writes:
>
> I would like to know if the RTL package for action is in the public
>domain?
> Steve.
>

The truth is... I don't know....

When OSS was owned by OSS, the runtime package WAS NOT public domain.
You had to buy the package directly from OSS. But now that OSS is owned by
ICD... I don't know what their policy is...

My advice is... until you hear different (from a reliable source), consider
the runtime package copyrighted. And don't repost it anywhere.

Tom Johnson

1227. atari prog archives

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-17 04:00:00 UTC
From: 89_LOZIE@UNION.BITNET
Message-ID: <8805170403.AA29928@ucbvax.Berkeley.EDU>
Source record: 116881

I have noticed in old digests that other people have asked about the program archives. Ialso would like to know how to get on the list. if anyone can help I would apprieciate it. I can be informed through the network or via e-mail. My address is 89_LOZIERP@UNION. thanks in advance.

PAUL LOZIER

1228. Re: 130 XE Service problem

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-17 07:05:23 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3082@bsu-cs.UUCP>
Source record: 116882

In article <670@lakesys.UUCP>, rich@lakesys.UUCP (Rich Dankert) writes:
> []
> I have a 130 XE machine, that will not allow one to do
> anything except watch the RAM test in the self help
> diag's text. It goes there right off. Once in a while one
> can press RESET and get the machine to Basic, but after
> hitting Return, major Lock-up.
>
> [list of attempted fixes deleted]

Have you considered/checked the possibility that you have a bad 6502? I've seen that happen, although usually the thing just doesn't run, period. Could be just something subtle in that the reset line is getting tweaked when you don't want it to, in combination with something being wrong in the part of the CPU that automatically starts at such-and-such location in memory on powerup.

Just a thought...

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1229. 2600 games on the 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-17 07:55:00 UTC
From: rzimbins@umn-d-ub.D.UMN.EDU
Message-ID: <330@umn-d-ub.D.UMN.EDU>
Source record: 116883

Is it possible to convert an Atari 2600 game cartidge to work on an 8bit machine (specifically an 800)? I've tried taking apart the 2600 cartridge, removing the IC, and reseating it inside the 8bit cartridge (Space Invaders with its IC removed).
This doesn't work, but it feels like it ALMOST works. For a fraction of a second after I turn on my computer, I can see the playfield of the 2600 game, then there is nothing but a
dull green screen to look at.
The game unit and the 8bit computers are the same internally, aren't they? If so, it should follow that a chip designed to work with the game should also work with the computers, right?
If I'm way off base, please tell me why. If I'm just a little off base, tell me about that too. Heck, just tell me what you know.

-Bob Zimbinski

1230. compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-17 14:54:41 UTC
From: lackey@Alliant.COM
Message-ID: <1819@alliant.Alliant.COM>
Source record: 116884

Well, I finally decided to get the new XF551 disk drive, and yes, only
DOS 2.5 came with it. I read on the net that Spartados supports the
new features, so I dug my copy out of the pile and tried it. It really
does use the DS/DD capability. However, to my horror, I found that
the Atari assembler does not seem to run under it. I tried assembling
my homemade text editor (which is rather large), and found that it
seemed to load OK, but hangs up while reading one of the source files.
Is there any fix? If the fix is getting mac65 (is that what it is called?),
where do I get it?

Also - I noticed that people have been talking about putting cartridges
on disk. Can this be done without hacking the hardware? I would love
to get rid of those stupid cartridges. Even if it is just the ones
that don't overwrite themselves.
Thanks. -Stan

1231. Action RTL...

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-17 15:13:52 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8805171513.AA10313@mitre-bedford.ARPA>
Source record: 116885

Steve Schimmrich writes...
> I would like to know if the RTL package for action is in the public domain?

As I understand it, OSS sold a package called the Runtime Library which was
a commercial product, not a PD one.

However, an enterprising soul on the net posted an "alternative RTL package"
awhile back. This was his own creation, and consisted of code to help you
extract code from the cartridge to a disk. He was careful to make sure that
the only thing he helped you get was the runtime library, which would not be
useful unless you had the cartridge itself or some compiled code that could
call the runtime library. If you own the cartridge, you are entitled to
copy it for your own use. If you want to make standalone programs that
use library routines that are in your own cartridge, you certainly have
the right to do that and put them on a disk. If you start selling those
programs, you may run into a gray area of the sort that makes lawyers wealthy.
If you merely share them with friends, I doubt that anyone will care.

> I was looking through my disks, and I found the rtl for action, but
> it is in superboot format. I dont have the program to convert it back to
> usable format. Does anyone out there ahave superboot? If so, could you
> encode it and send it my way??? I would be eternally grateful. Thanx.

> Steven H Schimmrich Dep. Of Geology SUNY at Albany

I don't have superboot (would like to find out what it is and get a copy),
but I do have the Poor Man's Runtime Library Package that was posted
awhile ago. Since I am sure that distribution of it to the net is authorized
by its author, I'll send you a copy (immediately if it is online here,
otherwise a few days). What you do with it after that is up to you.

-John Sangster / jhsmitre-bedford.arpa

1232. 130 XE Service problem

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-17 15:42:14 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8805171542.AA12361@mitre-bedford.ARPA>
Source record: 116886

> I have a 130 XE machine, that will not allow one to do
> anything except watch the RAM test in the self help
> diag's text. It goes there right off. Once in a while one
> can press RESET and get the machine to Basic, but after
> hitting Return, major Lock-up.
Since the PIA is the chip that selects the self-test ROM, I would check the PIA first. Look at the logic line from the pin (I think it is Bit 7, the Most Significant Bit (MSB)) to see if it is asking for the diagnostic ROM (I think that would be a LOW output instead of +5 volts). Also check the logic chips that this bit controls. One of them may be burned out, causing it to command the diagnostic ROM into action even if the PIA is not telling it to. I suspect you will find the problem to be either a bad PIA or a bad gate driving the ROM chip select line.

> Have tried the OS chip, wish another, and even my Omni view,
> along with the Antic, the Salley and MMU (6161) all to no
> avail. These seemed to be the place to start, but all yeild
> the same problem. I was going to try the PIA chip, but think that
> this would yeild the same, and really don't like de-soldering
> 40 pin chips. I can think of more pleasent things to do ;^)
Given the symptoms, the circuitry from the PIA to the O/S ROM is the probable location of the problem. Save all those parts you changed, 'cause they are probably perfectly good. Since you changed the MMU, I suspect it is, after all, a bad PIA chip. The only other thing I can think of is a short across the lines from the connector where the keyboard plugs in. Hah, that's eliminated by the fact that both OMNIVIEW and the Atari chip come up the same way. Since they react oppositely to the OPTION key, it can't be just a short that makes it look as if the OPTION key is being held down.

> Any help would be appreciated, as this one has me scratching
> my head.
It would of course help if you had a 130XE schematic diagram and a 'scope or at least a VOM (Volt-Ohm-Milliameter). But the more I think about it, the more I think it is probably a bad PIA. Either that or a fault in the wiring to the PIA, like a solder splash that shorts a pin to ground.

Good luck.

-John Sangster / jhs@mitre-bedford.arpa

1233. Re: 2600 games on the 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-17 16:11:17 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1291@udccvax1.acs.udel.EDU>
Source record: 116887

In article <330@umn-d-ub.D.UMN.EDU> rzimbins@ub.UUCP (robert zimbinski) writes:
>
> Is it possible to convert an Atari 2600 game cartidge to work on an 8bit
> machine (specifically an 800)? I've tried taking apart the 2600 cartridge,
> removing the IC, and reseating it inside the 8bit cartridge (Space Invaders
> with its IC removed).
> This doesn't work, but it feels like it ALMOST works. For a fraction of a
> second after I turn on my computer, I can see the playfield of the 2600
> game, then there is nothing but a
> dull green screen to look at.
> The game unit and the 8bit computers are the same internally, aren't they?

As I understand it, the 2600 has a completely different microprocessor
than the computers (I don't know what it has). While I have not heard that
the code cannot be converted, I tend to doubt that it can be done easily.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

p.s. A misconception like this tends to increase the idea that Atari only
makes game machines.

GD,TL,TR,AEE

1234. Action! PD runtime pack

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-17 17:08:46 UTC
From: curzon@kaoa01.dec.com
Message-ID: <8805171708.AA00804@decwrl.dec.com>
Source record: 116888

There are 2 runtime packages (at least) for Action! The one that
was sold by OSS (and now presumably by ICD Inc) is the original by Clint
Parker. It is not PD. The other one I did a quick review of last year:

The other (PD) package is by Jeff Reister (sp?) of Mount Vernon,
Washington. It includes an adaptation of the ST Reversi game published
by Analog, and a font editor, along with their source codes, and the
assembler sources for the runtime package code.

The actual runtime package is contained in one relatively short file
(RUNTIME.ACT). It seems to be quite a bit more compact than the OSS
runtime package. There is also a program RTSCAN.COM (with sources) that
scans 1 or more source code files, and compiles a list of each of the
RUNTIME symbols that will be required. The list can be output to any
device. It lists symbols in the same order as they appear in the
RUNTIME.ACT file, and the number of calls made to each. Then it is
simple to load a copy of RUNTIME.ACT into the editor, and kill all the
unused routines/variables.

[There has since been posted to GEnie a program like RTSCAN,
except it actual creates the "minimum size" RUNTIME.ACT file, with only
the routines required by your sources. Any body tried that one?]

In all, this package makes less demand on your symbol table capacity
than the OSS package (fewer symbols). And, RTSCAN makes it easy to
include only the direct and indirect routines needed, to make your
runable binary file as small as possible, and minimize symbol table
demands.

If however you encounter symbol table capacity problems in
compiling a very large program, this package does not include a routine
to increase symbol table space (like BIGST.ACT distributed with the OSS
package), nor does it have documentation on exactly what system
variables need to be changed.

However, BIGST.ACT was released to the world by Clint Parker's BBS,
as copyright but to be freely distributed, so that could be used in
conjunction with this PD runtime package.

The package comes with a notice that although this runtime package
is PD, Action! programs can still not be sold for profit unless cleared
with OSS Inc. [PROBABLY ICD INC - NOW]

It is a very fine package, and a definite improvement over the OSS
package in ease of use-- no bugs found yet.

[I have since used the PD runtime package on a couple of small programs--
it works great...]

1235. Re: 2600 games on the 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-17 17:41:23 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <3466@pasteur.Berkeley.Edu>
Source record: 116889

In article <330@umn-d-ub.D.UMN.EDU> rzimbins@ub.UUCP (robert zimbinski) writes:
> Is it possible to convert an Atari 2600 game cartidge to work on an 8bit
> machine (specifically an 800)? I've tried taking apart the 2600 cartridge,
>[deleted about what Bob did]
> The game unit and the 8bit computers are the same internally, aren't they?
> If so, it should follow that a chip designed to work with the game should
> also work with the computers, right?
> If I'm way off base, please tell me why. If I'm just a little off base,
> tell me about that too. Heck, just tell me what you know.
>
> -Bob Zimbinski

If I recall correctly, the 2600 uses a 6507 mpu and the 800 and co. use a 6502 mpu. So it shouldn't work. There are also differences in the sprite (player/missile) mechanisms. I suspect that there are certain similarities in both machines -- that they are close enough that a hardware device could be made to run both machines using common graphics chips. But They are different enough so the carts are not interchangable now and will not be in the forseeable future.
The _5200_ is the machine that is a 800 in disguise. 5200 games are portable to the 800 if some mods are made to the cart; of course, some code changes will have to be made to compensate for the joysticks. There was a cart mod article in an old ANALOG.

:the:end:is:near:get:all:your:files:onto:another:machine:fast:
John Kawakami kawakami@zen.Berkeley.edu

1236. Re: 2600 games on the 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-18 01:04:59 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <13574@tut.cis.ohio-state.edu>
Source record: 116890

In article <3466@pasteur.Berkeley.Edu> c60b-at@buddy.Berkeley.EDU.UUCP (john->kawakami) writes:
>In article <330@umn-d-ub.D.UMN.EDU> rzimbins@ub.UUCP (robert zimbinski) writes:
>> Is it possible to convert an Atari 2600 game cartidge to work on an 8bit
>> machine (specifically an 800)? I've tried taking apart the 2600 cartridge,
>> The game unit and the 8bit computers are the same internally, aren't they?

No. They are two very different machines.

>> If I'm way off base, please tell me why. If I'm just a little off base,
>> tell me about that too. Heck, just tell me what you know.
>>
>> -Bob Zimbinski
>
>If I recall correctly, the 2600 uses a 6507 mpu and the 800 and co. use a 6502
>mpu. So it shouldn't work. There are also differences in the sprite (player/
>missile) mechanisms. I suspect that there are certain similarities in both
>machines -- that they are close enough that a hardware device could be made
>to run both machines using common graphics chips. But They are different enough
>so the carts are not interchangable now and will not be in the forseeable
>future.

This is correct. These two machines are VERY, VERY different machines.
The games are quite totally non-portable (I am not sure why one would want
to port a 2600 game to a 400/800 anyhow, but that is one's own perogative :-)

>The _5200_ is the machine that is a 800 in disguise. 5200 games are portable to
>the 800 if some mods are made to the cart; of course, some code changes will
>have to be made to compensate for the joysticks. There was a cart mod article
>in an old ANALOG.

This is partially true. I guess that although the 5200 used the 6502 and
the Antic/PIA/Pokey chip set, Atari, Inc., in its infinite wisdom, brain-
damaged the 5200 enough to make it non-compatible with the home computers.
It is possible to transfer the 5200 games to the 400/800, but you have to
make software mods once you get the object file to the 400/800 since the
5200 uses those evil-joysticks-from-hell (that are two potentiometers.)
All of which seems much more trouble than it is worth, since there aren't
any 5200 games I can think of that didn't come from the 400/800 in the
first place.

One bit of trivia: the 6507, the CPU in the 2600, is also used in the
wonderful Atari disk drives! Yes, you too can build the 2600 emulator
for your Atari 1050...

As long as we are discussing game machines, does anyone know the technical poop about the 7800, the evil-black-sheep of the Atari Game machine line? Now some of the games I saw for this little gem were kinda nice. Also, does anyone know what kind of CPU that Sega or Nintendo use in their game machines (I assume proprietary...)

--
//\ Andrew Weaver | weaver@tut.cis.ohio-state.edu
///\\ OSU College of Business | ...ihnp4!cbosgd!osu-cis!tut!weaver
/// \\
///\\\\\\\ "Which key is the any key?"

1237. us doubler and warp speed r/w

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-18 17:27:00 UTC
From: PHR140@URIMVS.BITNET
Message-ID: <8805181739.AA24532@ucbvax.Berkeley.EDU>
Source record: 116891

Is there any kinf of patch out there to get the US Doubler chips to do warp speed reading and writing with a dos other than Sparta DOS ? I am using mydos 4.2B. This works fine for double density, but thats all I can get. Any ideas??

Bitnet: Phr140@urimvs

1238. copy disk to tape program

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-18 20:41:00 UTC
From: 89_LOZIE@UNION.BITNET
Message-ID: <8805190017.AA02157@ucbvax.Berkeley.EDU>
Source record: 116892

I am currently looking for a program that will allow me
to copy from my disk drive to my tape drive. if anyone
can help me with getting a copy of this program let me
know by email at:

89_lozierp@union
Thank you in advance.

Paul lozier

1239. Re: 2600 games on the 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-19 04:06:21 UTC
From: sumrall@nick.egr.msu.edu
Message-ID: <438@nancy.UUCP>
Source record: 116893

In article <1291@udccvax1.acs.udel.EDU> gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
>In article <330@umn-d-ub.D.UMN.EDU> rzimbins@ub.UUCP (robert zimbinski) writes:
>>
>> Is it possible to convert an Atari 2600 game cartidge to work on an 8bit
>> machine (specifically an 800)?
>
> As I understand it, the 2600 has a completely different microprocessor
>than the computers (I don't know what it has). While I have not heard that
>the code cannot be converted, I tend to doubt that it can be done easily.
>

The way I heard it, the designer of the 2600 and 8bit video chips
were the same person. However, I also know that they are very different
machines. The 2600 CPU is a 6507 I think. I might have the number wrong
but it is essentially a scaled down version of the 6502 in the 8bit. It
only addresses 8K of memory, it's missing some interupts, etc. The 2600 also
has only 256 BYTES of RAM. There is no stack, so no subroutines are
allowed. There is also no video screen memory. The program must constantly
draw the screen and do its work during the Vblank period. The video chip is
called the TIA, but I have no documentation on how to use it.

Of course, this is quite unlike the 8bit with its wonderful abilities.
Therefore, it is not possible to move the ROMS between the machines.
(Then again, most if not all games on the 2600 are also made for the 8bit,
and they probably play a lot better on the 8bit. So why do you want to
run 2600 games on the 8bit in the first place?)

Kenneth Sumrall
Internet: sumrall@msudoc.egr.msu.edu
UUCP: ...!ihnp4!msudoc!sumrall
****
Of course, given enough monkeys and enough time, and enough reams of typing
paper, it is possible for any program to be written, no matter how complex.
****

1240. Re: 2600 games on the 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-19 18:10:05 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <3543@pasteur.Berkeley.Edu>
Source record: 116894

In article <13574@tut.cis.ohio-state.edu> weaver@tut.cis.ohio-state.edu (Andrew Weaver) writes:
>One bit of trivia: the 6507, the CPU in the 2600, is also used in the
>wonderful Atari disk drives! Yes, you too can build the 2600 emulator
>for your Atari 1050...
Heh Heh Heh. Yup, I know the 810s had 6507s, but the 1050s too?!
But will you be able to load disk based 2600 sw, or will you have to get
the cassette games from Arcadia?

>does anyone know what kind of CPU that Sega or Nintendo use in their
>game machines (I assume proprietary...)
>
I hear the Sega uses the 68000 and the Nintendo uses a some 8-bit chip
(Z-80? 6502? 65xxx?) It appears that the Nintendo has a more sophisticated
display system (support chips), but the Sega has more computing power.
The XEGS has a Keyboard.!.!.

:the:end:is:near:get:all:your:files:onto:another:machine:fast:
John Kawakami kawakami@zen.Berkeley.edu

1241. TRAK disk drive help

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-19 23:53:21 UTC
From: steveno@tekigm2.TEK.COM
Message-ID: <2958@tekigm2.TEK.COM>
Source record: 116895
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Does anyone out there have any information on TRAK disk drives for atari systems? A friend has a model AT-D1 and AT-D2 that are in need of some fixing. I am looking for any type of service manuals, schematic diagrams, or anything else to repair them. My understanding is that TRAK went out of business and I have not had any luck finding this type of information. I was hoping that somebody out there might point me in the right direction. If you can help please let me know.

Thank you in advance,

Steve Omner
steveno@tekigm2.TEK.COM

1242. Sega specs (was Re: 2600 games on the 8bit?)

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-20 02:23:30 UTC
From: rzimbins@umn-d-ub.D.UMN.EDU
Message-ID: <334@umn-d-ub.D.UMN.EDU>
Source record: 116896

In article <3543@pasteur.Berkeley.Edu> c60b-at@buddy.Berkeley.EDU.UUCP (john->kawakami) writes:
>
>>does anyone know what kind of CPU that Sega or Nintendo use in their
>>game machines (I assume proprietary...)
>>
>I hear the Sega uses the 68000 and the Nintendo uses a some 8-bit chip
>(Z-80? 6502? 65xxx?) It appears that the Nintendo has a more sophisticated
>display system (support chips), but the Sega has more computing power.
>The XEGS has a Keyboard.!.!.
>
> John Kawakami kawakami@zen.Berkeley.edu

I happened to have a Sega machine in front of me, so I checked it's stuff.
It doesn't use a 68000, but a plain old Z80. (I had to take it apart to find
that out, but what the heck...(-:))
Other misc stuff:
128k ROM
64K RAM
128K video RAM
64 Colors
256x192 screen resolution
Horizontal,Vertical,Diagonal and Partial scrolling
3 four octave sound generators, 1 white noise generator
Maximum of 256 sprites

Nobody probably cares, but it's here in case you do....

1243. Re: compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-20 04:27:26 UTC
From: gil@limbic.UUCP
Message-ID: <126@limbic.UUCP>
Source record: 116897

In article <1819@alliant.Alliant.COM> lackey@alliant.COM (Stan Lackey) writes:
|>Well, I finally decided to get the new XF551 disk drive, and yes, only
|>DOS 2.5 came with it. I read on the net that Spartados supports the
|>new features, so I dug my copy out of the pile and tried it. It really
|>does use the DS/DD capability. However, to my horror, I found that
|>the Atari assembler does not seem to run under it. I tried assembling
|>my homemade text editor (which is rather large), and found that it
|>seemed to load OK, but hangs up while reading one of the source files.

This sounds like the problem I had with the Atari Macro Assembler (AMAC).
The disk keeps on spinning and seeking but nothing seems to happen...

|>Is there any fix?

Good question. Not that I could find. I think AMAC does some funny things
with I/O, specifically with a part of the IOCB that you are not supposed
to depend on (but it does). That's the reason for the problem.

|>If the fix is getting mac65 (is that what it is called?), where do I get it?

I have no idea anymore, but I know it permanently solved my problems, and it
was ten times faster. Granted, it is a bit obscure in a sense, but is
much more flexible (and has less bugs) than AMAC. Yes, AMAC has some really
bad bugs...

|>Thanks. -Stan

Sorry to only be able to provide this small amount of information, but I
hope it helps. Surely the same outfits that carry the Action! cartridge
will carry the MAC-65 cart and toolkit. Take a look in some Atari magazines.

+-----------------------------------+--+
Gil Kloepfer, Jr.	Net-Address:
ICUS Computer Group, Systems Dvlp.	{boulder,ihnp4,talcott}!icus!limbic!gil
P.O. Box 1	Voice-net: (516) 968-6860
Islip Terrace, New York 11752	Othernet: limbic!gil@icus.UUCP
+-----------------------------------+--+

1244. Re: 2600 games on the 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-20 05:16:24 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <13783@tut.cis.ohio-state.edu>
Source record: 116898

In article <3543@pasteur.Berkeley.Edu> c60b-at@buddy.Berkeley.EDU.UUCP (john->kawakami) writes:
>But will you be able to load disk based 2600 sw, or will you have to get
>the cassette games from Arcadia?

Now things are getting a bit silly :-)

>...but the Sega has more computing power.
>The XEGS has a Keyboard.!.!.

Yes. Too bad that Atari isn't doing any real support of this 65XE-which-is-a-800XL-in-a-funny-pastel-box. I for one would like to see them release the Flight Sim II cartridge for retail sale alone - even though it can't run on my vintage 1984 Atari 800, I'd buy a used 800XL for a game like that :-)

8bits are/were great. I'd be interested to see just how many Atari 400/800/XL/XE computers are gathering dust versus similar Commodore Vic/64/128 equipment (but that is another flame war... double :-)

--
//\ Andrew Weaver | weaver@tut.cis.ohio-state.edu
///\\ OSU College of Business | ...ihnp4!cbosgd!osu-cis!tut!weaver
/// \\
///\\\\\\\ "Which key is the any key?"

1245. Re: Sega specs (was Re: 2600 games on the 8bit?)

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-20 05:20:45 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <13784@tut.cis.ohio-state.edu>
Source record: 116899

In article <334@umn-d-ub.D.UMN.EDU> rzimbins@ub.UUCP (robert zimbinski) writes:

...regarding specs on Sega's games system...

> 256x192 screen resolution

Are you sure of this? I have seen the display on this machine and it looks much more dense. Perhaps the number of colors fakes one's eyes out, but this resolution is about the same as an Apple II--and those graphics are not arcade standard by anyone's definition.

--
//\ Andrew Weaver | weaver@tut.cis.ohio-state.edu
///\\ OSU College of Business | ...ihnp4!cbosgd!osu-cis!tut!weaver
/// \\
///\\\\\\\ "Which key is the any key?"

1246. Re: 2600 games on the 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-20 06:19:37 UTC
From: john1233@csd4.milw.wisc.edu
Message-ID: <5851@uwmcsd1.UUCP>
Source record: 116900

I seem to remember about 2 years ago, someone posted documentation
on how to write 2600 games.

Anyone have this anymore?

ARPA: john1233@csd4.milw.wisc.edu
BITNET: john1233@csd4.milw.wisc.edu
UUCP: uwvax!uwmcsd1!uwmcsd4!john1233

1247. Re: 130 XE Service problem

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-20 17:41:30 UTC
From: hans@umd5.umd.edu
Message-ID: <2760@umd5.umd.edu>
Source record: 116901

In article <670@lakesys.UUCP> rich@lakesys.UUCP (Rich Dankert) writes:
>[]
>
> I have a 130 XE machine, that will not allow one to do
> anything except watch the RAM test in the self help
> diag's text. It goes there right off. Once in a while one
> ....
>
Fixing small computers 101: (also applies to any other electronic equipment): Check the power supply. Make sure it puts out 5 volts and not much ripple. A scope is great for this, but a VOM will do. Actually this one does not sound like a power supply problem, but you never can tell for sure. And you always feel like kicking yourself when you discover, after much searching, that the solution was that simple.

When doing a coldstart, one of the first things the XL/XE OS does is a quick memory test. If that fails, it dumps you into the memory diagnostics, and it sounds just like that is what is happening to you. The fact that you get that far indicates that, in all likelyhood, the cpu, antic, gtia, parts of the pia, and the rom are all working. The RAM must be working at least somewhat, since the memory test must use it for scratch storage, screen, etc.

You did not indicate if the memory test seemed to be running, and how it thought that the RAM and ROM areas checked out. If you see some failures there, you should have some idea of what is broken. From the symptoms I strongly suspect that your problem is bad RAM.

Assuming that RAM is your problem, the next step is to identify the bad IC. Unfortunately the diagnostics go to much detail identifying the 1k region containing the error, but neglect to identify the bit. If your display is somewhat garbeled, the pattern may help to identify the bad bit. If your memories are socketed, swap away (you have a set of spares right there).

If your memories are soldered in, here is a trick I once used to fix just such a beast: take 3 memory chips, and bend their legs inward slightly, so that you can stack them on top of each other, and have them hold together tightly. Put this stack on top of a memory chip, and see if the problem goes away. If not, move it to the next one, and so on. Be sure to remove power whenever you are moving the chips, be careful not to short anything, and all usual precautions about handling static-sensitive components apply here, too.

When I did this, it turned out that two memories were enough to "outvote" the bad one, but one was not enough. I wold use three in case your error is more persistent.

I hope this helps!

1248. Re: 16K cartridge - How?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-20 19:21:01 UTC
From: hans@umd5.umd.edu
Message-ID: <2761@umd5.umd.edu>
Source record: 116902

```
>
Apparently I did not describe things real well on my last try, so here we go
again:
> Hmm... I'd have sworn I'd seen two chips in there when I opened it. Maybe I'm
Yes, there are two chips, but they are both 4k ROMs. Maybe these were cheaper
than the 8k variety at the time, or maybe one half contains subroutines
common to several games. The key thing is that they both are selected by the
S5 signal, which indicates the address range $A000-$BFFF. 16k cartridges
(with a flat 16k address space) will also use the RD4 and S4 signals, and
bank switched cartridges will use the CCTL signal. The Centipede cartridge
does not even have contacts in these locations. (See 'Mapping the Atari',
Appendix 14, for the pinout of the cartridge connector.
>
>
> Whaddya mean a "remnant"? This IS an 800 I'm talking about here! :-)
Sorry, I did not mean to offend you. But when you look at this from the point
of view of an XL or XE, this addressing scheme might seem strange.
>
> I don't understand what you just said! In fact, I'm having a devil of a time
> even explaining what it is I don't understand. Basically that didn't make much
> sense to me; could you clarify it? What memory address controls the bank-
> switching? $D500-$D5FF is a 256-byte range, neither a single "control regis-
> ter" nor an 8K block; I don't understand what appears there, under what condi-
> tions. What about "$Axx" and "$Bxx"? Is that a value that goes into some con-
> trol register, affecting what data appears at bank-switched addresses? I'm
> confused!
>
The i/o area address space $D500-$D5FF is decoded in the Atari, and the
result is fed to the cartridge as the CCTL line. This apparently was meant
for such applications as bank switching, and for cartridges with i/o devices.
After that it is up to the cartridge what to do with it.
The scheme I described is used by the OSS cartridges (Basic XL and XE,
Mac/65, and maybe Action, too). In the more common approach you would
store a value xx in a control register to accomplish a certain action.
In this scheme, instead, you reference location $D5xx.
This probably simplified hardware design.
So, for instance, a reference to $D500 selects bank 0, $D501 selects bank
1, and so on. Since these may be store instruction, this can be done without
affecting registers, which may simplify programming.
Where I referred to $Axx and $Bxx, that should have been $Axxx and $Bxxx,
to indicate that these cartridges treat the two halves of their address
space separately.
```

> > >There ARE a few places in the code where an LSR (logical shift right) is per-
> > >formed on memory addresses WITHIN the Cartridge ROM...
> >
> > I would guess these are data areas or tables of addresses.
>
> I suppose that could be, but I don't understand HOW. Doing an LSR on a ROM lo-
> cation doesn't affect the contents of that memory address; the only non-ROM
What I suggestes was that these areas are not really code, but data used for
displays or whatever. After all, if you disassemble arbitrary data you some-
times get what looks like real instruction sequences. On the other hand,
if these LSR instructions are in the middle of what appears to be legitimate
code, then I was probably wrong, and this is some form of copy-protection.
You might try replacing these instructions with SEC or CLC, as appropriate.
> > 1. During initialization the OS sets up numerous pointers based on the size
> > of RAM that it finds. Addresses $6A, $2E4-$2E6 come to mind, but there
> > may be more. To keep everything away from the cartridge code you have to set
> > up all of these just right, or someone might trash part or your RAM.
>
> I don't understand how this would interfere. The first thing I tried, in fact
> the thing that got me started on this, was a "CARTCOPY.BAS" program that simply
> copied an 8K cartridge from either slot (I have an 800) to a disk file. It
> worked fine on the Atari BASIC and Assembler/Editor cartridge, but bombed out
> on Centipede. The program comments indicated that it worked "... only for 8K
> carts...", which was what led me to think Centipede might be 16K, for one thing.
> But the point is, as far as can be told, the SAME DATA in the SAME ADDRESSES
> WORKS when it's running from the CARTRIDGE, and DOESN'T work when running from
> a disk file (or direct-copied RAM). Does this, and your comment, imply that
> I'm not really getting the SAME DATA to DISK as is in the cartridge? I find
> that hard to believe, especially in light of the way other cartridges don't
> exhibit the same behavior.
>
You are probably right on this one, but let me explain my point. When you
boot without cartridge, the OS sets up numerous pointers to reflect a
memory size of 48k. When you boot with a cartridge, those pointers are set
up for a memory size of 40k. When you boot without cartridge, and then want
to run the equivalent of a cartridge, you have to change those pointers. My
point was that if you do not make all the changes needed, then some
cartridges may run, and others may not, depending on which pieces of infor-
mation they use. And of various pieces of code that I have looked at, I have
not seen one yet that set all of these things correctly.

> On a related note, though: I've noticed that loading a binary file into RAM at
> addresses which at other times are cartridge ROM, seems to make the machine un-
> happy. I've seen innumerable programs which load, say, 7K of data into some-
> where ELSE, then go to a lot of trouble to MOVE the data into, say $A000-...
> I've experimented with altering these files to load directly at $A000 in the
> first place, and often as not they bomb the machine. Why? Why? Why??
I can't think of any reason why that should be so, but have made the same
observation at times. Never had the time to chase it down, though.
>
> doesn't seem any the worse... What exactly am I risking, besides locking up

> the current "session"? Is there a better method?
Apparently lockups are all you are risking. If you are going to do a lot of this, a switch in the S5 line would make the cartridge appear and disappear, while keeping the memory occupied at all times. You could add that either in the cartridge or in your 800.

>
>
> Thanks! I appreciate your taking the time to comment. You've been most
> helpful!
>
> Chris
>
You are welcome. This has been a fun project to pursue, and I don't even have to do any of the work!

Hans

1249. disk to tape program

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-20 22:17:00 UTC
From: 89_LOZIE@UNION.BITNET
Message-ID: <8805210338.AA11194@ucbvax.Berkeley.EDU>
Source record: 116903

I am getting desperate for the program that will allow me to copy any file from my disk drive to my tape drive. IF ANYONE CAN HELP ME OUT I REALY WOULD APPREIC IATE IT. (my brother is driving me banana's) please help if you can. you can s end e-mail to 89_lozierp@union.

thank you,
paul lozier

1250. Re: 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-20 23:07:07 UTC
From: rargyle@wsccs.UUCP
Message-ID: <543@wsccs.UUCP>
Source record: 116904

In article <19880512221405.8.JRD@MOA.SCRC.Symbolics.COM>,
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
> Does anyone know if the processor in the 130XE (listed as a 6502C) is
> the enhanced 6502, ie the one with instructions like INA and TXY?

1251. Atari 8-bit virus??

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-21 06:11:24 UTC
From: sale5312@fredonia.UUCP
Message-ID: <959@fredonia.UUCP>
Source record: 116755

please don't panic!!

I'm just wondering if there was an XE virus going around. i own
an ST and 3 8-bits (two 400s (one 48K) and a 600) and was wondering
this because i see so much about the ST virus and nothing of an 8 bit
one. i've never seen a "virus killer" program for the 8 bitters
either.

thanks in advance for any info! (hopefully positive)

--
Marty Saletta @ Fredonia,NY---
18/9/2012 T.V. FLASH ON ALL DIAL-A-PROGRAM SERVICES
This is an announcement from Genetic Control:
"It is my sad duty to inform you of a 4ft. restriction on humanoid height."

1252. Re: Atari 8-bit virus??

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-21 14:33:49 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1328@udccvax1.acs.udel.EDU>
Source record: 116756

In article <959@fredonia.UUCP> sale5312@fredonia.UUCP (Marty Saletta) writes:
>
> *please don't panic!!*
>
and don't forget your towel

> I'm just wondering if there was an XE virus going around. i own
> an ST and 3 8-bits (two 400s (one 48K) and a 600) and was wondering
> this because i see so much about the ST virus and nothing of an 8 bit
> one. i've never seen a "virus killer" program for the 8 bitters
> either.
>
I have never seen a virus for the Atari 8-bits. I have thought about it
before, and I think it would be fairly difficult to implement. One obstacle is
the fact that there are so many DOS's and disk formats. A virus might be able
to hide in sector 720 on a DOS 2.0s disk, but the same scheme would probably
not work on a DOS 2.5 disk and would certainly not work with SpartaDOS, MyDOS,
and all the other odd DOS's out there. Another obstacle is the noisy I/O. Even
if a virus is created, the Noisy I/O allows an experienced user to know
what is going. For example, if you open a file for read and hear the low
clicks, you know something odd is going on. Creating an 8 bit virus would be an
interesting project. Maybe someone could make a benign one that does something
like print "Bang! You're dead!" after it has been copied X times.

Gary Duzan
Time Lord
Third Regeneration
Atari ENthusiast Extreme

> thanks in advance for any info! (hopefully positive)
>
>
>--
>Marty Saletta @ Fredonia,NY---
>18/9/2012 T.V. FLASH ON ALL DIAL-A-PROGRAM SERVICES
>This is an announcement from Genetic Control:
>"It is my sad duty to inform you of a 4ft. restriction on humanoid height."

1253. Re: us doubler and warp speed r/w

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-22 01:41:48 UTC
From: gil@limbic.UUCP
Message-ID: <127@limbic.UUCP>
Source record: 116757

In article <8805181739.AA24532@ucbvax.Berkeley.EDU> PHR140@URIMVS.BITNET writes:
|>
|> Is there any kinf of patch out there to get the US Doubler
|>chips to do warp speed reading and writing with a dos other
|>than Sparta DOS ? I am using mydos 4.2B. This works fine for
|>double density, but thats all I can get. Any ideas??
|>
|>
|>Bitnet: Phr140@urimvs

There isn't a SIMPLE patch available. The problem is that US doubler works
by modifying the serial I/O (SIO) port speed. When this happens in Sparta,
the normal serial port routines are swapped with a modified set which operate
at the faster speed. The speed index is obtained by querying the drive with
a special disk operation code. If you are lucky, someone may have made a
patch which works with other DOS's which handle the US doubler's ultra-speed.

The next question is why you aren't using SpartaDOS? I've used all types
of DOSs, but Sparta seems to be the best one available. I guess that too is
a matter of opinion, but I think that you might be better just switching
to Sparta.

+-----------------------------------+--+
Gil Kloepfer, Jr.	Net-Address:
ICUS Computer Group, Systems Dvlp.	{boulder,ihnp4,talcott}!icus!limbic!gil
P.O. Box 1	Voice-net: (516) 968-6860
Islip Terrace, New York 11752	Othernet: limbic!gil@icus.UUCP
+-----------------------------------+--+

1254. Re: Atari 8-bit virus??

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-22 21:36:05 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3171@bsu-cs.UUCP>
Source record: 116758

I'd be surprised if there were an Atari virus, for most of the reasons already mentioned here; additionally, I find that most of the programs I use on a regular basis don't like to work right if the program I ran before them has left anything in memory, therefore I have to turn the computer off and back on just to go from one program to another. I'd like to see a virus survive THAT! Besides, if nothing else, there just isn't a lot of memory available for a virus, even if one did get written! On the other hand, you could write a SIMPLE one that could be appended onto other, legitimate program files and go in and do nasty things... Would be hard for it to propagate, though, what with memory restrictions, constraints on system pointers, cycle-counting constraints on DLIs, VBIs, or any other attempted "behind-the-scenes" manipulations, the "noisy bus" I/O, and so on and so forth....

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1255. Re: disk to tape program

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-23 15:34:13 UTC
From: hans@umd5.umd.edu
Message-ID: <2766@umd5.umd.edu>
Source record: 116759

In article <8805210338.AA11194@ucbvax.Berkeley.EDU> 89_LOZIE@UNION.BITNET writes:
>I am getting desperate for the program that will allow me to copy any file from
>my disk drive to my tape drive. ...
> paul lozier

As far as I know there is no reason why you could not use the DOS
'copy file' command, and give C: as output file name. Alternatively,
a simple Basic program could also be used:

```
10 OPEN #1,4,0,"D:whatever"
20 OPEN #2,8,0,"C:"
30 TRAP 200
40 GET #1,X
50 PUT #2,X
60 GOTO 40
200 CLOSE #1
210 CLOSE #2
220 END
```

This would be a bit slower, but should work.

If you are talking about copying boot disks, as opposed to DOS files, things
get a whole lot more complicated, and you won't find a general purpose
program to do this job for you.

1256. Re: compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-25 06:15:22 UTC
From: chasm@killer.UUCP
Message-ID: <4175@killer.UUCP>
Source record: 116760

In article <126@limbic.UUCP>, gil@limbic.UUCP (Gil Kloepfer Jr.) writes:
> In article <1819@alliant.Alliant.COM> lackey@alliant.COM (Stan Lackey) writes:
> |>Well, I finally decided to get the new XF551 disk drive, and yes, only
> |>DOS 2.5 came with it. I read on the net that Spartados supports the
> |>new features, so I dug my copy out of the pile and tried it. It really
> |>does use the DS/DD capability. However, to my horror, I found that
> |>the Atari assembler does not seem to run under it.

I have written a PD (simple minded, no macros, etc.) assembler for the 6502 that should not have any trouble running under SpartaDos (or 2.5, or ...). It has been distributed for several years by the DALACE club library and if anyone wants a copy I can post or mail it (the source is several files totaling about 300 sectors I think, the executable is about 25 sectors -- SD sectors that is). The syntax is mostly AMAC with a few extensions to handle code moved over from MAC65. Does anyone want to add macros or extend the object format to self-relocating code? Here's your chance!

Charles Marslett
chasm@killer.UUCP
[Wordmark Systems, home of the FASTchip, MYDOS, and A65]

1257. PD Runtime pack - Action!

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-26 03:40:53 UTC
From: curzon@kaoa01.dec.com
Message-ID: <8805260340.AA24374@decwrl.dec.com>
Source record: 116761

```
Here is Jeff Reister's PD Runtime package for the Action! 8 bit language.
To use it in the simplest form, simply add to the beginning of your Action!
program the line
INCLUDE "D:RUNTIME.ACT"
and compile as normal. If the compile is successful, the resulting file can be
run as a binary file (No Action! cartridge necessary).

Additional programs not included here because they are binaries:

RTSCAN.COM - run against your source file to produce a listing
showing which RUNTIME.ACT routines are actually required
by your program. Allows you to trim out unneeded
routines to save symbol table space, etc.
RTWRITE.COM - If you send the output from RTSCAN.COM to a disk file,
you can then run RTWRITE on that file -- it in turn
outputs the trimmed down version of RUNTIME.ACT for
you.

These should be available from any respectable Atari club library. Of
course, you don't need them for most programs, just include the full
RUNTIME.ACT and don't get fancy. The whole works is on the computer services
GEnie, Delphi, Compuserve.

;--------------begin RUNTIME.ACT---------------

PROC _CPYPRM=*()
SET $4EE = _CPYPRM
[$85$A0$86$A1$84$A2$18$68$85$84$69$03
$A8$68$85$85$69$00$48$98$48$A0$01$B1
$84$85$82$C8$B1$84$85$83$C8$B1$84$A8
$B9$A0$00$91$82$88$10$F8$60]

PROC _CHGSGN=*()
[$85$C0$86$C1$38$A9$00$E5$C0$48$A9$00
$E5$C1$AA$68$60]

PROC _FIXSGN=*()
[$86$C2$E0$00$10$03$20 _CHGSGN $85$82
$86$83$A5$85$45$C2$85$C2$A6$85$10$09
$A5$84$20 _CHGSGN $85$84$86$85$60]

PROC _FIXRES=*()
[$A5$86$A6$87$A4$C2$10$03$4C _CHGSGN
$60]

PROC _MUL=*()
SET $4E8 = _MUL
```

```
[$20 _FIXSGN $A9$00$85$86$85$87$A5$82
$D0$04$A5$83$F0$22$A5$84$D0$04$A5$85
$F0$1A$46$85$66$84$90$0D$18$A5$86$65
$82$85$86$A5$87$65$83$85$87$06$82$26
$83$38$B0$D6$4C _FIXRES]

PROC _DIV=*()
SET $4EA = _DIV
[$20 _FIXSGN $A9$00$85$86$85$87$85$C1
$A9$01$85$C0$A5$82$D0$04$A5$83$F0$5F
$A5$84$D0$04$A5$85$F0$57$A5$82$C5$84
$A5$83$E5$85$90$0F$A5$C1$30$0B$06$84
$26$85$06$C0$26$C1$38$B0$E7$A5$C0$D0
$04$A5$C1$F0$36$A5$82$D0$04$A5$83$F0
$2E$A5$82$C5$84$A5$83$E5$85$90$19$38
$A5$82$E5$84$85$82$A5$83$E5$85$85$83
$A5$86$05$C0$85$86$A5$87$05$C1$85$87
$46$85$66$84$46$C1$66$C0$38$B0$C2$4C
_FIXRES]

PROC _MODOP=*()
SET $4EC = _MODOP
[$20 _DIV $A5$82$A6$83$60]

PROC _RSHOP=*()
SET $4E6 = _RSHOP
[$A4$84$F0$0A$86$86$46$86$6A$88$D0$FA
$A6$86$60]

PROC _LSHOP=*()
SET $4E4 = _LSHOP
[$A4$84$F0$0A$86$86$0A$26$86$88$D0$FA
$A6$86$60]

PROC _ERROU=*()
[$A9$70$AA$A9$0C$9D$42$03$20$56$E4$8A
$38$E9$10$D0$F1$6C$0A$00]

PROC _ERRVEC=*()
[_ERROU]

PROC _DEVIC=*()
[$00]

MODULE
CARD Error=_ERRVEC
BYTE device=_DEVIC

PROC _GOCIO=*()
[$20$56$E4$10$1A$C0$88$F0$06$68$68$98
$6C _ERRVEC $48$8A$48$4A$4A$4A$4A$AA
$A9$01$9D$C0$05$68$AA$68$60]
```

```
PROC _LODCHN=*()
[$C9$08$90$07$68$68$A9$86$6C _ERRVEC
$0A$0A$0A$0A$AA$60]

PROC _STONAM=*()
[$18$69$01$9D$44$03$98$69$00$9D$45$03
$60]

PROC _SHFTR=*()
[$48$8A$A8$68$AA$AD _DEVIC $60]

PROC _CLREOL=*()
[$48$A9$00$85$A5$68$60]

PROC _SETEOL=*()
[$48$A9$01$85$A5$68$60]

PROC _PRECON=*()
[$8A$48$98$AA$68$A0$03$84$A3$A0$FD$60]

PROC _DOPRNT=*()
[$86$A3$84$A4$20 _LODCHN $A9$00$9D$49
$03$A8$B1$A3$F0$1A$9D$48$03$18$A5$A3
$69$01$9D$44$03$A5$A4$69$00$9D$45$03
$A9$0B$9D$42$03$20 _GOCIO $A5$A5$F0
$12$A9$00$9D$48$03$9D$49$03$A9$0B$9D
$42$03$A9$9B$20 _GOCIO $60]

PROC StrC=*(CARD c, s)
[$85$D4$86$D5$84$A2$20$AA$D9$20$E6$D8
$A0$00$B1$F3$30$06$C8$91$A2$38$B0$F6
$29$7F$C8$91$A2$98$A0$00$91$A2$60]

PROC StrB=*(BYTE b CARD s)
[$84$A3$48$8A$A8$A2$00$68$4C StrC]

PROC StrI=*(INT i CARD s)
[$E0$00$30$03$4C StrC $49$FF$85$A2
$8A$49$FF$AA$E6$A2$D0$01$E8$A5$A2$20
StrC $A0$00$18$B1$A2$69$01$91$A2$A8
$88$B1$A2$C8$91$A2$88$88$D0$F7$C8$A9
$2D$91$A2$60]

PROC _DOPRNC=*()
[$48$20 _PRECON $20 StrC $68$A2$FD$A0
$03$4C _DOPRNT]

PROC DOPRNI=*()
[$48$20 _PRECON $20 StrI $68$A2$FD$A0
$03$4C _DOPRNT]

PROC PrintCD=*(BYTE d CARD c)
[$20 _CLREOL $4C _DOPRNC]
```

```
PROC PrintC=*(CARD c)
[$20 _SHFTR $4C PrintCD]

PROC PrintCDE=*(BYTE d CARD c)
[$20 _SETEOL $4C _DOPRNC]

PROC PrintCE=*(CARD c)
[$20 _SHFTR $4C PrintCDE]

PROC PrintBD=*(BYTE d, b)
[$A0$00$4C PrintCD]

PROC PrintB=*(BYTE b)
[$20 _SHFTR $4C PrintBD]

PROC PrintBDE=*(BYTE d, b)
[$A0$00$4C PrintCDE]

PROC PrintBE=*(BYTE b)
[$20 _SHFTR $4C PrintBDE]

PROC PrintID=*(BYTE d INT i)
[$20 _CLREOL $4C _DOPRNI]

PROC PrintI=*(INT i)
[$20 _SHFTR $4C PrintID]

PROC PrintIDE=*(BYTE d INT i)
[$20 _SETEOL $4C _DOPRNI]

PROC PrintIE=*(INT i)
[$20 _SHFTR $4C PrintIDE]

PROC PrintD=*(BYTE d CARD s)
[$20 _CLREOL $4C _DOPRNT]

PROC Print=*(CARD s)
[$20 _SHFTR $4C PrintD]

PROC PrintDE=*(BYTE d CARD s)
[$20 _SETEOL $4C _DOPRNT]

PROC PrintE=*(CARD s)
[$20 _SHFTR $4C PrintDE]

PROC _HEXSTR=*()
[$85$84$86$85$A9$FD$85$A2$A9$03$85$A3
$A0$00$A9$05$91$A2$C8$A9$24$91$A2$A9
$00$A2$04$06$84$26$85$2A$CA$D0$F8$69
$30$C9$3A$90$02$69$06$C8$91$A2$C0$05
$D0$E5$60]

PROC PrintF=*(CARD s,a,b,c,d,e,f,g)
[$85$82$86$83$84$A2$AD _DEVIC $0A$0A
$0A$0A$85$C1$A0$00$84$87$84$C0$B1$82
$F0$4C$85$86$E6$C0$F0$46$A4$C0$C4$86
```

```
$F0$02$B0$3E$B1$82$C9$25$D0$3E$E6$C0
$C8$C4$86$F0$02$B0$35$B1$82$C9$25$F0
$2F$C9$45$F0$29$A8$A6$87$E0$0E$B0$D4
$B5$A2$48$B5$A3$E8$E8$86$87$AA$68$C0
$43$F0$15$C0$49$F0$34$C0$48$F0$3C$C0
$53$F0$3F$38$B0$1D$60$38$B0$B2$A9$9B
$A8$A6$C1$A9$00$9D$48$03$9D$49$03$A9
$0B$9D$42$03$98$20 _GOCIO $38$B0$E4
$A0$03$84$A3$A0$FD$20 StrC $38$B0$0F
$A0$03$84$A3$A0$FD$20 StrI $38$B0$03
$20 _HEXSTR $A9$FD$A2$03$85$84$86$85
$A6$C1$A9$00$9D$49$03$A8$B1$84$F0$B5
$9D$48$03$18$A5$84$69$01$9D$44$03$A5
$85$69$00$9D$45$03$A9$0B$9D$42$03$20
_GOCIO $38$B0$98]

PROC PutD=*(BYTE d, c)
[$86$A0$20 _LODCHN $A9$00$9D$48$03$9D
$49$03$A9$0B$9D$42$03$A5$A0$20 _GOCIO
$60]

PROC PutDE=*(BYTE d)
[$A2$9B$4C PutD]

PROC Put=*(BYTE c)
[$AA$AD _DEVIC $4C PutD]

PROC PutE=*()
[$A9$9B$4C Put]

BYTE FUNC ValB=*(CARD a)
CARD FUNC ValC=*(CARD a)
INT FUNC ValI=*(CARD a)
[$85$A2$86$A3$A9$00$85$A0$85$A1$85$A5
$A8$B1$A2$85$A4$C8$B1$A2$C9$20$F0$F9
$C9$2D$D0$0B$C6$A5$C8$C4$A4$F0$02$B0
$31$B1$A2$38$E9$30$90$2A$C9$0A$B0$26
$48$06$A0$26$A1$A5$A0$A6$A1$0A$26$A1
$0A$26$A1$18$65$A0$85$A0$8A$65$A1$85
$A1$18$68$65$A0$85$A0$90$CD$E6$A1$38
$B0$C8$A5$A5$F0$0D$38$A9$00$E5$A0$85
$A0$A9$00$E5$A1$85$A1$60]

PROC _DOINPT=*()
[$86$A4$84$A5$20 _LODCHN $18$A5$A4$69
$01$9D$44$03$A5$A5$69$00$9D$45$03$A5
$A3$F0$18$9D$48$03$A9$00$9D$49$03$A9
$05$9D$42$03$20 _GOCIO $BD$48$03$F0
$03$38$E9$01$A0$00$91$A4$A5$A6$F0$07
$A5$A4$A6$A5$4C ValC $60]
```

```
BYTE FUNC InputBD=*(BYTE d)
CARD FUNC InputCD=*(BYTE d)
INT FUNC InputID=*(BYTE d)
[$48$A9$78$85$A3$A9$01$85$A6$68$A2$FD
$A0$03$4C _DOINPT]

BYTE FUNC InputB=*()
CARD FUNC InputC=*()
INT FUNC InputI=*()
[$AD _DEVIC$4C InputCD]

PROC InputMD=*(BYTE d CARD s BYTE l)
[$48$A9$00$85$A6$68$4C _DOINPT]

PROC InputSD=*(BYTE d CARD s)
[$48$A9$FF$85$A3$68$4C InputMD]

PROC InputS=*(CARD s)
[$20 _SHFTR $4C InputSD]

CHAR FUNC GetD=*(BYTE d)
[$20 _LODCHN $A9$00$9D$48$03
$9D$49$03$A9$07$9D$42$03$20 _GOCIO
$85$A0$60]

PROC Open=*(BYTE d CARD s BYTE m, a)
[$86$A1$20 _LODCHN $A5$A1$20
_STONAM $A5$A3$9D$4A$03$A5$A4$9D$4B
$03$A9$03$9D$42$03$20 _GOCIO $8A$4A
$4A$4A$4A$AA$A9$00$9D$C0$05$60]

PROC Close=*(BYTE d)
[$20 _LODCHN $A9$0C$9D$42$03$20
_GOCIO $60]

PROC XIO=*(BYTE d,z,c,a1,a2 CARD s)
[$20 _LODCHN $98$9D$42$03$A5$A3$9D$4A
$03$A5$A4$9D$4B$03$A5$A5$A4$A6$20
_STONAM $20 _GOCIO $60]

PROC Note=*(BYTE d CARD s, o)
[$86$A1$84$A2$20 _LODCHN $A9$26$9D$42
$03$20 _GOCIO $A0$00$BD$4C$03$91$A1
$BD$4E$03$91$A3$BD$4D$03$C8$91$A1$60]

PROC Point=*(BYTE d CARD s BYTE o)
[$86$A1$20 _LODCHN $A5$A1$9D$4C$03$98
$9D$4D$03$A5$A3$9D$4E$03$A9$25$9D$42
$03$20 _GOCIO $60]

PROC Graphics=*(BYTE m)
[$48$A2$60$A9$0C$9D$42$03$20$56$E4$68
$9D$4B$03$49$10$09$0C$9D$4A$03$A9$53
$85$A0$A9$3A$85$A1$A9$A0$9D$44$03$A9
$00$9D$45$03$A9$03$9D$42$03$20 _GOCIO
```

```
$60]

PROC SetColor=*(BYTE r, h, l)
[$C9$05$B0$13$85$A0$8A$0A$0A$0A$0A$85
$A1$98$29$0F$05$A1$A6$A0$9D$C4$02$60]

PROC Position=*(CARD x BYTE y)
[$85$55$86$56$84$54$60]

PROC Plot=*(CARD x BYTE y)
[$20 Position $A9$06$AE$FD$02$4C
PutD]

PROC DrawTo=*(CARD x BYTE y)
[$20 Position $A2$60$A9$11
$9D$42$03$AD$FB$02$8D$FD$02$20 _GOCIO
$60]

PROC Fill=*(CARD x BYTE y)
[$20 Position $A2$60$A9$12
$9D$42$03$AD$FB$02$8D$FD$02$20 _GOCIO
$60]

BYTE FUNC Locate=*(CARD x BYTE y)
[$20 Position $A9$06$4C GetD]

PROC Sound=*(BYTE c, p, d, v)
[$C9$04$B0$25$86$A1$0A$AA$A9$00$8D$08
$D2$A9$03$8D$0F$D2$A5$A3$29$0F$85$A3
$98$29$0E$0A$0A$0A$0A$05$A3$9D$01$D2
$A5$A1$9D$00$D2$60]

PROC SndRst=*()
[$A9$00$A2$07$9D$00$D2$CA$10$FA$60]

BYTE FUNC Paddle=*(BYTE p)
[$29$07$AA$BD$70$02$85$A0$60]

BYTE FUNC PTrig=*(BYTE p)
[$29$07$AA$BD$7C$02$85$A0$60]

BYTE FUNC Stick=*(BYTE p)
[$29$03$AA$BD$78$02$85$A0$60]

BYTE FUNC STrig=*(BYTE p)
[$29$03$AA$BD$84$02$85$A0$60]

INT FUNC SCompare=*(CARD s1, s2)
[$85$A4$86$A5$84$A2$A0$00$84$A0$84$A1
$B1$A4$85$A6$B1$A2$85$A7$C4$A6$F0$15
$C4$A7$F0$11$C8$B1$A4$D1$A2$F0$F1$90
$03$E6$A0$60$C6$A0$C6$A1$60$A5$A6$C5
$A7$F0$F9$B0$F0$90$F1]
```

```
PROC SCopy=*(CARD d, s)
[$85$A0$86$A1$84$A2$A0$00$B1$A2$A8$B1
$A2$91$A0$C0$00$F0$04$88$38$B0$F4$60]

PROC SCopyS=*(CARD d, s BYTE b, e)
[$85$A0$86$A1$84$A2$A0$00$84$A6$B1$A2
$C5$A5$B0$02$85$A5$A5$A4$F0$15$C5$A5
$F0$02$B0$0F$A4$A4$E6$A4$B1$A2$E6$A6
$A4$A6$91$A0$38$B0$E7$A5$A6$A0$00$91
$A0$60]

PROC SAssign=*(CARD d, s BYTE b, e)
[$85$A0$86$A1$84$A2$A5$A4$F0$3B$C5$A5
$F0$02$B0$35$85$A7$C6$A7$A0$00$84$A8
$B1$A0$85$A9$B1$A2$85$AA$A5$A7$C5$A5
$B0$15$A5$A8$C5$AA$B0$0F$E6$A8$A4$A8
$B1$A2$E6$A7$A4$A7$91$A0$38$B0$E5$A5
$A7$C5$A9$90$04$A0$00$91$A0$60]

BYTE FUNC Rand=*(BYTE r)
[$85$A2$C6$A2$A9$01$C5$A2$B0$05$38$2A
$38$B0$F7$85$A3$AD$0A$D2$25$A3$C5$A2
$F0$04$90$02$B0$F3$85$A0$60]

PROC Poke=*(CARD a BYTE v)
[$85$A0$86$A1$98$A0$00$91$A0$60]

PROC PokeC=*(CARD a, v)
[$20 Poke $C8$A5$A3$91$A0$60]

BYTE FUNC Peek=*(CARD a)
CARD FUNC PeekC=*(CARD a)
[$85$A2$86$A3$A0$00$B1$A2$85$A0$C8$B1
$A2$85$A1$60]

PROC SetBlock=*(CARD a, l, v)
[$85$A0$86$A1$84$A2$A0$00$A5$A2$D0$04
$A5$A3$F0$16$A5$A4$91$A0$C8$D0$02$E6
$A1$C6$A2$A5$A2$C9$FF$D0$E7$C6$A3$38
$B0$E2$60]

PROC Zero=*(CARD a, l)
[$48$A9$00$85$A4$68$4C SetBlock]

PROC MoveBlock=*(CARD d, s, l)
[$85$A0$86$A1$84$A2$A0$00$A5$A4$D0$04
$A5$A5$F0$18$B1$A2$91$A0$C8$D0$04$E6
$A1$E6$A3$C6$A4$A5$A4$C9$FF$D0$E5$C6
$A5$38$B0$E0$60]

MODULE

;-----------------end RUNTIME.ACT--------------
```

Richard Curzon
Digital Equipment of Canada

(DEC E-NET) KAOA01::CURZON
(UUCP) {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA) curzon%kaoa01.DEC@decwrl.ARPA

1258. ACTION! Runtime Library Extractor

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-26 03:43:42 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8805260343.AA21785@mitre-bedford.ARPA>
Source record: 116762

As I have gotten several urgent requests for it, I am re-posting the ACTION! Runtime Library Extractor information that Paul van de Graaf posted some time ago.

The attached message is self-explanatory. If you own the ACTION! cartridge, the instructions Paul gives will enable you to extract a disk version of the runtime library contained therein. You will then be able to make standalone ACTION! programs that do not require the cartridge to be inserted when they are run. In my opinion, this is permissible under the doctrine of "fair use" copying for your own convenience. If you share copies of such programs with friends, you may be getting into a gray area, and if you SELL them, I would think you would be better off buying the rights to the official Runtime Library from OSS. In any case, these are just my own opinions, so make your own determination of legality before proceeding.

-John Sangster

Date: 22 Mar 86 05:14:10 GMT
From: sdcsvax!sdcc6!sdcc12!wa60@ucbvax.berkeley.edu (paul van de graaf{})
Organization: U.C. San Diego, Academic Computer Center
Subject: At last! A free Action! Run-Time Library (LONG)

Copyright (c) 1986, Paul van de Graaf
Permission is granted for Usenet & Arpanet users to copy this article for their own use. It is NOT to be distributed beyond Usenet & Arpanet sites (or normal tributaries thereof); sold, or traded without permission from the author.

The reason for the above notice is that I am considering getting this article and programs published in either Analog or Antic. Consider this a Beta-Test of the article & programs. They will either be published in another form, or released into the public domain. I would especially like to keep them off of Compuserve et al., for the time being.

Here's the program you Action! programmers have all been waiting for!
A free Run-Time Library of sorts for the Action! language.

But first a few disclaimers:
1.) This run-time library requires at least 48K of memory. It will not run when cartridges are installed, as it uses memory from $A000 to $B5FF.

2.) The library has only been tested for version 3.6 of the Action! cartridge. To find out which version you have, check location $B000. It contains the version number in hex. If it's not $36, then the library might not work. I'd try it anyway, since it might work, or there probably is an easy patch. See the text below for more details.

3.) Since this library requires that you make a copy of part of the Action!
cartridge, there may be some issue of piracy. I consider this a legal
back-up copy of the cartridge as stated in the licensing agreement, but
OSS's attorneys might think otherwise. Proceed at your own risk!
I take no legal responsibility for your actions.

4.) Because the routines PrintF() and Error() have some bank-switching in them,
they do not work normally. PrintF() works fine, except when asked to
print CARDs in hex, it prints them in decimal. [ie. PrintF("%H",foo)]
FIXACT.ACT changes the PrintF routine to make it act this way, otherwise
it would lock up, since it tries to call bank-switched code. I personally
never cared for this routine anyway, because it always prints a leading "$",
and you can't get it to suppress leading zeros. I'm sure you could write a
better PrintF() yourself. The Error() routine works about the same as
before, but instead of returning to the monitor after an error, it returns
to DOS.

Introduction:

I wrote this library, because I can't understand why OSS decided not to include
a run-time library with the Action! system. The run-time library routines are
only about 2K of the cartridge. They could have easily made some facility to
link the routines into the code. Perhaps they were short on space in the
cartridge, or maybe this is some marketing ploy to sell run-time library disks.
I haven't seen or heard any details on the run-time library disk, other than
you can get one for $30.00. I'm sure their library is a much more elegant,
as I went the quick and dirty route. Instead of writing a full-blown linker
and relocator to link in the run-time library, I opted for a simpler approach.

How it works:

My home-brew run-time library consists of 4 programs:
RTL.ACT Sets up memory for the run-time library.
ACTION.COM A copy of part of the Action! cartridge saved to a binary file.
FIXACT.ACT Fixes the self-modifying and bank-switching code in ACTION.COM
CLEANUP.ACT Cleans up after the run-time library.

The library works like this: RTL.ACT is run first. It is a one-shot program
which makes your 48K or greater machine look like a 40K computer by closing
the editor, bumping down RAMTOP, and opening the editor again. It also sets
up the error handler, and opens the keyboard as channel 7. Channel 7 is opened
because the Action! cartridge keeps channel 7 open all the time, and some
programs take advantage of this channel. After RTL.ACT is run, ACTION.COM is
loaded, and the run-time library is in place. It's as if the cartridge is
inserted, except this cartridge can be written to and can't do bank-switching.
After ACTION.COM is loaded, a compiled Action! program can be run, and it will
call the library routines that were normally on the cartridge, but now have
been copied and loaded into RAM. After the compiled Action! program is run,
you have the option of running CLEANUP.ACT to reset the machine so it looks
like it has 48K of memory again.

There's just one problem, though. The Action! cartridge has some self-modifying
code in it that can alter the routines in the run-time library as it runs.

It works fine when it's in a ROM cartridge, but it gets messed up when in RAM. This code was put in to make life difficult for pirates who might be considering ripping-off the Action! cartridge. I took a disassembler to ACTION.COM and I'm fairly certain I've located all the self-modifying code. While disassembling I also located the bank-switching code mentioned above. FIXACT.ACT replaces the tainted code with NOPs, thereby de-fusing the logic bombs.

Contrary to what you might expect, you CAN write programs in Action! that will run without the run-time library. You can't call any library routines, do a multiply, divide, MOD, RSH, or LSH; use the trace or error facilities, or have a PROC/FUNC that has more than 3 bytes of parameters. These constraints make programming difficult, but not impossible. RTL.ACT is written in this manner. It uses CIO calls to do opens, closes and puts to IO channels, rather than calling the run-time library routines.

Dim the lights, it's time for the sermon:

I believe it's important to mention the distinction between what I'm doing here, and piracy. I am only making a backup of the cartridge, and this backup is taking the place of the cartridge when I want to run a program without the cartridge inserted. If the Action! system were better designed, I needn't bother with this. I don't think this constitutes piracy unless I give/sell a copy of the cartridge to somebody, or use it on a different computer. I only give the patches to fix code in the run-time library in FIXACT.COM-- NOT for the editor, monitor, or compiler sections of the cartridge. In fact after looking at most of the code in the Action! cartridge, I would guess any effort to pirate the cartridge, other than building a similar bank-switching arrangement, would greatly reduce the functionality of Action!. Besides-- you can get it for $29.00 at some mail-order shops. Despite their mistake with the run-time library for Action!, OSS is a quality software vendor, and they deserve our support.

Making the run-time library:

Step 1:
Go to DOS with the Action! cartridge installed.
Select the K command to write a binary file.
At the prompt: SAVE - GIVE FILE,START,END,(INIT,LOAD)
type: ACTION.COM,A000,B5FF

Step 2:
Compile RTL.ACT, and from the monitor type: W "RTL.COM"
Compile FIXACT.ACT, and from the monitor type: W "FIXACT.COM"
Compile CLEANUP.ACT, and from the monitor type: W "CLEANUP.COM"

Step 3:
Remove the Action! cartridge and re-boot the system.
(on the XL & XE be sure to press the Option key when booting)
Select the L command from the DOS menu to load a binary file.
At the prompt: LOAD FROM WHAT FILE? type: RTL.COM
The screen will clear, and you'll return to DOS.
DOS gets confused because the screen was cleared and the cursor was moved.

Press return, and DOS will redraw the menu and come back to its senses.
Select the L command again.
At the prompt: LOAD FROM WHAT FILE? type: ACTION.COM
After the file has loaded, select the L command again.
At the prompt: LOAD FROM WHAT FILE? type: FIXACT.COM
After the file loads and runs, select the K (binary save) command.
At the prompt: SAVE - GIVE FILE,START,END,(INIT,RUN)
type: ACTION.COM,A000,B5FF

Three ways to use the run-time library:

1.) Manually:

Boot DOS without any cartridges installed (press option while booting on an XL or XE). Load RTL.COM from DOS, then load ACTION.COM from DOS, and finally load the compiled Action! program you wish to run. This is rather tedious process, but it's ideal for quickly testing the run-time library.

2.) With an AUTORUN.SYS file:
Make a compound binary load file from DOS. Select the C command and
at the prompt: COPY--FROM,TO? type: ACTION.COM,RTL.COM/A
This will append ACTION.COM to the end of RTL.COM. When loaded with the L command, RTL.COM will now run the old RTL.COM program, and then load ACTION.COM. If you rename RTL.COM as AUTORUN.SYS, this process will automatically occur at boot time. After the boot, you can load compiled Action! files from DOS, and they should run properly. You probably would want to use this technique if you have a bunch of compiled Action! programs on the same disk.

3.) A fully linked file:
Take a file like the AUTORUN.SYS file above, and append your compiled Action! program to it. IE. choose the C command from DOS, and type "YOUR_PROGAM.COM, AUTORUN.SYS/A" at the prompt. If you want to have the run-time library clean up after itself when your program returns to DOS, you'll also want to append the CLEANUP.COM file too. IE. "C(opy) CLEANUP.COM,AUTORUN.SYS/A". You might want to change the name of the file to something other than AUTORUN.SYS, if you don't want it to run automatically at boot time. This technique has a disadvantage -- after all that appending, the load file gets quite large! I have tried to pare the size down a little by only saving part of the Action! cartridge. Still, the ACTION.COM file is much larger than the 2K of routines we need. The problem is that the run-time library is scattered throughout the address space of the cartridge, and it's too much trouble to save it in several fragmented files.

If it doesn't work:

tines by using the
monitor. ex. ? PrintF. A few routines can't be found this way. They are: the math routines: MULTIPLY, DIVIDE, MOD, LSH, RSH; a routine which saves parameters and checks for a break key abort when PROCs or FUNCs with more than 3 bytes of parameters are called, and a routine to print a PROC/FUNC name and its arguments when trace is set. The way I found the entry points

to these routines was to disassemble a compiled Action! programs which called these routines. Good Luck! Please send me mail if you find a patch to FIXACT.ACT which works for your version.

And now the programs:

After all this build-up, the programs are probably a let-down. They're quite straight-forward if you know the CIO routine. If you don't, you might want to get the technical notes from Atari (if they still sell them!). It probably will be easier to down-load them in one big file, and then hack it to pieces with the Action! editor.

I'd like to know if this library works with the other versions of the Action! cartridge. Send me mail if it works with your version.

Thanks,

Paul van de Graaf sdcsvax!sdcc6!sdcc12!wa60U. C. San Diego

--- CUT HERE ---

```
; RTL.ACT
; Copyright (c) 1986, Paul van de Graaf
; Permission is granted for members of
; Usenet & Arpanet to use this program.
; It is NOT to be distributed beyond
; Usenet & Arpanet sites; sold, or traded
; without consent of the author.

SET $E = $4000
SET $491 = $4000

DEFINE R = "4", RW = "12",
JMP = "$4C", EOL = "$9B",
CLEAR = "125", OPEN = "$03",
PUTC = "$0B", CLOSE = "$0C"

BYTE IC0CMD = $342, IC7CMD = $3B2,
IC0AUX = $34A, IC7AUX = $3BA,
IC0AUX2 = $34B, IC7AUX2 = $3BB,
RAMSIZ = $2E4, RAMTOP = $6A

CARD IC0BUF = $344, IC7BUF = $3B4,
IC0BLEN = $348, IC7BLEN = $3B8

CHAR ARRAY editor = [ 'E ': EOL ],
keybrd = [ 'K ': EOL ]

PROC CIO = $E456(BYTE Areg, Xreg)

PROC Put(CHAR chr)

IC0CMD = PUTC
IC0BLEN = 0
CIO(chr,0)
```

```
RETURN

PROC Print(CHAR ARRAY msg)

IC0CMD = PUTC
IC0BUF = msg + 1
IC0BLEN = msg(0)
CIO(0,0)
RETURN

PROC main()
BYTE POINTER ErrorAdr = Error

IF RAMTOP >= $C0 THEN
IC0CMD = CLOSE
CIO(0,0) ; Close(0)

; Bump down top of memory so the
; copy of the Action! cartridge
; won't clobber display memory.

RAMTOP = $A0 RAMSIZ = $A0

IC0CMD = OPEN
IC0BUF = editor
IC0AUX = RW
IC0AUX2 = 0
CIO(0,0) ; Open(0,"E:",RW,0)

IC7CMD = OPEN
IC7BUF = keybrd
IC7AUX = R
IC7AUX2 = 0
CIO(0,$70) ; Open(7,"K:",R,0)

; Set up the Error Handler:
; On an Error, Action! jumps to
; the address Error, which we
; set to contain a JMP $A3A2.

ErrorAdr^ = JMP
Error = $A3A2
ELSE
Put(CLEAR)
Print("The Home-Brew Action! ")
Print(" Run-time Library")
Print("requires at least 48K ")
Print("bytes of memory.")
Put(EOL)
Put(EOL)
Print("Please Remove Cartridge(s)!")
DO
OD ; Hang in a loop.
```

```
FI
RETURN

--- CUT HERE ---

; FIXACT.ACT
; Copyright (c) 1986, Paul van de Graaf
; Permission is granted for members of
; Usenet & Arpanet to use this program.
; It is NOT to be distributed beyond
; Usenet & Arpanet sites; sold, or traded
; without consent of the author.

SET $E = $4000
SET $491 = $4000

DEFINE NOP = "$EA", RTS = "$60"

PROC main()
; Change STA $A04A in the
; multiply routine to NOPs.

Poke($A036,NOP)
Poke($A037,NOP)
Poke($A038,NOP)

; Change JMP $B889 in the default
; error handler to an RTS.

Poke($A3A2,RTS)

; Change DEC $A395,X in the CIO
; error check routine to NOPs.

Poke($A3BD,NOP)
Poke($A3BE,NOP)
Poke($A3BF,NOP)

; Change JSR $B8C2 and JMP $A339
; in the PrintF() routine to NOPs.

Poke($A438,NOP) Poke($A439,NOP)
Poke($A43A,NOP) Poke($A43B,NOP)
Poke($A43C,NOP) Poke($A43D,NOP)

; Change STA ($A5),Y in the
; Close() routine to NOPs.

Poke($B02A,NOP)
Poke($B02B,NOP)
RETURN

--- CUT HERE ---
```

```
; CLEANUP.ACT
; Copyright (c) 1986, Paul van de Graaf
; Permission is granted for members of
; Usenet & Arpanet to use this program.
; It is NOT to be distributed beyond
; Usenet & Arpanet sites; sold, or traded
; without consent of the author.

SET $E = $4000
SET $491 = $4000

DEFINE RW = "12"

BYTE RAMSIZ = $2E4, RAMTOP = $6A

PROC main()

Close(7)
Close(0)
RAMSIZ = $C0 RAMTOP = $C0
Open(0,"E:",RW,0)
RETURN
```

1259. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-26 22:21:07 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8805262303.AA03294@ucbvax.Berkeley.EDU>
Source record: 116763

Date: Thu, 26 May 88 14:19:37 -0900
To: info-atari8@score.stanford.edu
Reply-To: <AXDFM@ALASKA.BITNET>
Sender: <AXDFM@ALASKA.BITNET>
From: Reflexion nioxelfeR :morF <AXDFM@ALASKA>

I have been using Sparta DOS for a while, and twice I have seen a certain thing happen. It was fatal both times, and I never found out how it happened. I haven't been able to reproduce the error yet. This bug in Sparta DOS will rename many different files to the same name. I think it happened both times while using the ERASE command, so it couldn't have been a typo while renaming. What is even weirder is that both times the new filename was "SECTORS" or something like that. I KNOW for a fact that SECTORS was not a filename anywhere on the hard drive.

Now the first time it happened, it only goofed up selected files in a subdirectory (not all of them), but the second time it happened, it screwed up an entire partition on a hard drive. About 8 megs of files with the same name....

Has anyone had this problem? Does anyone know anything about it?

Frank Murphy

1260. BBS Express Pro!

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-26 22:32:29 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8805262339.AA03860@ucbvax.Berkeley.EDU>
Source record: 116764

Date: Thu, 26 May 88 14:31:05 -0900
To: info-atari8@score.stanford.edu
Reply-To: <AXDFM@ALASKA.BITNET>
Sender: <AXDFM@ALASKA.BITNET>
From: Reflexion nioxelfeR :morF <AXDFM@ALASKA>
Subject: BBS Express Pro!

I work on a local bulliten board system up here, and we just went to Keith Ledbetter's BBS Express Pro!. My general observations are that it is really awesome, but since it didn't come with much MAC/65 support, I'm a little in the dark about adding modules to it. I do not know Action! and I don't care to learn, so while it isn't out of the question, I would rather use my "native tounge" to program in.

Does anyone out there have any good examples of MAC/65 source for use with Express Pro!? About all I have is a simple hi-lo number guessing game that I whipped up real quick. I know that Keith is planning on releasing some real MAC/65 support, but I am hoping that someone out there in net-land has something for me. Please share whatever you come with!

Frank Murphy Alaska's Finest!
The Paradox of 60+ Megs of Space
The Public Domain BBS On-line games
907/338-5005 Networking coming soon

1261. Graphics Operating Environment

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-27 22:33:25 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1908@ihlpm.ATT.COM>
Source record: 116765

I saw a posting about this on Delphi this week, and thought that it may greatly interest the Atari 8-bit user community:

Merrill Ward and Associates, of Palm Springs CA says that they will introduce the "Graphic Operating Environment", a GEM-like program for the 8-bits at the June CES. It will be sold as a
supercartridge, and will work with a ST mouse, joystick, or just the keyboard. It will include "the operating system,"[?] a word processor, drawing program, printer drivers, an icon editor, and a number of fonts. Discussions are underway with Atari about bundling GOE with XE machines.

A demo version can be obtained on disk by sending $5.00 to:

Merrill Ward and Associates
255 North El Cielo Rd.
Suite 222
Palm Springs, CA 92262

If anyone out there is going to CES, please let the rest of us know if this thing is really shown, and how it looks.

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1262. Consumer Electronics Show this month?

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-29 18:00:10 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3201@bsu-cs.UUCP>
Source record: 116766
Cross-posted to: comp.misc,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga,misc.wanted

Please forgive the wide range and distribution; I'm running short on time and want to hit as many people as possible.

I've seen mention several times hither and yon, of "... the Consumer Electronics Show (CES) in Chicago this month (June)..." but no further data. Can someone please tell me WHEN and WHERE this thing is taking place? I've been wanting to get to one for years and this looks like my first decent "shot at it."

Any info on FUTURE CES's would also be appreciated.

Include any and all info on fees, ticketing (?), parking, qualification for attendance (can ANYBODY just walk in, or what?) etc. etc...

Thanks in advance. I don't read all the newsgroups this is posted to, so please E-mail instead of, or in addition to, posting a followup.

Chris Chiesa
Ball State University

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1263. Disk exchanges with IBM PCs

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-30 06:11:54 UTC
From: chasm@killer.UUCP
Message-ID: <4235@killer.UUCP>
Source record: 116767

I have a short utility program to read and write Atari MYDOS format double density diskettes on IBM PCs and clones -- the program could be reasonably posted here or in one of the IBM newsgroups. Could someone recommend where? And is there really any interest in such a program?

Charles Marslett
chasm@killer.UUCP
...!ihnp4!killer!chasm

1264. XF551 for 150.00

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-30 18:30:19 UTC
From: gordon@hpirs.HP.COM
Message-ID: <4590010@hpirs.HP.COM>
Source record: 116768

Good news for 8 bit computers users.

For the last two weeks Fredarated Electronics has been selling the
following:

1.) 800XL Computer
2.) XF551 Double Sided Double Density Disk Drive.
3.) XM301 300 baud Modem

All this for 199.00 plus a 50.00 gift cert.. So that means thar
you can get a new XF551 for less then 150.00.

A great deal!

Get one if there is a F.E. in your area.

1265. Intermittent Heat-Related System Failure

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-30 19:27:10 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3204@bsu-cs.UUCP>
Source record: 116769

Greetings.

Regular readers of this group may recall my postings over the past several months, dealing with intermittent system problems which I attributed to my aging Percom AT-88 disk drive. Unfortunately, the problem has always been sporadic enough to elude simple cause-and-effect diagnosis, and the software which locks up has always been complex enough (AtariWriter, AtariWriter Plus, video games) that the problem "could be anything" in the system.

Last night, however, all of that changed. I've been working on a little graphics-demo program, in which the "main program" does the well-known "rainbow" effect with the "background" color, while a VBI routine "rotates" five players (yes, five) horizontally across the central portion of the screen. It's a short program, I understand it thoroughly, and it LOCKED UP on my computer three separate times when it absolutely should NOT have. (Code is below for those who want it.)

From this latest development, I've been able to deduce that yes, the problem IS heat-related. The first time this program locked up, the computer had been on most of the day, and a hot day at that. Thinking back, most of the other failures occurred when one or both of these factors was true. The clincher was when I let the program run all night. It ran fine for a half hour before I shut the monitor off at 2AM, then when I turned it back on at 10AM the background ripple was gone, the player graphics data was corrupted, and the program no longer responded to the "exit" command (START+SELECT+OPTION all pressed at the same time.) The "main program," in other words, had died. The VBI routine, however, was still running, rotating the players just as always. THAT seems as though it ought to be significant; can anyone be more specific?

On discovering this situation, I felt around the case (this is an 800, not an XL or XE) and found that the hottest place was in the right rear, where as I recall from years ago, the RF drive circuitry lies. (I'm using a monitor so the RF circuit is driving NOTHING; can that be enough of a problem to fry the rest of the machine?) The "personality board" and three RAM boards inside the main hatch (BACK of the cartridge slots) were warm to the near-touch, also.

There's a computer place north of here that for ten bucks will examine your computer and tell you what's wrong with it. I am thinking of taking this beast up there, but I sure don't want them to MISS anything. From what I've described, can anyone here suggest the most likely / common cause of this type of problem? I should point out that no one else I've known with an Atari (although most of them are XLs, not originals like mine) has any problem running the VERY SAME COPY of any of the programs that lock up on my machine.

Thanks in advance for anything anyone can say. The disk drive problem is one thing, but if my main box is fried that's another story entirely. SPARE

NO EXPENSE! etc.

Chris Chiesa
Ball State University
Muncie, IN

The following is the code for my short graphics-demo program. Put it on when you go to bed tonight, and see if it is still running properly when you get up tomorrow morning. If it IS, then I've got a problem. If it ISN'T then YOU'VE got the SAME problem.
==========CUT HERE ============== CUT HERE ================================

```
; STRIPES -- "moving stripes" graphics demo
; v4.1, Chris Chiesa, 5/29/88
;
RTCLOK = $14
SDMCTL = $022F
GPRIOR = $026F
SIZEP0 = $D008
GRAFP0 = $D00D
COLPM0 = $D012
COLBK = $D01A
CONSOL = $D01F
POT0 = $D200
WSYNC = $D40A
SETVBV = $E45C
SYSVBV = $E45F
XITVBV = $E462
;
VBI = $06 ; "Immediate VBLANK Vector" - for SETVBV routine
ALLKEYS = $07 ; CONSOL value when OPTION, SELECT, START all pressed
COLRINC = $10 ; Color-rotation increment (players): clr +1, lum +0
;
DMADSB = $00 ; Turn display off entirely
DMAPM = $0C ; Enable Players/Missiles only
DMAENB = $22 ; Enable normal playfield display
;
LMAR = $40 ; P/M coordinate "Left Margin"
MID = $A0 ; P/M coordinate "threshold"
RMAR = $C0 ; P/M coordinate "Right Margin"
;
*= $2000
COLREG .BYTE 0 ; temporary Color Register
POSARR .BYTE $40,$60,$80,$A0,$C0 ; P/M positions 0 - 4
DATARR .BYTE $FF,$FF,$FF,$FF,$00 ; P/M graphic data, 0 - 4
;
START JSR INIT ; Initialize P/M graphics
;
INSTAL LDX # >SCROLL ; install P/M "scroll" routine as Immediate
LDY # <SCROLL ; VBI
LDA #VBI
```

```
JSR SETVBV
;
WAIT LDA CONSOL ; read console keys
AND #ALLKEYS ; all keys pressed?
BEQ QUIT ; yes - QUIT.
;
; Additional special effect: implement the famous Atari "rainbow" ripple:
;
LDA POT0 ; no -- get current-scanline count value
ADC RTCLOK ; add to "current video frame" count value
STA COLBK ; to obtain color value: alter BACKGROUND color
STA WSYNC ; synchronize with Horizontal Blank
JMP WAIT ; repeat
;
QUIT LDX SYSVBV+2 ; restore system-default Immediate VBLANK vector
LDY SYSVBV+1
LDA #VBI
JSR SETVBV
;
LDA #DMAENB ; retore normal playfield display
STA SDMCTL
RTS ; end; return to OS (DOS/XL)
;
; Immediate VBLANK Interrupt routine -- scroll players "one bit left" every
; VBLANK. Increment RTCLOK so that rainbow effect MOVES.
;

SCROLL INC RTCLOK ; remove this for STATIC rainbow background
;
LDX #$00 ; start with player 0
SLOOP DEC POSARR,X ; quad-width player must move 4 "color clocks"
DEC POSARR,X ; to equal one displayed bit-width.
DEC POSARR,X
DEC POSARR,X
LDA POSARR,X ; player's new position
;
TESTL CMP #LMAR ; sliding off at left margin?
BCS TESTR ; no - skip.
CLC ; yes; roll OFF bits in at left to compensate
ROR DATARR,X
JMP TEST0 ; skip right-margin test
;
TESTR CMP #MID ; sliding in at right margin?
BCC TEST0 ; no - skip.
SEC ; yes; roll ON bits in at left to compensate
ROR DATARR,X
;
TEST0 BNE UPDATE ; are all bits of player OFF? (true only when
; player has just slid off left margin completely
LDA #RMAR ; yes: prepare to bring player in at right on
```

```
STA POSARR,X ; next VBI pass.
LDA COLREG ; Give it the next color available.
JSR SETCLR
CLC
ADC COLRINC
STA COLREG
;
UPDATE LDA DATARR,X ; Give player computed new graphics data
STA GRAFP0,X
LDA POSARR,X ; Place player at computed new position
JSR SETPOS
;
INX ; next player
CPX #5 ; process players 0 - 4 ("fifth player" enabled)
BNE SLOOP
JMP (SYSVBV+1) ; exit from VBLANK when done
;
; Initialization of player parameters etc.
;
INIT LDA #DMADSB ; turn off display while initializing
STA SDMCTL
STA COLREG ; start with color 0, luminance 0
LDA #$11 ; players priority; enable 5th player
STA GPRIOR
;
LDX #$00 ; start with player 0
ILOOP LDA #$FF
STA SIZEP0,X ; quadruple width players
LDA DATARR,X
STA GRAFP0,X ; default graphics: P 0-3, all ON. P4, all OFF
LDA POSARR,X ; default positions
JSR SETPOS
LDA COLREG ; hand out colors in order
JSR SETCLR ; set "current" player to "current" color
CLC
ADC #COLRINC ; prepare "next" color for "next" player
STA COLREG
;
INX ; do for players 0 - 4
CPX #5
BNE ILOOP
LDA #DMAPM ; enable P/M display
STA SDMCTL
RTS
;
; SET COLOR OF PLAYER : handle fifth-player color-setting uniformly
;
SETCLR CPX #$04 ; fifth player gets special processing
BEQ CL4
STA $02C0,X ; player 0 - 3, simple offset
```

```
RTS
CL4 STA $02C7 ; player 4, location of its own
RTS
;
; SET POSITION OF PLAYER : handle fifth-player position-setting uniformly
;
SETPOS CPX #$04 ; fifth player gets special processing
BEQ POS4
STA $D000,X ; player 0-3 position registers contiguous
RTS
POS4 TAY ; save "position" value
TXA ; save "player number"
PHA
TYA ; restore "position" value
LDX #$03 ; player 4 -- 4 independent position registers;
; "reverse order" w/respect to graphics data bits
PLOOP STA $D004,X ; position 4 missiles comprising player 4, so
CLC ; graphics data is displayed in same format as
ADC #$08 ; true players
DEX
BPL PLOOP
;
PLA ; restore player numher and position value
TAX
TYA
RTS
;
*= $02E0 ; Load-N-Go
.WORD START
```

--

UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1266. 2 questions

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-31 00:38:20 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <May.30.20.38.18.1988.14439@topaz.rutgers.edu>
Source record: 116770

Greetings all. 2 quick questions:

1) I've heard rumours of a quirk with the new replacement drive for the good 'ole 1050 - namely that because of the fact that it is a double sided drive and because it makes use of the timing hole on the disk (which the 1050 doesn't), that disks which have been "notched" and flipped to use 2 of, can't be written to on the new drive. My question : If you insert one of these disks upside-down in the new drive, will the drive be able to READ it, or would you have to use a hole-punch on the jacket in the appropriate place to create a timing hole to make the drive happy (and make me unhappy! :-(

2) Has anybody heard any reports/rumours of when (if?) Datasoft thinks they'll be ready to release the next installment of Alternate Reality?

-Ray

wilmott@topaz.rutgers.edu

1267. Re: Disk exchanges with IBM PCs

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-31 00:42:05 UTC
From: sullivan@marge.math.binghamton.edu
Message-ID: <1239@bingvaxu.cc.binghamton.edu>
Source record: 116771

In article <4235@killer.UUCP> chasm@killer.UUCP (Charles Marslett) writes:
>
>I have a short utility program to read and write Atari MYDOS format
>double density diskettes on IBM PCs and clones -- the program could
>be reasonably posted here or in one of the IBM newsgroups. Could
>someone recommend where? And is there really any interest in such
>a program?
>
I would like to see this posted. It should probably be in this group.
If you don't post it, could you mail me a copy?

Thanks,

Fred Sullivan
Department of Mathematical Sciences
State University of New York at Binghamton
Binghamton, New York 13903
Email: sullivan@marge.math.binghamton.edu

1268. Re: Disk exchanges with IBM PCs

Newsgroup: comp.sys.atari.8bit
Date: 1988-05-31 19:09:43 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3205@bsu-cs.UUCP>
Source record: 116772

In article <4235@killer.UUCP>, chasm@killer.UUCP (Charles Marslett) writes:
>
> I have a short utility program to read and write Atari MYDOS format
> double density diskettes on IBM PCs and clones -- the program could
> be reasonably posted here or in one of the IBM newsgroups. Could
> someone recommend where? And is there really any interest in such
> a program?
>

Yes, I'd be VERY interested in such a program. Don't know where you'd post it, although if you can look at a list of newsgroups (the file .newsrc in your main directory, usually) you can probably puzzle it out. I'd say it would depend somewhat on the nature and size of the posting: source vs. binary, and how long (a judgement call). Suggested search pattern:

Short sources: comp.sys.atari.8bit and comp.sys.ibm-pc (check this name)

Long sources: comp.sources.misc (check this name, there should be SOMETHING LIKE this available)

Binaries: your guess is as good as mine; depends a lot on how you plan to encode it for posting; if it's short, of course, see "short sources" above!

Hope this helps; I'd really like to see this program. If all else fails, e-mail me a copy at the address below, please.

Chris Chiesa
Ball State University

UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1269. Message

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-02 01:42:00 UTC
From: LISTSERV@MARIST.BITNET
Message-ID: <8806020144.AA04974@ucbvax.Berkeley.EDU>
Source record: 116773

```
Error 113 from EXECIO while logging mail for INFO-A8 into INFO-A8 88-00355
I. An incomplete copy of the message might be present in the notebook. List
is being held with current mailing being postponed. Your file (2668) has
been transferred to HARRY@MARIST.
```

1270. Re: Disk exchanges with IBM PCs

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-02 03:28:33 UTC
From: chasm@killer.UUCP
Message-ID: <4286@killer.UUCP>
Source record: 116774
Body handling: HTML body converted to readable text

In article <3205@bsu-cs.UUCP>, cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:
> In article <4235@killer.UUCP>, chasm@killer.UUCP (Charles Marslett) writes:
> >
> > I have a short utility program to read and write Atari MYDOS format
> > double density diskettes on IBM PCs and clones -- the program could
> > be reasonably posted here or in one of the IBM newsgroups. Could
> > someone recommend where? And is there really any interest in such
> > a program?
> >
>
> Yes, I'd be VERY interested in such a program. Don't know where you'd post
> it, although if you can look at a list of newsgroups (the file .newsrc in your
> main directory, usually) you can probably puzzle it out. I'd say it would
> depend somewhat on the nature and size of the posting: source vs. binary, and
> how long (a judgement call). Suggested search pattern:
>
> Short sources: comp.sys.atari.8bit and comp.sys.ibm-pc (check this name)

OK, I think it's sorta short, and the alternatives may not get read by the
people who want it. (Donning my asbestoses in case someone strongly disagrees
with my size estimate!)

This is a "traditional" shar file with the MSDOS executable uuencoded on the
end.

This is a utility program that allows you to read, write and format diskettes
on an IBM PC or compatible in the MYDOS double density format for the Atari
8-bit computers. The utility does not support any of the 128-byte sector
formats, but the source is included (in case you come up with a way to add
such support). The program has been compiled with Microsoft C and MASM.

I hope you find it useful.

Charles Marslett
Wordmark Systems
chasm@killer.UUCP
==========
Disclaimer: I said it didn*t I??? And I*m honest (-: . . .
==========

```
#! /bin/sh
# This is a shell archive. Remove anything before this line, then unpack
# it by saving it into a file and typing "sh file". To overwrite existing
# files, type "sh file -c". You can also feed this as standard input via
# unshar, or by typing "sh READ.ME <<'END_OF_READ.ME'
```

```
XThe UTIL program is used to read and
Xwrite Atari double density diskettes
Xon an IBM-compatible computer. The
Xtwo source files for the utility are
XUTIL.C and ATARIO.ASM.
X
XEnter UTIL with no parameters and a
Xhelp message will be displayed. To
Xread, write or format a disk, enter
Xthe commands /R, /W or /I. The
Xcommand for displaying the directory
Xis /L. If the command line contains
Xa /B, the files will not be translat-
Xed to/from ATASCII (i.e., they are
Xbinary files). The command line for
Xall but the /W function will end with
Xa drive identifier (A:, B:, C: or D:)
X-- this is the ABSOLUTE drive number,
Xnot the one MSDOS uses. An external
X3.5" drive will usually be drive C:,
Xnot D: or E: or whatever DOS calls
Xit. Use the /L command until you are
Xsure you know which drive is which!
X
XTo write to the Atari diskette, the
Xdrive identifier is followed by a
Xlist of file names to be written to
Xthe Atari diskette.
X
X Good luck,
X Charles Marslett
END_OF_READ.ME
if test 986 -ne `wc -c atario.asm <<'END_OF_atario.asm'
X title ATARI Disk I/O Library
X
X public _savefb
X public _restfb
X public _aread
X public _awrite
X public _aformat
X public _cd
X public _md
X public _dmainit
X public _getds
X public _ffirst
X public _fnext
X
XDGROUP group _DATA
X
X_DATA segment byte public 'DATA'
```

```
X extrn _tracks:byte
X extrn _track_offset:byte
X extrn _sector_offset:byte
X_DATA ends
X
XIGROUP group _TEXT
X
X_TEXT segment byte public 'CODE'
X assume cs:IGROUP,ds:DGROUP
X;
X; Return first address of a 512-byte buffer in a character array
X;
X_dmainit proc near
X push bp
X mov bp,sp
X mov ax,4[bp]
X mov bx,ds
X mov cl,4
X shl bx,cl
X add bx,ax
X cmp bx,0FE00h
X jbe dmax
X sub ax,bx
Xdmax: pop bp
X ret
X_dmainit endp
X;
X; Save Current Disk Format in 10-Byte Save Area
X;
X; savefb(sectorsize, sectorcount, savearea)
X; int sectorsize, sectorcount;
X; char savearea[10];
X;
X_savefb proc near
X push bp
X mov bp,sp
X push ds
X push di
X push si
X
X cld
X xor si,si
X push ds
X pop es ;Segment address of save area
X mov ds,si
X lds si,dword ptr ds:[4*1Eh] ;Address of ctl block to DS:SI
X mov di,8[bp] ;Get address of save area
X mov cx,5 ;length in words
X rep movsw ;copy block to local memory
X sub si,10 ;point back to 1-st of ctl blk
```

```
X mov al,byte ptr 4[bp] ;ARG1 = sector size code
X mov ah,byte ptr 6[bp] ;ARG2 = sectors/track
X mov word ptr [si+3],ax ;Store data back into block
X mov byte ptr [si+5],28 ;Inter-sector gap length (was 42)
X mov byte ptr [si+7],24 ;Leading gap length (was 80)
X mov byte ptr cs:secptk,ah
X mov ah,0 ;reset the disk system
X mov bx,ax
X shl bx,1
X mov bx,cs:sec_size[bx]
X mov cs:data_ln,bx
X int 13H
X
X pop si
X pop di
X pop ds
X pop bp
X ret
X_savefb endp
X;
X; Restore MSDOS Format to Disk Control Block
X;
X; restfb(savearea)
X; char savearea[10];
X;
X_restfb proc near
X push bp
X mov bp,sp
X push ds
X push di
X push si
X
X xor cx,cx
X loop $
X cld
X mov si,4[bp]
X xor ax,ax
X mov es,ax
X les di,dword ptr es:[4*1Eh]
X mov cl,5
X rep movsw
X int 13H
X
X pop si
X pop di
X pop ds
X pop bp
X; xor cx,cx
X; loop $
X ret
```

```
X_restfb endp
X;
X; Read a MYDOS Sector
X;
X; aread(sector, drive, bufad)
X; int sector, drive;
X; char bufad[512];
X;
X_aread proc near
X push bp
X mov bp,sp
X push es
X push si
X push di
X
X call reg_set
X call vread ;Read one sector
X jc reterr
X xor ax,ax ;Return zero if no error
Xreterr:
X
X pop di
X pop si
X pop es ;Return it directly
X pop bp
X ret
X_aread endp
X;
Xvread proc near
X call io_setup
Xretry: push dx
X push cx
X push bx
X mov ax,0201h ;Command code/Number of sectors
X int 13H
X pushf ;Save CY flag
X push ax
X jnc flip
X dec cs:errcnt
X je flip
X pop ax
X popf
X mov ah,00h ;Recalibrate disk system
X int 13H
X pop bx
X pop cx
X pop dx
X jmp short retry
X;
Xflip: pop ax
```

```
X popf
X pop bx
X pop cx
X pop dx
X
X pushf
X mov cx,128 ;Complement data bits
Xfliplp: not word ptr es:[bx]
X inc bx
X inc bx
X loop fliplp
X popf ;Restore CY flag
X
X ret ;and return (CY/AX contain status)
Xvread endp
X;
X; Write a MYDOS Sector
X;
X; awrite(sector, drive, bufad)
X; int sector, drive;
X; char bufad[512];
X;
X_awrite proc near
X push bp
X mov bp,sp
X push es
X push si
X push di
X
X call reg_set
X call vwrite ;Write one sector
X
X pop di
X pop si
X pop es
X pop bp
X ret
X_awrite endp
X;
Xvwrite proc near
X call io_setup
Xwrtry: push dx
X push cx
X push bx
X mov cx,128
Xwrcomp: not word ptr es:[bx]
X inc bx
X inc bx
X loop wrcomp
X pop bx
```

```
X pop cx
X push cx
X push bx
X mov ax,0301h ;Command code/Number of sectors
X int 13H
X jnc vw_xit
X push ax
X mov ah,00h ;Recalibrate disk system
X int 13H
X pop ax
X pop bx
X pop cx
X pop dx
X dec cs:errcnt
X jne wrtry
X push cx
X push bx
X mov cx,128
Xerrcmp: not word ptr es:[bx]
X inc bx
X inc bx
X loop errcmp
X pop cx
X pop bx
X stc
X ret ;and return (CY/AX contain status)
X
Xvw_xit: pop bx
X push bx
X mov cx,128
Xwrrcmp: not word ptr es:[bx]
X inc bx
X inc bx
X loop wrrcmp
X mov ax,0 ;Indicate no error
X pop bx
X pop cx
X pop dx
X ret
Xvwrite endp
X;
X; Format a MYDOS Track
X;
X; aformat(track, drive, buf, seq)
X; int sector, drive;
X; char buf[512];
X; char seq[26];
X;
X_aformat proc near
X push bp
```

```
X mov bp,sp
X push ds
X push es
X push di
X mov di,8[bp] ;Point to the buffer
X mov ax,ds
X mov es,ax
X mov ah,1
X mov bx,10[bp] ;Point to sector sequence table
X mov ch,4[bp] ;Get track no.
X
X cld
Xbldft: mov al,ds:[bx]
X cmp al,0FFh
X je endbft
X inc bx
X mov es:[di],ch ;Track No.
X inc di
X mov byte ptr es:[di],0 ;Head No.
X inc di
X stosw ;Sector No. and Bytes/Sector
X jmp short bldft
X
Xendbft: sub bx,10[bp]
X mov ax,bx
X mov bx,8[bp] ;368h
X mov cl,1 ;Sector number (junk)
X mov dh,0 ;Head number
X mov dl,byte ptr 6[bp] ;Drive number
X mov ah,05h ;Format command
X int 13h
X mov ax,0
X jnc afex ;Return 0 if OK, -1 if error
X dec ax
Xafex: pop di
X pop es
X pop ds
X pop bp
X ret
X_aformat endp
X
Xio_setup proc near
X dec ax ;Make sector number 0-based
X xor dx,dx ;and 64-bit long
X div word ptr cs:secptk ;convert to track/sector format
X inc dl
Xfmt_su: mov ch,al ;track number
X mov cl,dl ;sector number
X mov dh,0 ;Head number
X cmp ch,_tracks ;Second side?
```

```
X jb dord
X inc dh
X test _track_offset+1,80h ;Same or different directions
X jz dorev
X add ch,_track_offset ;track = track - [40|80]
X jmp short doadj
Xdorev: mov ch,_track_offset ;track = [80|160] - track
X sub ch,al
Xdoadj: test _sector_offset+1,80h
X jnz dord ;if < 0, no change
X mov cl,_sector_offset
X sub cl,dl ;else sector = K - sector
X cmp cl,byte ptr cs:secptk
X jbe dord ;Where K can be > max sector #
X sub cl,byte ptr cs:secptk
X dec ch ;presume reversed sequence
X test _track_offset+1,80h
X jz dord
X add ch,2 ;if forward track sequence
Xdord:
X mov dl,byte ptr 6[bp] ;Drive number
X mov cs:errcnt,5 ;Retry 5 times only!
X ret
Xio_setup endp
X
Xreg_set proc near
X mov bx,8[bp] ;ARG2 = buffer address
X mov ax,ds
X mov es,ax
X mov ax,4[bp] ;Get ATARI FMS sector no.
X ret
Xreg_set endp
X;
X; Change to a new current directory
X; cd(ptr)
X; char *ptr; /* new directory name */
X; returns 0 if successful, 3 if invalid directory
X;
X_cd proc near
X push bp
X mov bp,sp
X mov dx,4[bp]
X mov ah,3Bh
X int 21h
X jc ret_cd
X xor ax,ax
Xret_cd: pop bp
X ret
X_cd endp
X
```

```
X;
X; Make a new directory
X; md(ptr)
X; char *ptr; /* new directory name */
X; returns 0 if successful, 3 if invalid path
X; 5 if access denied
X;
X_md proc near
X push bp
X mov bp,sp
X mov dx,4[bp]
X mov ah,39h
X int 21h
X jc ret_md
X xor ax,ax
Xret_md: pop bp
X ret
X_md endp
X;
X; Parse and search for files with wild card names
X;
X; ffirst(dta,name)
X;
X_ffirst proc near
X push bp
X mov bp,sp
X mov dx,6[bp]
X mov ah,4Eh
X mov cx,7
X jmp short getfile
X_ffirst endp
X;
X; fnext(dta)
X;
X_fnext proc near
X push bp
X mov bp,sp
X mov ah,2Fh
X int 21h
X push si
X mov si,4[bp]
X mov cx,22 ;Size of buffer in words
Xrstdata:
X lodsw
X mov es:[bx],ax
X inc bx
X inc bx
X loop rstdata
X pop si
X mov ah,4Fh
```

```
Xgetfile:
X int 21h
X jc reten
X mov ah,2Fh
X int 21h
X
X push di
X mov di,4[bp]
X mov cx,22 ;Size of buffer in words
Xcpydata:
X mov ax,es:[bx]
X mov ds:[di],ax
X inc di
X inc di
X inc bx
X inc bx
X loop cpydata
X pop di
X xor ax,ax
X pop bp
X ret
X
Xreten: push ax
X mov di,4[bp]
X mov cx,22
X mov ax,0FFFFh
X rep stosw
X pop ax
X pop bp
X ret
X_fnext endp
X
X_getds proc near
X mov ax,ds
X ret
X_getds endp
X
Xsec_size dw 128,256,512,1024,2048,4096
X
Xdata_ln dw 256 ;size of a sector in bytes
Xsecptk dw 0
Xerrcnt db 0
X_TEXT ends
X end
END_OF_atario.asm
if test 7101 -ne `wc -c util.c <<'END_OF_util.c'
X#include
X
X#define SECSIZE 256 /* Change this to handle 1050 dbl density disks */
X
```

```
X#if SECSIZE == 256
X#define SECCODE 1
X#define SECTORS 18
X#else
X#define SECCODE 0
X#define SECTORS 26
X#endif
X
Xint ls_file();
Xint cat_file();
Xint dup_file();
Xchar *dmainit();
XFILE *fopen(), *bopen();
X
Xstruct dta {
X char reserved[21];
X char attr;
X int utime;
X int udate;
X long len;
X char name[13];
X char dummy[3];
X } fdata;
X
Xint drive, cmd;
Xint first;
Xint save[5];
Xchar seq[27] = {6,12,18,5,11,17,4,10,16,3,9,15,2,8,14,1,7,13,0xFF};
Xint bitmask[8] = {0x80, 0x40, 0x20, 0x10, 0x08, 0x04, 0x02, 0x01};
Xunsigned char *bp;
Xint *seccnt;
Xint tracks;
Xint track_offset, sector_offset;
X
Xunsigned char buf[1024];
Xunsigned char map[1280];
Xunsigned char dirbuf[1024];
Xchar dirname[100];
X
Xunsigned int bpp = 0;
Xint bin_flag = 0;
Xunsigned char dosbuf[10240];
X
Xmain(argc, argv)
X int argc;
X char *argv[];
X {
X int sec, ct;
X char *p, *argp;
X
```

```
X
X bp = dmainit(buf);
X#ifdef DEBUG
X if (bp != buf)
X printf("Buffer base moved from %x to %x\n", buf, bp);
X#endif
X seccnt = (int *) &map[3];
X for (ct=0; ct<1280; ct++)
X map[ct] = 0;
X first = '\t';
X dirname[0] = '\0';
X drive = 0;
X track_offset = -40;
X tracks = 40;
X sector_offset = -1;
X while (--argc >= 0) {
X argp = *++argv;
X if ((argp[0] == '/' || argp[0] == '-')) {
X if (argp[2] == '\0') {
X if (argp[1] == 'B' || argp[1] == 'b')
X bin_flag = 1;
X else
X cmd = argp[1] & 0xDF;
X }
X else if (argp[1] == 'T' || argp[1] == 't') {
X track_offset = - atoi(&argp[2]);
X tracks = (track_offset > -60)? 40: 80;
X }
X else if (argp[1] == 'P' || argp[1] == 'p') {
X track_offset = atoi(&argp[2]);
X tracks = (track_offset < 60)? 40: 80;
X }
X else if (argp[1] == 'S' || argp[1] == 's') {
X sector_offset = atoi(&argp[2]);
X }
X }
X else if (argp[1] == ':' && argp[2] == '\0') {
X drive = (argp[0]-'A') & 0x1F;
X break;
X }
X else if (argp[1] == '\0') {
X cmd = argp[0] & 0xDF;
X break;
X }
X else {
X argv--;
X argp++;
X break;
X }
X }
```

```
X#ifdef DEBUG
X printf ("Binary flag = %s\n", bin_flag? "on": "off");
X printf ("Tracks = %d, offset = %d, sector offset = %d\n",
X tracks, track_offset, sector_offset);
X printf("CMD=%c, DRIVE=%c:\n", cmd, drive+'A');
X#endif
X savefb(SECCODE,SECTORS,save);
X#ifdef DEBUG
X printf("SAVE=0x%04X.0x%04X.0x%04X.0x%04X.0x%04X\n", save[0], save[1],
X save[2], save[3], save[4]);
X#endif
X switch (cmd) {
X case 'W': /* Write directories or files(from MSDOS) */
X getmap(drive);
X msdir(argc,&argv[1]);
X putmap(drive);
X break;
X case 'I': /* Initialize (Format) an Atari Disk */
X fmtdisk(drive);
X break;
X case 'L': /* List an Atari Directory */
X listdir(361, ls_file);
X break;
X case 'P': /* Display/Print Atari (printable) files */
X listdir(361, cat_file);
X break;
X case 'R': /* Read Atari formatted disk files(to MSDOS)*/
X listdir(361, dup_file);
X break;
X default:
X printf ("Invalid switch: only L/istDir, P/rintFiles, R/eadFiles,\n");
X printf (" W/riteFiles or I/nitializeDisk\n");
X printf ("Usage: util /[L|P|R|I] [/T80] [A|B|C|D]: or\n");
X printf (" util /W [A|B|C|D]: file [file ... ]\n");
X }
X restfb(save);
X }
X
Xdump()
X {
X int ct;
X char *p;
X
X for (p=bp, ct=0; ct != 256; p += 16, ct += 16) {
X printf ("%03X %02X%02X %02X%02X %02X%02X %02X%02X",
X ct, p[0]&0xFF, p[1]&0xFF, p[2]&0xFF, p[3]&0xFF,
X p[4]&0xFF, p[5]&0xFF, p[6]&0xFF, p[7]&0xFF);
X printf (" %02X%02X %02X%02X %02X%02X %02X%02X\n",
X p[8]&0xFF, p[9]&0xFF, p[10]&0xFF, p[11]&0xFF,
X p[12]&0xFF, p[13]&0xFF, p[14]&0xFF, p[15]&0xFF);
```

```
X }
X }
X
Xlistdir(sec, filefunc)
X int sec;
X int (*filefunc)();
X {
X int k, j, i, *num;
X unsigned char *p, *tp, *dp;
X char text[30];
X
X printf("Files in \"%c:%s\"\n", drive+'A', dirname);
X for (j=0; j<1024; sec++) {
X if (aread(sec, drive, bp)) {
X printf("Failure reading directory! Operation aborted!\n");
X return;
X }
X#ifdef TRACE
X dump();
X#endif
X for (i=0; i < 128;)
X dirbuf[j++] = bp[i++];
X }
X#ifdef DEBUG
X printf("Directory read:\n");
X#endif
X for (p=dirbuf; p < dirbuf+1024; p+=16) {
X if (*p == 0) {
X#ifdef DEBUG
X printf("End of directory at byte %d\n", p-dirbuf);
X#endif
X break;
X }
X#ifndef DEBUG
X if ((*p & 0x91) != 0x00)
X continue;
X#endif
X for (tp=text, dp=p+5; *dp > ' ' && dp != p+13;)
X *tp++ = *dp++;
X if (p[13] > ' ') {
X *tp++ = '.';
X *tp++ = p[13];
X if (p[14] > ' ') {
X *tp++ = p[14];
X if (p[15] > ' ')
X *tp++ = p[15];
X }
X }
X *tp = '\0';
X num = (int *) (p+1);
```

```
X (*filefunc)(text, num[1], num[0], *p);
X }
X if (first == '\n') {
X putchar('\n');
X first = '\t';
X }
X for (p=dirbuf; p < dirbuf+1024; p+=16) {
X if (*p == 0)
X return;
X if ((*p & 0x91) != 0x10)
X continue;
X for (tp=text, dp=p+5; *dp > ' ' && dp != p+13;)
X *tp++ = *dp++;
X if (p[13] > ' ') {
X *tp++ = '.';
X *tp++ = p[13];
X if (p[14] > ' ') {
X *tp++ = p[14];
X if (p[15] > ' ')
X *tp++ = p[15];
X }
X }
X *tp = '\0';
X#ifdef DEBUG
X printf("Subdirectory :%s!\n", text);
X#endif
X num = (int *) (p+1);
X k = strlen(dirname);
X dirname[k] = '\\';
X dirname[k+1] = '\0';
X strcat(dirname, text);
X if (cmd = 'D')
X if (cd(text) != 0)
X if (md(text) != 0) {
X printf("Cannot use or create directory \"%s\"\n", text);
X return;
X }
X listdir(num[1], filefunc);
X if (cmd == 'D')
X cd("..");
X dirname[k] = '\0';
X }
X }
X
Xls_file(name, at, size, flags)
X char *name;
X int at, size, flags;
X {
X printf ("%c%c%c%-12s[%04X] %d secs%c",
X flags&0x20?'*':' ', flags&0x10?':':' ',
```

```
X flags&0x04?'!':flags&0x02?' ':'#',
X name, at, size, first);
X first ^= '\n' ^ '\t';
X }
X
Xcat_file(name, at, size, flags)
X char *name;
X int at, size, flags;
X {
X int x, ct;
X unsigned char *p;
X
X printf("Print %s(%ld bytes, f=%02X)?", name, size*((long)SECSIZE-3L),
X flags);
X x = getchar() & 0xDF;
X if (x != '\n')
X while (getchar() != '\n')
X ;
X if (x == 'Y') {
X for (x = at; x != 0; x = ((bp[SECSIZE-3]<<8)+bp[SECSIZE-2]) & 0x03FF) {
X while (aread(x, drive, bp))
X printf ("5 Failures reading sector on Atari disk\n");
X for (ct=bp[SECSIZE-1], p=bp; ct > 0; ct--, p++) {
X if (*p == 0x7F)
X putchar('\t');
X else if (*p == 0x9B)
X putchar('\n');
X else
X putchar(*p);
X }
X }
X }
X }
X
Xdup_file(name, at, size, flags)
X char *name;
X int at, size, flags;
X {
X int x, ct, mask;
X char binary_copy;
X unsigned char *p;
X FILE *outf;
X
X binary_copy = bin_flag;
X printf("Copy %s(%ld bytes, f=%02X)?", name, size*((long)SECSIZE-3L),
X flags);
X mask = (flags & 0x04)? 0xFF: 0x03;
X x = getchar() & 0xDF;
X if (x != '\n')
X while (getchar() != '\n')
```

```
X ;
X if (x == 'Y' || x == 'A' || x == 'B') {
X if (x == 'A')
X binary_copy = 0;
X else if (x == 'B')
X binary_copy = 1;
X outf = bopen(name, "wb");
X if (outf == NULL) {
X printf ("Cannot create file \"%s\"", name);
X return;
X }
X for (x = at; x != 0;
X x = ((bp[SECSIZE-3]&mask) << 8)+(bp[SECSIZE-2] & 0xFF)) {
X while (aread(x, drive, bp))
X printf ("5 Failures reading sector on Atari disk\n");
X#ifdef DEBUG
X printf ("Link data = %02x, %02x, %02x\n", bp[SECSIZE-3],
X bp[SECSIZE-2], bp[SECSIZE-1]);
X#endif
X for (ct=bp[SECSIZE-1], p=bp; ct > 0; ct--, p++) {
X#ifdef TRACE
X putchar(*p);
X#endif
X if (binary_copy)
X bput(*p, outf);
X else if (*p == 0x7F)
X bput('\t', outf);
X else if (*p == 0x9B) {
X bput('\r', outf);
X bput('\n', outf);
X }
X else
X bput(*p, outf);
X }
X }
X bclose(outf);
X }
X }
X
Xgetmap(drive)
X int drive;
X {
X int p, n, k;
X char *mp;
X
X for (mp = map, n=0; n++ < sizeof(map);)
X *mp++ = 0;
X mp = map;
X n = 360;
X p = 3;
```

```
X do {
X if (aread (n--, drive, bp)) {
X printf ("Unable to read the Atari disk VTOC/Bit Map! Program aborted!\n");
X exit(1);
X }
X for (k=0; k<256; k++)
X *mp++ = bp[k];
X if (map[0] > (sizeof(map)/256 + 2)) {
X printf ("Invalid drive, more than %d sectors\n",
X (sizeof(map) - 10)*8);
X exit(1);
X }
X } while (++p <= map[0]);
X#ifdef DEBUG
X printf ("Drive %c: map header: <%02X> %02x%02x %02x%02x ", drive+'A',
X map[0], map[2], map[1], map[4], map[3]);
X printf ("%02x %02x %02x %02x %02x\n", map[5], map[6], map[7], map[8],
X map[9]);
X#endif
X }
X
Xputmap(drive)
X int drive;
X {
X int p, n, k;
X char *mp;
X
X mp = map;
X n = 360;
X p = map[0];
X do {
X for (k=0; k<256; k++)
X bp[k] = *mp++;
X awrite (n--, drive, bp);
X } while (--p >= 3);
X#ifdef DEBUG
X printf ("Drive %c: map header: <%02X> %02x%02x %02x%02x ", drive+'A',
X map[0], map[2], map[1], map[4], map[3]);
X printf ("%02x %02x %02x %02x %02x\n", map[5], map[6], map[7], map[8],
X map[9]);
X#endif
X }
X
Xmsdir(argc,argv)
X int argc;
X char *argv[];
X {
X int rc, k, sc, fno, bk, bk0, bkn;
X FILE *inf;
X
```

```
X restfb(save);
X bkn = -1;
X while (--argc >= 0) {
X#ifdef DEBUG
X printf ("Argument <<%s>>\n", *argv);
X#endif
X if ((rc = ffirst(&fdata, *argv)) == 0) {
X do {
X printf ("Copying <<%s>>, Length = %ld\n", fdata.name, fdata.len);
X inf = fopen(fdata.name, (bin_flag? "rb": "r"));
X savefb(SECCODE,SECTORS,save);
X fno = dirfnd(fdata.name);
X bk0 = bk = alloc();
X#ifdef DEBUG
X printf (" First block = %d (FNO=%d)\n", bk, fno);
X#endif
X k = (fno<<4) & 0x0070;
X bp[k+3] = bk;
X bp[k+4] = bk>>8;
X k = (fno>>3) + 361;
X#ifdef DEBUG
X printf(" Writing dir bk. %d, drive %c:\n", k, drive+'A');
X#endif
X awrite(k, drive, bp);
X restfb(save);
X sc = 1;
X fno <<= 2;
X k = 0;
X while ((rc = fgetc(inf)) >= 0) {
X if (rc == '\t')
X rc = 0x7F;
X else if (rc == '\n')
X rc = 0x9B;
X
X if (k >= SECSIZE-3) {
X bkn = alloc();
X if (bkn <= 0) {
X printf ("No more sectors available\n");
X break;
X }
X#ifdef DEBUG
X printf (" Writing block %d (fno=%04X,link=%d)\n", bk,
X fno, bkn);
X#endif
X bp[SECSIZE-3] = fno + (bkn>>8);
X bp[SECSIZE-2] = bkn & 0xFF;
X bp[SECSIZE-1] = SECSIZE-3;
X savefb(SECCODE,SECTORS,save);
X awrite(bk, drive, bp);
X restfb(save);
```

```
X bk = bkn;
X k = 0;
X sc++;
X }
X bp[k++] = rc;
X }
X fclose(inf);
X bp[SECSIZE-3] = fno;
X bp[SECSIZE-2] = 0;
X bp[SECSIZE-1] = k;
X#ifdef DEBUG
X printf (" Writing last block %d (fno=%04X,size=%d)\n", bk,
X fno, k);
X#endif
X savefb(SECCODE,SECTORS,save);
X awrite(bk, drive, bp);
X bk = bk0;
X dirup(sc, 0x42, fno>>2);
X restfb(save);
X } while (fnext(&fdata) == 0 && bkn != 0);
X }
X else
X printf ("%s <<%s>>\n",
X rc<18? "Invalid path for": "No matching file", *argv);
X argv++;
X }
X savefb(SECCODE,SECTORS,save);
X }
X
Xdirfnd(name)
X char *name;
X {
X char *name0, *cp;
X char namev[12];
X int j, k, first;
X
X k = 0;
X for (j=0; j<11; j++)
X namev[j] = ' ';
X namev[11] = '\0';
X while (*name != '.' && *name != '\0') {
X namev[k++] = *name++;
X if (k >= 11)
X break;
X }
X if (k < 11 && *name == '.') {
X k = 8;
X while (*++name != '\0' && k < 11) {
X if (*name == '\n')
X break;
```

```
X namev[k++] = *name;
X }
X }
X first = -1;
X for (k=361; k<369; k++) {
X if (aread(k, drive, bp)) {
X printf ("Unable to read ROOT directory for updating! Program aborted!\n");
X exit(1);
X }
X for (j=0; j<0x80; j += 0x10) {
X if (namecomp(&bp[j+5], namev)) {
X first = ((k-361)<<3) + (j>>4);
X#ifdef DEBUG
X printf(" Replaced file no. = %d\n", first);
X#endif
X return (first);
X }
X if (bp[j] == 0) {
X if (first < 0)
X first = ((k-361)<<3) + (j>>4);
X goto allcf;
X }
X if ((bp[j] & 0x80) && first < 0)
X first = ((k-361)<<3) + (j>>4);
X }
X }
X allcf:
X#ifdef DEBUG
X printf ("allocated file no. = %d\n", first);
X#endif
X if (first < 0) {
X printf ("No directory entries free\n");
X exit(1);
X }
X if ((first>>3) != (k-361))
X while (aread((first>>3)+361, drive, bp))
X ;
X cp = &bp[(first & 0x07)<<4];
X *cp = 0x03;
X cp += 5;
X for (k=0; k<11; k++)
X *cp++ = namev[k];
X#ifdef DEBUG
X printf ("%s==>%s(FNO=%d)\n", name0, namev, first);
X#endif
X return (first);
X }
X
Xdirup(cnt, attr, indx)
X int cnt, attr, indx;
```

```
X {
X int k;
X
X while (aread(361+(indx>>3), drive, bp))
X ;
X k = (indx<<4) & 0x0070;
X bp[k] = attr;
X *(int *)(&bp[k+1]) = cnt;
X awrite(361+(indx>>3), drive, bp);
X }
X
Xalloc()
X {
X int p, x, mask;
X
X for (x=10; map[x] == 0; x++)
X if (x >= 1280)
X return(0);
X p = (x-10)<<3;
X mask = 0x80;
X while ((map[x] & mask) == 0) {
X mask >>= 1;
X p++;
X }
X map[x] &= ~mask;
X --*seccnt;
X return (p);
X }
X
Xdealloc(sec)
X int sec;
X {
X map[(sec >> 3) + 10] |= bitmask[sec & 0x07];
X }
X
Xnamecomp(a, b)
X char *a, *b;
X {
X int i;
X
X for (i=0; i<11; i++)
X if (*a++ != *b++)
X return(0);
X return (1);
X }
X
XFILE *bopen(name, mode)
X char *name, *mode;
X {
X FILE *val;
```

```
X
X restfb(save);
X val = fopen(name, mode);
X savefb(SECCODE,SECTORS,save);
X return (val);
X }
X
Xbput(data, out)
X int data;
X FILE *out;
X {
X int len;
X
X if (bpp >= sizeof(dosbuf)) {
X restfb(save);
X len = fwrite (dosbuf, 1, sizeof(dosbuf), out);
X if (len != sizeof(dosbuf))
X printf ("Error writing to DOS file, %d bytes not written\n",
X sizeof(dosbuf) - len);
X#ifdef DEBUG
X printf("Writing block of %d bytes to DOS file\n", sizeof(dosbuf));
X#endif
X bpp = 0;
X savefb(SECCODE,SECTORS,save);
X }
X dosbuf[bpp++] = data;
X }
X
Xbclose(out)
X FILE *out;
X {
X int len;
X
X restfb(save);
X if (bpp != 0) {
X len = fwrite(dosbuf, 1, bpp, out);
X if (len != bpp)
X printf ("Error closing file, %d bytes not written\n", bpp - len);
X }
X#ifdef DEBUG
X printf ("Last file block contains %d bytes\n", bpp);
X#endif
X bpp = 0;
X fclose(out);
X savefb(SECCODE,SECTORS,save);
X }
X
Xfmtdisk(drive)
X int drive;
X {
```

```
X int ct;
X
X for (ct=0; ct<40; ct++) {
X if (aformat(ct, drive, bp, seq) < 0)
X printf ("Error formatting track %d\n", ct);
X }
X for (ct=0; ct<512; ct++)
X map[ct] = 0;
X map[0] = 2;
X map[1] = map[3] = 0xc4;
X map[2] = map[4] = 0x02;
X for (ct=4; ct<360; ct++)
X dealloc(ct);
X for (ct=369; ct<720; ct++)
X dealloc(ct);
X for (ct=0; ct<1024; ct++)
X dirbuf[ct] = 0;
X putmap(drive);
X for (ct=361; ct < 369; ct++)
X awrite(ct, drive, dirbuf);
X }
X
END_OF_util.c
if test 16321 -ne `wc -c util.uue <<'END_OF_util.uue'
Xbegin 644 util.exe
XM35J? 1X ! @ #\$__]8!P (TF Z$P '@ $ $ 0I T43 #/$P I 0Ia
XM P a
XM a
XM a
XM a
XM a
XM a
XM a
XM a
XM a
XM a
XM 58OL@^P*5U:X)CU0a
XMZ+L0@\0"HX 'QP:2/),-QT;\ KP+F K^0#1X'\JN 1OT%QP:"!PD Q@:4a
XM/ "CA ?'!BI#V/_'!BA!* #'!B9!__^+?@:+=OK_3@1Y ^F^ (/' HLU@#POa
XM= B /"UT ^F4 (!\ @!U((!\ 4)T!H!\ 6)U",<&+ $! .O,BD0!)=\ HY Za
XMZ\&0@'P!5'0&@'P!='4:C40"4.@G,(/$ O?8HRI#/<3_?B2X* #K(I" ? %0a
XM= : ? %P=1R-1 )0Z $P@\0"HRI#/3P ?-RX4 "C*$'I<_^0@'P!4W0)@'P!a
XME3_Y" ? $Z=7J ? ( =72*!)@M00 E'P"Ca
XMA >)?@:)=OJXA@M0N!( 4+@! %#HL0^#Q :AD#H]20!U ^F! #U, '4#Z8, a
XM/5 =0/IBP ]4@!U ^F) #U7 '0^N$( 4.A]&8/$ KA[ %#HLXD(!\ 0!U"HH$)=\ HY
ZZXB#[P)&ZX+_-H0'Z)T&a
XM@\0"BT8&!0( 4/]V!.B7!X/$!/\VA ?H,P>#Q +K)O\VA ?H.P[K\I"X" 50a
XMN&D!4.B? (/$!.L,N&8%Z^Z0N+0&Z^B0N(8+4.@^#X/$ EY?B^5=PU6+[(/La
XM!%=6BS: !RO_BD0'*N10BD0&4(I$!5"*1 10BD0#4(I$ E"*1 %0B@105[@Na
XM 5#HLQB#Q!2*1 \JY%"*1 Y0BD0-4(I$#%"*1 M0BD0*4(I$"5"*1 A0N%@<: a
```

```
XM ,=&V( 1X'^ 1\K8E^!(EVUL=&_H8'BW[XBU[^@#\ =26)?OB#/H('"G0#a
XMZ;8 _PX:!7D#Z9D L J+'A@%_P88!8@'Z9@ BU[^]@>1=7"-1MJ+^(OS@\8%a
XMB\OK#XO!!0T .\9T"XH$B 5&1X \('?LB7;ZBU[^@'\-('8BQ@4N1XI'#8@%a
XM1X!_#B!V$HI'#H@%1X!_#R!V!HI'#X@%1\8% (O#0(E&_(H'*N10BU[\_S?_a
XM=P*-1MI0_U8&@\0(@T;^$(%^_H8+<@/I5?_I2O^0N!@%4+@* %#H(QB#Q 3'a
XM!H('"0#'1OZ&!XM^^(M>_H _ '4#Z1D!B@_E#R,V([ N?__a
XM,\#RKO?125^)3M2+V<:'E#Q5/ !7C7[:OI0\C-".P+G__S/ \J[WT2OYa
XMB]F'_KG___*N3XO+T>GRI1/)\J1?N$0 HY ZC4;:4.@.#H/$ @O =!Z-1MI0a
XMZ! .@\0""\!T$(U&VE"XOP%0Z"T6@\0$ZS;_=@:+7OS_=P+HL/V#Q 2#/I Za
XM1'4*N.0!4.C,#8/$ HM>U,:'E#P @T;^$(%^_H8+
7XOE7<.0a
XM58OL_S:"!_]V"/]V!O]V!/9&"@1T!K@A .L0D/9&"@)T!K@@ .L$D+@C %#Va
XM1@H0= :X.@#K!)"X( !0]D8*('0&N"H ZP20N" 4+CG 5#HE16#Q!" -H('a
XM UW#D%6+[(/L!E=6_W8*N/T F5)0BT8(F5)0Z)PL4E#_=@2X P)0Z&05@\0*a
XM_PX2!7@/BQX0!?\&$ 6*!RKDZPN0N! %4.B!%8/$ B7? (E&^CT* '0D_PX2a
XM!7@/BQX0!?\&$ 6*!RKDZPN0N! %4.A7%8/$ CT* '7<@W[Z670#Z<< BT8&a
XMB4;ZBW[\Z:P N" "4.CW%(/$ O\V@ ?_-H0'5NA5"X/$!@O =>.+'H 'BH?_a
XM "KDB_B+PXE&_@O_?F*+\( \?W4?_PX:!7@/L F+'A@%_P88!8@'ZSZ0N!@%a
XM4+@) .LMD( \FW45_PX:!7@%L KKVI"X& 50N H ZQ.0_PX:!7@$B@3KQ;@8a
XM!5"*!"KD4.AR%8/$!$]&"_]UHXEV_HL>@ >*I_T *L"*C_X *NT#P8#D XE&a
XM^H-^^@!T!HMV^NE2_XE^_%Y?B^5=PY!5B^R#[ Q75J L 8A&]/]V"KC] )E2a
XM4(M&")E24.A(*U)0_W8$N$D"4.@0%(/$"O9&"@1T!;C_ .L#N , B4;X_PX2a
XM!7@.BQX0!?\&$ 6*!RKDZPJX$ 50Z!T4@\0")=\ B4;Z/0H ="3_#A(%> ^+a
XM'A %_P80!8H'*N3K"Y"X$ 50Z/,3@\0"/0H ==R#?OI9= ^#?OI!= F#?OI"a
XM= /I\0"#?OI!=0;&1O0 ZPJ#?OI"=03&1O0!N&4"4/]V!.B,!X/$!(E&]@O a
XM=13_=@2X: )0Z&83@\0$7E^+Y5W#D(M&!HE&^NMUN( "4.A-$X/$ O\V@ ?_a
XM-H0'5NBK"8/$!@O =>.+'H 'BH?_ "KDB4;\B\.)1OZ#?OP ?B2+?O:+\(!^a
XM] !T0%>*!"KD4.A3!X/$!/]._$:#?OP =>2)=OZ+'H 'BH?] "KD(T;XBN@Ja
XMR8J'_@ JY /(B4[Z@W[Z '0GBW;ZZXJ /']U!U>X"0#KNI" /)MUKU>X#0!0a
XMZ ,'@\0$5[@* .NC_W;VZ&8'@\0"7E^+Y5W#D%6+[(/L"%=6OI -*\GK!9#&a
XM! !&B\%!/0 %?/2)=OJ)3OB_D W'1OAH <=&_@, _S: !_]V!/]V^/].^.C0a
XM"(/$!@O =!2XJ0)0Z%42@\0"N $ 4.@+#(/$ BO)B_>+%H 'B]D#VHH'B 1&a
XM08'Y %\\(O^B4[\@#Z0#0=V&+BP)U"XZ )0Z!D2@\0$N $ 4.C/"X/$ O]&a
XM_HM&_HH.D TJ[3O!=HF)?OI>7XOE7<.058OL@^P(5U:_D W'1OAH :"0#2KDa
XMB4;^*\F+]XL6@ >+V0/:B@2(!T9!@?D 7SPB_Z)3OS_-H '_W8$_W;X_T[Xa
XMZ&((@\0&_T[^@W[^ WW'B7[Z7E^+Y5W#58OL@^P25U:XA@M0Z-0'@\0"QT;Xa
XM___I+@*+7@;_-[CX/%#H4PF#Q 2)1OP+P'0#Z?,!BW[X_S84/?\V$CVX%CU0a
XMN T#4.A/$8/$"(,^+ $ = 6X*P/K [@N U"X%CU0Z-$/@\0$B4;TN(8+4+@2a
XM %"X 0!0Z"('@\0&N!8]4.CF 8/$ HE&_NA)!(E&\(E&\HM&_K$$T^ E< ")a
XM1O8#!H 'B4;NB]B*1O"(1P.*1O&(1P2+1OZQ ]/X!6D!B4;V_S: !_\VA =0a
XMZ($'@\0&N(8+4.@-!X/$ L=&^@$ L0+39O['1O8 (MV_.D2 8/^"G4#OIL a
XM@7[V_0!] ^GR .C1 XOX"_]^ ^F0 +@P U#HA1"#Q *)=OS_=O3H*0Z#Q *+a
XM'H 'BD;^B(?] ,:'_@ BD;VB(?_ +B&"U"X$@!0N $ 4.A2!H/$!O\V@ ?_a
XM-H0'_W;PZ/0&@\0&BT;RB4;PBT;^T?C1^%"X0@!0_W;ZZ.("@\0&N(8+4.AEa
XM!H/$ KCX/%#H_@>#Q (+P'0#Z8X "_]U ^F' .F:_HL>@ >*1OZ+U[$(T_H"a
XMPHB'_0"+QXB'_@#&A_\ _;B&"U"X$@!0N $ 4.C1!8/$!O\V@ ?_-H0'_W;Pa
XMZ',&@\0&N(8+4.C_!8/$ HE^\,=&]@ _T;ZBU[V QZ !XO&B ?_1O;_=O3Ha
XM !Z#Q *+\ OV?0/I!/^#_@ET ^G4_KY_ .G6_HE^^.L?D(M>!O\W@W[\$GT%a
XMN$L#ZP.X7 -0N&T#4.A7#X/$!H-&!@+_3@1X ^G*_;B&"U"X$@!0N $ 4.@[a
XM!8/$!EY?B^5=PU6+[(/L'%=6QT;J #'1NP +@@(+D% (U^\!8'\JNJ@T;La
```

```
XM"\9&^P"+=@2+3NJ /"YT$X \ '0.B_F*!(A#\$9!@_D+?.B)=@2)3NJ#^0M]a
XM*XO>@#\N=22Y" #K"9"+^8H$B$/P04: / !T"H/Y"WT%@#P*=>B)=@2)3NJ_a
XM___'1NII <=&Z$@+BW;L_S: !_\VA ?_=NKH P6#Q 8+P'04N'@#4.B(#H/$a
XM K@! %#H/@B#Q (K]HM&Z(E&YHE&Y(U&\%"+'H 'C4 %4.@S H/$! O =!R+a
XM_K$$T_\#?N2![T@+B\>)?NZ)=NQ>7XOE7<.0BQZ !X X '43"_]]0XO^L033a
XM_P-^YH'O2 OK-(L>@ ?V (!T$0O_?0V+_K$$T_\#?NB![T@+@\80@?Z 'R/a
XM@T;H"/]&ZH%^ZG$!?0/I2O^)?NZ)=NP+_WT4N+8#4.C=#8/$ K@! %#HDP>#a
XMQ *+1NZQ ]/XBT[J@>EI 3O!=#O_-H '_S:$!XM&[K$#T_@%:0%0Z!4$@\0&a
XM"\!T'HMV[K$#T_Z!QFD!_S: !_\VA =6Z/<#@\0&"\!U[8M&[B4' +$$T^ #a
XM!H 'B4;\B]C&!P.#1OP%QT;J "+7ORY!0"+^XUV\!X'\J6D@T;J"X-&_ N+a
XM1NY>7XOE7<.058OL@^P$5O\V@ ?_-H0'BT8(L0/3^ 5I 5#HD@.#Q 8+P'0>a
XMBW8(L0/3_H'&:0'_-H '_S:$!U;H= .#Q 8+P'7MBT8(L033X"5P (E&_HOPa
XM S: !XI&!H@$BT8$B40!_S: !_\VA >+1@BQ ]/X!6D!4.B! X/$!EZ+Y5W#a
XM58OL@^P(5KX* .L!1H"\D T =1"!_@ %?/(KP(EV_%Z+Y5W#B7;\B\:Q ]/@a
XM+5 B4;^QT;Z@ "+WO:'D V =1V*AY -*N2+\(M6_HM.^M'Y0HO!A<9T]XE6a
XM_HE.^HM>_(M&^O?0((>0#8L>DCS_#XM&_EZ+Y5W#58OL5HM>!+$#T_N+=@2#a
XMY@?1YHJ$&@$(AYH-7EW#58OL@^P"5U8KR8M^!(MV!D>L.$7_=!$KP(E^!(EVa
XM!HE._EY?B^5=PT&#^0M\XHE^!(EV!HE._K@! %Y?B^5=PU6+[(/L KB&"U#Ha
XM+ *#Q +_=@;_=@3H<0J#Q 2)1OZXA@M0N!( 4+@! %#HP@&+1OZ+Y5W#D%6+a
XM[(/L H$^*@$ *')0N(8+4.CN 8/$ O]V!K@ *%"X 0!0N) 24.A2"H/$"(E&a
XM_CT *'01N H*T;^4+C1 U#H=0N#Q 3'!BH! "XA@M0N!( 4+@! %#H7P&#a
XMQ :+'BH!_P8J 8I&!(B'D!*+Y5W#D%6+[(/L KB&"U#HA &#Q *#/BH! '0Na
XM_W8$_S8J ;@! %"XD!)0Z.$)@\0(B4;^H2H!.4;^= XK1OY0N ($4.@$"X/$a
XM!,<&*@$ /]V!.BE"(/$ KB&"U"X$@!0N $ 4.CE (OE7<.058OL@^P$5U8Ka
XM]HM^!+C^ %#_-H '5U;HV &#Q @+P'T+5K@L!%#HM0J#Q 1&@_XH?-N)=O['a
XM1OX "O N0 !OY -'@?RJX!&_P+&!I - K#$HI,-HI$-L *BE VBD@V^! !6a
XMZ"S^@\0"1H'^: %\\HEV_KYQ 5;H&/Z#Q )&@?[0 GSRB7;^QT;^ KP+D a
XM K^&!QX'\JN 1O\$_W8$Z$KX@\0"OFD!BWX$N(8'4%=6Z-\ @\0&1H'^<0%\a
XM[8EV_EY?B^5=PY!5B^R+1@2,V[$$T^,#V('[ /YV BO#7<-5B^P>5U;\,_8>a
XM!X[>Q39X (M^"+D% /.E@^X*BD8$BF8&B40#QD0%',9$!Q@NB"8V$[0 B]C1a
XMXRZ+GR@3+HD>-!/-$UY?'UW#58OL'E=6,\GB_OR+=@0SP([ )L0^> "Q!?.Ea
XMS1->7Q]=PU6+[ 965^A >@) '(",\!?7@==P^C6 %)14[@! LT3G%!S$B[^a
XM#C@3= M8G;0 S1-;65KKXEB=6UE:G+F ";W%T-#XOF=PU6+[ 965^CX .@%a
XM %]>!UW#Z)( 4E%3N8 )O<70T/B^5M945.X 0/-$W,@4+0 S1-86UE:+OX.a
XM.!-UV%%3N8 )O<70T/B^5E;^<-;4[F ";W%T-#XOFX !;65K#58OL'@97a
XMBWX(C-B.P+0!BUX*BFX$_(H'//]T#4,FB"U')L8% $>KZ^TK7@J+PXM>"+$!a
XMM@"*5@:T!!_@ 0<@.^ !#ZCM>!Q"Y#^W,0%A_H]P$SP%#H=@2X_TS-(8/Da
XM_C:))DX$-HDF2@2+QK$$T^!(-J-(! /WB38" (S#*][WV[1*S2$VC!Z_!!8'a
XM_+]0![DP0RO/,\#SJA8?Z#L %A_HD@/H 0(S[?\VX 3_-MX$_S;a
XM: 9S!18?Z4T!-L4&< :,VKL# #;_'F@&%A^.!K\$)HL.+ #C-H[!,_\F@#T a
XM="RY# "^H 3SIG0+N?]_,\#RKG49Z^4&'@_R 2LF)&L_L!T 4BJXO<6a
XM'[L$ ("GR 2_N !$S2%R"O;"@'0%@(_(!$!+>>>^= :_= ;HH@"^= :_= ;Ha
XMB@##58OLOG8'OW8'Z'T OG0&OW8&Z'0 ZP-5B^R^=@:_=@;H9@"^=@:_=@;Ha
XM; #HN0 +P'0+@WX$ '4%QT8$_P"Y#P"[!0#VA\@$ 70$M#[-(4/B\N@' (M&a
XM!+1,S2&+#FH&XP>[ @#_'F@&'L46K02X "7-(1^ /NH$ '0-'J#K!,46[ 2Ta
XM)/V_]'K\L,[]W,.@^\$BP4+10)T\O\=Z^[# %6+[+C\a
XM %#H>P*#/O $ '0$_Q;P!+C_ %#H:0*+Y5W#N ( Z5O^68O<*]AR"CL>\@1Ra
XM!(OC_^$SP.E%_E8S]KE" #+D_*PRX.+[@/15= WHKO^X 0!0Z"P"N $ 7L./a
XM!O0$N@( .!;!!'0IC@:_!":.!BP C ;D!#/ F;D @#/_\JZN=?M'1XD^X@2Ya
XM___RKO?1B]&_ 0"^@0".'K\$K#P@=/L\"73W/ UT;PK =&M'3JP\('3H/ ETa
```

```
XMY#P-=%P*P'18/")T)#Q<= -"Z^0SR4&L/%QT^CPB= 0#T>O3B\'1Z1/1J %Ua
XMRNL!3JP\#70K"L!T)SPB=+H\7'0#0NOL,\E!K#Q<=/H\(G0$ ]'KVXO!T>D3a
XMT:@!==+KEQ8?B3[ XOXKXHO$H]X$B]@#^Q8'-HD_0T/%-N($a
XMK*H*P'7ZOH$ -HX>OP3K S/ JJP\('3[/ ET]SP-=0/I?P *P'4#ZWF0-HD_a
XM0T-.K#P@=-L\"737/ UT8@K =%X\(G0G/%QT
ZKKY#/)0:P\7'3Z/")T!K!GSJG,&L"*JZ\5.K#P-="X*P'0J/")TMSQ<= .JZ^PSR4&L/%QTa
XM^CPB= :P7/.JZ]FP7-'I\ZISEK BJNO-,\"J%A_'!P _R;T!%6+[%6.'K\$a
XM,\F+P8OIB_E)BS8L OV=!".QB: /@ '0&\JY%KG7Z19= )/Z+_='E \46a
XM'U>_"0#HA0!?B\^+_0/XB2[@!!X'CMXS]DGC$X$\.T-T!8E^ $5%K*H*P'7Za
XMXNV)3@ 6'UV+Y5W#58OL5E<>!XM6!+Y^!JT[PG000)9T#).+A[0%B4;\5NA@:#Q ) =
%'@\8(.38H!G/FB\=>7XOE7<-5B^R#[ )6Z(X/B_ +a
XM]G005O]V!O]V!.@V!(/$!NL#D"O 7HOE7<.058OL@^P(5U:+=@2+?@J+1@;Wa
XM9@B)1OZ)1OR#?@8 = :#?@@ =08KP.D+ 9#V108,=66+WX'K$ 6Q ]/[B\/1a
XMXP/8T>/VA[ % 75,]T;\_P%U(/]V_%:*10>84.B($H/$!HE&^#W__W2]*]+Wa
XM=@;IQ0"0_TT"> N*!(L=_P6(!^L,D%>*!)A0Z*X!@\0$]D4&('631O]._/9%a
XM!@AU0(O?@>L0!;$#T_N+P]'C ]C1X_:'L 4!=%SK)?]- G@+B@2+'?\%B ?Ka
XM#)!7B@284.AH 8/$!/9%!B!U4T;_3OR#?OP =$F#?0( =,^+10(K1OP;R2/!a
XM T;\B4;Z4%;_->C.%H/$!HM&^@$% _ I1OPI10+KR_]V_%:*10>84.C($8/$a
XM!HE&^#W__W0#*4;\BT;^*T;\Z33_D%Y?B^5=PU6+[(/L"%=6OA@%C48&B4;\a
XM5NC/ X/$ HOXC48&4/]V!%;H1P6#Q :)1OA65^@X!(/$!(M&^%Y?B^5=PU6+a
XM[(/L E:+=@2+QBT0!;$#T_B+R-'@ \'1X 6P!8E&_O9$!H-T!O9$!D!T![C_a
XM_^F( )#V1 8"= : 3 8@Z^V 3 8!BU[^@"?[]D0&#'4BB]Z!ZQ %L0/3^XO#a
XMT>,#V-'C]H>P!0%U"5;HUP&#Q +K!8M$!(D$BU[^_W<"_W0$BD0'F%#H"!"#a
XMQ :)1 (+P'0%/?__=1F#? ( = 6P(.L#D+ 0"$0&QT0" #I?O^0_TP"BQS_a
XM!(H'*N1>B^5=PU6+[(/L"%=6BW8&BD0'F(E&^HO&+1 %L0/3^(O(T> #P='@a
XM!; %B4;X]D0&@W0&]D0&0'0+@$P&(+C__^D0 9#V1 8!=>^ 3 8"@&0&[RO a
XMB40"B_B)?OSV1 8,=5^+WH'K$ 6Q ]/[B\/1XP/8T>/VA[ % 75&@?X8!7O&a
XM@?X@!74S_W;ZZ.D4@\0""\!U+?\&#@6!_A@%=0:XD OK!)"X*D&)1 2)!(M>a
XM^,=' @ "Q@@>L0!;$#T_N+P]'C ]C1X_:'a
XML 4!=%"+/"M\!(M$!$")!(M>^(M' DB)1 (+_WX35_]T!/]V^NBO#X/$!HE&a
XM_.L:D(M>^O:'R 0@= ^X @!0*\!04%/HE R#Q B+7 2*1@2(!^L7D+\! (O'a
XM4(U&!%#_=OKH<@^#Q :)1OPY?OQT ^GK_HI&!"KD7E^+Y5W#D%6+[%:+=@3Va
XM1 :#=!WV1 8(=!?_= 3H>1"#Q * 9 ;W*\")!(E$!(E$ EY=PY!5B^R#[ )6a
XMBT8$+1 %L0/3^(O(T> #P='@!; %B4;^N "4.A0$(/$ HM>!(E'! O = ^ a
XM3P8(BU[^QT<" +K%Y"+7@2 3P8$BT;^0(E'!(M>_L=' @$ BUX$B_.+1 2)a
XM!\=' @ 7HOE7<-5B^R#[ I75HMV"(M>!HH'F#UA '0H/7( = L]=P!T%"O a
XMZOTD/?' @!U/X'/ @"#a
XMY_ZR@/]&!HM>!H _ '0V"\ET,HH'F#TK '3:/6( =!,]= !U%8O'J0# =0Z!a
XMSP! Z]*0B\>I ,!T!2O)Z\:0@<\ @.N_B%;\B4[^N*0!4%?_=@3HEPN#Q :)a
XM1OH+P'T#Z6[_BD;\B$0&_P8.!8O&+1 %L0/3^(O(T> #P='@!; %B4;X*L"+a
XM7OB(!YB)1 +'1P0 "O B02)1 2*1OJ(1 >+QEY?B^5=PU6+[(/L!%:+=@3_a
XM!@X%@?X8!74(QT;^D OK#)"!_B %=23'1OXJ0?9$!@QU&8O>@>L0!;$#T_N+a
XMP]'C ]C1X_:'L 4!= 0KP.LUB\8M$ 6Q ]/XB\C1X /!T> %L 6)1OR+1OZ)a
XM1 2)!(M>_+@ HE' HE$ L8' 8!,!@*X 0!>B^5=PU6+[(/L E:#?@0 =%N!a
XM?@88!7O'@7X&( 5U=HM>!HI'!YA0Z. 1@\0""\!T9(M&!BT0!;$#T_B+R-'@a
XM \'1X 6P!8E&_O]V!NA+ (/$ HM>_L8' ,=' @ BUX&B_,KP(D$B4<$ZRJ0a
XMBUX&@7\$D MT!X%_!"I!=1B*1P>84.B%$8/$ @O = G_=@;H" "#Q )>B^5=a
XMPU6+[(/L!%=6BW8$*_^*1 8D SP"=4;V1 8(=1F+WH'K$ 6Q ]/[B\/1XP/8a
XMT>/VA[ % 7OGBP0K1 2)1OP+P'X;4/]T!(I$!YA0Z%\,@\0&.T;\= > 3 8@a
XMO___BT0$B03'1 ( (O'7E^+Y5W#58OLN&0!Z!WU5U:+=@:-AI[^HVX'BT8(a
```

```
XMHUX'BT8$HU('QP9H!P QP9F!P Z7P"@#PE= /I6 +'!FH' 0 KP*-:!Z-6a
XM!Z-D!Z-8!Z-B!Z-@!Z-4!Z-0!Z-#AIS^((N&G/XM8P ]%0!V ^D4 0/ DR[_IR8CBQY>!XL?a
XMH68'B0>#!EX' NEI 9#_!F0'QP90!P N H 4.A_ 8/$ NE1 9"X" #K\)#_a
XM!E0'_P96!X,^8@< =0G'!FP' 0#K!Y#'!FP' #_!F('QP9J!P0 @SY8!PAUa
XM ^F( "O HU@'B4;\.09P!W0GH7 'B4;\@SY!P*X$ !0Z/\ @\0"N#H 4.C/ X/$ H-^_ !T(H,^a
XM7 < =!6+1OPM!0"C< <+P'T"*\"C< ?K!Y#'!G ' "#+EX'!+@0 %#HO@"#a
XMQ +I'_^X$ #I+_\KP%#HX@'I*O^0N $ Z_.0_[:<_NBY ND9_X,^6 < = .+a
XMQDZ+_D> /0!T!8 ])77UB\5NCM X/$!HOW@#P = /I?/V#/F8' '59a
XMBQY2!_9'!B!T3[C__^M-TB+N(=@BV"+8(N(B[B'B(N(BXB+B(M8A B(((N(Ba
XMXB+((N(BZB'B(N(BPB*#/F@' '03@SYF!P!U$(L>4@?V1P8@=;?K!$;KF9"Aa
XM9@=>7XOE7<.058OL@^P85U:#?@0*= 3_!F0'@SY8!P)T!X,^6 <0=1:+'EX'a
XMBP>+5P*)1OR)5OZ#!EX'!.LJ@SYD!P!T$8L>7@>+!XE&_,=&_@ ZPZ0BQY>a
XM!XL'F8E&_(E6_H,&7@<"@SY0!P!T#8M&_ M&_G0%BT8$ZP(KP*-R!XLV;@>#a
XM/F0' '4J@W[^ 'TD@WX$"G47Q@0M1HM&_(M6_O?8@]( ]]J)1OR)5O['1O@!a
XM .L%QT;X "-1NB+^/]V!%?_=O[_=OSH%0V#Q B#/F(' '0A5^AW#(/$ HL.a
XM:@!P+ID0"#/E@'$'47a
XMBQY>!XL'BU<"B4;XB5;Z@P9>!P3K%9"+'EX'BP>)1OR)1OB,7OJ#!EX' H,^a
XM6 <0=0V+1O@+1OIU%+@J!NL)@W[\ '4)N#$&B4;XC%[ZBT;XBU;ZB4;RB5;Ta
XM*_8Y-F('=!R+#FH'ZPZ0Q%[R_T;R)H _ '051CO.?A#K[9!&Q%[R_T;R)H _a
XM '7SBSYP!RO^@SY7XOE7<-5B^R#[ 2A7@>)1OZ#?@1G= :#?@1'=02P >L"*L"(1OR#a
XM/F(' '4&QP9J!P8 @'[\ '0-@SYJ!P!U!L<&:@!PC'!G(' "A6@<+!F '=!/_=O[_%EX&@\0"a
XM"\!T!;@! .L"*\!0Z @!B^5=PU6+[%:#/F@' '4OBQY2!_]/ G@.BD8$BS?_a
XM!X@$*N3K"Y!3_W8$Z&_U@\0$0'4'_P9H!^L%D/\&9@=>7<.058OL@^P"5U:#a
XM/F@' '5)BW8$"_9^0NL5_S92!_\V= ?H-_6#Q 1 =03_!F@'B\9."\!^%HL>a
XM4@?_3P)XVZ!T!XL__P>(!2KDZ]R#/F@' '4'BT8$ 09F!UY?B^5=PU6+[(/La
XM E=6BW8(@SYH!P!U4.L<_S92!\1>!":*!YA0Z-GT@\0$0'4$_P9H!_]&!(O&a
XM3@O =!V+'E('_T\">-3$7@0FB@>+'E('BS__!X@%*N3KTH,^: < =0>+1@@!a
XM!F8'7E^+Y5W#58OL@^P*5U:+-FX'*\")1OR)1OJ#/G0','48.09B!W02.094a
XM!W0&.09L!W4&QP9T!R BSYP!U;H,0F#Q *)1O@K^"M^!(,^7 < =1B /"UUa
XM$X,^= 7@>+/X,&7@<"1NM(D( \+74&QT;^__]&*_^ /#!\-8 \.7\Pa
XM.3YB!W4+@#PP=0;'!G0', "*!)B+S]'AT>$#S]'A \B#Z3"+^4: /#!\!8 \a
XM.7[ABT;^]^^+^(M>!(D_B\9>7XOE7<.058OL@^P"5KXX!HI.!.L"D$: / !Ta
XM"CH,=?:X 0#K Y KP%Z+Y5W#D%6+[(/L E:^$ 6+#B@&]D0&@W46*\")1 *(a
XM1 :)1 2)!,9$!_^+QNL,D(O&@\8(.\%UVRO 7HOE7<-5B^Q6BW8$_TP"> J+a
XM'/\$B@!#L>Q@1R!K@ "?GK"[0^S2%R!<:'a
XMR 0 Z:[N58OL@^P$BUX$.Q[&!'(%N )ZRKW1@@ @'1(@WX* '0:,\F+T;@!a
XM0LTA2BX !;YZS:)5OZ)1OR+T;@"0LTA T8&$U8(a
XM>0V+3OZ+5ORX $+-(>O8BU8&BTX(BD8*M$+-(7(%@*?(!/WI1^Y5B^R#[ 0Ra
XM_XA^_HM&!HO(QD;\ *D @'40J0! =0?V!C\&@'4$QD;\@(M6!"0#"L>T/V3]D;^_W4'a
XM]T8& @!U,+0^S2&*1@8D PI&_HM6!+0]S2%RVI/V1OT!=13W1@@! '0-@,D!a
XMBU8$N %#S2%RO_9&_$!U/8M6!+@ 0\TAB\$RR24! '0"L1#W1@8( '0#@,D@a
XM.Q[&!'(*M#[-(;@ &.G%_@I._(#) 8B/R 2+PXOE7<,RR>OP#8M6!NN6BU8&ZY2 ?O\*a
XM==OKO@!5B^R#[ B+7@0['L8$<@>X GYZ:_K]H?(!"!T"[@"0C/)B]'-(7+Ka
XM]H?(!(!T;HM6!AX',\")1OZ)1OS\5U:+^HORB6;XBTX(XU2P"O*N=4KHU ]a
XMJ !V2(/L HO! O;= 2 3_X!B^5=PU6+[%97NT &@S\ =2D>![@% .AS 74%a
XM,\"9ZR1 )/ZC0 :C0@:6QP0! (/&!,=$_O[_B39&!HM.!(S8CL#H"0!?7HOEa
XM7YS\HMW ORMB_ZH 71"2#O!L% _G^3/Z+QHS:C-$[T70%)HP>3@:)a
XM?P+#)L8&5 8"/?[_="6+_@/PK:@!=/*+_D@[P7.]B] #\*VH 73B \(% @"+a
XM]XE$_NOFBT<("\!T!([8ZQ0F_@Y4!G01C-B,USO'= 4FCAY*!HLWZ[R+=P8Sa
XMP.AJ #O&= TD 4! F.A> '0-_DW^Z!P = 663D[KF8S8C-$[P70$)J-.!HL'a
```

```
XMB4<",\"9PU&+1?ZH 70#*\A)04&Z_W\F.Q90!G8$T>IU]8O! \9R%0/"<@WWa
XMTB/"*\;H# !U"/?2T>IUY3/ 6<-24>@= '085XO^B_ #\L=$_O[_B7<&B]8Ka
XMUTJ)5?Y865K#4U STAY24E"X 0!0!A_H#P"#Q B#^O\?6EMT @O2PP!5B^Q6a
XM5P:#?@@ =3B_3@2+5@:+1@1(=0?H4P!R)^M(BS:>!$AT$3OW= V+1 *)1@Q6a
XMZ#H 7G,P@\8$@?Z>!',$"])U!KC__YGK'8O:@\,/T=NQ ]/KM$C-(7+IDHD$a
XMB50"B3:>!#/ !U]>B^5=PXM.#(OW.4P"= R#Q@2!_IX$=?+YZS^+V@,<2
1S)H/##]';T>O1Z]'K._=U"0/9H;\$*]B.P+1*S2%R#3OWa
XM=02)%D@$DH<$B]'#58OLB]>+WHS8CL"+?@0SP+G___*NC77_BWX&N?__\J[Wa
XMT2OYA_Z+1@3WQ@$ = *D2='I\Z43R?.DB_.+^EW# %6+[(O7B]Z+=@:+_HS8a
XMCL SP+G___*N]]&+?@2+QZ@!= *D2='I\Z43R?.DB_.+^EW#58OLB]>,V([ a
XMBWX$,\"Y___RKO?129&+^EW# .D! !5B^Q75HMV!#/ F3/;K#P@=/L\"73Wa
XM4#PM= 0\*W4!K#PY=Q\L,'(;T>/1THO+B_K1X]'2T>/1T@/9$]<#V(/2 .OS .E0 %6+[(M>!#L>Q@1]$8/[
'P,]H?(!$!T!;@! .L",\"+Y5W#a
XM %6+[(O7B]Z,V([ BW8&BWX$B\>+3@CC#J@!= *D2='I\Z43R?.DB_.+^EW#a
XMBTX*BT8$BU8&BWX(5QX'_),*P'03@_D*=0X+TGD*L"VJ]]N#T@#WVHOWDC/2a
XM"\!T O?QD_?QDH?3!# \.78"!">JB\(+PW7BB 5/K(8%B$3_C40!.\=R\EA?a
XM7HOE7<, 58OLBU8$M$'-(>DQY@!5B^R+1@:+7@H+V(M>"'4+BT8$]^.+Y5W"a
XM" #WXXO(BT8$]V8* \B+1@3WXP/1B^5=P@@ !-4R!2=6XM5&EMa
XM92!,:6)R87)Y("T@0V]P>7)I9VAT("AC*2 Q.3@X+"!-:6-R;W-O9G0@0V]Ra
XM2$@($]P97)A=&EO;B!A8F]R=&5D(0H 0V%N;F]T('5S92!O2 E71E71Ea
XM
```

1271. Atari Letter-quality Printer

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-03 18:22:29 UTC
From: lackey@Alliant.COM
Message-ID: <1907@alliant.Alliant.COM>
Source record: 116775

Well, I was walking through my local software shop last night, and, much to my amazement, I saw a few of the atari letter quality printers selling for $79.99!! Needless to say, it took me about 3 seconds to decide to buy one. (All I had was an even wimpier PCjr thermal printer I bought off the telephone auction on TV a few years ago for $30).

OK, it's a little slow. But it really works. On actual paper!

My question is, where do I find the replacement little ink things? I would like to collect up a supply, because stuff like that can start getting in short supply when things are past their prime :-).

-Stan

1272. Re: Atari Letter-quality Printer

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-04 20:02:51 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <15077@tut.cis.ohio-state.edu>
Source record: 116776

In article <1907@alliant.Alliant.COM> lackey@alliant.COM (Stan Lackey) writes:
>Well, I was walking through my local software shop last night, and, much
>to my amazement, I saw a few of the atari letter quality printers selling
>for $79.99!!

Hmm... this may be a good deal, but...

>My question is, where do I find the replacement little ink things? I would
>like to collect up a supply, because stuff like that can start getting
>in short supply when things are past their prime :-).

My question: did you buy the Atari 1027 Letter Quality Printer? If so,
this is a printer that Atari started making about 5 or more years ago
(before Tramiel bought the company) and no longer supports. (As far
as I know.) If it isn't the 1027 model, which model is it? I haven't
heard of any new Atari printers (aside from the XMM801/SMM801 dot matrix
printers and the in/famous Atari Laser Printer) since all the hype about
three years ago.

Good luck on finding supplies though; I think a couple of places that
might be able to help you out are B & C Computervisions in San Francisco
and a place called American TV (I think ... I don't have my Antic or
Analog magazines in front of me...) Both of these have advertised parts
and things for older Atari components, they should be able to help you
out.

>-Stan

--
Andrew Weaver | weaver@tut.cis.ohio-state.edu
OSU College of Business | ...ihnp4!cbosgd!osu-cis!tut!weaver

1273. AMAC bugs?

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-05 23:06:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8806061304.AA01588@ucbvax.Berkeley.EDU>
Source record: 116777

A week or so ago, someone mentioned that there are some serious bugs in the Atari Macro Assembler. Because I've just recently gotten a copy of this, and don't own MAC-65, could someone please tell me just what these bugs are and if there are any fixes?

1274. modem connections

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-05 23:10:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8806061304.AA01603@ucbvax.Berkeley.EDU>
Source record: 116778

Can anyone tell me if it's OK to plug a modem into the handset cord on a telephone? I'm asking this because the modular phone in my new dorm room is hard-wired into the wall. Arrrghhhh. (No, I can't ask them to re-wire it. You're not supposed to have computers on the phone line in a multi-occupant room. Everybody does it anyhow, at least in the dorms with jacks instead of hardwired phones. Arrrghhhh, again!)

1275. Re: Atari Letter-quality Printer

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-06 00:04:59 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2637@ttidca.TTI.COM>
Source record: 116779

In article <1907@alliant.Alliant.COM> lackey@alliant.COM (Stan Lackey) writes:
...[edited]...
>I saw a few of the atari letter quality printers selling
>for $79.99!! Needless to say, it took me about 3 seconds to decide to
>buy one.
>
>My question is, where do I find the replacement little ink things?

Atari advertises in every issue of Atari Explorer. They currently list
ink rollers as "in stock".

FC100626 Ink Rollers $ 3.95
5 Ink rollers for $ 10.00

California residents add 7% sales tax.
S & H - under $50.00, add $ 3.50
over $50.00, add $ 5.00
over $100.00, add $ 7.00
outside USA add $10.00

Order from Atari ST, Dept. M9
P. O. Box 61657
Sunnyvale, Ca. 94088

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

1276. Cartridge Update - Centipede, Battlezone

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-06 00:21:14 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3215@bsu-cs.UUCP>
Source record: 116780

In a recent series of articles here, I discussed my explorations of Atari's CENTIPEDE game cartridge, vis-a-vis making a disk-based copy for self-educational purposes. At that time, I had been able to copy the 8K of data from cartridge ROM to disk, load the same data back into RAM at the original addresses, and get a "partial" execution of the "intro" portion of the program. Attempts to continue on into the "game" portion of the program resulted in system freeze-up.

I asked for suggestions as to why this might be happening, i.e. what techniques Atari might have used to discourage RAM execution while allowing ROM execution. Thanks to all who responded, especially Hans Breitenlohner (hans@umd5.umd.edu), Ray Wilmott (wilmott@topaz.rutgers.edu), and Andy A. Lee (alif+@andrew.cmu.edu). After printing, saving, and absorbing (!) your comments, I'm pleased to announce that I was finally SUCCESSFUL in getting that disk version running.

In the interest of helping others as I have been helped, here then is a brief summary of what I found in CENTIPEDE. Following THAT, I will also comment on the results of similar investigations into the new BATTLEZONE cartridge.

CENTIPEDE:

Centipede turns out to be an 8K cartridge, performs NO esoteric bank-switching or relocating, etc. Execution occurs within the standard left-cartridge (400/800; the ONLY cartridge, XL/XE series) address range of $A000 - $BFFF. One of the first things the program does is to establish its own Vertical Blank Interrupt service routines, which appear to be concerned in part with shadowing console key readings ($D01F-- CONSOL) into RAM. This incidentally locks OUT such standard functions as keyboard-reading and the like, making single-step debugging more or less impossible (analysis proceeded by looking at static disassembly output).

Protection is implemented at two separate points in the code. The first comes at address $A087, where LSRs are performed on data within the cartridge space itself. The address being LSR'd turns out to be the entry point for the main game-playing routine; if the program is executing from an inserted cartridge, the LSRs have no effect on the data/code being LSR'd -- but if it's executing from a RAM copy, this effectively "trashes" the code at that address. The second line of defense (so to speak) appears around $A151, where once again an LSR is performed on cartridge-space memory. This time, the data BEFORE the LSR is compared with that AFTER the LSR, determining quite neatly whether the environment is RAM or ROM; if ROM, a JSR is performed to what seems to be the main game routine; if RAM, a JMP is performed to the SAME address. The JMP, of course, fails to stack a return address, and when execution hits an RTS, there's noplace to return to -- I imagine execution ATTEMPTS to continue with

whatever follows the "jump to loaded application" portion of the operating system!

BATTLEZONE:

After the success with Centipede, a friend and I decided to take a look at the new BATTLEZONE cartridge. First off, for those who've been wondering, I can personally guarantee that it DOES run on BOTH the 800XL and the original 800 -- no matter what the sellers of the XEGS may tell you! This in itself is significant, for reasons I'll get to momentarily.

Battlezone banks into memory looking like a 16K cartridge: addresses $8000 through $BFFF decode into cartridge ROM. Execution begins at $B000, and IMMEDIATELY things get complicated.

Hans Breitenlohner explained to me a little about the role of location $D500 in implementing more-than-16K cartridges; basically, what seems to happen is that storing a value into $D500 affects what appears at addresses $8000-$9FFF (the RIGHT cartridge space, 400/800). Specifically, it acts like a "bank select" register. Storing $00 at $D500 results in ONE set of data in $8000-$9FFF; storing $01 at $D500 results in a totally separate set of data at those addresses. (Note: I am ASSUMING, at present, that $D500 controls the whole ball o' wax, toggling 8K blocks in and out all at once. Hans, you mentioned that addresses $D500-$D5FF are actually involved in this - that would imply that the banking segment size was much SMALLER; can you confirm or refute? Anyone else?) Initialization of BATTLEZONE consists of storing #$00 at $D500, copying 8K of data from the bank at $8000-9FFF, to RAM at $4000-$5FFF, then storing #$01 at $D500 and copying a second 8K to $6000-$7FFF, then storing #$02 at $D500 and performing a JMP $4000 . Whew. That cartridge copies 16K of itself into RAM, and sets up a THIRD 8K for access in ROM, JUST in the INITIALIZATION routine! Skimming the code, I find that $D500 is manipulated "on the fly" during execution of the program, banking in I know not how many more 8K chunks at various times.

The thing that I find interesting about this, is that it works just as well on my original-series 800, as on my friend's 800XL. This makes the $D500 bank-switching scheme something of an "undocumented" feature all the way from the beginning of Atari computers! MAPPING THE ATARI says absolutely NOTHING about location $D500 (in fact, nothing about any address between $D40F and $D800) in the "main body," nor in Appendix 11 ("Addenda and Errata to the First Edition"), of the "Revised Edition." The only mention of this little marvel is made in Appendix 12, which states, in part, that it is "... unused in both XL and 400/800 models"! The implication, which I think I've just disproved, is that didn't even EXIST until the XE series! And there's NO hint of the bank-switching capability.

(Oddly enough, I had a hint of this while trying to track down the intermittent heat failure about which I posted last week -- I noticed in the schematic for the 800 "personality board," that a "$D5xx" line comes out of the address multiplexer chip. Sounds like that might have something to do with all this, eh? There was ALSO a "D6xx" line! What might THAT one do? Any

takers??)

Hope this is of interest to someone; note that my investigations are for the purpose only of understanding my machine, and educating myself and friends in that direction.

Chris Chiesa
graduate of Ball State University, Muncie, IN

the effect of
this is a "delayed effect" defense, since everything goes as intended until the CPU hits an RTS instruction: if the JSR was performed, control returns to the instruction following the JSR, and Centipede proceeds unhindered. If the JMP was pwe

space, using RAM of course fo
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1277. Summer C.E.S. Highlights

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-06 05:01:17 UTC
From: rich@jolnet.UUCP
Message-ID: <592@jolnet.UUCP>
Source record: 116781
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Greetings from Chicago!

I really hate to do this to you all but here are the cold hard
facts.

1) This year the CES was geared strictly for games. (:<)

2) There were no new software packages displayed for the ST line.

3) As of Sunday, the second day of the show, the attendance was about half
of what it had been in years past. (The show is a loser)

Now for some interesting tidbits......

The UN*X box will not be introduced until next year. The marketing
strategy goes something like this:
"If we introduce the Unix box now we will probably not sell another MEGA
and we have lots of those around."

The PC has to go through a redesign. It seems that with all of the
functions that were put on the mother board, the assembly plant could not get
the insertion machines to work on the densely populated boards.

There is a new development package for the 2600 and 7800 machines.
It consists of an assembler and rom emulator. The system utilizes an ST.

Other than that there is not really anything else new. I will be able
to tell more after the annual CLAUG/Atari roast dinner.

later,

Rich Andrews

--
Any opinions expressed are my own. Now, for a limited time, they can be yours
too, for the incredible price of only $19.95. Simply send $19.95 (in Alterian
dollars) to ...ihnp4!killer!jolnet!rich.

1278. Do you like smooth scrolling?

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-06 05:12:59 UTC
From: charles@c3engr.UUCP
Message-ID: <2853@c3engr.UUCP>
Source record: 116782

I have taken the VT52 emulator written in Action! and posted here a year or so ago and modified it as follows:

1) Added XON/XOFF flow control due to overruns at 1200 bps.

2) Modified the display code to use the display list to scroll the screen and insert/delete lines for much greater speed (and making 1) above unneeded...).

3) Changed the emulation to Televideo 925 for some obscure reason that escapes me at the moment.

I intend to post the finished product in the not-too-distant future, but I was contemplating adding one more feature: smooth scrolling. Those four-pixel-wide characters are hard to read with jump scrolling, but since some folks may not like it, I thought I'd ask whether the folks out there looking for an 80-column emulator would want it to have this feature or not.

Please E-mail your responses and I'll summarize. Thanks.
--
#ident "@(#).signature 1.5 :~charles/s..signature 04/27/88 21:40:43"
TwoBitNet: 460 Herndon Pkwy, Herndon, VA 22091-1928 UUCP:decuac!c3*!charles

1279. AMAC bugs?

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-06 14:13:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8806061433.AA02962@ucbvax.Berkeley.EDU>
Source record: 116783

```
From: IN%"Mailer@Score.STANFORD.EDU" "The Mailer Daemon" 6-JUN-1988 09:08
To: SHAFFERJ@BKNLVMS.BITNET
Subj: Message of 6-Jun-88 06:03:53

Received: from JNET-DAEMON by BKNLVMS.BITNET; Mon, 6 Jun 88 09:07 EDT
Received: From STANFORD(MAILER) by BKNLVMS with Jnet id 0086 for
SHAFFERJ@BKNLVMS; Mon, 6 Jun 88 09:06 EDT
Received: by Forsythe.Stanford.EDU; Mon, 6 Jun 88 06:05:54 PDT
Date: Mon 6 Jun 88 06:03:54-PDT
From: The Mailer Daemon <Mailer@Score.STANFORD.EDU>
Subject: Message of 6-Jun-88 06:03:53
To: SHAFFERJ@BKNLVMS.BITNET

Message failed for the following:
*PS:<info-atari>ATARI8.INCOMING@Score.Stanford.EDU.#Internet: No such file type
------------
Received: from lindy.Stanford.EDU by SCORE.STANFORD.EDU with TCP; Mon 6 Jun 88 0
6:03:53-PDT
Received: by lindy.Stanford.EDU (4.0/4.7); Mon, 6 Jun 88 06:04:56 PDT
Received: by Forsythe.Stanford.EDU; Sun, 5 Jun 88 16:07:24 PDT
Date: Sun, 5 Jun 88 19:06 EDT
From: "Jim Shaffer, Jr." <SHAFFERJ%BKNLVMS.BITNET@Forsythe.Stanford.EDU>
Subject: AMAC bugs?
To: info-atari8@score.STANFORD.EDU
X-Vms-To: IN%"atari"

A week or so ago, someone mentioned that there are some serious bugs in the
Atari Macro Assembler. Because I've just recently gotten a copy of this, and
don't own MAC-65, could someone please tell me just what these bugs are and
if there are any fixes?
-------
```

1280. modem connections

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-06 14:15:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8806061433.AA02931@ucbvax.Berkeley.EDU>
Source record: 116784

Can anyone tell me if it's OK to plug a modem into the handset cord on a telephone? I'm asking this because the modular phone in my new dorm room is hard-wired into the wall. Arrrghhhh. (No, I can't ask them to re-wire it. You're not supposed to have computers on the phone line in a multi-occupant room. Everybody does it anyhow, at least in the dorms with jacks instead of hardwired phones. Arrrghhhh, again!)

1281. sorry about that...

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-06 14:17:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8806061433.AA02945@ucbvax.Berkeley.EDU>
Source record: 116785

A few messages ago I accidentally included the header on an attempt to re-send a rejected message. Sorry about the mess! :-)

1282. AMAC bugs?

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-06 15:12:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8806061516.AA03720@ucbvax.Berkeley.EDU>
Source record: 116786

A while ago someone mentioned that there were some serious bugs in the
Atari Macro Assembler. Since I've just started using it, what are these bugs?

1283. Re: modem connections

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-06 20:11:44 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <15195@tut.cis.ohio-state.edu>
Source record: 116787

In article <8806061433.AA02931@ucbvax.Berkeley.EDU> SHAFFERJ@BKNLVMS.BITNET ("Jim Shaffer, Jr.") writes:
>Can anyone tell me if it's OK to plug a modem into the handset cord on a
>telephone?

Only if the modem specifically wants it that way. Usually modems (like the Atari 1030, XM301 and SX212 and nearly all Hayes-compatible modems) want a line-in from the modular plug (RJ-11) that you are familiar with from home, perhaps. Dire circumstances may await your modem if it wants a line-in. Some older modems worked via the handset cord (in a way similar to the old acoustic couplers) but most simply want the line-in.

>I'm asking this because the modular phone in my new dorm room is
>hard-wired into the wall. Arrrghhhh. (No, I can't ask them to re-wire it.
>You're not supposed to have computers on the phone line in a multi-occupant
>room.

True, but you can go ahead and wire in a modular plug anyway--if you are willing to accept the consequences of the dorm staff finding out and/or the telco. Actually, depending upon what phone you have, you can install/deinstall your contraband modular plug without them knowing about it!

If you are interested further, drop me a line describing the phone you have and the particular installation of the phone.

>Everybody does it anyhow, at least in the dorms with jacks instead
>of hardwired phones. Arrrghhhh, again!)

I did, but then OSU installed phones with extra modular jacks :-)

DISCLAIMER: My views represent me and not those of OSU, the OSU Residence and Dining Halls nor the OSU College of Business; nor the views of any of the Communist governments of the Warsaw Pact. (Which are similar to all the above.)

--
Andrew Weaver | weaver@tut.cis.ohio-state.edu
OSU College of Business | ...ihnp4!cbosgd!osu-cis!tut!weaver

1284. AMAC bugs?

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-06 20:13:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8806062022.AA09275@ucbvax.Berkeley.EDU>
Source record: 116788

A while ago someone mentioned that the Atari Macro Assembler had some serious bugs. Since I haven't heard of these yet (maybe I haven't used it enough to find out the hard way), could someone tell me what they are?

1285. modem connections

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-06 20:15:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8806062023.AA09302@ucbvax.Berkeley.EDU>
Source record: 116789

Does anyone have a non-permanently-damaging way of connecting a modem to
a telephone that's hardwired to the telephone line?
The telephone is modular; there's just no jack.
Is plugging the modem into the handset cord safe?

1286. Re: AMAC bugs?

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-08 04:06:11 UTC
From: gil@limbic.UUCP
Message-ID: <135@limbic.UUCP>
Source record: 116790

In article <8806061516.AA03720@ucbvax.Berkeley.EDU> SHAFFERJ@BKNLVMS.BITNET ("Jim Shaffer, Jr.") writes:
|>A while ago someone mentioned that there were some serious bugs in the
|>Atari Macro Assembler. Since I've just started using it, what are these bugs?

Ugh...it has been so long ago that I don't remember them all!! I'll try to recap what I can:

1. AMAC does NOT work under SpartaDOS. They do something tricky with the I/O that most programs don't do.

2. I've seen symbols get "lost" somewhere when you write large programs. By lost I mean they get undefined, etc. Sorry, I can't elaborate further, but I do know I spent many hours pulling my hair out on this one.

3. (not a bug) Larger programs get tedious in the edit..assemble.. run..boot.. cycle. You need to load a separate editor, and AMAC itself isn't small.

Unfortunately, these are the major points I can remember. I started using MAC-65 and found it was MUCH easier to use than AMAC. There are a couple of things missing in MAC-65, but assembly time is reduced TREMENDOUSLY using MAC-65, it works under SpartaDOS, it has a built-in editor -- all in all I found using MAC-65 a pleasure. I recommend it over AMAC if at all possible.

+-----------------------------------+--+
Gil Kloepfer, Jr.	Net-Address:
ICUS Computer Group, Systems Dvlp.	{boulder,ihnp4,talcott}!icus!limbic!gil
P.O. Box 1	Voice-net: (516) 968-6860
Islip Terrace, New York 11752	Othernet: limbic!gil@icus.UUCP
+-----------------------------------+--+

1287. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-08 15:48:10 UTC
From: ravi@MCNC.ORG
Message-ID: <8806081548.AA17816@speedy.mcnc.org>
Source record: 116791

```
From Mailer@Score.Stanford.EDU Mon Jun 6 09:55:31 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA01899; Mon, 6 Jun 88 09:55:31 EDT
Message-Id: <8806061355.AA01899@speedy.mcnc.org>
Date: Mon 6 Jun 88 06:54:31-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari8-request@Score.Stanford.EDU
Subject: Message of 6-Jun-88 06:54:26
Status: R

Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Mon 6 Jun 88
06:54:28-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.28)
id AA02179; Mon, 6 Jun 88 06:47:47 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari8-programs@score.stanford.edu (info-atari8@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 6 Jun 88 00:04:59 GMT
From: pyramid!prls!philabs!ttidca!woodside@decwrl.dec.com (George Woodside)
Organization: Citicorp/TTI, Santa Monica
Subject: Re: Atari Letter-quality Printer
Message-Id: <2637@ttidca.TTI.COM>
References: <1907@alliant.Alliant.COM>
Sender: info-atari8-request@score.stanford.edu
To: info-atari8@score.stanford.edu

In article <1907@alliant.Alliant.COM> lackey@alliant.COM (Stan Lackey) writes:
...[edited]...
>I saw a few of the atari letter quality printers selling
>for $79.99!! Needless to say, it took me about 3 seconds to decide to
>buy one.
>
>My question is, where do I find the replacement little ink things?

Atari advertises in every issue of Atari Explorer. They currently list
ink rollers as "in stock".

FC100626 Ink Rollers $ 3.95
5 Ink rollers for $ 10.00

California residents add 7% sales tax.
S & H - under $50.00, add $ 3.50
over $50.00, add $ 5.00
over $100.00, add $ 7.00
outside USA add $10.00
```

Order from Atari ST, Dept. M9
P. O. Box 61657
Sunnyvale, Ca. 94088

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

From Mailer@Score.Stanford.EDU Mon Jun 6 11:29:53 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA02444; Mon, 6 Jun 88 11:29:53 EDT
Message-Id: <8806061529.AA02444@speedy.mcnc.org>
Date: Mon 6 Jun 88 08:29:17-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari8-request@Score.Stanford.EDU
Subject: Message of 6-Jun-88 08:29:14
Status: R

Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Mon 6 Jun 88
08:29:15-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.28)
id AA03264; Mon, 6 Jun 88 07:49:15 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari8-programs@score.stanford.edu (info-atari8@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 6 Jun 88 05:12:59 GMT
From: killer!netsys!cucstud!c3pe!c3engr!charles@ames.arc.nasa.gov (Charles Green)
Organization: C3 Inc. Engineering, Herndon, VA
Subject: Do you like smooth scrolling?
Message-Id: <2853@c3engr.UUCP>
Sender: info-atari8-request@score.stanford.edu
To: info-atari8@score.stanford.edu

I have taken the VT52 emulator written in Action! and posted here a year or so
ago and modified it as follows:

1) Added XON/XOFF flow control due to overruns at 1200 bps.

2) Modified the display code to use the display list to scroll the screen and
insert/delete lines for much greater speed (and making 1) above unneeded...).

3) Changed the emulation to Televideo 925 for some obscure reason that escapes
me at the moment.

I intend to post the finished product in the not-too-distant future, but I was
contemplating adding one more feature: smooth scrolling. Those four-pixel-
wide characters are hard to read with jump scrolling, but since some folks may
not like it, I thought I'd ask whether the folks out there looking for an 80-
column emulator would want it to have this feature or not.

Please E-mail your responses and I'll summarize. Thanks.
--
#ident "@(#).signature 1.5 :~charles/s..signature 04/27/88 21:40:43"

TwoBitNet: 460 Herndon Pkwy, Herndon, VA 22091-1928 UUCP:decuac!c3*!charles
----

1288. Re: modem connections

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-09 13:30:26 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3017@ihlpe.ATT.COM>
Source record: 116792

In article <8806062023.AA09302@ucbvax.Berkeley.EDU>, SHAFFERJ@BKNLVMS.BITNET ("Jim Shaffer, Jr.") writes:
> Does anyone have a non-permanently-damaging way of connecting a modem to
> a telephone that's hardwired to the telephone line?

I have seen at least two ways to handle this problem. If you have a standard round mouthpiece (removable) on the phone, you can get a device that replaces the mouthpiece and has a modular phone jack built-in.

The other way is a device that Radio Shack sells that slips over the earpiece and the mouthpiece and basically converts your direct connect modem into an acoustical modem. It costs $49.95 according to the 1988 catalog.

> Is plugging the modem into the handset cord safe?

I don't believe that it will work.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

1289. Re: Summer C.E.S. Highlights

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-09 13:41:08 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3018@ihlpe.ATT.COM>
Source record: 116793
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <592@jolnet.UUCP>, rich@jolnet.UUCP (Rich Andrews) writes:
>
> I really hate to do this to you all but here are the cold hard facts.
>
> 1) This year the CES was geared strictly for games. (:<)
>
True

> 2) There were no new software packages displayed for the ST line.
>
Not true. I talked to several third party software suppliers and looked at what they had new for the ST. There is plenty new, both entertainment and productive software. Atari chose not to display the ST to any extent, probably because they are emphasizing the ST at COMDEX now. I was disappointed that there was no display of software or hardware for the 8bit computer line, though. No really good reason was given either. A lame excuse, such as "we tend to alternate, one year emphiasing computers and next year the game sytems". This isn't true, because I have been at the CES for the last several years and the computers have always been a part of the show.

> 3) As of Sunday, the second day of the show, the attendance was about half
> of what it had been in years past. (The show is a loser)
>
Maybe, but Saturday was pretty crowded and Monday was also plenty busy for a Monday at the CES. I do think that more of exhibiters are choosing other shows to highlight their wares. The movie software companies had a very small showing except for the "blue" movies. They are using a Video show as their vehicle of choice.

> Other than that there is not really anything else new. I will be able
> to tell more after the annual CLAUG/Atari roast dinner.
>
Yes, please do. I was unable to attend and there is usually more computer specific information talked about there.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

1290. OMNIVIEW vs. eyes

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-09 22:40:16 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1929@ihlpm.ATT.COM>
Source record: 116794

I have a few of questions to ask of anyone out there who uses OMNIVIEW:

1) Does OMNIVIEW's 80-column display cause you significant (to you) eyestrain?
(In my case, it usually does not.)

2) If the answer to (1) is "Yes," has it been enough to stop you from using
OMNIVIEW?

3) If you have seen the XEP-80's display, is it a lot better, or only
marginally better?

4) Do you plan to switch to using an XEP-80 someday?

I am asking these questions because I got into a discussion with Matt Ratcliff
on DELPHI about OMNIVIEW and the XEP-80, and I wanted to know how you all
feel about it.

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1291. Returned Network Mail

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-09 23:46:00 UTC
From: POSTMASTER@BINGVAXA.BITNET
Message-ID: <8806092254.AA04419@ucbvax.Berkeley.EDU>
Source record: 116795

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-OPENOUT, error opening USERDISK0:[USER]MAIL.MAI; as output
-SYSTEM-F-IVDEVNAM, invalid device name
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXA with Jnet id 9633
for VY9125@BINGVAXA; Thu, 9 Jun 88 18:45 EST
Received: by CANADA01 (Mailer X1.24) id 9631; Thu, 09 Jun 88 18:45:54 EDT
Date: Thu, 9 Jun 88 10:19:31 PDT
Reply-To: Info-Atari8@Score.Stanford.edu
Sender: INFO-ATARI8 Discussion <INFO-A8@CANADA01>
Comments: Warning -- original Sender: tag was
Info-Atari8-request@Score.Stanford.EDU
From: Info-Atari8 Digest <Info-Atari8@Score.Stanford.EDU>
Subject: Info-Atari8 Digest V88 #62
To: TODD KRISSEL <VY9125@BINGVAXA>

Info-Atari8 Digest Thursday, June 9, 1988 Volume 88 : Issue 62

This weeks Editor: Bill Westfield

Today's Topics:

DOS and BASIC modifications
Re: AMAC bugs?
Re: AMAC bugs?

----------------------------------------------------------------------

Date: Tue, 7 Jun 88 18:17 EDT
From: "Jim Shaffer, Jr." <SHAFFERJ%BKNLVMS.BITNET@Forsythe.Stanford.EDU>
Subject: DOS and BASIC modifications
To: info-atari8@score.STANFORD.EDU
X-Vms-To: IN%"atari"

1) Does anyone know where the bytes that contain the maximum and minumum
ATASCII values for filenames are in DOS 2.5? I found the DOS 2.0S locations
in "Mapping The Atari", but they apparently aren't the same in DOS 2.5.
(If anyone should want the DOS 2.0S locations, or the location of the
wildcard character, for any reason, just let me know.)
2) To go along with my planned lower-case copy of DOS, I'm hoping to convert
Atari BASIC to lowercase. I know where all the token tables are, but
I need to know how to make a file that will load and run properly. The
main thing I need to know is how to make the system think that there
is a cartridge installed and not overwrite my RAM copy of BASIC. Is this
```

possible?
3) A bit of weird trivia: I've been told that it is possible to load DUP.SYS
into AtariWriter and change the menu to anything you want. AtariWriter
will allegedly not destroy the non-ASCII characters in the remainder
of the file.

James M. Shaffer, Jr.	Bitnet: shafferj@bknlvms
P.O. Box C-2658	Internet: shafferj%bknlvms.bitnet@cunyvm.cuny.edu
Bucknell University	CIS: 72750,2335
Lewisburg, PA USA 17837	telephone: unreliable

| "He's old enough to know what's right and young enough not to choose it; |
| He's noble enough to win the world but fool enough to lose it." |
| -- Rush, "New World Man", on _Signals_ |

Date: Wed, 8 Jun 88 11:48:10 EDT
From: Ravi Subrahmanyan <ravi@mcnc.org>
To: info-atari8@score.stanford.edu

From Mailer@Score.Stanford.EDU Mon Jun 6 09:55:31 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA01899; Mon, 6 Jun 88 09:55:31 EDT
Message-Id: <8806061355.AA01899@speedy.mcnc.org>
Date: Mon 6 Jun 88 06:54:31-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari8-request@Score.Stanford.EDU
Subject: Message of 6-Jun-88 06:54:26
Status: R

Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Mon 6 Jun 88
06:54:28-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.28)
id AA02179; Mon, 6 Jun 88 06:47:47 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari8-programs@score.stanford.edu (info-atari8@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 6 Jun 88 00:04:59 GMT
From: pyramid!prls!philabs!ttidca!woodside@decwrl.dec.com (George Woodside)
Organization: Citicorp/TTI, Santa Monica
Subject: Re: Atari Letter-quality Printer
Message-Id: <2637@ttidca.TTI.COM>
References: <1907@alliant.Alliant.COM>
Sender: info-atari8-request@score.stanford.edu
To: info-atari8@score.stanford.edu

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>I saw a few of the atari letter quality printers selling
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FC100626 Ink Rollers $ 3.95
5 Ink rollers for $ 10.00

California residents add 7% sales tax.
S & H - under $50.00, add $ 3.50
over $50.00, add $ 5.00
over $100.00, add $ 7.00
outside USA add $10.00

Order from Atari ST, Dept. M9
P. O. Box 61657
Sunnyvale, Ca. 94088

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

From Mailer@Score.Stanford.EDU Mon Jun 6 11:29:53 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA02444; Mon, 6 Jun 88 11:29:53 EDT
Message-Id: <8806061529.AA02444@speedy.mcnc.org>
Date: Mon 6 Jun 88 08:29:17-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari8-request@Score.Stanford.EDU
Subject: Message of 6-Jun-88 08:29:14
Status: R

Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Mon 6 Jun 88
08:29:15-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.28)
id AA03264; Mon, 6 Jun 88 07:49:15 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari8-programs@score.stanford.edu (info-atari8@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 6 Jun 88 05:12:59 GMT
From: killer!netsys!cucstud!c3pe!c3engr!charles@ames.arc.nasa.gov (Charles
Green)
Organization: C3 Inc. Engineering, Herndon, VA
Subject: Do you like smooth scrolling?
Message-Id: <2853@c3engr.UUCP>
Sender: info-atari8-request@score.stanford.edu
To: info-atari8@score.stanford.edu

I have taken the VT52 emulator written in Action! and posted here a year or so
ago and modified it as follows:

1) Added XON/XOFF flow control due to overruns at 1200 bps.

2) Modified the display code to use the display list to scroll the screen and insert/delete lines for much greater speed (and making 1) above unneeded...).

3) Changed the emulation to Televideo 925 for some obscure reason that escapes me at the moment.

I intend to post the finished product in the not-too-distant future, but I was contemplating adding one more feature: smooth scrolling. Those four-pixel-wide characters are hard to read with jump scrolling, but since some folks may not like it, I thought I'd ask whether the folks out there looking for an 80-column emulator would want it to have this feature or not.

Please E-mail your responses and I'll summarize. Thanks.
--
#ident "@(#).signature 1.5 :~charles/s..signature 04/27/88 21:40:43"
TwoBitNet: 460 Herndon Pkwy, Herndon, VA 22091-1928 UUCP:decuac!c3*!charles

---

Date: 7 Jun 88 16:22:48 GMT
From: spdcc!merk!alliant!lackey@husc6.harvard.edu (Stan Lackey)
Subject: Re: AMAC bugs?
To: info-atari8@score.stanford.edu

In article <8806061304.AA01588@ucbvax.Berkeley.EDU> SHAFFERJ@BKNLVMS.BITNET ("Jim Shaffer, Jr.") writes:
>... serious bugs in the Atari Macro Assembler ...

I have used it quite a bit. I have been a macro hacker since PDP-11's, and when I found the assembler cheap, I thought I'd died and gone to heaven.

Anyway, I have found two bugs.

1. There is something wrong with page control. I have not been able to find a fix. On my printer anyway, it makes pages too big - larger than a standard sheet. As I say, this may be an artifact of my printer (the little thermal printer over-produced for the PCjr.)

2. There were cases where it would not accept a macro name that followed a label - it would try to match it to a 6502 mneumonic. Putting a colon after each label made this one go away.

The only other "bug" that annoys me is that it doesn't run under SpartaDOS. I suspect that this is due to INCLUDE's - my guess is that the assembler does something funny to allow it to have MANY files open, so that INCLUDE's can be many levels deep. I suppose this can be tested by assembling a source that has no INCLUDE's, and seeing if it works. This is no good for me as a fix, because I have standard macro- and system definition- files, and also my editor can only handle text files that are under 16K in size.

If&when Atari comes out with an OS that supports the XF551, I shouldn't need SpartaDOS anymore and this problem will fix itself.

Speaking about dying and going to heaven... has anyone tried the new cartridge-
based SpartaDOS? I understand it is huge, and turns itself on and off to
give the user more RAM, while providing much more functionality. What's the
deal?

-Stan

Date: 8 Jun 88 15:36:21 GMT
From: gdtltr@vax1.acs.udel.edu (Gary D Duzan)
Subject: Re: AMAC bugs?
To: info-atari8@score.stanford.edu

In article <1917@alliant.Alliant.COM> lackey@alliant.UUCP (Stan Lackey) writes:
>
>Speaking about dying and going to heaven... has anyone tried the new cartridge-
>based SpartaDOS? I understand it is huge, and turns itself on and off to
>give the user more RAM, while providing much more functionality. What's the
>deal?

I have been interested in SpartaDOS X for a long time. I called both the
ICD order line and their BBS yesterday. The X cart. is NOT released yet, but
is expected at any time. One point to note for those who read the SpartaDOS
technical specs: the X will no longer use the vectors under the OS. I heard
mention that there would be a translator for those programs that need them.
This will probably make it compatable with Turbo Basic XL and other programs
that use the OS RAM space.
As far as the bank selecting in the cart., it must be pretty complex to
handle banking 64k ROM as well as switching in the piggybacked cart.
I will probably pick up the X as soon as it is completed. Unfortunately,
by that time, my account here will expire. I should be back in the fall to
report on the plusses and minusses (sp?) of this new product.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

End of Info-Atari8 Digest
****

1292. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-10 01:40:30 UTC
From: melnik@TOPAZ.RUTGERS.EDU
Message-ID: <8806100140.AA15693@topaz.rutgers.edu>
Source record: 116796

Dear Moderator:

Please add my name to your mailing list. And please send any INTRO files
you may have about the system.

Thanx in advance,
Ofer Melnik

1293. Re: AMAC bugs?

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-10 12:42:40 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3022@ihlpe.ATT.COM>
Source record: 116797

In article <1917@alliant.Alliant.COM>, lackey@Alliant.COM (Stan Lackey) writes:
>
> If&when Atari comes out with an OS that supports the XF551, I shouldn't need
> SpartaDOS anymore and this problem will fix itself.
>
I think you mean DOS, not OS. Atari is supposed to be about ready to release
ADOS. Recent buyers of the XF551 are still getting Atari DOS 2.5 though.

> Speaking about dying and going to heaven...has anyone tried the new cartridge-
> based SpartaDOS? I understand it is huge, and turns itself on and off to
> give the user more RAM, while providing much more functionality. What's the
> deal?
>
The Beta versions of SpartaDOS-X cartridges are just now going out according
to ICD. If all goes well, they should be available in 2 to 3 months. I have
a one page sheet that ICD posted to their BBS and I have included it below.
It doesn't say anything about turning inself on and off.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

==========

SpartaDOS X

Just what your 8-bit has been waiting for...a cartridge based DOS which
increases the power of your computer and includes an abundance of features
such as automatic Ultra Speed I/O with the Indus GT, US Doubler, and High Speed
on the new Atari XF551. SpartaDOS X is a fantastic new version of its disk
based cousin.

Even though SpartaDOS X is a 64K cartridge, it requires no memory from your
computer. You may piggyback another cartridge on top of the SpartaDOS X
cartridge and operate just as if you had booted from disk -- except much, much
faster. Here are just a few of the advanced features found in this cartridge
based DOS.

High Speed drive access with US Doubler, Atari XF551, and Indus GT
drives.
New improved menu program. Shows entire directory tree and performs
multi-file operations.
Supports up to 1 meg of internal memory as a RAMDISK.
The Lowest MEMLO of any DOS!
Powerful file loader supports relocatable files and symbol linking.
All new command processor includes parameter passing on batch files,

user definable prompt, and search file paths.
Commands now allow MS-DOS syntax!
The most commonly used commands are built right into the cartridge!
Atari 800 support with Axlon compatible upgrades.
Built in, all new formatter pops in with an XIO#254.

SpartaDOS X runs on an 800XL, 1200XL, 600XL (with expanded memory), 65XE, 130XE
800XE, the XE Game System, the old 800 with Axlon compatible RAM upgrade.

NOTE: SpartaDOS X will become available in June 1988. ($79.95 MSRP)

[not true, more like September 1988 - kk]

1294. ACTION PD RUNTIME

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-10 13:43:56 UTC
From: curzon@kaoa01.dec.com
Message-ID: <8806101343.AA23500@decwrl.dec.com>
Source record: 116798

Sorry if you saw this before... seems it didn't make it some places.

There are 2 runtime packages (at least) for Action! The one that
was sold by OSS (and now presumably by ICD Inc) is the original by Clint
Parker. It is not PD. The other one I did a quick review of last year:

The other (PD) package is by Jeff Reister (sp?) of Mount Vernon,
Washington. It includes an adaptation of the ST Reversi game published
by Analog, and a font editor, along with their source codes, and the
assembler sources for the runtime package code.

The actual runtime package is contained in one relatively short file
(RUNTIME.ACT). It seems to be quite a bit more compact than the OSS
runtime package. There is also a program RTSCAN.COM (with sources) that
scans 1 or more source code files, and compiles a list of each of the
RUNTIME symbols that will be required. The list can be output to any
device. It lists symbols in the same order as they appear in the
RUNTIME.ACT file, and the number of calls made to each. Then it is
simple to load a copy of RUNTIME.ACT into the editor, and kill all the
unused routines/variables.

Another author (name escapes me) wrote a program call RTWRITE,
that will take the output from RTSCAN (disk file) and write out the
minimum runtime package for you.

In all, this package makes less demand on your symbol table capacity
than the OSS package (fewer symbols). And, RTSCAN/RTWRITE makes it easy
to include only the direct and indirect routines needed, to make your
runable binary file as small as possible, and minimize symbol table
demands.

If you encounter symbol table capacity problems anyway in compiling
a very large program, this package does not include a routine to
increase symbol table space (like BIGST.ACT distributed with the OSS
package), nor does it have documentation on exactly what system
variables need to be changed.

However, BIGST.ACT was released to the world by Clint Parker's BBS,
as copyright but to be freely distributed, so that could be used in
conjunction with this PD runtime package.

The package comes with a notice that although this runtime package
is PD, Action! programs can still not be sold for profit unless cleared
with OSS Inc. [PROBABLY ICD INC - NOW]

It is a very fine package, and a definite improvement over the OSS
package in ease of use-- no bugs found yet.

```
[I have since used the PD runtime package on a couple of small
programs-- it works great...]

;-----------cut here----RUNTIME.ACT by Jeff Reister------------------

PROC _CPYPRM=*()
SET $4EE = _CPYPRM
[$85$A0$86$A1$84$A2$18$68$85$84$69$03
$A8$68$85$85$69$00$48$98$48$A0$01$B1
$84$85$82$C8$B1$84$85$83$C8$B1$84$A8
$B9$A0$00$91$82$88$10$F8$60]

PROC _CHGSGN=*()
[$85$C0$86$C1$38$A9$00$E5$C0$48$A9$00
$E5$C1$AA$68$60]

PROC _FIXSGN=*()
[$86$C2$E0$00$10$03$20 _CHGSGN $85$82
$86$83$A5$85$45$C2$85$C2$A6$85$10$09
$A5$84$20 _CHGSGN $85$84$86$85$60]

PROC _FIXRES=*()
[$A5$86$A6$87$A4$C2$10$03$4C _CHGSGN
$60]

PROC _MUL=*()
SET $4E8 = _MUL
[$20 _FIXSGN $A9$00$85$86$85$87$A5$82
$D0$04$A5$83$F0$22$A5$84$D0$04$A5$85
$F0$1A$46$85$66$84$90$0D$18$A5$86$65
$82$85$86$A5$87$65$83$85$87$06$82$26
$83$38$B0$D6$4C _FIXRES]

PROC _DIV=*()
SET $4EA = _DIV
[$20 _FIXSGN $A9$00$85$86$85$87$85$C1
$A9$01$85$C0$A5$82$D0$04$A5$83$F0$5F
$A5$84$D0$04$A5$85$F0$57$A5$82$C5$84
$A5$83$E5$85$90$0F$A5$C1$30$0B$06$84
$26$85$06$C0$26$C1$38$B0$E7$A5$C0$D0
$04$A5$C1$F0$36$A5$82$D0$04$A5$83$F0
$2E$A5$82$C5$84$A5$83$E5$85$90$19$38
$A5$82$E5$84$85$82$A5$83$E5$85$85$83
$A5$86$05$C0$85$86$A5$87$05$C1$85$87
$46$85$66$84$46$C1$66$C0$38$B0$C2$4C
_FIXRES]

PROC _MODOP=*()
SET $4EC = _MODOP
[$20 _DIV $A5$82$A6$83$60]

PROC _RSHOP=*()
SET $4E6 = _RSHOP
[$A4$84$F0$0A$86$86$46$86$6A$88$D0$FA
```

```
$A6$86$60]

PROC _LSHOP=*()
SET $4E4 = _LSHOP
[$A4$84$F0$0A$86$86$0A$26$86$88$D0$FA
$A6$86$60]

PROC _ERROU=*()
[$A9$70$AA$A9$0C$9D$42$03$20$56$E4$8A
$38$E9$10$D0$F1$6C$0A$00]

PROC _ERRVEC=*()
[_ERROU]

PROC _DEVIC=*()
[$00]

MODULE
CARD Error=_ERRVEC
BYTE device=_DEVIC

PROC _GOCIO=*()
[$20$56$E4$10$1A$C0$88$F0$06$68$68$98
$6C _ERRVEC $48$8A$48$4A$4A$4A$4A$AA
$A9$01$9D$C0$05$68$AA$68$60]

PROC _LODCHN=*()
[$C9$08$90$07$68$68$A9$86$6C _ERRVEC
$0A$0A$0A$0A$AA$60]

PROC _STONAM=*()
[$18$69$01$9D$44$03$98$69$00$9D$45$03
$60]

PROC _SHFTR=*()
[$48$8A$A8$68$AA$AD _DEVIC $60]

PROC _CLREOL=*()
[$48$A9$00$85$A5$68$60]

PROC _SETEOL=*()
[$48$A9$01$85$A5$68$60]

PROC _PRECON=*()
[$8A$48$98$AA$68$A0$03$84$A3$A0$FD$60]

PROC _DOPRNT=*()
[$86$A3$84$A4$20 _LODCHN $A9$00$9D$49
$03$A8$B1$A3$F0$1A$9D$48$03$18$A5$A3
$69$01$9D$44$03$A5$A4$69$00$9D$45$03
$A9$0B$9D$42$03$20 _GOCIO $A5$A5$F0
$12$A9$00$9D$48$03$9D$49$03$A9$0B$9D
$42$03$A9$9B$20 _GOCIO $60]
```

```
PROC StrC=*(CARD c, s)
[$85$D4$86$D5$84$A2$20$AA$D9$20$E6$D8
$A0$00$B1$F3$30$06$C8$91$A2$38$B0$F6
$29$7F$C8$91$A2$98$A0$00$91$A2$60]

PROC StrB=*(BYTE b CARD s)
[$84$A3$48$8A$A8$A2$00$68$4C StrC]

PROC StrI=*(INT i CARD s)
[$E0$00$30$03$4C StrC $49$FF$85$A2
$8A$49$FF$AA$E6$A2$D0$01$E8$A5$A2$20
StrC $A0$00$18$B1$A2$69$01$91$A2$A8
$88$B1$A2$C8$91$A2$88$88$D0$F7$C8$A9
$2D$91$A2$60]

PROC _DOPRNC=*()
[$48$20 _PRECON $20 StrC $68$A2$FD$A0
$03$4C _DOPRNT]

PROC DOPRNI=*()
[$48$20 _PRECON $20 StrI $68$A2$FD$A0
$03$4C _DOPRNT]

PROC PrintCD=*(BYTE d CARD c)
[$20 _CLREOL $4C _DOPRNC]

PROC PrintC=*(CARD c)
[$20 _SHFTR $4C PrintCD]

PROC PrintCDE=*(BYTE d CARD c)
[$20 _SETEOL $4C _DOPRNC]

PROC PrintCE=*(CARD c)
[$20 _SHFTR $4C PrintCDE]

PROC PrintBD=*(BYTE d, b)
[$A0$00$4C PrintCD]

PROC PrintB=*(BYTE b)
[$20 _SHFTR $4C PrintBD]

PROC PrintBDE=*(BYTE d, b)
[$A0$00$4C PrintCDE]

PROC PrintBE=*(BYTE b)
[$20 _SHFTR $4C PrintBDE]

PROC PrintID=*(BYTE d INT i)
[$20 _CLREOL $4C _DOPRNI]

PROC PrintI=*(INT i)
[$20 _SHFTR $4C PrintID]

PROC PrintIDE=*(BYTE d INT i)
[$20 _SETEOL $4C _DOPRNI]
```

```
PROC PrintIE=*(INT i)
[$20 _SHFTR $4C PrintIDE]

PROC PrintD=*(BYTE d CARD s)
[$20 _CLREOL $4C _DOPRNT]

PROC Print=*(CARD s)
[$20 _SHFTR $4C PrintD]

PROC PrintDE=*(BYTE d CARD s)
[$20 _SETEOL $4C _DOPRNT]

PROC PrintE=*(CARD s)
[$20 _SHFTR $4C PrintDE]

PROC _HEXSTR=*()
[$85$84$86$85$A9$FD$85$A2$A9$03$85$A3
$A0$00$A9$05$91$A2$C8$A9$24$91$A2$A9
$00$A2$04$06$84$26$85$2A$CA$D0$F8$69
$30$C9$3A$90$02$69$06$C8$91$A2$C0$05
$D0$E5$60]

PROC PrintF=*(CARD s,a,b,c,d,e,f,g)
[$85$82$86$83$84$A2$AD _DEVIC $0A$0A
$0A$0A$85$C1$A0$00$84$87$84$C0$B1$82
$F0$4C$85$86$E6$C0$F0$46$A4$C0$C4$86
$F0$02$B0$3E$B1$82$C9$25$D0$3E$E6$C0
$C8$C4$86$F0$02$B0$35$B1$82$C9$25$F0
$2F$C9$45$F0$29$A8$A6$87$E0$0E$B0$D4
$B5$A2$48$B5$A3$E8$E8$86$87$AA$68$C0
$43$F0$15$C0$49$F0$34$C0$48$F0$3C$C0
$53$F0$3F$38$B0$1D$60$38$B0$B2$A9$9B
$A8$A6$C1$A9$00$9D$48$03$9D$49$03$A9
$0B$9D$42$03$98$20 _GOCIO $38$B0$E4
$A0$03$84$A3$A0$FD$20 StrC $38$B0$0F
$A0$03$84$A3$A0$FD$20 StrI $38$B0$03
$20 _HEXSTR $A9$FD$A2$03$85$84$86$85
$A6$C1$A9$00$9D$49$03$A8$B1$84$F0$B5
$9D$48$03$18$A5$84$69$01$9D$44$03$A5
$85$69$00$9D$45$03$A9$0B$9D$42$03$20
_GOCIO $38$B0$98]

PROC PutD=*(BYTE d, c)
[$86$A0$20 _LODCHN $A9$00$9D$48$03$9D
$49$03$A9$0B$9D$42$03$A5$A0$20 _GOCIO
$60]

PROC PutDE=*(BYTE d)
[$A2$9B$4C PutD]

PROC Put=*(BYTE c)
[$AA$AD _DEVIC $4C PutD]
```

```
PROC PutE=*()
[$A9$9B$4C Put]

BYTE FUNC ValB=*(CARD a)
CARD FUNC ValC=*(CARD a)
INT FUNC ValI=*(CARD a)
[$85$A2$86$A3$A9$00$85$A0$85$A1$85$A5
$A8$B1$A2$85$A4$C8$B1$A2$C9$20$F0$F9
$C9$2D$D0$0B$C6$A5$C8$C4$A4$F0$02$B0
$31$B1$A2$38$E9$30$90$2A$C9$0A$B0$26
$48$06$A0$26$A1$A5$A0$A6$A1$0A$26$A1
$0A$26$A1$18$65$A0$85$A0$8A$65$A1$85
$A1$18$68$65$A0$85$A0$90$CD$E6$A1$38
$B0$C8$A5$A5$F0$0D$38$A9$00$E5$A0$85
$A0$A9$00$E5$A1$85$A1$60]

PROC _DOINPT=*()
[$86$A4$84$A5$20 _LODCHN $18$A5$A4$69
$01$9D$44$03$A5$A5$69$00$9D$45$03$A5
$A3$F0$18$9D$48$03$A9$00$9D$49$03$A9
$05$9D$42$03$20 _GOCIO $BD$48$03$F0
$03$38$E9$01$A0$00$91$A4$A5$A6$F0$07
$A5$A4$A6$A5$4C ValC $60]

BYTE FUNC InputBD=*(BYTE d)
CARD FUNC InputCD=*(BYTE d)
INT FUNC InputID=*(BYTE d)
[$48$A9$78$85$A3$A9$01$85$A6$68$A2$FD
$A0$03$4C _DOINPT]

BYTE FUNC InputB=*()
CARD FUNC InputC=*()
INT FUNC InputI=*()
[$AD _DEVIC$4C InputCD]

PROC InputMD=*(BYTE d CARD s BYTE l)
[$48$A9$00$85$A6$68$4C _DOINPT]

PROC InputSD=*(BYTE d CARD s)
[$48$A9$FF$85$A3$68$4C InputMD]

PROC InputS=*(CARD s)
[$20 _SHFTR $4C InputSD]

CHAR FUNC GetD=*(BYTE d)
[$20 _LODCHN $A9$00$9D$48$03
$9D$49$03$A9$07$9D$42$03$20 _GOCIO
$85$A0$60]

PROC Open=*(BYTE d CARD s BYTE m, a)
[$86$A1$20 _LODCHN $A5$A1$20
_STONAM $A5$A3$9D$4A$03$A5$A4$9D$4B
$03$A9$03$9D$42$03$20 _GOCIO $8A$4A
$4A$4A$4A$AA$A9$00$9D$C0$05$60]
```

```
PROC Close=*(BYTE d)
[$20 _LODCHN $A9$0C$9D$42$03$20
_GOCIO $60]

PROC XIO=*(BYTE d,z,c,a1,a2 CARD s)
[$20 _LODCHN $98$9D$42$03$A5$A3$9D$4A
$03$A5$A4$9D$4B$03$A5$A5$A4$A6$20
_STONAM $20 _GOCIO $60]

PROC Note=*(BYTE d CARD s, o)
[$86$A1$84$A2$20 _LODCHN $A9$26$9D$42
$03$20 _GOCIO $A0$00$BD$4C$03$91$A1
$BD$4E$03$91$A3$BD$4D$03$C8$91$A1$60]

PROC Point=*(BYTE d CARD s BYTE o)
[$86$A1$20 _LODCHN $A5$A1$9D$4C$03$98
$9D$4D$03$A5$A3$9D$4E$03$A9$25$9D$42
$03$20 _GOCIO $60]

PROC Graphics=*(BYTE m)
[$48$A2$60$A9$0C$9D$42$03$20$56$E4$68
$9D$4B$03$49$10$09$0C$9D$4A$03$A9$53
$85$A0$A9$3A$85$A1$A9$A0$9D$44$03$A9
$00$9D$45$03$A9$03$9D$42$03$20 _GOCIO
$60]

PROC SetColor=*(BYTE r, h, l)
[$C9$05$B0$13$85$A0$8A$0A$0A$0A$0A$85
$A1$98$29$0F$05$A1$A6$A0$9D$C4$02$60]

PROC Position=*(CARD x BYTE y)
[$85$55$86$56$84$54$60]

PROC Plot=*(CARD x BYTE y)
[$20 Position $A9$06$AE$FD$02$4C
PutD]

PROC DrawTo=*(CARD x BYTE y)
[$20 Position $A2$60$A9$11
$9D$42$03$AD$FB$02$8D$FD$02$20 _GOCIO
$60]

PROC Fill=*(CARD x BYTE y)
[$20 Position $A2$60$A9$12
$9D$42$03$AD$FB$02$8D$FD$02$20 _GOCIO
$60]

BYTE FUNC Locate=*(CARD x BYTE y)
[$20 Position $A9$06$4C GetD]

PROC Sound=*(BYTE c, p, d, v)
[$C9$04$B0$25$86$A1$0A$AA$A9$00$8D$08
$D2$A9$03$8D$0F$D2$A5$A3$29$0F$85$A3
$98$29$0E$0A$0A$0A$0A$05$A3$9D$01$D2
$A5$A1$9D$00$D2$60]
```

```
PROC SndRst=*()
[$A9$00$A2$07$9D$00$D2$CA$10$FA$60]

BYTE FUNC Paddle=*(BYTE p)
[$29$07$AA$BD$70$02$85$A0$60]

BYTE FUNC PTrig=*(BYTE p)
[$29$07$AA$BD$7C$02$85$A0$60]

BYTE FUNC Stick=*(BYTE p)
[$29$03$AA$BD$78$02$85$A0$60]

BYTE FUNC STrig=*(BYTE p)
[$29$03$AA$BD$84$02$85$A0$60]

INT FUNC SCompare=*(CARD s1, s2)
[$85$A4$86$A5$84$A2$A0$00$84$A0$84$A1
$B1$A4$85$A6$B1$A2$85$A7$C4$A6$F0$15
$C4$A7$F0$11$C8$B1$A4$D1$A2$F0$F1$90
$03$E6$A0$60$C6$A0$C6$A1$60$A5$A6$C5
$A7$F0$F9$B0$F0$90$F1]

PROC SCopy=*(CARD d, s)
[$85$A0$86$A1$84$A2$A0$00$B1$A2$A8$B1
$A2$91$A0$C0$00$F0$04$88$38$B0$F4$60]

PROC SCopyS=*(CARD d, s BYTE b, e)
[$85$A0$86$A1$84$A2$A0$00$84$A6$B1$A2
$C5$A5$B0$02$85$A5$A5$A4$F0$15$C5$A5
$F0$02$B0$0F$A4$A4$E6$A4$B1$A2$E6$A6
$A4$A6$91$A0$38$B0$E7$A5$A6$A0$00$91
$A0$60]

PROC SAssign=*(CARD d, s BYTE b, e)
[$85$A0$86$A1$84$A2$A5$A4$F0$3B$C5$A5
$F0$02$B0$35$85$A7$C6$A7$A0$00$84$A8
$B1$A0$85$A9$B1$A2$85$AA$A5$A7$C5$A5
$B0$15$A5$A8$C5$AA$B0$0F$E6$A8$A4$A8
$B1$A2$E6$A7$A4$A7$91$A0$38$B0$E5$A5
$A7$C5$A9$90$04$A0$00$91$A0$60]

BYTE FUNC Rand=*(BYTE r)
[$85$A2$C6$A2$A9$01$C5$A2$B0$05$38$2A
$38$B0$F7$85$A3$AD$0A$D2$25$A3$C5$A2
$F0$04$90$02$B0$F3$85$A0$60]

PROC Poke=*(CARD a BYTE v)
[$85$A0$86$A1$98$A0$00$91$A0$60]

PROC PokeC=*(CARD a, v)
[$20 Poke $C8$A5$A3$91$A0$60]

BYTE FUNC Peek=*(CARD a)
CARD FUNC PeekC=*(CARD a)
[$85$A2$86$A3$A0$00$B1$A2$85$A0$C8$B1
```

```
$A2$85$A1$60]

PROC SetBlock=*(CARD a, l, v)
[$85$A0$86$A1$84$A2$A0$00$A5$A2$D0$04
$A5$A3$F0$16$A5$A4$91$A0$C8$D0$02$E6
$A1$C6$A2$A5$A2$C9$FF$D0$E7$C6$A3$38
$B0$E2$60]

PROC Zero=*(CARD a, l)
[$48$A9$00$85$A4$68$4C SetBlock]

PROC MoveBlock=*(CARD d, s, l)
[$85$A0$86$A1$84$A2$A0$00$A5$A4$D0$04
$A5$A5$F0$18$B1$A2$91$A0$C8$D0$04$E6
$A1$E6$A3$C6$A4$A5$A4$C9$FF$D0$E5$C6
$A5$38$B0$E0$60]

MODULE

;--------end of RUNTIME.ACT------------
```

1295. DUP.SYS and Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-10 17:53:00 UTC
From: PHR140@URIMVS.BITNET
Message-ID: <8806102101.AA28977@ucbvax.Berkeley.EDU>
Source record: 116799

You can load the DUP.SYS file into Atariwriter and change the menu, I have done that before. The only thing that you have to make sure of is that you don't delete or add even one single byte, or the system will crash!! This is harder than it sounds, because of the word wrapping.. Actually, it is easier to make these changes with a disk editor because you don't have to worry about the word wrap.
Ray C.
Bitnet: phr140@urimvs

1296. Re: modem connections

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-10 23:24:03 UTC
From: neil@atari.UUCP
Message-ID: <1072@atari.UUCP>
Source record: 116800

In article <8806062023.AA09302@ucbvax.Berkeley.EDU>, SHAFFERJ@BKNLVMS.BITNET ("Jim Shaffer, Jr.") writes:
> Does anyone have a non-permanently-damaging way of connecting a modem to
> a telephone that's hardwired to the telephone line?
> The telephone is modular; there's just no jack.
> Is plugging the modem into the handset cord safe?

The easiest way is to purchase a cable with a modular plug on one end and half-moon shaped connectors on the other.

Open up the phone housing by loosening the screws, then loosen the screws for the red and green wires. Attach the red and green wires on your cable, and screw the case back together. You'll end up with a wire coming out of some part of the case, which you plug into the modem.

Usually red goes to red and green to green, but sometimes you need to swap them.

This is what I do when I'm on the road in a non-modular hotel room.

--->Neil
--
Neil Harris, Director of Sales & Marketing -- East and Midwest Regions

UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS, BIX: neilharris, CIS: 70007,1135, Office: 408-745-2160

1297. 800xl's....anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-10 23:32:08 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Jun.10.19.32.04.1988.12464@topaz.rutgers.edu>
Source record: 116801

A recent message in this newsgroupd which stated that Federated
was selling XF551 & 800XL's as a package for $200 (or whatever)
prompts this question: Does anybody know of any mail order places
(since there are no Federated's here on the east coast) which still
have a few 800xl's left in their warehouses? I assumed they were
all gone long ago, but if Federated is selling them yet, I guess
there still may be some out there somewhere. I love my 4? year old
800xl, and would like to get hold of a "backup" (in case mine dies,
....or maybe to run a BBS?....) if at all possible.

-Ray

wilmott@topaz.rutgers.edu

1298. Re: Atari letter quality printer

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-12 21:16:32 UTC
From: ravi@MCNC.ORG
Message-ID: <8806122116.AA16541@speedy.mcnc.org>
Source record: 116802

```
From Mailer@Score.Stanford.EDU Mon Jun 6 09:55:31 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA01899; Mon, 6 Jun 88 09:55:31 EDT
Message-Id: <8806061355.AA01899@speedy.mcnc.org>
Date: Mon 6 Jun 88 06:54:31-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari8-request@Score.Stanford.EDU
Subject: Message of 6-Jun-88 06:54:26
Status: R

Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Mon 6 Jun 88
06:54:28-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.28)
id AA02179; Mon, 6 Jun 88 06:47:47 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari8-programs@score.stanford.edu (info-atari8@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 6 Jun 88 00:04:59 GMT
From: pyramid!prls!philabs!ttidca!woodside@decwrl.dec.com (George Woodside)
Organization: Citicorp/TTI, Santa Monica
Subject: Re: Atari Letter-quality Printer
Message-Id: <2637@ttidca.TTI.COM>
References: <1907@alliant.Alliant.COM>
Sender: info-atari8-request@score.stanford.edu
To: info-atari8@score.stanford.edu

In article <1907@alliant.Alliant.COM> lackey@alliant.COM (Stan Lackey) writes:
...[edited]...
>I saw a few of the atari letter quality printers selling
>for $79.99!! Needless to say, it took me about 3 seconds to decide to
>buy one.
>
>My question is, where do I find the replacement little ink things?

Atari advertises in every issue of Atari Explorer. They currently list
ink rollers as "in stock".

FC100626 Ink Rollers $ 3.95
5 Ink rollers for $ 10.00

California residents add 7% sales tax.
S & H - under $50.00, add $ 3.50
over $50.00, add $ 5.00
over $100.00, add $ 7.00
outside USA add $10.00
```

Order from Atari ST, Dept. M9
P. O. Box 61657
Sunnyvale, Ca. 94088

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

1299. PD disassemblers

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-13 23:28:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8806140359.AA22352@ucbvax.Berkeley.EDU>
Source record: 116803

What, in anyone's opinion, is the best public domain disassembler? There are so many on CompuServe that I can't decide, and I certainly don't have time or money enough to try them all.

Gary Duzan: If you're still online, could you mail me another copy of Codebuster? I had to purge the old copy during a disk space crisis...

1300. Farewell

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-14 00:15:55 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1470@udccvax1.acs.udel.EDU>
Source record: 116804
Cross-posted to: comp.sys.atari.8bit,rec.arts.drwho,alt.sca,rec.games.frp

Well, it has been fun, but all good things must come to an end. My account here is scheduled to be terminated tomorrow. In the unlikely, though possible, event that some of you might think me interesting enough to contact via non-USENET methods, the infomation necessary to do so follows:

Gary Duzan
621 Shue Drive
Newark, DE 19713
(302) 738-6361

It is possible that my account will be renewed this fall. If so, I will see (in a manner of speaking) you all then.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme
Shadow
Anachronistic Name Forthcoming

1301. Returned Network Mail

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-15 05:41:00 UTC
From: POSTMASTER@BINGVAXA.BITNET
Message-ID: <8806150444.AA21143@ucbvax.Berkeley.EDU>
Source record: 116705

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-OPENOUT, error opening USERDISK0:[USER]MAIL.MAI; as output
-SYSTEM-F-IVDEVNAM, invalid device name
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXA with Jnet id 9114
for VY9125@BINGVAXA; Wed, 15 Jun 88 00:41 EST
Received: by CANADA01 (Mailer X1.24) id 9113; Wed, 15 Jun 88 00:41:14 EDT
Date: Tue, 14 Jun 88 20:23:56 PDT
Reply-To: Info-Atari8@Score.Stanford.edu
Sender: INFO-ATARI8 Discussion <INFO-A8@CANADA01>
Comments: Warning -- original Sender: tag was
Info-Atari8-request@Score.Stanford.EDU
From: Info-Atari8 Digest <Info-Atari8@Score.Stanford.EDU>
Subject: Info-Atari8 Digest V88 #63
To: TODD KRISSEL <VY9125@BINGVAXA>

Info-Atari8 Digest Tuesday, June 14, 1988 Volume 88 : Issue 63

This weeks Editor: Bill Westfield

Today's Topics:

Re: modem connections
OMNIVIEW vs. eyes
Re: AMAC bugs?
DUP.SYS and Atariwriter
PD disassemblers

----------------------------------------------------------------------

Date: 9 Jun 88 13:30:26 GMT
From: ihnp4!ihlpe!kimes@ucbvax.Berkeley.EDU (Kit Kimes)
Subject: Re: modem connections
To: info-atari8@score.stanford.edu

In article <8806062023.AA09302@ucbvax.Berkeley.EDU>, SHAFFERJ@BKNLVMS.BITNET
("Jim Shaffer, Jr.") writes:
> Does anyone have a non-permanently-damaging way of connecting a modem to
> a telephone that's hardwired to the telephone line?

I have seen at least two ways to handle this problem. If you have a standard
round mouthpiece (removable) on the phone, you can get a device that replaces
the mouthpiece and has a modular phone jack built-in.
```

The other way is a device that Radio Shack sells that slips over the earpiece and the mouthpiece and basically converts your direct connect modem into an acoustical modem. It costs $49.95 according to the 1988 catalog.

> Is plugging the modem into the handset cord safe?

I don't believe that it will work.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

Date: Thu, 9 Jun 88 21:40:30 EDT
From: melnik@topaz.rutgers.edu (Ofer Melnik)
To: INFO-ATARI8@score.stanford.edu

Dear Moderator:

Please add my name to your mailing list. And please send any INTRO files you may have about the system.

Thanx in advance,
Ofer Melnik

Date: 9 Jun 88 22:40:16 GMT
From: ihnp4!ihlpm!njd@ucbvax.Berkeley.EDU (DiMasi)
Subject: OMNIVIEW vs. eyes
To: info-atari8@score.stanford.edu

I have a few of questions to ask of anyone out there who uses OMNIVIEW:

1) Does OMNIVIEW's 80-column display cause you significant (to you) eyestrain? (In my case, it usually does not.)

2) If the answer to (1) is "Yes," has it been enough to stop you from using OMNIVIEW?

3) If you have seen the XEP-80's display, is it a lot better, or only marginally better?

4) Do you plan to switch to using an XEP-80 someday?

I am asking these questions because I got into a discussion with Matt Ratcliff on DELPHI about OMNIVIEW and the XEP-80, and I wanted to know how you all feel about it.

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

Date: 8 Jun 88 04:06:11 GMT
From: osu-cis!att!mtunx!mtune!icus!limbic!gil@tut.cis.ohio-state.edu (Gil Kloepfer Jr.)
Subject: Re: AMAC bugs?
To: info-atari8@score.stanford.edu

In article <8806061516.AA03720@ucbvax.Berkeley.EDU> SHAFFERJ@BKNLVMS.BITNET ("Jim Shaffer, Jr.") writes:
|>A while ago someone mentioned that there were some serious bugs in the
|>Atari Macro Assembler. Since I've just started using it, what are these bugs?

Ugh...it has been so long ago that I don't remember them all!! I'll try to recap what I can:

1. AMAC does NOT work under SpartaDOS. They do something tricky with the I/O that most programs don't do.

2. I've seen symbols get "lost" somewhere when you write large programs. By lost I mean they get undefined, etc. Sorry, I can't elaborate further, but I do know I spent many hours pulling my hair out on this one.

3. (not a bug) Larger programs get tedious in the edit..assemble.. run..boot.. cycle. You need to load a separate editor, and AMAC itself isn't small.

Unfortunately, these are the major points I can remember. I started using MAC-65 and found it was MUCH easier to use than AMAC. There are a couple of things missing in MAC-65, but assembly time is reduced TREMENDOUSLY using MAC-65, it works under SpartaDOS, it has a built-in editor -- all in all I found using MAC-65 a pleasure. I recommend it over AMAC if at all possible.

+-----------------------------------+--+
Gil Kloepfer, Jr.	Net-Address:
ICUS Computer Group, Systems Dvlp.	{boulder,ihnp4,talcott}!icus!limbic!gil
P.O. Box 1	Voice-net: (516) 968-6860
Islip Terrace, New York 11752	Othernet: limbic!gil@icus.UUCP

Date: Fri, 10 Jun 88 13:53 EDT
From: "Ray C" <PHR140%URIMVS.BITNET@MITVMA.MIT.EDU>
To: info-atari8@score.stanford.edu
Subject: DUP.SYS and Atariwriter

You can load the DUP.SYS file into Atariwriter and change the menu, I have done that before. The only thing that you have to make sure of is that you don't delete or add even one single byte, or the system will crash!! This is harder than it sounds, because of the word wrapping.. Actually, it is easier to make these changes with a disk editor because you don't have to worry about the word wrap.
Ray C.

Bitnet: phr140@urimvs

Date: Mon, 13 Jun 88 19:28 EDT
From: "Jim Shaffer, Jr." <SHAFFERJ%BKNLVMS.BITNET@Forsythe.Stanford.EDU>
Subject: PD disassemblers
To: info-atari8@score.STANFORD.EDU
X-Vms-To: IN%"atari"

What, in anyone's opinion, is the best public domain disassembler? There are so many on CompuServe that I can't decide, and I certainly don't have time or money enough to try them all.

Gary Duzan: If you're still online, could you mail me another copy of Codebuster? I had to purge the old copy during a disk space crisis...

End of Info-Atari8 Digest
****

1302. Bounced messages

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-15 16:07:20 UTC
From: ravi@MCNC.ORG
Message-ID: <8806151607.AA07433@speedy.mcnc.org>
Source record: 116706

From: portal!atari!neil@uunet.uu.net (Neil Harris)
Organization: Atari Corp/Mktg
Subject: Re: modem connections
Message-Id: <1072@atari.UUCP>
References: <8806062023.AA09302@ucbvax.Berkeley.EDU>
Sender: info-atari8-request@score.stanford.edu
To: info-atari8@score.stanford.edu

In article <8806062023.AA09302@ucbvax.Berkeley.EDU>, SHAFFERJ@BKNLVMS.BITNET ("Jim Shaffer, Jr.") writes:
> Does anyone have a non-permanently-damaging way of connecting a modem to
> a telephone that's hardwired to the telephone line?
> The telephone is modular; there's just no jack.
> Is plugging the modem into the handset cord safe?

The easiest way is to purchase a cable with a modular plug on one end and half-moon shaped connectors on the other.

Open up the phone housing by loosening the screws, then loosen the screws for the red and green wires. Attach the red and green wires on your cable, and screw the case back together. You'll end up with a wire coming out of some part of the case, which you plug into the modem.

Usually red goes to red and green to green, but sometimes you need to swap them.

This is what I do when I'm on the road in a non-modular hotel room.

--->Neil
--
Neil Harris, Director of Sales & Marketing -- East and Midwest Regions

UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS, BIX: neilharris, CIS: 70007,1135, Office: 408-745-2160

1303. OMNIVIEW vs. eyes...

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-17 14:05:07 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8806171405.AA04703@mitre-bedford.ARPA>
Source record: 116707

Nick DiMasi writes... [My replies are preceeded by >]

1) Does OMNIVIEW's 80-column display cause you significant (to you) eyestrain?
(In my case, it usually does not.)
> I've been using OMNIVIEW with a Magnavox Computer Monitor 80
> (amber screen) for a couple of years now. I use a light (amber)
> background with dark letters. The result is very easy to read,
> except for a very small number of special characters that I don't
> use very often. I experience no more eyestrain with this setup
> than with my vt100 at work, although the OMNIVIEW font is less
> "pretty" than the vt100 font. On other monitors, especially
> color monitors, there might be some eyestrain.

2) If the answer to (1) is "Yes," has it been enough to stop you from using
OMNIVIEW?
> (not applicable - I use OMNIVIEW all the time for both word
> processing and vt100 emulation.

3) If you have seen the XEP-80's display, is it a lot better, or only
marginally better?
> Haven't seen it. I have heard that it is a lot better, but then
> again, I don't think it is anywhere NEAR as well integrated
> into the O/S as OMNIVIEW is. (Also, does it provide joystick
> ports to replace the ones it plugs into?)

4) Do you plan to switch to using an XEP-80 someday?
> Probably not, unless I find one lying on a street corner.
> Considering the obsolescence of the 8-bitters, I'd rather
> put my money into a whole new computer someday. Meanwhile,
> having 80-column word processing on the 800XL with OMNIVIEW
> lets me take my time about selecting that new computer, which
> almost certainly means it will be cheaper and/or better when
> I finally buy it.

-John Sangster / jhs@mitre-bedford.arpa

1304. Light Gun Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-18 22:27:56 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Jun.18.18.27.54.1988.22411@topaz.rutgers.edu>
Source record: 116708

Since I know some of you guys at Atari read this newsgroup, I just wanted to voice a request of mine to Atari Inc. : please market the light gun for us 8-bit computer owners. I'd love to be able to play the new software available for the XEGS (I've heard Crossbow is coming?...), but since I already own 2 8-bit computers, I'm certainly not about to buy another console just to get the light gun! Come On Atari and market the light gun seperately for people like me!

-Ray

wilmott@topaz.rutgers.edu

1305. Re: Light Gun Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-20 12:48:45 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3061@ihlpe.ATT.COM>
Source record: 116709

In article <Jun.18.18.27.54.1988.22411@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>
> Since I know some of you guys at Atari read this newsgroup, I just
> wanted to voice a request of mine to Atari Inc. : please market
> the light gun for us 8-bit computer owners. I'd love to be able to
> play the new software available for the XEGS (I've heard Crossbow
> is coming?...), but since I already own 2 8-bit computers, I'm
> certainly not about to buy another console just to get the light gun!
> Come On Atari and market the light gun seperately for people like me!
>
>
I was told by someone from Atari at their booth at CES that the light gun was already shipping and available in limited quanities. You might want to check with whomever you usually get hardware from. In the meantime, below is a list of available (or soon to be) cartridges for the XE Game System. These are all being released by Atari, even though several were originally by some other company. The only third party cartridge software that I hear rumors of is 'California Games' from Epyx, but it wasn't announced at CES, so it isn't on my list. If you see any obvious errors, please let me know. All the information came from Atari press releases and literature I picked up.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

==========

The following titles are now, are will shortly be, available for the XE Game System. They will also work in the XL/XE computer systems. Some, but not all, will work with the older 800 computers as well.

These titles are sorted alphabetically by name.

TITLE CART # COMPANY AVAILABILITY

ACE OF ACES RX8099 ACCOLADE 2nd Qtr
AIRBALL RX8109 4th Qtr
ARCHON RX8092 ELEC. ARTS NOW
ATARI LAB LIGHT MOD. AED80014 ATARI NOW
ATARI LAB STARTER AED80013 ATARI NOW
BALLBLAZER RX8064 LUCASFILM NOW
BARNYARD BLASTER RX8086 ATARI NOW
BATTLEZONE RX8077 ATARI NOW
BLUE MAX RX8081 BRODERBUND NOW

CENTIPEDE RX8020 ATARI NOW
CHOPLIFTER! RX8096 BRODERBUND 3rd Qtr
COMMANDO RX8094 DATA EAST 3rd Qtr
CRIME BUSTERS RX8104 ATARI 3rd Qtr
CROSSBOW RX8088 EXIDY 3rd Qtr
CRYSTAL CASTLES RX8102 3rd Qtr
DARK CHAMBERS RX8101 4th Qtr
DAVID'S MIDNIGHT MAGIC RX8083 BRODERBUND NOW
DESERT FALCON RX8089 ATARI 2nd Qtr
DONKEY KONG RX8031 NINTENDO NOW
DONKEY KONG, JR RX8040 NINTENDO NOW
FIGHT NIGHT RX8085 ACCOLADE NOW
FINAL LEGACY RX8067 ATARI NOW
FOOD FIGHT RX8079 ATARI NOW
GATO RX8090 SPECTRUM HLOLBYTE 2nd Qtr
HARDBALL RX8084 ACCOLADE NOW
INTO THE EAGLE'S NEST RX8114 PANDORA 3rd Qtr
JINKS RX8112 4th Qtr
JOUST RX8044 WILLIAMS NOW
JUNGLE HUNT RX8049 TAITO NOW
KARATEKA RX8095 BRODERBUND 3nd Qtr
LODE RUNNER RX8082 BRODERBUND NOW
MARIO BROTHERS RX8103 3rd Qtr
MEAN 18, ULTIMATE GOLF RX8100 ACCOLADE 3rd Qtr
MILLIPEDE RX8048 ATARI NOW
MOON PATROL RX8052 WILLIAMS NOW
NEBULUS RX8111 4th Qtr
NECROMANCER RX8108 2nd Qtr
ONE-ON-ONE BASKETBALL RX8093 ELEC. ARTS NOW
REALSPORTS FOOTBALL RX8029 ATARI NOW
REALSPORTS TENNIS RX8042 ATARI NOW
RESCUE ON FRACTALUS RX8063 LUCASFILM NOW
ROBOTRON:2084 RX8033 WILLIAMS NOW
SKYWRITER RX8059 NOW
SPACE INVADERS CXL4008 TAITO NOW
STAR RAIDERS II RX8078 ATARI NOW
SUMMER GAMES RX8098 EPYX 3rd Qtr
SUPER BREAKOUT CXL4006 ATARI NOW
THUNDERFOX RX8113 3rd Qtr
TYPO ATTACK RX8057 ATARI NOW

1306. OMNICOM use

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-20 17:04:55 UTC
From: abrams@community-chest.mitre.ORG
Message-ID: <8806201704.AA20010@chance.mitre.org>
Source record: 116710

I use OMNICOM with a B/W 11 inch TV. I previously used VT10SQ.
I have tried several TVs around the house and do find differences. I
settled on one which has contrast, focus, and brightness on the front.
I find that I have to adjust these controls as well as the tuning when
switching programs. My daughter uses Atariwriter, I use XLEnt First
Word. All three programs require adjustment for best viewing.

I have no trouble with eyestrain using OMNICOM. It's a little harder
to read than the Amdek monitor I have in the office, but not enough me
make me consider upgrading from my Atari 400!

Sincerely,

- Marshall D. Abrams, phone: (703) 883-6938
The MITRE Corporation, 7525 Colshire Drive
Mail Stop Z670, Mc Lean, VA 22102
Alternate e-mail address: abrams@mitre.arpa

1307. Re: Light Gun Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-20 21:24:36 UTC
From: jwt@atari.UUCP
Message-ID: <1074@atari.UUCP>
Source record: 116711

In article <Jun.18.18.27.54.1988.22411@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu (Ray Wilmott) writes:

> Come On Atari and market the light gun seperately for people like me!

We've been planning to do this all along. John Skruch, the 8-bit product manager tells me there was a hang-up in getting the boxes done, but the product should be available imminently. The product has just recently been included on the latest dealer price list.

> wanted to voice a request of mine to Atari Inc. : please market
^^^
Please, we've been Atari _Corp._ for (almost) four years.

Veteran of both Inc. and Corp,
Jim Tittsler, Systems Engineer, Atari Corp. {ames, portal,imagen}!atari!jwt

1308. New cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-21 12:51:04 UTC
From: ajb@cornea.mitre.ORG
Message-ID: <8806211251.AA18976@retina>
Source record: 116712

Since it appears that Neil Harris is still listening to our discussions,
I will repost the question that as yet remains officially
unanswered. Neil, if you're out there, how about an answer !!!

What all of us out here with older machines (e.g. 800) want to know is:
Which machines will successfully run the new xe-game cartridges.
For instance can I run ball-blazer on my 800 ?
Can I run it on my 600 with only 16k ram ?

Alan Broder
ajb@mitre.arpa

1309. 1450 XLD complete for sale

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-22 06:13:24 UTC
From: rich@jolnet.UUCP
Message-ID: <611@jolnet.UUCP>
Source record: 116713

I actually have 2 1450XL systems for sale......

The first is a 1450XLD complete for sale. It includes the twin
disk drives, case, power supply, and is in perfect condition.

The second is a 1450XL and is less case, power supply, and disk
drives.

Both units have the on-board 300 baud modem and speech synthesizer.
Both units work fine.

I am asking $300.00 OBO for the 1450XL and $1000.00 OBO for the 1450XLD.

Rich Andrews
...killer!jolnet!rich

--
Any opinions expressed are my own. Now, for a limited time, they can be yours
too, for the incredible price of only $19.95. Simply send $19.95 (in Alterian
dollars) to ...ihnp4!killer!jolnet!rich.

1310. Re: New cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-22 22:58:35 UTC
From: jwt@atari.UUCP
Message-ID: <1075@atari.UUCP>
Source record: 116714

In article <8806211251.AA18976@retina>, ajb@cornea.mitre.ORG writes:

> What all of us out here with older machines (e.g. 800) want to know is:
> Which machines will successfully run the new xe-game cartridges.
> For instance can I run ball-blazer on my 800 ?
Yes.

Here is our current list of which XE supercarts will or will not work on an old 800.

WILL work on 800	Will NOT work
BATTLEZONE	LODE RUNNER
STAR RAIDERS II	FLIGHT SIMULATOR II
BUG HUNT	MIDNIGHT MAGIC
BLUE MAX	FOOD FIGHT
ARCHON	HARDBALL
BARNYARD BLASTER	FIGHT NIGHT
RESCUE ON FRACTALUS	ONE-ON-ONE
BALLBLAZER	
NECROMANCER	
DESERT FALCON	

> Can I run it on my 600 with only 16k ram ?
No. The goal is to provide the best games possible, for the widest range of machines practical. The large numbers of XL/XE machines out there mean they are the best targets for game development, with 800 support a worthwhile goal if it does not unduly compromise the game.

Jim Tittsler, Systems Engineer, Atari Corp. {portal, ames}!atari!jwt

1311. Re: 1450 XLD complete for sale

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-24 20:50:45 UTC
From: jdonsbac@cvbnet2.UUCP
Message-ID: <150@cvbnet2.UUCP>
Source record: 116715

From article <611@jolnet.UUCP>, by rich@jolnet.UUCP (Rich Andrews):
>
> I actually have 2 1450XL systems for sale......
>
> The first is a 1450XLD complete for sale. It includes the twin
> etc....

What!!?? You mean these legendary machines actually existed??!! I remember way back about 5-6 years ago when these were nothing more than rumors coming from Atari. I didn't know they actually produced any. Or was the date on top of Rich's message "April 1" :-)

P.S. This is my first ever posting (I've been trying for a long while. Hope it makes it this time)

==========
Jeff Donsbach
Computervision Division, PRIME Computer, Inc. (CV' :-))
UUCP: {decvax | linus | sun}!cvbnet!jdonsbac
Internet: jdonsbac@cvbnet.prime.com

==========
Jeff Donsbach
Computervision Division, PRIME Computer, Inc. (CV' :-))
UUCP: {decvax | linus | sun}!cvbnet!jdonsbac

1312. how

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-26 10:01:10 UTC
From: SAVIN@CALSTATE.BITNET
Message-ID: <8806261002.AA12034@ucbvax.Berkeley.EDU>
Source record: 116716

```
subscribe
subscribe
How do I subscribe to info-atari8 digest??

John Kawakami Again, from a friend's account.
```

1313. Happy commands

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-27 05:50:10 UTC
From: alderaan@netmbx.UUCP
Message-ID: <1984@netmbx.UUCP>
Source record: 116717

Hi there !

Is there anybody who can post a list of the HAPPY 1050 commands here ?
Thanx a lot in advance

alderaan.

1314. Re: New cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-28 02:18:23 UTC
From: neil@atari.UUCP
Message-ID: <1081@atari.UUCP>
Source record: 116718

In article <8806211251.AA18976@retina>, ajb@cornea.mitre.ORG writes:
> Since it appears that Neil Harris is still listening to our discussions,
> I will repost the question that as yet remains officially
> unanswered. Neil, if you're out there, how about an answer !!!
>
> What all of us out here with older machines (e.g. 800) want to know is:
> Which machines will successfully run the new xe-game cartridges.
> For instance can I run ball-blazer on my 800 ?
> Can I run it on my 600 with only 16k ram ?

I tried to reply by mail but got bounced by the friendly daemon. Here goes:

I am not online here very often. Many other things going on, and the
engineering group seems to be offering good support here these days.

Carts that are 800-compatible are Battlezone, Star Raiders II, Bug Hunt,
Blue Max, Archon.

Ones that will NOT work are Lode Runner, Flight Simulator II, and Midnight
Magic.

The above information covers the first release of carts only. I will see if
we can get you an update on more recent releases.

Also, we list the system requirements on the cart's box. If it lists the
800, it is compatible. If the 800 is NOT listed, it is NOT compatible.

--->Neil
--
Neil Harris, Director of Sales & Marketing -- East and Midwest Regions

UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS, BIX: neilharris, CIS: 70007,1135, Office: 408-745-2160

1315. RGB <--> Atari SETCOLOR conversion?

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-28 23:50:43 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3357@bsu-cs.UUCP>
Source record: 116719

Lately I've gotten interested in the "GIF" file format for "universally standardized" graphics (picture) files, and am considering writing a GIF viewer for the Atari 8-bit computers.

However, part of the information in a GIF file is a "color pallette" describing each of the colors to be used, in percentages of Red, Green, and Blue. The GIF standard states that, in the event that the precise RGB colors designated in the file can't be specified on the display hardware, a "predefined" palette should be used, coming "as close as possible" to the RGB spec.

Does anyone have information regarding the equivalence of Atari's "color 0 through 15, luminance 0 through 15" to percentage-mixtures of pure red, green, and blue? Failing that, can anyone suggest a workable way of determining same?

Thanks in advance,

Chris Chiesa

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1316. XE supercarts. and compatability

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-29 15:50:00 UTC
From: PHR140@URIMVS.BITNET
Message-ID: <8807060549.AA21464@ucbvax.Berkeley.EDU>
Source record: 116720

Will the supercarts work on a 1200xl? I would especially like
to know about the games that were written by Accolade. A while ago
I had baught one of their games at toys-r-us, and it wouldn't run.
The screen would go black, and the two leds (L1 and L2) would blink
alternately. Luckily, this happened before they changed their policy
on software returns.. I got my money back, and the woman at the desk
said "I guess it didn't like your computer." Interesting comment, I
thought....
I can't remember the name of the game off hand, but it was a flight
simulator which simulated bombing missions (I forget from what war).
Once these games are put into supercart. format, will they run on the
1200xl, or will they still be incompatable?

Ray Courtois

Bitnet: PHR140@URIMVS

1317. XE supercarts. and compatability

Newsgroup: comp.sys.atari.8bit
Date: 1988-06-29 15:50:00 UTC
From: PHR140@URIMVS.BITNET.UUCP
Message-ID: <8807011134.AA17585@ucbvax.Berkeley.EDU>
Source record: 116721

Will the supercarts work on a 1200xl? I would especially like
to know about the games that were written by Accolade. A while ago
I had baught one of their games at toys-r-us, and it wouldn't run.
The screen would go black, and the two leds (L1 and L2) would blink
alternately. Luckily, this happened before they changed their policy
on software returns.. I got my money back, and the woman at the desk
said "I guess it didn't like your computer." Interesting comment, I
thought....
I can't remember the name of the game off hand, but it was a flight
simulator which simulated bombing missions (I forget from what war).
Once these games are put into supercart. format, will they run on the
1200xl, or will they still be incompatable?

Ray Courtois

Bitnet: PHR140@URIMVS

1318. Re: Light Gun Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-01 15:33:19 UTC
From: lackey@Alliant.COM
Message-ID: <2082@alliant.Alliant.COM>
Source record: 116722

```
>
>> Come On Atari and market the light gun seperately for people like me!
>
I am also interested in 3D glasses, and am prepared to write any assembly
code necessary to drive them. Wouldn't stuff like battlezone or 3D breakout
be great! I could also see a version of Basic with 3D plot/drawto
statements...

-Stan
```

1319. Re: 1450 XLD complete for sale

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-01 20:31:20 UTC
From: rich@jolnet.UUCP
Message-ID: <614@jolnet.UUCP>
Source record: 116723

yes there were a few of the 1450 systems made. They had to exist so that pictures for advertising could be made.

Engineering also had to have some made so that developers sould start writing applications for the voice syth. One developer that actually had one was Dave Small (at least i think it was dave).

rich andrews

--
Any opinions expressed are my own. Now, for a limited time, they can be yours too, for the incredible price of only $19.95. Simply send $19.95 (in Alterian dollars) to ...ihnp4!killer!jolnet!rich.

1320. Re: Light Gun Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-03 05:55:18 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3375@bsu-cs.UUCP>
Source record: 116724

In article <2082@alliant.Alliant.COM>, lackey@Alliant.COM (Stan Lackey) writes:
> >
> I am also interested in 3D glasses, and am prepared to write any assembly
> code necessary to drive them. Wouldn't stuff like battlezone or 3D breakout
> be great! I could also see a version of Basic with 3D plot/drawto
> statements...

Likewise! I've been into stereo all my life, have done stereo in various forms
on computers (including a "cross-eye"-viewable stereo drawing program right h>
here on my good ol' Atari), and would *LOVE!* to have a pair of those "glasses"
to mess with!

Count me another vote in favor of marketing 'em separately!

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1321. Re: AlfCrunch archiving utility

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-04 22:31:57 UTC
From: euloth@dalcsug.UUCP
Message-ID: <499@dalcsug.UUCP>
Source record: 116725

In article <7012@cup.portal.com>, fireplace@cup.portal.com writes:
> The following is an ARC'd file containing AlfUnCrunch (DZ), AlfCrunch (LZ)
> and documentation. Are you sick of the horrible speed and bugs of ARC?
> AlfCrunch is a lightning fast machine language compression/archive utility
> that incorporates the Lempel-Ziv compression algorithm. It is much more
> efficient than ARC and the speed is stunning. It is clearly the sucessor
> to ARC on the Atari 8-bit series. ENJOY!
>
> --Ron fireplace@cup.portal.com "I'm not an actor,
> sun!portal!cup.portal.com!fireplace but I play one on television."

Can you advise if the files are compatible with ARC for the ST and IBM
using CRUNCH? I was able to look at the ARC file which was supplied.
Was this file CRUNCHED with the AlfCrunch? If so MANY thanks. One other
question. Are sources available? I am working on a GIF viewer. and the GIF
pics are LZ compressed. IF they are maybe I will have a go at making a GIF
viewer. If anyone else has worked out a Viewer for GIF, or would like the
Documentation explaining the format of GIF, please advise. Thanks.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

1322. Re: XE supercarts. and compatability

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-07 03:08:09 UTC
From: mgh@ho4cad.ATT.COM
Message-ID: <351@ho7cad.ATT.COM>
Source record: 116726

In article <8807060549.AA21464@ucbvax.Berkeley.EDU>, PHR140@URIMVS.BITNET ("Ray C") writes:
>
> Will the supercarts work on a 1200xl? I would especially like
> to know about the games that were written by Accolade. A while ago
> I had baught one of their games at toys-r-us, and it wouldn't run.
> The screen would go black, and the two leds (L1 and L2) would blink
> alternately. Luckily, this happened before they changed their policy
> on software returns.. I got my money back, and the woman at the desk
> said "I guess it didn't like your computer." Interesting comment, I
> thought....
> I can't remember the name of the game off hand, but it was a flight
> simulator which simulated bombing missions (I forget from what war).
> Once these games are put into supercart. format, will they run on the
> 1200xl, or will they still be incompatable?
>
> Ray Courtois
>
> Bitnet: PHR140@URIMVS

A friend of my just bought a left over 1200xl and we too were concerned if it would work with the new supercarts....Wel we tried a few games and sure enough it worked like a charm. The only supercart we tried was Blue Max and it worked fine. The rest of the games we tried were the standard carts like Pacman etc. Hope this eases some of your concerns.

BTW anyone out there in NET LAND know if Commnet Systems the maker of Forem are still in existance?? I'm trying to purchase a version of Forem to run on the 8 bit but can't obtain a copy anywhere. I've been looking for messages on the net by Matthew Singer the author of Forem but have not seen any message from him either. Any help on this would be greatly appreciated.

Matt Hetman

1323. Re: Daisy-Dot II and 24-pin printers..

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-07 21:51:01 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8807072151.AA24296@mitre-bedford.ARPA>
Source record: 116727

Speaking of Daisy-Dot II, does anyone know if there is a version for 24-pin printers? I saw enough using 9-pin emulation on my 24-pin Fujitsu printer to conclude that I would LOVE to have a version of DDII that could use the full 24-pin resolution!!! As it is, the character height is a bit off, so pagination doesn't work right, and of course the resolution isn't quite as good as the inherent resolution in the 24-pin printer's internal Letter Quality font.

Maybe what I should really be asking is if anyone has a font editor for 24-pin printers like the Fujitsu or the Epson LQ-1500/2500? The two-pass printing probably isn't really needed, as the logic of the 24-pin printers accomplishes much the same thing in one pass using the finer pin spacing instead of carriage motions.

Then again, I'm probably the only kid on my block with a 24-pin printer on a $70 computer...

-John Sangster / jhs@mitre-bedford.arpa

1324. GIF

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-08 00:04:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8807080005.AA02654@ucbvax.Berkeley.EDU>
Source record: 116728

An Atari 8-bit GIF viewer is on CompuServe.
I haven't downloaded it yet, though.
If I should happen to download it (I don't have much use for it right now),
I'll try to uuencode it and post it.
I'm assuming that it's public-domain, since it's in their data libraries.
But then again, Antic has files in Compu$erve's data libraries and they're
not PD.

Don't look for me to post it soon, though. As I said above, I don't have a
use for it. Also note the substitution for 'S' in CompuServe a few lines
above :-)

1325. Re: XE supercarts. and compatability

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-08 00:13:54 UTC
From: jwt@atari.UUCP
Message-ID: <1088@atari.UUCP>
Source record: 116729

In article <8807060549.AA21464@ucbvax.Berkeley.EDU>, PHR140@URIMVS.BITNET ("Ray C") writes:
>
> Will the supercarts work on a 1200xl? I would especially like
> to know about the games that were written by Accolade. [...]

Yes, the cartridges should work on a 1200XL.

Just to make sure there were no problems, we had someone try the three Accolade titles (Hardball, Fight Night, and Ace of Aces) on a genuine 1200XL today, and they all worked.

Jim Tittsler, Atari Corp. {ames, portal}!atari!jwt

1326. Re: New cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-08 16:58:36 UTC
From: anderson@watdcsu.waterloo.edu
Message-ID: <4871@watdcsu.waterloo.edu>
Source record: 116730

Is there a modem program that will allow the use of the joystick ports to connect to a modem?

1327. Re: GIF

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-08 18:13:51 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <2036@ihlpm.ATT.COM>
Source record: 116731

> An Atari 8-bit GIF viewer is on CompuServe.
> ...

Could someone explain, just what _is_ GIF?

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1328. Re: XE supercarts. and compatability

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-08 22:52:51 UTC
From: neil@atari.UUCP
Message-ID: <1089@atari.UUCP>
Source record: 116732

Comnet Systems, makers of FoReM:

Comnet Systems
50 Eaton Road
Framingham, MA 017901

BBS: 817-877-8756

--
Neil Harris, Director of Product Marketing

UUCP: ...{hoptoad, lll-lcc, pyramid, imagen}!atari!neil
GEnie: NHARRIS, BIX: neilharris, CIS: 70007,1135, Office: 408-745-2160

1329. accounting systems

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-09 04:58:58 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <1571@usl-pc.UUCP>
Source record: 116733

```
-----------------------------------

Could some people recommend some inventory and/or cost accounting programs
for the 800?

-------------------------------------------------------------------------
John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/
-------------------------------------------------------------------------
```

1330. 130XE crashes

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-09 18:39:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8807091840.AA11251@ucbvax.Berkeley.EDU>
Source record: 116734

My 130XE will occasionally crash after about an hour and a half.
I don't think it's software.

Has anyone else ever had this problem? It just locks up. Nothing works.
If you've had the problem, what was the solution?

1331. Re: AlfCrunch archiving utility

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-10 02:07:21 UTC
From: euloth@dalcsug.UUCP
Message-ID: <509@dalcsug.UUCP>
Source record: 116735

In article <7012@cup.portal.com>, fireplace@cup.portal.com writes:
> The following is an ARC'd file containing AlfUnCrunch (DZ), AlfCrunch (LZ)
> and documentation. Are you sick of the horrible speed and bugs of ARC?
> AlfCrunch is a lightning fast machine language compression/archive utility
> that incorporates the Lempel-Ziv compression algorithm. It is much more
> efficient than ARC and the speed is stunning. It is clearly the sucessor
> to ARC on the Atari 8-bit series. ENJOY!
>
> --Ron fireplace@cup.portal.com "I'm not an actor,
> sun!portal!cup.portal.com!fireplace but I play one on television."

We have tried this and it is as it says VERY fast and much more compressed.
Here are the results we found : First is some timing in minutes and secs:

ARC ALFCRUNCH

TIME TO DECOMPRESS
SCREEN ON 5'50" 1'53"
SCREEN OFF 4'30" 1'50"

TIME TO COMPRESS
SCREEN ON 4'49" 1'47"
SCREEN OFF 3'50" 1'35"

FILESIZE in Sectors
ACTUAL 231 231
COMPRESSED 143 114

==========
ARC12.COM 93 ACRX12.COM 88

DZ.COM 27 LZ.COM 24

After this was tested on the 8 bit, the docs were separated and ALF'd into
its' own file. It was successfully dearc'd with the ST's UNARC.TTP which is
compatible with the latest compression routines found in the PKARC method found
on the IBM and the B version of ARC 5.21 for the ST and IBM. I haven't tried
the ARC 5.21B on my ST but will do so in the next day or so. Maybe we will
have something else to relate. For now it seems possible that the 8 bit
Atari computers now have a FAST compression method which is still compatible
with files available on the other Atari and the IBM machines.

The above results were tested by Bruce Fortier and myself of the NSACUG
which is the Nova Scotia Atari Computer Users group. Bruce did the tests
on his 8 bit and I tested the ALF'd file on my 520ST system.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

1332. Re: accounting systems

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-10 05:16:17 UTC
From: rich@lakesys.UUCP
Message-ID: <807@lakesys.UUCP>
Source record: 116736

In article <1571@usl-pc.UUCP> jpdres13@usl-pc.UUCP (John Joubert) writes:
>-----------------------------------
>
>Could some people recommend some inventory and/or cost accounting programs
>for the 800?
>

I believe that Peach Tree still has a package available for the
8-bit line of machine. In fact a friend of mine in Kentucky still
runs his entire business with it. He swears by it.

rich.....

UUCP: {uwvax}!uwmcsd1!lakesys!rich

--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

1333. ALFUNCRUNCH/ALFCRUNCH

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-11 16:42:00 UTC
From: HABKE@Uofmcc.BITNET
Message-ID: <8807111822.AA04434@ucbvax.Berkeley.EDU>
Source record: 116737

COULD SOMEONE PLEASE SEND ME THE ARC'D FILES FOR ALFUNCRUNCH & ALFCRUNCH
WHICH HAVE APPARENTLY BEEN POSTED TO THE NEWS GROUP BUT NEVER REACHED MY NODE
THANK YOU
BILL

1334. Re: alfcrunch ...

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-11 19:21:56 UTC
From: mcvey@sal8.usc.edu
Message-ID: <1111@nunki.usc.edu>
Source record: 116738

Puh-leeze
could you post the source code for the ALfcrunch program ?

I swear if you do so I will name the first puppy of my dog after you .

RUN DMC VEY

1335. Re: GIF

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-11 20:46:08 UTC
From: daryl@ihlpe.ATT.COM
Message-ID: <3116@ihlpe.ATT.COM>
Source record: 116739

In article <8807080005.AA02654@ucbvax.Berkeley.EDU>, SHAFFERJ@BKNLVMS.BITNET ("Jim Shaffer, Jr.") writes:
> An Atari 8-bit GIF viewer is on CompuServe.
> I'm assuming that it's public-domain, since it's in their data libraries.
> But then again, Antic has files in Compu$erve's data libraries and they're
> not PD.

Isn't it true that Compu$erve specifically states that information on its machines is NOT public domain? After all, if a few persons always post the good stuff from their libraries, no one has the incentive to subscribe.

Daryl Monge UUCP: ...!ihnp4!ihcae!daryl
AT&T CIS: 72717,65
Bell Labs, Naperville, Ill AT&T 312-979-3603

1336. Re: ALF and ALF**-1

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-13 20:43:05 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8807132043.AA03068@mitre-bedford.ARPA>
Source record: 116740

I never saw a posting of ALF. I'd like to get a copy of both ALF and its inverse also. Might be worth posting the whole thing if it's not too many kilobytes.

-John Sangster / jhs@mitre-bedford.arpa

1337. Re: modem & Joystick port

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-15 04:46:36 UTC
From: rich@lakesys.UUCP
Message-ID: <819@lakesys.UUCP>
Source record: 116741

In article <4871@watdcsu.waterloo.edu> anderson@watdcsu.waterloo.edu (G.Anderson - Computing Services) writes:
>Is there a modem program that will allow the use of the joystick ports to
>connect to a modem?

From what I remember from the older days, Keith Leidbetterc did
make a version of his Express program specifically for the MPP
series modems. The program was called MPP Express, and I had seen
it working, so I do know that it does indeed exist.

BTW. The MPP modems did use the Joystick port for the
communications link to the modem. With a little looking you
may be able to find it. I myself do not have a copy in the
proper format and disk, otherwise i'd send it to you.

rich.....
UUCP: {uwvax}!uwmcsd1!lakesys!rich

--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

1338. Help!

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-18 19:28:30 UTC
From: MIKEC@csp-a.prime.COM
Message-ID: <8807182107.AA13393@ucbvax.Berkeley.EDU>
Source record: 116742

Does anybody know where I can pick up a copy of The Pawn? I've tried all the usual mail order places and they are all sold out with no prospect for any new arrivals. While I'm at it, does anybody know why this is happening? Many thanks in advance.

Mike Curtis
mikec@csp-a.prime.com

Needless to say all opinions are mine.

1339. MIDI INTERFACE

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-19 07:54:41 UTC
From: root@ail.co.uk
Message-ID: <258@ail.co.uk>
Source record: 116743

Does anybody know where I can get a Midi Interface for an Atari
800XL (Preferably in the UK).

Rgds
Michael Vines

1340. VIRUSES

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-21 19:49:31 UTC
From: marge@vu-vlsi.Villanova.EDU
Message-ID: <1726@vu-vlsi.Villanova.EDU>
Source record: 116744
Cross-posted to:
comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple,comp.sys.ibm.pc,comp.sys.mac

THIS IS A PLEA FOR HELP!!!!!

If anybody has ANY infromation on Computer Viruses, Immunizations, etc.,
please forward the infromation.

I am working on a senior project on computer viruses. I would like to try
to write an immunization program, however, I cannot obtain enough information
from published literature to do so.

How do viruses work inside the computer. What are some present methods of
detection? Are there any public domain immunization programs available?
Where? Somebody wrote in one article that one could write a virus using the
pc-dos appendices as reference...I looked this up and was not too successful...
how do I do this?...What was meant by this? What are some infected programs
which were available? What is the SCORES virus? How about VirusX?, etc...

Thank you,
Marge Luecke
Senior EE, Villanova University

P.S. I can be reached several ways:

1. This computer system.

2. FAX:
(609) 723-8461

(USA)

3. Mail:
Marge Luecke
980 Wakeling Street or Dept. of EE
Philadelphia, PA 19124 Tolentine Hall
USA Villanova University
Villanova, PA 19085
USA

4. PHONE:
(215) 645-4970 Day
(215) 537-9633 Evening

1341. Terminal set-up

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-22 10:05:07 UTC
From: melnik@topaz.rutgers.edu
Message-ID: <Jul.22.06.05.02.1988.6915@topaz.rutgers.edu>
Source record: 116745

I have an atari 800xl and a rs232 modem which I recently bought.
I am trying to find the *right* communications package to use with
this set-up. In my humble opinion it should be able to emulate a dec
with 80 columns, it should also be able to handle my modem without
me having to write any new handlers. I have been considering the omnicom,
but I would prefer the true 80 column board, atari came out with, if there
is suitable software for it. I dont have much experience with the atari
and in such dont even know how to connect the modem yet.
I would greatly appreciate any help or recomendations.
--
----------\ ___
/ \ /__ | /|/| C/O Melnik@Topaz.Rutgers.Edu
| | // || /_ | Rutgers!Topaz!Melnik
/ | ||__// //!/||
/ \ ___/ FER // ||ELNIK
/--\
-= \
_ \ If you would be powerful, pretend to be powerful. HT
/___|
\ There are few sorrows, however poignant, in which a
~^ good income is of no avail. LPS
\ \
\-----____/ Living well is the best revenge. RM

1342. Pawn for 8 bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-22 18:15:42 UTC
From: Jack_Mason@CSC03.CEO.DG.COM
Message-ID: <36.013261@adam.DG.COM>
Source record: 116746

Re the question on why Pawn is no longer in stock, according to two wholesalers, it has been discontinued. Maybe another letter writing campaign would help?
By the way, this cry by publishers that too much piracy on the Atari is hurting is all relative. There are far more pirates on the Commodore 64, its just that there are far more Commodore 64s, so the publishers still see what they consider decent sales. There are no copy protection schemes that work on the Commodore!!

1343. Alfcrunch vs ARC vs Diskcom

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-23 02:37:44 UTC
From: euloth@dalcsug.UUCP
Message-ID: <514@dalcsug.UUCP>
Source record: 116747

Here is a copy of a message I found on a New York BBS :

From: FORSTER@cs.u

EVALUATION OF ARC, DISK COMM, AND ALFCRUNCH

by

Marty Albert

June 9, 1988

Well, here we go again. Another comparison of file compression systems for the Atari 8-Bit Computers. Frankly, the way things look from here, this may very well be the last such comparison done by me. (what's that? cheering?!?)

This time, I've taken a look at ARC/ARCX 1.2, Disk Comm 3.2, and the new AlfCrunch 1.2 that has just started showing up. I've taken a very close look at them in fact, and I had more than a few surprises!

First, let's see the test data, them my own editorial comments.

Test Setup

All tests were done on the following system:

256K 800XL
1-1050 with US Doubler
1-meg MIO
SpartaDOS 3.2d

All of the source files were on the 1050 and the compacted files were written to the MIO RAM-Disk during creation. For recovery, the compacted files were on the MIO and the recovered files were written to the 1050.

In all cases, the high speed option was enabled.

In all cases, the computer was re-booted to get rid of all excess memory use between each creation and recovery.

Recovery was always to a freshly formatted disk.

The files use as source files were:

SAVEd BASIC ------- 12078 bytes
Binary Load ------- 13054 bytes
Compiled T-BASIC -- 11877 bytes

ASCII Text -------- 8740 bytes
Atari Font -------- 1024 bytes
Virtuoso Show ----- 6528 bytes
MI Picture -------- 7684 bytes
Daisy-Dot Font ---- 2307 bytes
KOALA Picture ----- 1881 bytes
RLE Picture ------- 6550 bytes

TOTAL 71723 bytes

All byte counts were based on the numbers provided by the SpartaDOS 3.2d directory listing.

Times were kept with a stop-watch and are as accurate as possible. Allow a +/- 3 seconds to the times.

On ARC/ARCX and on AlfCrunch, the screen was OFF to speed up the processing. They were also run from a SpartaDOS BATch file and/or the command line input feature.

On Disk Comm, the entire 256K of the 800XL was used.

Test Results

The following chart is the results that I got with the test:

PROGRAM TTM TTR SIZE % CHANGE ERRORS

ARC 7:01 6:07 55630 -22.44% none

AlfCrunch 1:37 0:57 50541 -29.53% none

Disk Comm 3:53 1:36 66416 - 7.40% none

Evaluation of Tests

ARC/ARCX

Well, no big surprise here. ARC is slow, but does a wonderful job of compression. The compression of the files is not really all that big a deal for the local BBS, but for an on-line pay service like GEnie or CompuServe, that can be *very* important! Again, I failed to get the damage to the recovered files that has been so often reported. But, this is all old news.

Disk Comm

Again, nothing much different here, either. Disk Comm is much faster than ARC, but doesn't do much in the way of compaction. For the occasional boot disk, Disk Comm is probably the best way to go, but more on that later in my editorial comments.

AlfCrunch

All I can say is WOW! I've always said to those that don't like ARC that as soon as something better comes along, I'll go for it. Well, here it is! Not only is AlfCrunch faster than ARC/ARCX, it's *faster* than Disk Comm! And, to sort of add insult to injury for Disk Comm, AlfCrunch even compresses *better* than ARC!

After I saw the above results, I went back and used AlfCrunch on many more files, 40 all told, and did not not get a single damaged file. I tried all sorts of files ranging from long BASIC XE programs to tiny little data files. They all worked fine after being processed and recovered.

It looks very good, but again, more on that later.

Editorial Comments

DISCLAIMER

The comments here are my own. They are NOT the official position of anyone or anything except myself, nor should they be read as anything but opinion based on the above tests.

I've always liked ARC. It may be slow, but it's good. Perhaps that's because as a SysOp on GEnie, I'm more aware of the costs in dollars for downloading big files.

I also like Disk Comm. It's easy to use, reliable, and fast. It also does at least a little compaction, which is more than can be said for the other boot disk systems. I've never been happy with the light compaction, though, and I still think that a better way can be had.

So, along comes AlfCrunch. At first, I thought it to be just another cute toy that someone had done. Was I ever wrong! When I ran the tests (by the way, AlfCrunch was the last one I tested), I was shocked by the speed. As you can see, AlfCrunch is far faster than Disk Comm. At that point, I figured that the compression would be light. When I did the directory and saw the byte count, I just knew that SpartaDOS had just shown me some hidden bug. I tried it a few more times, with the same results, and the file recovered into the right number and size of files, and they all worked!

Needless to say, I was blown right out of the water!

Then came the neat part.

My ARCVIEW program works on the AlfCrunched file! I get some garbage characters in there, but it works. I think (not sure!) that this is due to the file header used. That remains to be seen for sure, though.

The bottom line is this:

For boot disks, keep on using Disk Comm. It's the best that we have right now. I'd like to see better, but who knows?

For the files that you've been ARC'ing, have a look at AlfCrunch. As you can see, it seems to be far superior to anything else now available.

One note about AlfCrunch. The DOCs are *very* complete, except that the author's name/address info is skimpy. What shows up in the DOCs is:

Alfred
Programmer's Aid BBS
(416) 465-4182

I'd like to know just who this guy is!

So, Alfred, if you're reading this, let us know who you are!

Marty Albert
GEnie Atari 8-Bit RT SysOp
GEnie Mail address --- MARTY.A

Suite 6-216
Box 4005
Carmichael, CA
95609-4005

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

1344. Re: Terminal set-up

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-23 21:27:04 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3473@bsu-cs.UUCP>
Source record: 116748

In article <Jul.22.06.05.02.1988.6915@topaz.rutgers.edu>, melnik@topaz.rutgers.edu (Ofer Melnik) writes:
> I have an atari 800xl and a rs232 modem which I recently bought.

Congratulations. Welcome to (the beginnings of) the world of dialup!

> I am trying to find the *right* communications package to use with
> this set-up. In my humble opinion it should be able to emulate a dec
> with 80 columns, it should also be able to handle my modem without
> me having to write any new handlers. I have been considering the omnicom,
> but I would prefer the true 80 column board, atari came out with, if there
> is suitable software for it.

A lot of people may repeat this or offer different opinions, but in MY opinion, the *very best* DEC-emulating, 80-column program is John Dunning's port of Kermit65 (originally from the -cough- C64, I believe). Advantages are that you can toggle screen display mode between 40 columns (standard Atari GRAPHICS 0) which can "scroll" horizontally to 80 columns, and a software 80-column-emulation mode. Terminal emulation can be VT52, VT100 (the *best* I've used, better than VT10-squared, Omnicom, Chameleon), or "none" (dumb ASCII). Kermit file transfer is supported quite nicely. Dis-advantages: no way to "ASCII capture" a terminal session, "Print screen," or perform other file-transfer protocols besides Kermit. I don't find those to be even minor annoyances, since I never use those features anyway, but Oyou should be fully informed. Other netsters feel free to add to this commentary.

Kermit65 looks for an "R:" device driver, functionally equivalent to Atari's original R: handler for the 850 Interface, but this does not LIMIT YOU to using the 850 Interface. Any driver that LOOKS like the original driver to Kermit65, will work; I've used it with an SX212 modem connected directly to the SIO bus, using the RVERT212 handler, and I've seen references on this net to people using it with an XM301 modem and appropriate handler.

> I dont have much experience with the atari
> and in such dont even know how to connect the modem yet.
> I would greatly appreciate any help or recomendations.

This depends pretty much on what kind of modem you have. If you were to use the Atari SX212 modem, it has an SIO jack and can be connected to the end of your normal peripheral-devices "daisy chain." You'd then have to obtain the RVERT212 handler and load it into memory before loading Kermit65 or whatever terminal program you decide upon. (RVERT212 can either be loaded as a sepa-rate file, or can be prepended to your terminal program to make one BIG file.)

If you have a modem other than the SX212, you will need some sort of hardware interface unit to make the Atari capable of speaking RS232, and vice versa. (In the SX212, this is basically "built in," is all.) Such interfaces include, but are not limited to, the original Atari 850 Interface Module (I use this), the P:/R: Connection (I've helped install one), and a couple of other things whose names escape me -- perhaps you readers can assist!

Good luck on whatever you come up with; once you get it set up it all looks really simple in retrospect!

Chris Chiesa
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1345. Message

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-25 04:26:00 UTC
From: LISTSERV@MARIST.BITNET
Message-ID: <8807250629.AA10402@ucbvax.berkeley.edu>
Source record: 116749

```
Error 2013 from LSVFWR1 while logging mail for INFO-A8 into INFO-A8 88-00369
I. An incomplete copy of the message might be present in the notebook. List
is being held with current mailing being postponed. Your file (0893) has
been transferred to HARRY@MARIST.
```

1346. digitizing

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-29 07:57:02 UTC
From: python@pnet01.cts.com
Message-ID: <3255@crash.cts.com>
Source record: 116750

Latetly, i have been trying to create a digitizing program that uses the pots as input. But, I cannot seem to locate a way to output the stored data to the T.V. speaker
and would appreciate if someone could illustrate how. Also, there was a program a couple of years back for digitizing sound in Analog or Antic and was wandering if anybody could tell me the magizine title and issue number.

thanks in advanced,
Greg Scribner

1347. Alfcrunch

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-30 12:54:39 UTC
From: euloth@dalcsug.UUCP
Message-ID: <519@dalcsug.UUCP>
Source record: 116751

I have had several requests to send the binaries of the Alfcrunch
program, and have been able to do so for several of them. However
I have had no luck sending to this person. :

>From: HABKE@ccm.UManitoba.CA
>
>Subject: alfuncrunch/alfcrunch
>
>The above mentioned programs somehow have not been able to reach
>bitnet or xerox net.
>
> My attermpts to reach ron at fireplace@cup.portal.com have failed.
>Would it be to much to ask that you repost the above programs in arc"d
> Thanking You in advance
>Bill

CAn anyone send to him? Or would it be better to have the original
reposted? Say, it has been asked before, but is there something like
the ST archives anywhere for 8 bit software on the nets?

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

1348. Need help with P-R Connection and Syncalc upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1988-07-30 21:31:14 UTC
From: rmrin@inuxh.UUCP
Message-ID: <668@inuxh.UUCP>
Source record: 116752

I recently bought a P-R connection
to use with an AT&T 4000 modem I had
lying around. Unfortunately, when I
fire it up with my brand new 130XE
(new to me anyway, I don't know how
long it's been in the box at the
dealers) I get the diagnostic "turn
on the 850". This also happens sometimes
but not always when I use the machine
with my original 800XL. It appears
the P-R Connection is not talking
to the 130XE politely enough. Can
anyone make a suggestion?
Also, when I went for the 130XE I also
ordered an upgrade of Syncalc as I
understood the later version would use
the expanded memory. Unfortunately, the
new discs show the initial trademark but
will not load the program. Any help
here? Thanks, Dick Rickert AT&T INDY

--

Dick Rickert AT&T Consumer Products Laboratory

1349. Re: Need help with P-R Connection and Syncalc upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-01 13:12:32 UTC
From: parsons@engr.uky.edu
Message-ID: <2609@ukecc.engr.uky.edu>
Source record: 116753

```
Dick, Have you tryed puting the
P-R Connection in line first ?
as for Syncalc on the 130xe try
typeing "key off" before loading
the program.
hope that helps.

Greg Parsons
```

1350. Re: digitizing...

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-01 19:52:00 UTC
From: PHR140@URIMVS.BITNET
Message-ID: <8808011956.AA13722@ucbvax.berkeley.edu>
Source record: 116754

The only way that I can think of to get the digitized sound
to come out of the tv speaker is to hook a d/a converter up to the
joystick ports (set up the pia for output) and hook the output of the
d/a converter to the audio input on the serial cable (pin 11, I think).
Alternatly, you could try to use the data to drive the amplitude of
one of the sound chanels, if you know the aproximate frequency of the
sound you are tring to digitize. This would only work if the frequency
of the sound does not change much..
I had tried to digitize sound through the pot inputs once before, but
it never worked quite right. Where did you see the article that said
how to do it?? I would be interested in reading it..

Ray Courtois

Bitnet: PHR140@URIMVS

1351. Re: digitizing

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-01 22:05:08 UTC
From: maverick@cl2devy.SGI.COM
Message-ID: <18300@sgi.SGI.COM>
Source record: 116655

I haven't played with sound stuff in awhile, but as I recall, you can output sound using "noise only" through POKEY. When you use noise only, the volume bits determine the position of the TV speaker directly. I'm pretty sure you could play digitized sound this way if it has enough bits of precision for you... Now that I think of it, it's called "volume only." You just have to set a bit in AUDCTL.

Steve Whitney (I have no signature file yet... maybe someday.)

1352. Re: digitizing...

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-02 09:56:42 UTC
From: python@pnet01.cts.com
Message-ID: <3260@crash.cts.com>
Source record: 116656

The article was in and old Analog or Antic that my friend had. However, when I wanted to borrow the article from him recently, he could not locate it.
The program that went with the article supposedly let you digitize sounds through a microphone, hooked up to the joystick port, and then allow the sound to be played through the T.V. speaker.
Anyway, how much do 8-bit d/a's go for these days, or would it be more economical to by the Parrot II from Alpha systems?

thanks,
Greg Scribner

1353. Re: digitizing

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-02 18:48:41 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3534@bsu-cs.UUCP>
Source record: 116657

In article <18300@sgi.SGI.COM>, maverick@cl2devy.SGI.COM (Steve Whitney) writes:
>
> I haven't played with sound stuff in awhile, but as I recall, you can
> output sound using [volume only] through POKEY. When you use noise only,
> the volume bits determine the position of the TV speaker directly. I'm
> pretty sure you could play digitized sound this way if it has enough
> bits of precision for you...
>
> Steve Whitney (I have no signature file yet... maybe someday.)

Yes, Steve, it CAN be done, and HAS in fact been done. I have several programs on my 800 that play snatches of digitized music through the TV (monitor) speaker: the Kinks' "You Really Got Me" (sic), and Huey Lewis' "Back In Time", to name just two. The resolution is pretty limited (a scale of 0-15), which results in severe audio "clipping" (i.e. non-linearity, i.e. "staticky" or "noisy" sound), but there's no difficulty in identifying what is being played.

I, too, would be interested in a reference to the magazine article that inspired the original poster; i.e. if I can digitize at home with simple electronic components, I'd love to know how!
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1354. AlfCrunch source code

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-03 05:03:53 UTC
From: rich@lakesys.UUCP
Message-ID: <928@lakesys.UUCP>
Source record: 116658

[]

Is the source code available for AlfCrunch.

If they are, is it possible for some kind soul to foward them
to me, as we have quite a few members in our local Users Group
that are most interested in them.

many thanks

rich.....
UUCP: {uwvax}!uwmcsd1!lakesys!rich

--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

1355. 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-03 22:03:00 UTC
From: mikey@resrch.MoliEnergy.BC.CA
Message-ID: <580@resrch.MoliEnergy.BC.CA>
Source record: 116659

I am looking for a diagnostics diskette for the atari 1050 drive. I have posted in Canada only, to no avail. Anyone out there know of such a beast?? Email or post, any help would be appreciated.

mikey@resrch
Michael McPeak
Moli Energy Ltd.
3958 Myrtle St.
Burnaby B.C.
Canada V5C 4G2

1356. Re: Re: digitizing...

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-04 00:41:26 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270001@hpclkms.HP.COM>
Source record: 116660

/ hpclkms:comp.sys.atari.8bit / python@pnet01.cts.com (Greg Scribner) / 12:57 am Jul 29, 1988 /

> Latetly, i have been trying to create a digitizing program that uses the
>pots as input. But, I cannot seem to locate a way to output the stored data
>to the T.V. speaker
>and would appreciate if someone could illustrate how. Also, there was a
> program a couple of years back for digitizing sound in Analog or Antic and
>was wandering if anybody could tell me the magizine title and issue number.
>
> thanks in advanced,
> Greg Scribner

This is all from the top of my head, but what you are looking for is the volume only bit in the audio control registers. It lets you specify 3(4?) bits of D/A resolution. The A/D converters used with the paddles provide 8 bits of resolution, and their fastest conversion time is 2 scan lines.

Of course, if you don't have "Mapping the Atari", and the Atari Tech Notes, you should get them immediately. De Re Atari is also very worhtwhile.

Good luck. If you need more information, you can reach me at:
ken%hpclkms@hplabs.hp.com

Kenneth Sumrall

1357. Atari Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-04 20:45:44 UTC
From: brett@pigpen
Message-ID: <2966@umd5.umd.edu>
Source record: 116661

I have seen a few messages posted here about some of the old Atari manuals, and if anyone wishes to buy mine, I would be happy to sell them. I use to program on the 800 in assembly language, but I have moved up to a 68000 and only use the 8bitter to play some Lucasfilms games and M.U.L.E.

I have the Technical Notes (Hardware Manual, OS Manual, and OS Source code),
De Re Atari "All About Atari",
Atari Assembly Manuals
Inside Atari DOS which has the source code to DOS 2
along with the last four years of Antic and ANALOG magazines, but I think I will hold on to them, unless someone really wants them.

The prices for this stuff, well, I don't really need it and if it would help someone else, all the better. I guess a small fee for shipping them out and a few dollars would be enough. I am not trying to make money off of this, just trying to let others get some good use out of the manuals, as I did.

- Brett

__ __ _ __ _
| || | / || || \ Brett S Bourbin
| || || || || | INTERNET: brett@PIGPEN.UMD.EDU
| || || || || |
_||_/ |__||__||__| Instructional Computing Programs
College Park

1358. 3D Stars Demo

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-04 20:54:56 UTC
From: brett@pigpen
Message-ID: <2967@umd5.umd.edu>
Source record: 116662

I wrote an article for ANALOG a few months back, about a 3D starts program that make a display something like the Star Trek opening scene with stars flying at you. Well, to make a long story short, they said that this type of article would not appeal to a large number of their readers, and sent it back.

What is the policy for posting source code, (it is in assembly language and is very small) and binaries (even smaller 8^)) to the 8 bit net? I would be happy to release it into the public domain and at least let people see it.

BTW - was ANALOG right? Is this a topic which would not interest 8bitters?

- Brett

__ __ _ __ _
| || | / || || \ Brett S Bourbin
| || || || || | INTERNET: brett@PIGPEN.UMD.EDU
| || || || || |
_||_/ |__||__||__| Instructional Computing Programs
College Park

1359. Re: 3D Stars Demo

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-05 04:31:21 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3574@bsu-cs.UUCP>
Source record: 116663

In article <2967@umd5.umd.edu>, brett@pigpen (Brett S Bourbin) writes:
>
> I wrote an article for ANALOG a few months back, about a 3D starts program
> that make a display something like the Star Trek opening scene with stars
> flying at you. Well, to make a long story short, they said that this type
> of article would not appeal to a large number of their readers, and sent it
> back.

In words of one syllable "F*ck 'em." ANALOG obviously has their collective
head inserted in a difficult-to-reach anatomical orifice.

In other words, *I* would like to see it, as will probably every other
"Atarian" in this area. My friend, reading over my shoulder, confirms HIS
agreement...

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1360. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-05 12:47:00 UTC
From: PHR140@URIMVS.BITNET
Message-ID: <8808051254.AA15304@ucbvax.berkeley.edu>
Source record: 116664

If you need a 1050 diagnostic disk, you might try American TV (technavision) in california. I know they have all of the manuals, and diagnostic cartriges, but I am not sure about disks. They advertize in both analog and antic. I hope this helps..

Ray Courtois

Bitnet: PHR140@URIMVS

1361. Indus power supply

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-05 20:36:47 UTC
From: mcli@ur-tut
Message-ID: <2371@ur-tut.UUCP>
Source record: 116665

Hello everyone,

My brother is looking for a replacement for a burned out Indus GT diskdrive power supply. Does anyone have an extra one or know where to obtain one?

Thanks,

Maurice

1362. Digitizing article

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-06 08:57:07 UTC
From: python@pnet01.cts.com
Message-ID: <3276@crash.cts.com>
Source record: 116666

I was talking to my friend tonight about that article and managed to come up with the Magizine, year and title. According to his memory it was in a 1984 Antic and the title was "Talk is Cheap".I would appreciate if anyone with access to the 1984 back issues of Antic to post the exact issue in which it appears.

thanks in advance,

Greg Scribner

1363. digitizing available

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-06 11:05:36 UTC
From: conklin@eecae.UUCP
Message-ID: <10562@eecae.UUCP>
Source record: 116667

A friend of mine has built the device you have been
describing and nominally sells it (it was some time ago but
he likely has some units left.) It was called the Vigitizer,
and came complete with software that allowed you to record,
playback, modify the buffer, etc.

Last I knew, mike and all it ws $30. I don't believe they've been
"trying" to sell things in some time but if anyone's interested
I can try and hook you together.

Terry Conklin
conklin@egr.msu.edu
ihnp4!msudoc!conklin

P.s. I believe that the kinks demo mentioned that has been long
available was created with this unit. In fact, at my house,
15 minutes before a demo to a local users group... It was the
first thing to come up on the reel-to-reel!

1364. Re: 3D Stars Demo

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-06 20:04:10 UTC
From: davodd@bsu-cs.UUCP
Message-ID: <3591@bsu-cs.UUCP>
Source record: 116668

I can barely stand ANALOG anymore. Especially since the mag
got bought out by Mr.
porno himself, Larry Flint. ick.

1365. Landing the plane in Blue Max

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-07 01:05:07 UTC
From: peter@unm-la.UUCP
Message-ID: <789@unm-la.UUCP>
Source record: 116669

My 5-year old son recently got the new 8-bit cartridge Blue Max.
It's a good game for his Atari 800 XL, but he has had trouble
landing it according to the instructions. I also have trouble.
After pressing the joystick button, the plane sometimes can
land and sometimes can't. What's wrong? Thanks in advance.
--
Bill Peter wkp@lanl.gov.arpa
Los Alamos National Laboratory ihnp4!lanl!wkp

1366. Re: Landing the plane in Blue Max

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-07 06:39:19 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3592@bsu-cs.UUCP>
Source record: 116670

In article <789@unm-la.UUCP>, peter@unm-la.UUCP (bill peter) writes:
< My 5-year old son recently got the new 8-bit cartridge Blue Max.
< It's a good game for his Atari 800 XL, but he has had trouble
< landing it according to the instructions. I also have trouble.
< After pressing the joystick button, the plane sometimes can
< land and sometimes can't. What's wrong? Thanks in advance.
< --
< Bill Peter wkp@lanl.gov.arpa
< Los Alamos National Laboratory ihnp4!lanl!wkp

I believe, Bill, that you must slow all the way down (to 100 mph, is it?)
before the plane will land safely. I.e., you press the joystick button,
the "speed" readout starts dropping, and you can land safely only after
it STOPS dropping and "bottoms out," as it were. Try that.

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1367. Re: Landing the plane in Blue Max

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-07 09:36:14 UTC
From: python@pnet01.cts.com
Message-ID: <3282@crash.cts.com>
Source record: 116671

If my memory serves me right, the plane has to be at a certain altitude when approaching an air strip and then you have to press the fire button to lower your landing gear. Also, I believe it prints out somewhere on the screen that your landing gear is down when the latter procedure is correctly done. Hope this helps.

later,

Greg Scribner

(Of course this whole message could be a the product of a deranged person, but hopefully it's not.)

1368. CENTRONICS interface for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-07 22:35:42 UTC
From: alderaan@netmbx.UUCP
Message-ID: <1146@netmbx.UUCP>
Source record: 116672

Hi there,

does any body know if there is a CENTRONICS interface for the 8bitters avai-
labe ? Would write driver/handler software on my own ...

--

alderaan
OP RKOpdp (RSTS/E)
FB Mathematik/Informatik
RKO Berlin

Dieffenbachstrasze 60-61
1000 Berlin 61

1369. For Sale: Atari 800 Computer System

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-07 23:40:49 UTC
From: chris@cooper.cooper.EDU
Message-ID: <1363@cooper.cooper.EDU>
Source record: 116673
Cross-posted to: comp.sys.atari.8bit,misc.forsale,ny.forsale

```
For sale: Atari 800 Computer
with: Atari 410 Cassetter Recorder
Atari 1027 Letter Quality Printer
Atari Joystick
Dust covers

Software: Atari Writer Wordprocessor
Atari BASIC
Atari Chess
Atari TouchTyping program
ALL Original documentation & Manuals

All equipment and documentation in pristine condition.
A nice word processing system for the beginner.
Please e-mail offers to:

chris@cooper.cooper.edu
cmcl2!cooper!chris
philabs!phri!cooper!chris

Or phone (203) 452-1522 and leave a message.

Thanks,
Chris Lent
chris@cooper.cooper.edu
```

1370. Food Fight Cart for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-08 05:52:44 UTC
From: euloth@dalcsug.UUCP
Message-ID: <524@dalcsug.UUCP>
Source record: 116674

```
=>From : Edward Mathews
=>Subject : #3300 CD-Rom
=>
=>Re: 8-bit atari. I just bought Food Fight last week. Copyright 1988.
=>I believe it is better than the 7800. Cartridge. $20.
=>
Has anyone else seen this one and can offer comments?

--
*******************************************************************************
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut************************************************************
```

1371. Re: CENTRONICS interface for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-08 16:35:52 UTC
From: aegnor@bsu-cs.UUCP
Message-ID: <3596@bsu-cs.UUCP>
Source record: 116675

Yes, there *ARE* Centronics interfaces out there, ie. Centronics Parallel, you do not specifically say Parallel, but I assume (no flames for assumption please...) if that is what you mean, here is what I know of for the Atari 8-bit series. I own an 800XL, 1050 Drive, Color monitor etc...

*NOTE: all of these work by being hooked to an Atari computer by using the SIO port via SIO cable.

To list: 850 interface 1 Parallel, 4 RS232. The parallel will hook up to a Centronics printer, I know I *own* both the 850 and an Epson RX-80 Centronics Parallel printer.... The 850 is still available used and *NEW* look in ANTIC and/or Analog (groan...) for the whereabouts of said 850...

Printer Connection, 1 Parallel port for hooking up to a Centronics Parallel printer.

P/R Connection, 1 Parallel, 1 or 4 RS232 ports similiar I have heard to the 850 but I have never seen one.

The 850 is made by Atari, the Printer Connection and P/R Connection are made by ICD Corp. out of Illinois. I was going to buy a P/R connection till I found a place in California that sold 'Like New' 850's for 89.00, have had mine for over 4 months with no problems, and none are forseen... If you want the address of the place I bought my 850 let me know, I can even dig up the address(s) of the places of the other places that sell the P/R and Printer Connection... (B and C Computervisions is where I bought the 850.)

Disclaimer: I do not work for 1)Atari, 2)ICD or 3)B & C, I am just a happy customer of 1 and 3, and am trying to help a fellow Atarian.
[Happy net.gods!?]

Sincerly,

David C. Powell
M.I.S. Junior
Ball State University
Muncie, Indiana

-David Powell :aegnor@bsu-cs.UUCP----------
| \/ President :UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!aegnor |
| /\etwnk Inudstries, Ltd. : |
-"If it doesn't work, we DIDN'T do it!"----------

1372. Re: 3D Stars Demo

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-08 16:38:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880808163853.3.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116676

Date: 5 Aug 88 04:31:21 GMT
From: bsu-cs!cfchiesa@iuvax.cs.indiana.edu (Christopher Chiesa)
[...]
In other words, *I* would like to see it, as will probably every other
"Atarian" in this area. My friend, reading over my shoulder, confirms HIS
agreement...

Me too. Please post it.

1373. Re: 3D Stars Demo

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-08 17:29:32 UTC
From: dgy@sigmast.UUCP
Message-ID: <577@sigmast.UUCP>
Source record: 116677

In article <2967@umd5.umd.edu> brett@pigpen.UMD.EDU (Brett S Bourbin) writes:
>
>I wrote an article for ANALOG a few months back, about a 3D starts program
>that make a display something like the Star Trek opening scene with stars
>flying at you. Well, to make a long story short, they said that this type
>of article would not appeal to a large number of their readers, and sent it
>back.

When I first subscribed to ANALOG, way back when, they had very good technical articles of all kinds. Even the games gave you good insight into the workings of the machine, as they always published the source. Writers like Tom Hudson, Brian Moriarty, Kyle Peacock, and others who I cannot think of offhand really gave the magazine a lot of technical depth. When those people left, the people who took over did not seem interested in anything but adventure games, BASIC versions of old board games, and gossip. As a result, I let my subscription lapse about 2 years ago. I have not seen anything in that time to make me regret my decision.

My advice to you is to submit it to ANTIC. I sent ANALOG a Dvorak keyboard handler program about 3 years ago. They rejected it, saying it was "too technical and would not appeal to our readers." I then published it in our local newsletter. Well, it got reprinted in some other newsletters, which flattered me, and then ANTIC saw it and asked me to submit it to them (!). I did, and it got published in April of '87. I'm not saying this to brag, I'm just showing that what might be worthless to some people might be worth enough to others that they will come looking for it.

Of course, given ANTIC's overly-protective redistribution policies, it might be better for us if you posted it. Then again, ANTIC pays better ... :-)

--
Dave Yearke, Sigma Systems Technology, Inc.
5813 Main St, Williamsville, NY 14221
...!{sunybcs,ames!canisius}!sigmast!dgy

1374. Re: 3D Stars Demo

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-08 21:15:34 UTC
From: ss6349@leah.Albany.Edu
Message-ID: <914@leah.Albany.Edu>
Source record: 116678

In article <19880808163853.3.JRD@MOA.SCRC.Symbolics.COM>,
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>
> Date: 5 Aug 88 04:31:21 GMT
> From: bsu-cs!cfchiesa@iuvax.cs.indiana.edu (Christopher Chiesa)
> [...]
> In other words, *I* would like to see it, as will probably every other
> "Atarian" in this area. My friend, reading over my shoulder, confirms HIS
> agreement...
>
> Me too. Please post it.

I would also love to see this......

--
Internet : SS6349@leah.albany.edu	The views expressed above
Steven H. Schimmrich	are not necessarily those
Department of Geological Sciences	of a sane, rational human
State University of New York at Albany	being.

1375. Re: (Parallel) Centronics (Printer) ports for the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-09 19:26:54 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8808091926.AA09370@mitre-bedford.ARPA>
Source record: 116679

I agree, the best known choices are Atari's own 850 interface, usually sold for $109 but apparently available used for $89 if you are lucky, and the ICD P:R:Connection. There's also one called the ApeFace, which is strictly a parallel printer port. The Atari 850 indeed has 4 serial ports as well, and the P:R:Connection has two of them.

I have seen at least one disk drive (the Trak) that has a built-in printer port. I think others (Supra) may also.

For all of these, the built-in P: driver and the LPRINT command in BASIC work perfectly normally. You would not have to mess with writing a custom driver.

Finally, a lot of people have built up their own interface to run a printer off the joystick ports. These are basically the Data lines of a PIA chip, and can be programmed to be outputs, although they are normally set up as the joystick inputs. I haven't seen the details, but the trick will be to derive a strobe line to tell the printer to read the data. It has been done, so if you can think up a scheme or find out how others have done it, you can build an interface with almost no parts in it, i.e. just the logic for the strobe. For this approach, you WILL need to write a driver, and if you do it right, the method should look like a normal P: device to the calling programs, including BASIC, meaning that LPRINT will still work. Of course, you would probably have to unplug the joysticks, or at least provide a switch to select joysticks or printer.

-John Sangster / jhs@mitre-bedford.arpa

1376. Game Design Books

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-14 13:55:46 UTC
From: ray@madnix.UUCP
Message-ID: <249@madnix.UUCP>
Source record: 116680
Cross-posted to: rec.games.video,rec.games.programmer,comp.sys.atari.8bit

After just reading a second hand copy of "The Art of Computer Game Design, Reflections of a Master Game Designer" by Chris Crawford, I wonder are there any other books of this type out there?

Most of this book was extremely dated to the 1984 video game market. However, a couple of the chapters in the middle were quite informative. Chapter 5, "Design Techniques and Ideals", discusses what Chris Crawford considers critical design principles in designing computer games.

Throughout the book he discusses his greatest software releases. I purchased and play "Eastern Front", but what is this "Excalibur", "Legionnaire" and "Gossip"? Are these titles something I should look for or weren't they worth a look?

Ray Hill
ray@madnix
--
UUCP: {harvard|rutgers|ucbvax}!uwvax!nicmad!madnix!ray
{decvax|att}!

1377. Re: Game Design Books

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-15 15:16:57 UTC
From: lupin3@ucscb.UCSC.EDU
Message-ID: <4517@saturn.ucsc.edu>
Source record: 116681
Cross-posted to: rec.games.video,rec.games.programmer,comp.sys.atari.8bit

```
+-In article <249@madnix.UUCP>, ray@madnix.UUCP (Ray P. Hill) wrote:-
|
|
| After just reading a second hand copy of "The Art of Computer Game Design,
| Reflections of a Master Game Designer" by Chris Crawford, I wonder are there
|
+----------
A.K.A. "Reflections of a God"... he has an ego larger than, oh, Mr. T.
+----------
|
| Throughout the book he discusses his greatest software releases. I purchased
| and play "Eastern Front", but what is this "Excalibur", "Legionnaire" and
| "Gossip"? Are these titles something I should look for or weren't they worth a
| look?
|
| Ray Hill
| ray@madnix
|
+----------

As you commented (edited out) about how the book was dated, yes, so are the
games. Excalibur was released not by Atari, but by that same company that
destributed the sequel to Caverns of Mars and Karnov's (wrong name, and no
it's not Pavlov's, it's some canine pun name) Dogs (the company that distributed
Atari games that people wrote but no one else would sell). Gossip was never
finished to my knowlege (and would not have had much of an audience had it been
released) and I've never heard of Legionnaire; though even now that I have I'm
not terribly excited about it.

--
/|\ /|\ .. . . . . . . . . . .
| |\| |\| .. . . . . . . . . . .
|/|\|/|\|/|| _ _ _ _ |_| _ _ |_ -__ _ _ARPA: lupin3@ucscb.ucsc.EDU
| |/| |/|L_ (_\( ( (_/ | |(_\_) (_ || )(_)_)UUCP: *!ucbvax!ucscc!ucscb!lupin3
\|/ \|/ larry / hastings _/ BITNET: lupin3@ucscb@ucscc.BITNET
MetaWare Inc. Durable Software, Constructed Automatically "Not much fun in
Disclaimer:[MetaWare, UCSC]->opinion != lhastings->opinion Stalingrad, no."
```

1378. XF551 Disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-15 23:25:23 UTC
From: Hugh_E._Wells.ElSegundo@XEROX.COM
Message-ID: <880815-162514-1059@Xerox>
Source record: 116682

8/15/88

Has anyone experienced the XF551 drive going to sleep? I'm aware of two drives that periodically fail to respond to the normal boot process. The SLEEP syndrome is not like the one exhibited by the old 810 drive which went to sleep in the middle of an operation.

These drives are attached to different systems and operated by different people. Once booted, the drives continue to perform normally. Only the start-up boot is in question. The XF551's are attached to 800XL's.

I'm trying to determine the following:

1. Whether the XF551 design has a problem.

2. How frequent does the problem occur?

3. How it can be circumvented, or how to get the drive to respond while it is asleep? Multiple re-boot cycles are usually required for a start when the drive is acting up.

4. Any fixes that may have been developed to correct the problem.

5. Is there a known problem with the 800XL enable voltage level being in the TTL marginal logic voltage band?

6. I would also like to obtain a schematic set for the XF551.

Any information you can provide will be appreciated.

Hugh

1379. Re: Game Design Books

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-16 08:52:50 UTC
From: sale5312@fredonia.UUCP
Message-ID: <1045@fredonia.UUCP>
Source record: 116683
Cross-posted to: rec.games.video,rec.games.programmer,comp.sys.atari.8bit

Ray P. Hill writes:
>
> After just reading a second hand copy of "The Art of Computer Game Design,
> Reflections of a Game Designer" by Chris Crawford, I wonder are there any
> other books of this type out there?

Yes,and by Crawford himself. You might want to check out his book called
"Balance of Power" (from Microsoft Press). This is mainly about the
game for the Macintosh and Atari ST,but I found the book interesting about
learning how he designed the game and other "background information".
Crawford has made many games I've enjoyed and I miss them since I don't
have a disk drive anymore.

> Throughout the book he discusses his greatest software releases. I purchased
> and play "Eastern Front", but what is this "Excalibur", "Legionnaire" and
> "Gossip"? Are these titles something I should look for or weren't they worth a
> look?

I also have Easter Front and find that a very enjoyable game. So much so
that after I sold my 8-bit system two years ago (130XE),I got a 600XL just
so I could play that game soon after.

Excalibur is the only game I've played from the list above,and let me say
that it took me over two years to find that one. I finally found it when
Atari was sold to Jack Tramiel when he ran those "Atari Extravaganza" ads
in the Explorer magazine for $9.95. This game is fantastic! I just wish
I could play it! I haven't been able to play it in two years,since all I've
got is that 16K 600. I just waiting for the "right price" when I can get
another 8-bit again.

Excalibur is the most complex game I've seen for the 8-bit Atari. It
comes with a novel to help the user understand the background of the game.
The object is to have you (King Arthur) rule Camelot and keep the peace
while expanding your nation. I wish I could do this game justice with a
better review,but since I haven't played it in over two years,I cannot.
If role playing games are your style,this one's a goodie.

For a sample of the game,here's the different rooms involved with game play:

(from the manual :-})

1) Round Table Room - where each knight is shown and ranked as to loyalty
to see who's on "your side".
2) Throne Room - get news about Britain,Attack another king,or pay a
tribute to a King.
3) Treasury Room - see the levels of Wealth,Tax,Army,Tithes,and average

military experience of your men.
4) Merlin's Room - used to cast spells,and "See" (Merlin puts you in disguise as another King to see their castle as you would see yours- handy to see their strength). Plague,Pestilence (kill the crops of another King), and Change (make another King like you more- only temporarily). Each spell or action makes Merlin weak,and he goes away for a while to recooperate.
5) Trap Room - You are put here when another King attacks you-has the info you need to fight.
6) Britain (map of Kingdoms) - Battle Kings,see other territories,and place spells here.
7) Battle - Much like Eastern Front.

The graphics were the best I'd seen for the 8-bit (Old English text too),and I don't think they've been topped yet (overall- not just a good title screen). The game reminded me of the movie of the same name,which I also liked. Good luck in finding this one!

BTW,It was originally published by the Atari Program Exchange (APX).
Remember them??

--
/ / |\ | / / | / : Marty Saletta @ Fredonia,NY----------
/ __ /__ | \| /__ / | / : Atari ST,vegetarian,New York Yankees,
\ / \ | | \ \ | \ : Toronto Maple Leafs,Pink Floyd,Fripp,
\/ \ | | \ / | / : ELP,Yes,CZ-1,Mad Max,and hi Lorie!!!

1380. Atari 8 bit A to D request by Greg Scribner

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-16 14:36:03 UTC
From: Drbob.WBST139@XEROX.COM
Message-ID: <880816-141440-2966@Xerox>
Source record: 116684

Greg:

The digitizing sound article appeared in the July 1983 issue (Vol. 4, No.2) of ANTIC. The author was Ed. Stewart, and the title was "Talk Is Cheap". Also in that issue was a second article by Ed. Stewart titled "Hokey Pokey Interrupts" --- another useful article. Unfortunately, in true vintage ANTIC style, the program listing for the audio digitizing article somehow got lost and was belatedly printed in the August 1983 issue of ANTIC!

Bye the bye, if you want to fiddle with an external A to D chip, then a simple low-cost option is the Texas Instrument TLC548, sold by Radio Shack for $3.99 (sale price) under their catalog no. 276-1796. This chip needs three lines from the controller port (to trigger the chip, to clock the data out, and a data out line for the serial output), plus 5 volts and ground, also stolen from the controller port. For SLLOWW conversions, you can control the chip from BASIC; for fast conversions, you'll need to write a short assembly routine.

Bob Nash
Xerox Corp
Webster, NY 14580

1381. Re: Game Design Books

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-16 20:12:52 UTC
From: paul@geacsw.UUCP
Message-ID: <89@geacsw.UUCP>
Source record: 116685

>After just reading a second hand copy of "The Art of Computer Game Design,
>Reflections of a Master Game Designer" by Chris Crawford, I wonder are there
> any
>other books of this type out there?

Sounds like an interesting read. I read a magazine article describing the creation of "Eastern Front: 1941" and found it fascinating. It was in one of the "standard" computer magazines like _Antic_ or _Creative_Computing_.

>Throughout the book he discusses his greatest software releases. I purchased
>and play "Eastern Front", but what is this "Excalibur", "Legionnaire" and
>"Gossip"? Are these titles something I should look for or weren't they worth
> a
>look?

I purchased "Legionnaire" on a cassette released by "Avalon Hill, Microcomputer Games Division" and transferred it to disk quite easily. I like the game, but not as much as I like "Eastern Front". The mechanics are similar, but "Legionnaire" requires more arcade skill. The enemy keeps moving as you enter your commands. Although the colours are a bit drab, the graphics are quite impressive. Definitely worth a look.

> Ray Hill
> ray@madnix

1382. Stars and Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-17 18:49:51 UTC
From: brett@pigpen
Message-ID: <3998@umd5.umd.edu>
Source record: 116686

In responce to my posting about my 3d Stars Demo and the manuals I have that I was willing to give away... I have received all your requests and the encouragement from email messages and will post the source AS SOON as I visit my old home in New York and pick it up. I do not have the source here, but on Tuesday I will be back and will type it in my UNIX machine.

The same goes for the manuals; I have all the requests and will send them to these people. I am sorry I could not respond to each person but I have been real busy here. The first person to request each of the manuals will get it. All I ask is that you send me whatever price the postage says on the package. I am not requesting any other money, (as Matt Dillion would say, "I'm not a starving artist.") but would dumb if I didn't accept some if it was offered. 8^)

BTW I will not be able to post the binaries because I do not have my 8 bit here in Maryland, and I have away my 850 interface and modem, so I can't transfer it. Maybe when I post it, someone who has a modem on their Atari could compile it and then post it to the net? (Just please don't change it and THEN post it.)

Again, sorry for the delay and will have the source posted as soon as it is on my machine. Thanks for waiting.

- Brett


```
__ __ _ __ _
| || | / || || \ Brett S Bourbin
| || || || || | INTERNET: brett@PIGPEN.UMD.EDU
| || || || || |
\_||_/ |__||__||__| Instructional Computing Programs
College Park
```

1383. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-18 14:20:45 UTC
From: F1.GDM@ISUMVS.BITNET
Message-ID: <8808181525.AA16767@ucbvax.Berkeley.EDU>
Source record: 116687

I would like to know if anyone else here has built the WeFax decoder that was featured in Antic a couple of years back. I built one and it does work. It is designed to only plot in B&W but I would like to modify it to distinguish for the shades of grey. It would be nice if I could also modify the prg. It is written in Assembler (Mac 65) but I don't know any.

If anyone has built the device or knows where to find fax downlinks please contact me.

Gene Merritt
F1.GDM @ ISUMVS.bitnet

Thanks

1384. Relocatable file format?

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-18 23:17:41 UTC
From: hoser@ucrmath.UUCP
Message-ID: <387@ucrmath.UUCP>
Source record: 116688

In the ICD product catalog (88-89) the SpartaDOS X cartridge states that the "file loader supports relocatable files and symbolic linking". What is the format of the relocatable files which this loader supports? I want to write a macro assembler/linker and I would like its relocatable files to conform to whatever the "standard" format is on the Atari 8-bit for relocatable files. I had already considered an object file format for use with a linker, but it would be a better if I could use some sort of standard format which would be able to take advantage of file loader of SpartaDOS X. If there isn't a standard, what is the format of the files that ICD is supporting? Am I misinterpretting what ICD means by "relocatable files and symbolic linking"?

Any information would be appreciated.

Mark Houser |
Department of Mathematics and Computer Science | ucsd!ucrmath!hoser
University of California, Riverside |

1385. Re: Relocatable file format?

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-19 19:57:55 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3708@bsu-cs.UUCP>
Source record: 116689

In article <387@ucrmath.UUCP>, hoser@ucrmath.UUCP (Mark Houser) writes:
>
> I want to write
> a macro assembler/linker and I would like its relocatable files to conform
> to whatever the "standard" format is on the Atari 8-bit for relocatable files.

I think you're going to find that this is an in-house or "de facto," rather
than "official," standard. There is NO "official" relocatable file format;
Atari never supported or implemented any such thing, so it's pretty likely
just ICD's brainchild.

Someone else on this net (was it John Dunning, of Kermit65 fame? Forgive me
if it was someone else) mentioned to me a couple of months ago that he was
trying to implement something along the lines of your idea: an assembler and
linker etc. to use, support, and manipulate relocatable code and files. All
in all, I'll be glad to see it, but it sounds to me like it's going to be
difficult, because of the 6502's lack of any PC offset register. The idea of
relocatable code descended from mainframes and met the microprocessor indus-
try on its way up, so the "high end" micro CPUs can do this "no sweat." On
the 6502, you'll have to relocate the code and resolve all address references
down to absolutes before ever giving control to the loaded code... Like I
said, I'll be impressed and GLAD to see this when it's ready!

Hope this helps.

Chris Chiesa
recent graduate, Ball State University, CS Dept.
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1386. 810 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-19 22:49:35 UTC
From: davidp@tc.fluke.COM
Message-ID: <4887@fluke.COM>
Source record: 116690

My 810 disk drive finally quit operating and I like my atari so
well that I would like to either get it repaired or buy a replacement. If
someone out there has a 810 disk drive that they would like to sell or
would like to repair mine, please email me direct.

Thanks

davidp@tc.fluke.com

1387. MIO

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-19 23:32:29 UTC
From: bfisher.ES@XEROX.COM
Message-ID: <880819-163216-9673@Xerox>
Source record: 116691

Looking for a source for the ICD MIO - either 256 or 1 Meg. I called ICD and they put my name on the list for the time when/if they ever build them again - if chip prices ever come down. Meanwhile - any other source info would be appreciated.

Bill Fisher / bfisher.es@Xerox.COM

1388. Re: Terminal set-up

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-20 18:04:10 UTC
From: Thufir@cup.portal.com
Message-ID: <8329@cup.portal.com>
Source record: 116692

Speaking of Kermit-65, what is the latest version, and is the latest version available on either GEnie or CIS?

I currently use Chameleon, since it does handle Xmodem. Unfortunately, due to a bug/shortcoming of it, there's a nasty problem when I attempt to go to the 'disk utilities' section, such as to get a directory, and it locks up. This is most likely since I am using SpartaDOS, and Chameleon is somewhat old, at least I can still transfer onto my ramdisk. I had a copy of Kermit-65 that didn't work too well, that was awhile ago, but even though it lacks xmodem (the system I'm on ONLY supports xmodem, no kermit), still would be nice to have.

I'm also <very slowly due to lack of free time> working on a modular term. program. Currently supports the 80 column simulation on the 40 column screen as Kermit-65 and Chameleon, hopefully I'll be able to get some transfer routines done soon and get the vt100 emulation back in. (Had Vt100 until I took it out when I made the translation mode modular.)

[Would anyone out there happen to have a 'flowchart' or even some Action source code for xmodem/xmodem 1k operations? I have a description of it all, but it's a bit difficult to follow.]

Dave

1389. Horse-related games

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-22 13:00:10 UTC
From: lazear@gateway.mitre.ORG
Message-ID: <8808221300.AA02342@dockside.mitre.org>
Source record: 116693

Does anyone know of any games for the old 800 or 800XL that has anything to do with horses? Riding, jumping, vaulting, or any other activity would be nice. My daughter has seen a horse event within Epyx's Summer Games II, but I think it was running only on a Commodore. I have seen nothing by Epyx for Atari for a while.

Thanks in advance for any help.
Walt (Lazear@gateway.mitre.org)

1390. 800 memory management

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-22 15:35:22 UTC
From: lackey@Alliant.COM
Message-ID: <2278@alliant.Alliant.COM>
Source record: 116694

It is my understanding that the old 800 has 8K of RAM which is somehow switched out when a cartridge (esp. the BASIC cartridge) is installed. Is there any way to get temporary access to that RAM while the cartridge is plugged in? I have a 65XE, and am aware of how it is done in XL/XE; I am writing an application which uses this feature, and would like very much to make it compatible with the older machine.

-Stan

1391. 3D ON THE 8-BITS

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-23 01:00:00 UTC
From: MORRIS@KSUVM.BITNET
Message-ID: <8808230156.AA14818@ucbvax.Berkeley.EDU>
Source record: 116695

After hearing so much on how to do 3D on the Atari 8-bits, and being thoroughly convinced that it (3D) can be done on such an awesome (for it's day) computer, I went to my nearest Kay-Bee toy store and checked out the Sega LCD glasses. Has anyone else dared to look at the hardware?!?
I was a little shocked to find that the glasses terminated in what everyone knows as a headphone plug. Humm...where's the 9 pin female connector?
Well luckily, also included in the box, there was a gadget that plugs into the Sega ROM card slot (the ones the size of credit cards or so) and into the gadget plugs the glasses. It seems that not only do we have to write 3D code (of course we would have had to do that anyway...), but we must also have to build a hardware hack to use the (cheap?) Sega LCD glasses. We'd probably be better off if the people who make the ST's 3D glasses lowered their prices or came out with an 8-bit version; at least we know they would be semi-compatable to compatible w/o a hardware hack. I'm in the process of trying to obtain specifications on the glasses. Whether or not Sega just hands that stuff out to interested parties is yet to be known (that's why I'm 'in the process'). If I hear from them I'll post a summary of what they say.

Sincerely

Vince Morris

MORRIS at KSUVM.BITNET

1392. Re: 3D ON THE 8-BITS

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-23 13:46:31 UTC
From: lackey@Alliant.COM
Message-ID: <2282@alliant.Alliant.COM>
Source record: 116696

In article <8808230156.AA14818@ucbvax.Berkeley.EDU> MORRIS@KSUVM.BITNET (Vince Morris) writes:
>After hearing so much on how to do 3D on the Atari 8-bits, and being
>thoroughly convinced that it (3D) can be done on such an awesome (for it's
>day) computer, I went to my nearest Kay-Bee toy store and checked out the
>Sega LCD glasses. Has anyone else dared to look at the hardware?!?

Yes, I have a Sega, half to play the games, and half to fool with the hardware.
OK, my kids play the games and I fool with the hardware.
Well, I looked at the signals going to the glasses, and can build the little
widget to connect them to the Atari, and know how to do the software. Now for
the big question! Who out there in atariland would be willing to PAY for me
to build them a widget? :-) Come on guys, give me an excuse to invest the
time in it! Not that I really need one...

-Stan

1393. Re: 800 memory management

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-23 20:50:02 UTC
From: sirkm@ssyx.ucsc.edu
Message-ID: <4594@saturn.ucsc.edu>
Source record: 116697

In article <2278@alliant.Alliant.COM> lackey@alliant.COM (Stan Lackey) writes:
>Is there any way to get temporary access to that RAM while the cartridge
>is plugged in? I have a 65XE, and am aware of how it is done in XL/XE;
>I am writing an application which uses this feature, and would like very
>much to make it compatible with the older machine.

If a cartridge is plugged into an 8-bit Atari, it is not normally possible to access the RAM underneath. The built-in BASIC ROMs can be switched out with the PORTB register at $D301. OSS "SuperCartridges" can also be switched out, although I don't know the method for doing so. If the cart has no provisions for being disabled (e.g. the BASIC carts for the 400/800), then they simply cannot be disabled, and the RAM beneath them is unusable.

Greg Anderson || The Temple of Zuul BBS: (408) 462-3832
Social Sciences Computing, UCSC || sirkm@ssyx.ucsc.edu

1394. Re: XF551 Disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-23 22:48:10 UTC
From: conklin@eecae.UUCP
Message-ID: <11045@eecae.UUCP>
Source record: 116698

I have an XF551 (which I am very pleased with, folks. When you get used to IBM / TRS drive quality) and it has exhibited a similar behavior.

Using SpartaDOS to create a double-sided disk, I have noted thatyou have to "teach" the XF551 to recognize double-sided mode after it's been turned on. When you first power the drive on, it will not recognize double-sided boot disks. If you boot under the appropriate dos, however, and then READ from a double-sided disk, the drive "realizes" that it's double-sided. You can then turn off the computer, disconnect lines, etc. and still be able to boot from DSDD disks.

My solution? My XF551 has been on now for oh, a month or two? That's ok, my TRS Mod I that runs the Club BBS has been on 8 -years-!

Still, I find this distressing. It may have been on purpose, however, as some mutant software perhaps was found checking for a double sided drive?

A little news from Atari Eng. group on this would be appreciated.

Terry Conklin
ihnp4!frith!conklin
conklin@egr.msu.edu
The Club (517) 372-3131 3/12/24

1395. Re: 800 memory management

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-24 06:15:51 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3735@bsu-cs.UUCP>
Source record: 116699

In article <2278@alliant.Alliant.COM>, lackey@Alliant.COM (Stan Lackey) writes:
> It is my understanding that the old 800 has 8K of RAM which is somehow
> switched out when a cartridge (esp. the BASIC cartridge) is installed.

That is correct.

> Is there any way to get temporary access to that RAM while the cartridge
> is plugged in?

From what I've been able to tell in the six years I've owned my 800, there's NO provision in the system design for accessing the RAM at "cartridge addresses" while the cartridge is present. Unlike the XL/XE, in which a controlling data register is accessible to the CPU, on the 800 this is electrically hard-wired: plugging the cartridge in physically de-selects RAM in favor of cart-ridge ROM. I would think that in order to do anything about this, you'd have to make hardware modifications to the 800 design, giving the CPU control over the RAM/ROM switchover process -- i.e., the very thing done by Atari when they created the XL/XE line based on the 800.

If anyone has counter-proof of this information, I for one would be very in-terested to hear about it. Would indeed be a useful capability. By the way, just what CAN one do on the XL? I just got one to replace my 800, and would love to know what "new tricks" this ol' dog can learn! :-)

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1396. Re: 3D ON THE 8-BITS

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-24 06:19:46 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3736@bsu-cs.UUCP>
Source record: 116700

In article <2282@alliant.Alliant.COM>, lackey@Alliant.COM (Stan Lackey) writes:
> In article <8808230156.AA14818@ucbvax.Berkeley.EDU> MORRIS@KSUVM.BITNET (Vince Morris) writes:
> >Sega LCD glasses. Has anyone else dared to look at the hardware?!?
>
> Well, I looked at the signals going to the glasses, and can build the little
> widget to connect them to the Atari, and know how to do the software. Now for
> the big question! Who out there in atariland would be willing to PAY for me
> to build them a widget? :-)

Depends on HOW MUCH you intend to ask for! :-) With all the smileys floating around this article, I'll just say "if you get one or two (or more) of 'em built for a reasonable price (you tell ME the price, I'll tell YOU if I think it's reasonable) I'd probably be interested. Now, where in the world am I going to find a set of Sega glasses??

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1397. Re: XF551 Disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-24 15:07:56 UTC
From: lackey@Alliant.COM
Message-ID: <2295@alliant.Alliant.COM>
Source record: 116701

In article <11045@eecae.UUCP> conklin@eecae.UUCP (Terry Conklin) writes:
>
>I have an XF551 (which I am very pleased with, folks. When you get used to
>IBM / TRS drive quality) and it has exhibited a similar behavior.
>
>Using SpartaDOS to create a double-sided disk, I have noted thatyou have to
>"teach" the XF551 to recognize double-sided mode after it's been turned on.

I don't think I have had this problem, but perhaps a similar one. I use SpartaDOS so I can use the XF551 in DSDD mode. I find that when I first turn [my 65XE] on, it attempts to boot, and after a few seconds it stops. Then I press RESET and it usually boots OK. Sometimes it just goes into BASIC though and I have to repeat the process. Do I just have something set up wrong?

Also - Atari in 3D! I have seen the Sega 3D glasses (for anyone who doesn't know, they use a liquid crystal shutter on each eye, that alternately open and close to allow each eye to see only those frames intended for it. The effect really does work, and rather well!) available at toy stores like KayBee and Toys R Us for $60. Do you think people would be willing to pay say $25 for a widget to connect them to the Atari, if it included a full set of instructions to programming them? I might also do a set of utilities to set up the display lists and VBI stuff, and do point, vector, and surface graphics in 3D.

Number 3. Has anyone attempted to connect a Commodore mouse to the Atari? I use the Atari trak-ball for this purpose, but it seems a mouse might be better.

Number 4. Back to Sega. Suppose my widget had an orifice for connecting the Sega lightgun to the Atari, doing the rewiring internally. I assume it would be programmed using the light pen facilities already in the Atari. How many lines does the light pen use? I ask because I need one of the port wires to control the glasses.

Fun, fun! -Stan

1398. BASIC CART and RA

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-24 16:00:10 UTC
From: larryw@dasys1.UUCP
Message-ID: <6093@dasys1.UUCP>
Source record: 116702

s my understanding that the old 800 has 8K of RAM which is somehow
>switched out when a cartridge (esp. the BASIC cartridge) is installed.
>Is there any way to get temporary access to that RAM while the cartridge
>is plugged in?
I don't have my manuals in front of me, but basically the answer is no.
The standard 800 has four slots one, the slot closest to the back of the
ram carts to be inserted, giving the 800 its 48k ram complement.
of the address space unused (and unuseable by Atari hardware anyway.)
would go), disabled RAM from A000 to BFFF if I remember correctly.
The right cartridge slot (if used) disabled ram from 8000 to 9FFF.
that the rom cartridges could use this address space.
Apple I believe and then for the Atari 800 to allow bank selection.
A 16k page from 6000-7FFF I think was bank selectable by writing
program wrote this number anywhere in the C000-CFFF range (which
Anyway 8 pages times 16k per page gave the old 800 128K of additional
switching technique was later used by the xe/xl line to allow a
the switch has changed to an address that used to be one of the
Axlon technique do not work on the XL/XE, and programs which work
(for the Atari) and its a shame that Atari took a different (and
company producing an excellent product, when I ran into problems
listings for the 'hooks' that they put into DOS 2.0 and the code
that solved all of the problems that I had encountered.

--
Winston Lawrence {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Unix {bellcore,cmcl2}!cucard!dasys1!larryw
New York, NY, USA {sun}!hoptoad/

1399. BASIC and RAM

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-24 16:16:15 UTC
From: larryw@dasys1.UUCP
Message-ID: <6094@dasys1.UUCP>
Source record: 116703

se excuse this repost. The first one is garbled/missing lines
for some reason, and I don't know how to 'kill' something after its
posted.
.
> From lackey@Alliant.COM (Stan Lackey)
>It is my understanding that the old 800 has 8K of RAM which is somehow
>switched out when a cartridge (esp. the BASIC cartridge) is installed.
>Is there any way to get temporary access to that RAM while the cartridge
>is plugged in?
.
I don't have my manuals in front of me, but basically the answer is no.
The standard 800 has four slots one, the slot closest to the back of the
800 is for the operating system rom. The other three slots allowed 3-16
ram carts to be inserted, giving the 800 its 48k ram complement.
The operating system rom occupied 10k, plus 2k of ram and about 4k
of the address space unused (and unuseable by Atari hardware anyway.)
from about C000 to CFFF. The left cartridge slot (where BASIC e.t.c
would go), disabled RAM from A000 to BFFF if I remember correctly.
The right cartridge slot (if used) disabled ram from 8000 to 9FFF.
The ram was actually disabled by the insertion of the cartridge so
that the rom cartridges could use this address space.
A company named Axlon came out with a scheme originally for the
Apple I believe and then for the Atari 800 to allow bank selection.
A 16k page from 6000-7FFF I think was bank selectable by writing
a number 0 for page 0, 1 for page 1, ----, 7, for page 7. Your
program wrote this number anywhere in the C000-CFFF range (which
as I said before was unused by the Atari O/S or hardware up to now).
Anyway 8 pages times 16k per page gave the old 800 128K of additional
memory which was used by most programs as a ramdisk. This bank
switching technique was later used by the xe/xl line to allow a
full 64k of ram to be addressed although the address used to effect
the switch has changed to an address that used to be one of the
four joystick ports on the 800. Programs which make use of the
Axlon technique do not work on the XL/XE, and programs which work
on the XL/XE technique do not work with the Axlon. Axlon was first
(for the Atari) and its a shame that Atari took a different (and
incompatible) tack later on. I found Axlon to be a very good
company producing an excellent product, when I ran into problems
writing a DOS to use the Axlon board, they sent me printed source
listings for the 'hooks' that they put into DOS 2.0 and the code
to handle the bank switching and disk emulation. Needles to say
that solved all of the problems that I had encountered.
Anyway, I hope this answers your question.

--
Winston Lawrence {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Unix {bellcore,cmcl2}!cucard!dasys1!larryw
New York, NY, USA {sun}!hoptoad/

1400. Re: 800 memory management

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-24 16:24:14 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3740@bsu-cs.UUCP>
Source record: 116704

In article <4594@saturn.ucsc.edu>, sirkm@ssyx.ucsc.edu (Greg Anderson) writes:
> In article <2278@alliant.Alliant.COM> lackey@alliant.COM (Stan Lackey) writes:
> >Is there any way to get temporary access to that RAM while the cartridge
> >is plugged in? I have a 65XE, and am aware of how it is done in XL/XE;
> >I am writing an application which uses this feature, and would like very
> >much to make it compatible with the older machine.
>
> If a cartridge is plugged into an 8-bit Atari, it is not normally possible
> to access the RAM underneath. The built-in BASIC ROMs can be switched out
^^^^^^^^^^^^^^^^^^^

There IS NO SUCH THING on the original 800. Just wanted to clarify that.

> with the PORTB register at $D301. OSS "SuperCartridges" can also be switched
^^^^^^^^^^^^^^^^^^^^^^^^

And on the original 800, this port is THERE, but its functions are TOTALLY
DIFFERENT: it is connected to the third and fourth joystick/paddle controller
jacks!

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1401. Re: XF551 Disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-24 18:44:32 UTC
From: dragon@olivej.atc.OLIVETTI.COM
Message-ID: <27757@oliveb.olivetti.com>
Source record: 116555

In article <11045@eecae.UUCP>, conklin@eecae.UUCP (Terry Conklin) writes:

> Using SpartaDOS to create a double-sided disk, I have noted thatyou have to
> "teach" the XF551 to recognize double-sided mode after it's been turned on.
> When you first power the drive on, it will not recognize double-sided boot
> disks. If you boot under the appropriate dos, however, and then READ from
> a double-sided disk, the drive "realizes" that it's double-sided. You can
> then turn off the computer, disconnect lines, etc. and still be able to
> boot from DSDD disks.

My solution? I put a DS disk (formatted w/SpartaDOS) in the drive, then
turn on the computer. I get greeted with the familer "No Dos" message,
then turn off the computer and on again (leaving the drive on) and it boots
up fine. Seems it "learns" about the DS on its first spin up.

No problems otherwise, and it works great with my ST too (and matches the
case!)

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

1402. Re: Re: XF551 Disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-25 12:34:45 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3384@ihlpe.ATT.COM>
Source record: 116556

```
|> Using SpartaDOS to create a double-sided disk, I have noted thatyou have to
|> "teach" the XF551 to recognize double-sided mode after it's been turned on.
|> When you first power the drive on, it will not recognize double-sided boot
|> disks. If you boot under the appropriate dos, however, and then READ from
|> a double-sided disk, the drive "realizes" that it's double-sided. You can
|> then turn off the computer, disconnect lines, etc. and still be able to
|> boot from DSDD disks.
|
|
| My solution? I put a DS disk (formatted w/SpartaDOS) in the drive, then
| turn on the computer. I get greeted with the familer "No Dos" message,
| then turn off the computer and on again (leaving the drive on) and it boots
| up fine. Seems it "learns" about the DS on its first spin up.
|
I believe that the same thing can be accomplished by merely pressing the
reset key on the XL/XE computers. That may not work for the 800 models
though as the reset is handled slightly different.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes
```

1403. NEW NEWSGROUP PROPOSED: rec.games.pc

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-25 20:15:32 UTC
From: jennifer@jato.Jpl.Nasa.Gov
Message-ID: <80@jato.Jpl.Nasa.Gov>
Source record: 116557
Cross-posted to: rec.games.misc,rec.games.chess,rec.games.bridge,rec.games.video,comp.sys.amiga,comp.sys.atari.8bit,comp.sys.ibm.pc,comp.sys.mac

I am proposing a new news group, rec.games.pc for the discussion and exchange of personal computer (not video/cartridge or games available on UNIX/VMS systems) game clues and help. This would include Infocom games, Computer Roleplaying games, graphic adventure games, and any other games available solely for the personal computers. I would also post PC game vendor support messages when I had information pertaining to that. Currently, this discussion goes on in rec.games.misc and various other system based groups. Most games for the personal computers are now ported to most systems, and having a central newsgroup in order to support these games makes sense. This would also allow rec.games.misc to be what it says; namely a group to discuss games that are not covered by other groups, instead of the default repository for PC based games.

This would be an unmoderated group. I would request that when messages contain spoilers, that the word "spoiler" be contained in the subject. When the message contains spoilers that could be based on the actual version of the game, that the version (IBM, Apple, etc) be put in the message.

Please vote by E-mail to the addresses listed in the signature file below. DO NOT POST YOUR VOTES! In order to succeed, there needs to be 100 more yes votes than no votes. The voting can begin today, and end on 9/24/88. I'm directing follow up discussion to rec.games.misc and news.groups.

--
Jennifer Schlickbernd (Lorini) Jet Propulsion Laboratory
jennifer@jato.jpl.nasa.gov or elroy!jato!jennifer@csvax.caltech.edu
CIS: 72466,3413 Voice:(818) 354-8617
"Great leaders are rare, so I'm following myself."

1404. Re: Info-Atari8 Digest V88 #81: 810 disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-25 20:36:58 UTC
From: Hugh_E._Wells.ElSegundo@XEROX.COM
Message-ID: <880825-162921-5068@Xerox>
Source record: 116558

>Date: 19 Aug 88 22:49:35 GMT
>From: fluke!davidp@beaver.cs.washington.edu (David Pryor)
>Subject: 810 disk drive
>To: info-atari8@score.stanford.edu

> My 810 disk drive finally quit operating and I like my atari so
>well that I would like to either get it repaired or buy a replacement. If
>someone out there has a 810 disk drive that they would like to sell or
>would like to repair mine, please email me direct.

> Thanks
>
> davidp@tc.fluke.com

Hi David,

Look for American TV (old name) and B&C in the pages of Antic and Analog. Parts and service are available for the 810 drive. Upgrading the boards will make the old 810 as stable as the later 1050 drive. Hopefully, the mechanism is functioning, or is repairable, as new 810 mechanisms are very scarce.

Good luck,

Hugh

1405. Relocatable Object Code Format

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-26 02:30:49 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8808260230.AA10807@mitre-bedford.ARPA>
Source record: 116559

Yes, I think it IS John Dunning who is hoping to "whomp up" a relocatable format and linking loader.

In my opinion, it is PRECISELY BECAUSE the 6502 has very poor support for relocatability that a relocatable object code format and a linking, relocating loader ARE NEEDED.

With such facilities, code can be relocated to the absolute load addresses during the linkage process, all under the automatic control of the linker. Linking will require a little computation, and the relocatable format will be a little more "bulky" than the final, absolute load modules that result. However, once such machinery is in hand, it will become practical to build REAL languages for the 8-bitters. Heck, even a version of ACTION! with the capability of building relocatable object libraries would be a terrific advance! For that matter, relocatable assembly language libraries would be pretty neat too.

I'd be interested in reading a "product review" of ICD's format.

-John Sangster / jhs@mitre-bedford.arpa

1406. Re: 3D glasses.. and the XF551

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-26 17:04:00 UTC
From: PHR140@URIMVS.BITNET
Message-ID: <8808261707.AA14445@ucbvax.Berkeley.EDU>
Source record: 116560

To connect the 3D glasses to an atari should be no problem. All that would be needed is a joystick cable and a stereo jack. Connect 3 wires (2 output lines and a ground), then set up porta to have 2 outpur lines. But now is when the fun begins.. You will need more than just this to see in 3d. You will need to create TWO screens, and a DLI that will flip between them. It would also have to keep track of which eye is can see the screen and keep this in line with which screen is being shown.. This means that now you've got to dedicate 16K to the screen..

About the XF551 drive.. does this ADOS thing exist, or is atari still shipping dos2.5 with it?? One question I have about this drive is what will it do if you put a older double sided (cut the notch type) disk in it?? If you try to write to the disk, will it think it is ok to write to the back of the disk,or think the whole back side is bad (because the data is comming off the disk backwards..)?? Also I remember atari saying that the i/o speed of this drive is faster (2.9x) than the older drives. Does this work in the sam way as the us doubler? (I have 2 usd 1050's) what is the best dos to use with th xf551??

Ray C

Bitnet: phr140@urimvs

"a fool and his money buy a commodore!!"

1407. NEW NEWSGROUP PROPOSED: rec.games.pc

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-26 18:33:52 UTC
From: jennifer@jato.Jpl.Nasa.Gov
Message-ID: <87@jato.Jpl.Nasa.Gov>
Source record: 116561
Cross-posted to: comp.sys.amiga,comp.sys.atari.8bit,comp.sys.atari.st

I am proposing a new news group, rec.games.pc for the discussion and exchange of personal computer (not video/cartridge or games available on UNIX/VMS systems) game clues and help. This would include Infocom games, Computer Roleplaying games, graphic adventure games, and any other games available solely for the personal computers. I would also post PC game vendor support messages when I had information pertaining to that. Currently, this discussion goes on in rec.games.misc and various other system based groups. Most games for the personal computers are now ported to most systems, and having a central newsgroup in order to support these games makes sense. This would also allow rec.games.misc to be what it says; namely a group to discuss games that are not covered by other groups, instead of the default repository for PC based games.

This would be an unmoderated group. I would request that when messages contain spoilers, that the word "spoiler" be contained in the subject. When the message contains spoilers that could be based on the actual version of the game, that the version (IBM, Apple, etc) be put in the message.

Please vote by E-mail to the addresses listed in the signature file below. DO NOT POST YOUR VOTES! In order to succeed, there needs to be 100 more yes votes than no votes. The voting can begin today, and end on 9/24/88. I'm directing follow up discussion to rec.games.misc and news.groups.

--
Jennifer Schlickbernd (Lorini) Jet Propulsion Laboratory
jennifer@jato.jpl.nasa.gov or elroy!jato!jennifer@csvax.caltech.edu
CIS: 72466,3413 Voice:(818) 354-8617
"Great leaders are rare, so I'm following myself."

1408. Re: Relocatable Object Code Format

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-27 02:54:28 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8808270254.AA22964@mitre-bedford.ARPA>
Source record: 116562

Thanks to Wayne Wilcox for reminding me about Six Forks, which sells an assembler with relocatable object format output and a linking loader to go with it.

Sorry I couldn't reply directly, Wayne, as the return address my mailer figured out resulted in an "unknown host" mailer error message. Anyway, others may want to know about Six Forks, and I want to know if their assembler now supports macros, which as I recall the original release did not.

Anybody know about this?

-John Sangster / jhs@mitre-bedford.arpa

1409. Re: Relocatable file format?

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-28 15:46:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880828154642.9.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116563

Date: 19 Aug 88 19:57:55 GMT
From: bsu-cs!cfchiesa@iuvax.cs.indiana.edu (Christopher Chiesa)

In article <387@ucrmath.UUCP>, hoser@ucrmath.UUCP (Mark Houser) writes:
>
> I want to write
> a macro assembler/linker and I would like its relocatable files to conform
> to whatever the "standard" format is on the Atari 8-bit for relocatable files.

I think you're going to find that this is an in-house or "de facto," rather
than "official," standard. There is NO "official" relocatable file format;
Atari never supported or implemented any such thing, so it's pretty likely
just ICD's brainchild.

I believe that's true.

Someone else on this net (was it John Dunning, of Kermit65 fame? Forgive me
if it was someone else) mentioned to me a couple of months ago that he was
trying to implement something along the lines of your idea: an assembler and
linker etc. to use, support, and manipulate relocatable code and files. All
in all, I'll be glad to see it, but it sounds to me like it's going to be
difficult, because of the 6502's lack of any PC offset register.

Also true, but misses the point slightly. The kind of relocatable code
I'm talking about is not code where you could pick 'those bytes there'
up and plunk them down someplace else and have them still run. You
could do that, probably by adopting a convention about using someplace
in page 0 as a base register, but it'd be gross.
The idea of
relocatable code descended from mainframes and met the microprocessor indus-
try on its way up, so the "high end" micro CPUs can do this "no sweat." On
the 6502, you'll have to relocate the code and resolve all address references
down to absolutes before ever giving control to the loaded code...

Exactly. In fact, this sort of paradigm is used all over the place.
(See the executable format for the Atari ST) It turns out that you can
make the loader pretty simple and fast if you pick the right format for
describing the relocation info. That's tricky on the 8-bitters, because
the word length is not the same as the length of a pointer. That means
that you end up trying to generate a byte in memory that's (for
instance) the high half of the address of a symbol AFTER it's been
relocated. Blech.

What I have in mind is not quite that ambitious. I'm building an
assembler that generates relocatable object modules, (those of you
who've hacked on ancient Xerox mainframes will notice my terminology

showing thru) and a linker that links the object modules together into a non-relocatable executable image. That's a much more manageable project, I think, 'cause it removes the requirement that the code itself be relocatable, but preserves the ability to run the code at any given place in memory; all you need do is re-link with different base address.

Like I
said, I'll be impressed and GLAD to see this when it's ready!

It's coming; just taking its time. (Despite my blithe statements, it really is tricky to get right) Besides, I've had to take time off from it to spend on my REAL job :-}

1410. Relocatable Object Code Format

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-28 16:01:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880828160154.2.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116564

Date: Thu, 25 Aug 88 22:30:49 EDT
From: jhs@mitre-bedford.ARPA

Yes, I think it IS John Dunning who is hoping to "whomp up" a relocatable format and linking loader.

Yup, that's me. I've heard of other relocatable object formats, but have never succeeded in getting hold of specs on any of them, and don't know of anyone else who claims to be working on them.

In my opinion, it is PRECISELY BECAUSE the 6502 has very poor support for relocatability that a relocatable object code format and a linking, relocating loader ARE NEEDED.

Precisely. If it was easy to get that functionality, nobody would be worried about it.

With such facilities, code can be relocated to the absolute load addresses during the linkage process, all under the automatic control of the linker. Linking will require a little computation, and the relocatable format will be a little more "bulky" than the final, absolute load modules that result. However, once such machinery is in hand, it will become practical to build REAL languages for the 8-bitters.

Yup, that's my thinking exactly.
Heck, even a version of ACTION! with the capability of building relocatable object libraries would be a terrific advance! For that matter, relocatable assembly language libraries would be pretty neat too.

Yup. In other mail I mentioned my plan to build a linker for the object format I'm working on. The obvious extension is to arrange it so that it can extract modules from libraries, and I've left room in my format definitions for that sort of thing.

I'd be interested in reading a "product review" of ICD's format.

Me too.

1411. Assembler/Linkers News

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-28 17:07:00 UTC
From: PARSONS@KSUVM.BITNET
Message-ID: <8808281719.AA23403@ucbvax.Berkeley.EDU>
Source record: 116565

This was in the latest issue (September/October) of Atari Explorer:

'AL/65 form OMEGA SOFT is a linker based assembler for 8-bit Atari computers. It compiles source code into relocateable code, which can be used in other programs. The AL/65 editor is menu-driven and offers full-screen editing, user-definable macros, and custom character sets.

OMEGA SOFT, P. O. Box 139, Harrells, NC 28444, (919) 532-2359'

Sorry if this is already old news, but (1) I just got the magazine yesterday an
d (2) the subject popped up here, and thuoght it would be of some interest.

--Scott Parish Parsons@KSUVM.BITNET
Parsons@KSUVM.KSU.EDU

1412. Re: 3D glasses.. and the XF551

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-29 14:56:29 UTC
From: lackey@Alliant.COM
Message-ID: <2317@alliant.Alliant.COM>
Source record: 116566

In article <8808261707.AA14445@ucbvax.Berkeley.EDU> PHR140@URIMVS.BITNET ("Ray Courtois") writes:
> To connect the 3D glasses to an atari should be no problem. All that
>would be needed is a joystick cable and a stereo jack. Connect 3 wires
>(2 output lines and a ground), then set up porta to have 2 outpur lines.
Liquid crystals like they use in the glasses are clear with no voltage applied, and go opaque when +-10V at 400 Hertz is applied. There is no way to get this directly from the Atari; a little box with a voltage source, a 400Hz source and high voltage (well, >5V) switcher is needed. The SEGA uses a clever scheme that only requires +10V is used, by putting the square wave on the common and twiddling the phase. Another problem-- many liquid crystals suffer long term deterioration if there is any DC component put across them.

> About the XF551 drive.. does this ADOS thing exist, or is atari
>still shipping dos2.5 with it??
I got mine in late spring. 2.5 came with it, with no mention of its capabilities past the 1050. Except on the box. SpartaDOS is capable of using it, though; this works with Atari BASIC and stuff like that, but the Atari assembler doesn't work under it, and I don't know how to use Turbo Basic under it. OK, so you copy the files to an Atari-formatted disk then reboot and use the other tools. Inconvenient but usable.

>One question I have about this drive
>is what will it do if you put a older double sided (cut the notch type)
>disk in it??
The drive reads the style of the formatting, then behaves exactly like an 810 or 1050. There is no way to tell it to use the back side, short of turning the disk over.

>I remember atari saying that the i/o speed of this drive is faster (2.9x)
>than the older drives. Does this work in the sam way as the us doubler?
>(I have 2 usd 1050's) what is the best dos to use with th xf551??
In 1050 or 810 mode, the drive seems a little faster. To get the higher speed, it really needs to be in DD mode.

-Stan

1413. Atari virus

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-29 20:44:00 UTC
From: JAMES_SHAFFER@BUCKNELL.BITNET
Message-ID: <880829.16442167.041450@BUCKNELL.CP6>
Source record: 116567

I know that a month or so ago someone on this list said that an Atari 8-bit virus would be difficult to write, but I just read in the latest issue of Atari Explorer that one exists. Unfortunately, the article didn't go into much detail. I don't remember who the author of the article was, and I don't have the magazine handy. Does anyone know anything about this virus? I haven't had time to check CompuServe yet, and I haven't found anything on Virus-L@LehiIBM1 (though they seem to be mostly into Macs and IBMs, and I've been away for a month and haven't had time to pick up quite all the archives yet).

Jim Shaffer, Jr. -- formerly (and perhaps again) shafferj@bknlvms, now james_shaffer@bucknell
-- Why did Honeywell ever have to try writing an operating system?

1414. Assembler/Linker

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-30 14:40:43 UTC
From: store2@ihlpf.ATT.COM
Message-ID: <5914@ihlpf.ATT.COM>
Source record: 116568

Six Forks Assembler and Linker

I bought this package back in January from Six Forks Software for $39.00. There is an excellent review of the package in the March 1987 issue of Analog and in addition to this review here are a more few words.

The package comes with two programs the assembler, linker, and a sample program.The assembler generates a relocatable code that is used as input to the linker and the linker combines all relocatable files into an Atari loadable object file. The assembler expects a text file as input, this file can be generated using a word processor like ATARIWRITER and Textpro.

The assembler and linker are intended to be used as AUTORUN.SYS files on separate disks. Also they only used D1:, there is no ability for the user to specify a different disk drive. I use them under SPARTA DOS, I put them on my ramdisk for fast access and keep all my files on D1:. One problem I have with this is that the assembler and linker do not have a return to DOS you must hit reset to return which works fine and does not cause a reboot. You do lose your place if you were in a subdirectory on D1:, which is a nuisance.

The assembler does not support macros, it does support local labels and global labels. There is also a bug, if you use the LSR instruction and leave the A operand off, "LSR A", the program will hang.

It has excellent documentation, 52 page spiral bound instruction manual. The manual does not address programming in 6502 assembly code only the operation and use of the assembler and linker.

Six Forks Software
11009 Harness Circle
Raleigh, NC 27614
(919) 847-2740

Wayne Wilcox

1415. 3D Stars! (AT LAST!)

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-30 19:03:18 UTC
From: brett@pigpen
Message-ID: <4030@umd5.umd.edu>
Source record: 116569

Here is the demo that was talking about before. Sorry for the delay, but I had to retype the whole thing into my UNIX system, since I do not have my 850 interface anymore.

Please tell me what you think. Again, it is a RAW demo, it has no sounds or bells or whistles. Maybe when I release the demo where the stars start to rotate according to the joystick and.. whoops, I guess I shouldn't talk about that yet! 8^)

```
;
; Three-D Scrolling Stars Demo
;
; Version 1.0-Atari800
; Written by Brett Bourbin, Selgus Limited.
;
; This program is released into the public domain. It may be copied, used,
; hacked to death, as long as you don't try to claim ownership of the code.
;
; This version was written for the MAC/65 assembler, but I did not use any
; of the special features, so it should work fine under the Atari Assem/Ed.
;
sdlstl = $0230 ; display list shadow register
colpf0 = $02c4 ; playfield shadow color register 0
colbk = $02c8 ; background shadow color register
;
dlist = $3800 ; space for the custom display list
screen = $4000 ; space for the screen memory
code = $5100 ; guess what this is the starting address for? 8^)
;
random = $d20a ; random number register
vcount = $d40b ; vertical line counter register
;
stnum = 12 ; the number of stars on the screen as a time
;
;
*= $80 ; page zero usage
starx *= *+stnum ; star X co-ordinates
stary *= *+stnum ; star Y co-ordinates
starz *= *+stnum ; star Z co-ordinates
oldx *= *+stnum ; old screen locations for erase routine
oldy *= *+stnum
plotx *= *+stnum ; new star locations
ploty *= *+stnum
color *= *+1 ; star color
yofset *= *+1 ; Y offset used to plot the star
```

```
pixel *= *+1 ; more plotting storage
limit *= *+1 ; random number upper limit
lo *= *+1 ; page zero pointer
hi *= *+1
temp *= *+1
mplier *= *+1 ; multiplication registers
mcand *= *+1
divsor *= *+1 ; division register
starnm *= *+1 ; current star number working on
;
;
*= code ; start of the code section (like you didn't know)
;
bits .byte $40,$10,$04,$01 ; star pixel offsets inside a screen byte
;
lotabl *= *+$60 ; table to hold screen memory line locations
hitabl *= *+$60
;
;
; Get a random number from zero to the value passed in the ACCUM.
; This routine could be better, but is not needed for a demo. 8^)
rand sta limit ; save the upper limit
rnd lda random ; get the hardware random number
cmp limit ; check against the limit
bcs rnd ; loop back until it is within the limit
rts
;
; Clear out the screen memory.
clear lda # <screen ; get the address of the screen memory
ldy # >screen
sta lo ; save in page zero pointer
sty hi
ldx #$0f ; initialize the number of 256 byte pages
nextpg ldy #0 ; initialize index
tya ; copy zero into the ACCUM
clrpg sta (lo),y ; clear out the memory
dey
bne clrpg ; go through the total page
inc hi ; increase the pointer to the next page
dex ; decrease the page counter
bne nextpg ; clear all the pages needed
rts
;
; Initialize the screen memory line address table and create the custom
; display list. A table is used to keep the addresses of each line of the
; display so that no math is needed to find the correct Y index into the
; screen memory at plot time. (ie. no need to multiply Y co-ordinate by 40)
initad lda # <screen ; get the address of the screen memory
ldy # >screen
sta lo ; save in page zero pointer
```

```
sty hi
ldy #0 ; initialize the index register
initlp lda lo ; get the LSB of the pointer
sta lotabl,y ; save in the table
lda hi ; do the same for the MSB of the pointer
sta hitabl,y
lda #40 ; get the number of bytes per line
clc
adc lo ; add to the lo pointer
sta lo
lda #0 ; clear the ACCUM
adc hi ; catch any carry overflow
sta hi
iny ; increase the line index
cpy #$5f ; check if we are at the end
bcc initlp ; no, do the next line
;
ldx #$70 ; number of lines to initialized
lda #$0d ; mode 13 OPCODE for ANTIC
makedl sta dlist,x ; save in the display list memory
dex
bne makedl ; initialize the whole block
lda #$70 ; 8 blank line OPCODE for ANTIC
sta dlist ; make top 24 lines blank in display list
sta dlist+1
sta dlist+2
lda #$4d ; mode 13 OPCODE plus a reload memory latch
sta dlist+3
lda # <screen ; save the address of the screen memory
sta dlist+4 ; into the display list
lda # >screen
sta dlist+5
lda #$41 ; jump at end of display list OPCODE
sta dlist+99
lda # <dlist ; save the start address of the list
sta dlist+100
lda # >dlist
sta dlist+101
rts
;
; Mulitply the absoulte value of the ACCUM by the value passed in the Y
; register. The result is returned in ACCUM (LSB) and Y (MSB) registers.
mult ldx #0 ; initialize the sign value
cmp #0 ; check the value in the ACCUM
bpl posgn ; it was positive
eor #$ff ; take the one's complement
clc
adc #1 ; make into the two's complement
dex ; change sign value to -1
posgn sta mcand ; save the arguments passed for the multiply function
```

```
sty mplier
lda #0
sta temp ; initialize the temporary storage
ldy #8 ; initialize the bit counter
mult1 asl temp ; shift out a bit from the past result
rol mplier ; rotate it in
bcc mult2 ; wasn't set so no need to update
lda temp
clc
adc mcand ; add in the multiplicand
sta temp ; save the new value back
lda mplier ; get the multiplier
adc #0 ; catch any carry overflow
sta mplier
mult2 dey ; try the next bit
bne mult1
lda temp ; get the LSB of the result
ldy mplier ; and the MSB
rts
;
; Divide the value in DIVSOR (two bytes) by the value passed in the ACCUM.
; The result is an 8 bit value returned in the ACCUM.
divide sta temp ; save the value passed
lda divsor+1 ; get the MSB of the divisor
ldy #8 ; initialize the bit counter
div1 asl divsor ; shift the divsor LSB
rol a ; rotate with the MSB of the divisor
cmp temp ; test the LSB
bcc div2 ; no need to increase the result
sbc temp
inc divsor ; increase the result register
div2 dey ; do the next bit
bne div1
lda divsor ; get the result
rts
;
; Create a new random star location with the ranges:
; 40 <= X <= 50 | Y = RND(X+1) - X/2 ! Z = RND(X+1) - X/2
; The X register holds the current star number as an index.
newpt lda #11 ; set upper limit of the X co-ordinate
jsr rand ; get the random number
clc
adc #40 ; add 40 to it
sta starx,x ; save the co-ordinate
sta temp ; save a copy for more calculations
clc
adc #1 ; add one to the random number
jsr rand ; get a random number from 0 to X+1
lsr temp ; divide the saved value by two
sec
```

```
sbc temp ; subtract from the new random number
sta stary,x ; save the co-ordinate
jsr rnd ; use the same upper limit as before
sec
sbc temp ; subtract from the new random number
sta starz,x ; save the co-ordinate
rts
;
; Main code of the stars demo. This part of the program does the basic
; setup and initialization, before going into the actual star movements.
stars lda #0 ; get a zero for clearing purposes
ldx #$7f ; initialize index
clrpg0 sta $80,x ; clear out bottom half of page zero
dex
bpl clrpg0 ; loop through all locations
sta colbk ; change background color to black
jsr initad ; initialize the screen memory line addresses
jsr clear ; clear out screen memory
lda # <dlist ; save the start address of the display list
ldy # >dlist
sta sdlstl ; save in the shadow registers
sty sdlstl+1
lda #$0e ; make the stars white
sta colpf0 ; save in playfield color register 0
;
ldx #stnum-1 ; get the number of stars to initialize
initst jsr newpt ; create new co-ordinates for the star
dex ; decrease the star counter
bpl initst
;
showst ldx #stnum-1 ; get the number of stars to move
nextst stx starnm ; save the value for later
;
; First part is to check if the star is still on the screen. The way I do
; this is by checking if |Y| <= X AND |Z| <= X. If not, then a new point
; is created.
lda stary,x ; get the Y co-ordinate
bpl chkof1 ; it is already positive, no need for ABS function
eor #$ff ; take the one's complement
clc
adc #1 ; make into the two's complement
chkof1 cmp starx,x ; compare it to the X co-ordinate
beq notgn1 ; still on the screen
bcs getnew ; star off the screen, must create a new one
notgn1 lda starz,x ; get the Z co-ordinate
bpl chkof2 ; it is already positive, no need for ABS function
eor #$ff ; take the one's ... well, you know! 8^)
clc
adc #1
chkof2 cmp starx,x ; compare it to the X co-ordinate
```

```
beq notgn2 ; still on the screen
bcc notgn2 ; once again, still on the screen
getnew jsr newpt ; off the screen, create a new star
;
; Now, once I know it is still on the screen, I use a perspective formula to
; transfer the 3D image to a 2D screen co-ordinate. The formula that I am
; using is X' = 79 * (D * Y / X) + 79 and Y' = 47 * (D * Z / X) + 47 where
; D equals 1 (D is the focal point).
notgn2 lda stary,x ; get the Y co-ordinate
ldy #79 ; get the middle screen X co-ordinate
jsr mult ; multiply them together
sta divsor ; use the result as the divisor in the division
sty divsor+1
ldy starnm ; get the star number as an index
lda starx,y ; get the X co-ordinate
jsr divide ; divide by the X co-ordinate
cpx #0 ; check the sign of the result
bpl ncomp1 ; no need for the absolute value
eor #$ff ; you must know the procedure by now! 8^)
clc
adc #1
ncomp1 clc
adc #79 ; add the offset to 0,0
ldx starnm ; get the star index once again
sta plotx,x ; save the new star screen location
lda starz,x ; get the Z co-ordinate
ldy #47 ; get the middle screen Y co-ordinate
jsr mult ; multiply them together
sta divsor ; do all the same stuff as above (OK, I am lazy! 8^) )
sty divsor+1
ldy starnm
lda starx,y
jsr divide
cpx #0
bpl ncomp2
eor #$ff
clc
adc #1
ncomp2 sta temp ; save for a second
lda #47 ; get the offset to 0,0
sec
sbc temp ; subtract our number from it
ldx starnm ; get our star index
sta ploty,x ; save the new star screen location
;
dec starx,x ; now move the star by changing the X co-ordinate
bne skip1
jsr newpt ; if it hits zero, then it is off the screen
skip1 dex ; decrease the star counter
bpl nextst ; calculate all the positions
```

```
;
; Next, we wait for the TOF (top-of-frame) to occur so we have a nice display.
waitlp lda vcount ; get the vertical line counter
cmp #$7a ; at the bottom of the screen yet?
bne waitlp ; no, keep in a tight loop
sameln cmp vcount ; check against the current vertical line
beq sameln ; wait for the next line to be drawn
;
; After that, we must erase all the old stars on the screen before anything
; new can be plotted.
ldx #stnum-1 ; get the number of stars to erase
erase ldy oldy,x ; get the old Y co-ordinate
lda lotabl,y ; get the address of that screen line
sta lo ; save in a page zero pointer
lda hitabl,y
sta hi
ldy oldx,x ; get the old X co-ordinate
lda #0 ; clear out the whole byte, no need to mask bits
sta (lo),y ; save back in screen memory
dex ; erase the next star
bpl erase
;
; Finally, here is where we plot the new stars on the screen. I am using a
; 160 by 96 line screen which has four pixels per byte in screen memory. I
; mask in the new pixel for each star and then I am done, since each star is
; just one pixel long and wide.
ldx #stnum-1 ; get the number of stars to plot
plotit lda ploty,x ; get the Y location
sta oldy,x ; save for the erase routine
tay ; make a copy for an index
lda lotabl,y ; get the address of that screen line
sta lo ; save in a page zero pointer
lda hitabl,y
sta hi
lda plotx,x ; get the X co-ordinate
and #3 ; keep only 2 least significant bits
tay ; use as in index
lda bits,y ; get the correct bit pattern
sta pixel ; save in a temporary register
lda plotx,x ; get the X again [could use PHA/PLA but its a demo!]
lsr a ; divide by four
lsr a
sta oldx,x ; save as the new X location
tay ; use as the index into the current line
lda (lo),y ; get the screen byte
ora pixel ; mask in the pixel bitmap
sta (lo),y ; save back in screen memory
dex ; plot the next star
bpl plotit
;
```

```
jmp showst ; redo all the calculations from the start
;
*= $02e0 ; set the run address
.word stars ; the first routine that is executed
.end
```

- Brett


```
__ __ _ __ _
| || | / || || \ Brett S Bourbin
| || || || || | INTERNET: brett@PIGPEN.UMD.EDU
| || || || || |
\_||_/ |__||__||__| Instructional Computing Programs
College Park
```

1416. In search of Jim Shaffer

Newsgroup: comp.sys.atari.8bit
Date: 1988-08-30 21:45:00 UTC
From: jrd@STONY-BROOK.SCRC.Symbolics.COM
Message-ID: <19880830214537.7.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116570

Hello, Jim Shaffer @ Bucknell, are you out there? I've been trying to reply to you about the Atari 8-bit program archives, but the BITNET mail bridges keep bouncing my mail. If you see this, could you try sending mail to me again?

1417. Mandelbrot on Atari

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-01 15:18:21 UTC
From: lackey@Alliant.COM
Message-ID: <2326@alliant.Alliant.COM>
Source record: 116571

A co-worker recently implemented Mandelbrot on a system at work, and I was impressed with the results. So I figured, why not try it on my you-know-what. I was very pleased with the results, never expecting such a tiny program to create such a nice display.

For any neo's out there, the algorithm is to test the magnitude of imaginary numbers as they are repeatedly squared (sort of) and plot a color depending on the number of times the number was squared before its magnitude exceeded the value 2. (Numbers that will never exceed a magnitude of 2 are numbers in the "Mandelbrot Set".) This program simply uses gr.11 which has 16 colors. The color selected by the algorithm is the color selected to plot. If the point has exceeded 15 squarings and has still not exceeded the limit, it is assumed in the Mandelbrot set and drawn as black. This is, of course, an approximation.

There are no bells and whistles (add them yourself!) but here goes.
In BASIC, of course!

```
10 REM MANDELBROT PATTERNS
20 RS=1/40 : IS=RS/4 : REM INCREMENTS FOR REAL AND IMAGINARY AXES
30 ORGR=1.5 : ORGI = 0.6 : REM DEFINES WHERE IN THE COMPLEX PLANE TO PLOT
100 GRAPHICS 11
200 FOR S=0 TO 79
205 R=S*RS-ORGR : REM SCALE HORIZ (REAL) AXIS
210 FOR T=0 TO 191
215 I=T*IS-ORGI : REM SCALE VERT (IMAGINARY) AXIS
220 C=1 : REM INITIALIZE
225 COLOR 1 : PLOT S,T : REM JUST TO SHOW WHERE CURRENT POINT IS
230 R1=R : I1=I : REM LOCALS FOR ITERATIVE CALCULATIONS
235 IF ABS(R1)<1.0E-49 THEN R1=0 : REM STUPID ATARI TAKES UNDERFLOW TRAPS
236 IF ABS(I1)<1.0E-49 THEN I1=0
239 R12=R1*R1 : I12=I1*I1 : REM SQUARE REAL&IMAG PARTS
240 IF R12+I12>4 THEN 300 : REM CHECK MAGNITUDE. COMPARE TO 4 TO AVOID SQRT
250 R2=R12-I12+R : I2=2*R1*I1+I : REM SQUARE AND ADD IN ORIG VALUE
260 C=C+1 : IF C>15 THEN C=0 : GOTO 300 : COUNT INTERATIONS, TEST TERM VALUE
270 R1=R2 : I1=I2
280 GOTO 235
300 COLOR C
305 PLOT S,T
310 NEXT T
320 NEXT S
400 GOTO 400
```

Under Turbo, it takes approx. 1 hour to render a screen.

The values RS, ORGR and ORGI scale the drawing and select origin coordinates.
The values in the program draw most if the Mandelbrot set, but is very slow
because of all the black. Some other values:

RS ORGR ORGI Picture
1/10 2.5 2.4 Small version of the full set, centered on the screen
1/20 2.5 1.2 Larger version of the set
1/40 1.5 0.6 Full screen of the set, with a little offscreen
1/60 1.4 0.5 Close-up of the upper left corner of the set*

* Make sure you do this one!

Try it! You will be impressed.

Possible bells, whistles, etc.:
1) Save/restore pictures to disk
2) Select and area to blow up, using paddle or joystick
3) "Quick draw" at lower resolution to preview patterns
4) Calculate all 4 points in a gr.11 pixel, and average the result

Another thing you may want to know - The patterns get more interesting at
higher resolution (smaller and smaller values of RS). As far as I know,
more and more detail can be seen at arbitrarily small values.

Have fun! -Stan

1418. XF551 Disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-04 19:26:22 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270002@hpclkms.HP.COM>
Source record: 116572

/ hpclkms:comp.sys.atari.8bit / lackey@Alliant.COM (Stan Lackey) / 8:07 am Aug 24, 1988 /
>Number 4. Back to Sega. Suppose my widget had an orifice for connecting
>the Sega lightgun to the Atari, doing the rewiring internally. I assume
>it would be programmed using the light pen facilities already in the Atari.
>How many lines does the light pen use? I ask because I need one of the port
>wires to control the glasses.
>
>Fun, fun! -Stan

Allow me to quote from the Atari Tech Ref.

"When any one of the joystick trigger lines (pin 6) is pulled low, the
ANTIC chip takes the current VCOUNT value and stores it in PENV. The
horizontal color clock value (0-227 decimal) is stored in PENH. The least
significant bit is inaccurate and should be ignored. Since there are a
number of delays involved in displaying the data and changing the light
pen register, each system must be calibrated. Software which uses the
light pen should contain a user-interactive calibration routine. For
example, the user could point the light pen at a crosshair in the center
of the screen and the program could compute the required horizontal offset.
PENH will wrap around from 227 to 0 near the right hand edge of a standard
width display because of the delay. The pen will not work if it is pointed at a
black area of the screen, since the electron beam is turned off. It is
a good idea to read two (or more) values and average them, since the user
will probably not hold the pen perfectly steady."

End of quote. Now, for your enjoyment pleasure, I shall add some (probably
obvious) commentary.

In addition to using the trigger line, the gun will also need to use the
power and ground lines. There is some limit on the current draw from the
joystick, but I can't seem to find it right now. Just exercise caution
as you hook up more things to one port. If you really need to now, send
me e-mail, and I will try to locate the info.

Of course, someone will need to know what locations PENV and PENH and VCOUNT
and their shadows live in, so here is the list.

NAME LOCATION SHADOW
---- -------- ------
PENH $D40C $234
PENV $D40D $235
VCOUNT $D40B N/A

Good luck with the project, and let us know how it turns out. I don't have
time to do the project myself, or I would give it a shot.

Kenneth Sumrall
ken%hpclkms@hplabs.hp.com
...!hplabs!hpclkms!ken

1419. digests....

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-04 21:12:00 UTC
From: JBB665@ALBNY1VX.BITNET
Message-ID: <8809061427.AA25003@ucbvax.Berkeley.EDU>
Source record: 116573

Hello,

I get my messages from info-a16 in digest format, and would like to know if anyone has a undigester? Or if there is something that can take the digest apart and put it into seperate mail messages? Does anyone know of such a beast? Any help would be appreciated....

John Bunch

1420. Daisy Dot II

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-05 00:56:00 UTC
From: PARSONS@KSUVM.BITNET
Message-ID: <8809050111.AA00613@ucbvax.Berkeley.EDU>
Source record: 116574

Does anyone know where I can obtain Daisy Dot II?

The name and address of the person or company would do nicely,
or a BBS number if it is posted in the public domain would also do.

Thanks,

Scott Parish

PARSONS@KSUVM.BITNET
PARSONS@KSUVM.KSU.EDU

1421. XF551 drive & bootup

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-05 04:42:15 UTC
From: Charles_Ordania_Hughes@cup.portal.com
Message-ID: <8786@cup.portal.com>
Source record: 116575

I am not including any of the previous messages but I will summarize the one I am refering to.
There was a question about why the XF551 would not boot up immediately from a double sided boot disk. This problem also occurs on single sided double density disks.
The reason for the problem is because Atari wrote the OS (yep, that means operating system) for the drive and told it that everytime it powers on it should pretend that it is an 810. When you power on your computer and it attempts to boot, it thinks it is looking at a single density disk. The computer then recieves an error when it tries to read the disk. This error always occurs with Spartados, I haven't tested it with a different dos but I suspect it would happen then also.
As soon as the drive encounters the error, it reconfigures itself to the correct density. Then when you hit RESET or turn your computer off and then back on again, the drive is properly configured.
If the problem only occurs with Spartados then perhaps ICD will correct it by forcing the boot program to configure the drive correctly. If the problem is with the drive not doing an autoconfigure than all DOS's will have to be modified to boot correctly.

1422. Re: Daisy Dot II

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-06 19:29:03 UTC
From: rjung@sal4.usc.edu
Message-ID: <1314@nunki.usc.edu>
Source record: 116576

In article <8809050111.AA00613@ucbvax.Berkeley.EDU> PARSONS@KSUVM.BITNET (Scott Parish) writes:
>Does anyone know where I can obtain Daisy Dot II?
>
>The name and address of the person or company would do nicely,
>or a BBS number if it is posted in the public domain would also do.

Check out the August(?) issue of Antic ("Newsroom comes for the 8-bit Ataris" on the cover). There's an article on DaisyDot II, and an address.

--R.J.
B-)

P.S. Sorry, no cute sign-off yet...I just got my account back up.

1423. Status on rec.games.pc proposal

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-06 23:24:24 UTC
From: jennifer@jato.Jpl.Nasa.Gov
Message-ID: <131@jato.Jpl.Nasa.Gov>
Source record: 116577
Cross-posted to: news.groups,comp.sys.atari.8bit,comp.sys.amiga,comp.sys.atari.st

By popular demand, I've changed the name of the proposed group to rec.games.micro. This should make it clear what the purpose of the newsgroup is, without implying that the group is for the IBM PC family only.

I'd like to address some of the comments that have been made regarding the newsgroup. First of all, there has been the comment that rec.games.misc is sufficient for handling the traffic in microcomputer game help. I agree with this, but the problem is that everyone doesn't seem to know that that is where they should post help messages for microcomputer games. Therefore, they post in the .sys groups, or occasionally rec.games.frp or other groups. If there was such a group as rec.games.micro then it would be clear where the messages were to be posted. I do not propose that the rec.games.micro group include games originally programmed for UNIX/VAX systems, since there are already several newsgroups (rec.games.rogue, rec.games.hack, rec.games.moria) that support those games. Rec.games.misc can now be a repository for games that don't have their own newsgroup such as Omega or Phantasia or Xword.

There has also been the comment that this group won't cut down on net traffic. I believe it will cut down on net traffic because there won't be the same messages about the same games throughout the .sys groups. Most microcomputer games have been converted to more than one system, and therefore the same messages about these games can (and do) appear in more than one .sys group. A clear example of that is Bard's Tale. There is an advantage to the person playing these games also, in that if he's playing a game that is a later conversion from the original, then in rec.games.micro, he can probably find someone who's played on a different computer but who's finished the game. The advantage to the people reading the .sys groups is that they don't have their group cluttered with game messages that should really go into the rec area.

There was a comment about moderation--if someone wants to moderate this group, fine. _I_ can't moderate it, and really, I don't see the group as having too much "noise" so I don't think moderation is necessary. The only thing I can see moderation doing is to prevent the requesting of copyright information, and currently rec.games.misc readers don't do much of that.

Now for the current vote tally-73 YES 15 NO. I will post another
tally in two weeks.
--
Jennifer Schlickbernd (Lorini) Jet Propulsion Laboratory
jennifer@jato.jpl.nasa.gov or elroy!jato!jennifer@csvax.caltech.edu
CIS: 72466,3413 Voice:(818) 354-8617
"Great leaders are rare, so I'm following myself."

1424. Daisy Dot II

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-07 02:25:44 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8809070225.AA03445@mitre-bedford.ARPA>
Source record: 116578

Daisy Dot II is available by sending $10 to:

Roy Goldman
2440 S. Jasmine
Denver, Colorado 80222

If you own a standard 9-pin printer such as an Epson, you'll love it.
I tried it on my 24-pin printer and would LOVE to have a 24-pin version,
but the present 9-pin version isn't much use to me at present. If anybody
knows about any plans to develop a 24-pin version, I'd love to hear about it.
Without hesitating, I would send in $24 (or $23, or whatever) for my copy
of a 24-pin version with font editor.

-John Sangster, jhs@mitre-bedford.arpa

1425. Undigestifying messages

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-08 04:18:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8809081429.AA16724@ucbvax.Berkeley.EDU>
Source record: 116579

The 'emacs' editor under Un*x has a feature to let you read digested mail
one message at a time, and even delete or keep individual messages from the
digest.
I don't know the details (I've just gotten started on Un*x, and our Ethernet
is busted so I'm not gonna go and look it up now), but it's in the manual
somewhere of course. When our Ethernet is fixed, I'm going to subscribe
to digested lists on that machine (this machine can gateway), so I can
use emacs to read my mail. It's much nicer than hacking out the stuff you
don't want with an ordinary editor prior to, say, throwing the file on the
printer (and infinitely superior to throwing the *whole* file on the printer).

1426. Atari 8-bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-08 04:26:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8809081639.AA19101@ucbvax.Berkeley.EDU>
Source record: 116580

I'm re-sending this message because I never saw it on the digest.
Those of you who saw it before somehow (at least one person did), please
accept my apologies.

Despite the claim in this discussion group about two months ago (*very*
approximately) that an Atari 8-bit virus would be difficult to write, I
recently read in an article in Atari Explorer magazine that there is an
Atari 8-bit virus going around. Unfortunately, the article didn't go into
much detail -- in fact, hardly any detail at all. I don't remember the
specific information about the article (what issue, who wrote it, etc.),
but it was an article on viruses in general (not just on the Atari) and
was quite good in that respect, mentioning Scores, Brain, the Israel Virus,
CHRISTMA EXEC, and other recent viruses.

So, can anyone give me any information on the Atari 8-bit virus? I haven't
found the time to check CompuServe yet (or any other bulletin boards), but
if I find any information elsewhere I'll be sure to post it here.

1427. Light pen stuff

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-08 22:54:13 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1872@udccvax1.acs.udel.EDU>
Source record: 116581

Has anyone else had a problem using a light pen with the ICD MIO? Mine
just won't work when it is hooked up. Any ideas?

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1428. Re: Atari 8-bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-08 23:04:17 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1873@udccvax1.acs.udel.EDU>
Source record: 116582

I read that article. There was no specific reference mentioned, so I assume that the writer meant that 8-bitters are not exempt from the possibility of a viral infection. In fact, I have had an idea about how one might manage an 8-bit virus, but even then it would be limited and fairly easily detected by an experienced user. It would be even easier to fix. The effect of triggering a virus are only limited to space and the imagination. I won't go into the details of my ideas so to avoid getting sued when a clever user implements my ideas and wipes out someone else's data.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1429. Re: Atari 8-bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-09 04:16:38 UTC
From: rjung@nunki.usc.edu
Message-ID: <1336@nunki.usc.edu>
Source record: 116583

Well, I just looked at that paragraph you were (probably) referring to,
about "Nor are 8-bit Atari owners completely safe". From what I read though,
from the way the "virus" is supposed to attach itself to another program,
it seems more like the 8-bit "virus" isn't a virus in the traditional sense
(eg, a self-sustained replicating program), but more like a modification to
an existing program...Can we call this a retrofitted Trojan Horse instead?

I'm no hardware/systems expert, but I can't see how a boot-sector-type
virus could work on the Atari 8-bit. You MIGHT try to write a self-booting
disk "utility" that infects whatever disks you use with it, but that is hardly
a virus, is it?

Overall, it seems like 8-bit "viruses" is just an extension of the idea of
maleviolent code. Maybe John Jainschigg decided to take liberties with the
definition "virus" to inject some 8-bit interest into the article (Let's face
it, the virus problem is easier to inflict on the ST world -- Whew!)

(What am I saying? I've got an ST too! [But _2_ 8-bits! Hahahaneeharhar])

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@sa132.usc.edu?) ## ## ##
#####

1430. 6502 timing question

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-09 16:44:00 UTC
From: BIW109@URIMVS.BITNET
Message-ID: <8809091641.AA15253@ucbvax.Berkeley.EDU>
Source record: 116584

I have a question on the timing of the 6502. Which requires more
time, an LDA, or an STA? The reason that I ask is that I am working
on an interfacing project, and am running into problems. I think that
the problem might be caused by too much delay time in the interface
its self. The problem is that I am able to read from an external port
(in this case, an A/D converter) with 100% accuracy, but I an unable to
write to another port (a D/A converter made from an 8-bit latch and an
R-2R resistor ladder). Writes to the D/A converter are sucessful only
about 10% of the time. The interface circuit introduces the same delay
before activating each port. I think that I am able to read ok because
on the fact that the cpu allows at least 250ns for the memory (or what
ever is on the bus) to respond. Can anyone tell me how much time the
cpu allows for memory (or what ever) to latch a byte from the bus?

Ray C

biw109@urimvs <----- 'New and improved' user number!!
phr140 will be deleted next week..

1431. Re: 6502 timing question

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-09 20:35:37 UTC
From: rbrown@svax.cs.cornell.edu
Message-ID: <20910@cornell.UUCP>
Source record: 116585

In article <8809091641.AA15253@ucbvax.Berkeley.EDU> BIW109@URIMVS.BITNET writes:
>
> I have a question on the timing of the 6502. Which requires more
>time, an LDA, or an STA? The reason that I ask is that I am working
>on an interfacing project, and am running into problems. I think that
>the problem might be caused by too much delay time in the interface
>its self. The problem is that I am able to read from an external port
>(in this case, an A/D converter) with 100% accuracy, but I an unable to
>write to another port (a D/A converter made from an 8-bit latch and an
>R-2R resistor ladder). Writes to the D/A converter are sucessful only
>about 10% of the time. The interface circuit introduces the same delay
>before activating each port. I think that I am able to read ok because
>on the fact that the cpu allows at least 250ns for the memory (or what
>ever is on the bus) to respond. Can anyone tell me how much time the
>cpu allows for memory (or what ever) to latch a byte from the bus?
>

The timing for reading and writing bytes to memory is roughly the
same. In either a store or a fetch, one memory cycle is used (during the
first part of the cycle, phase-1, an address is placed on the bus by the
processor. Devices connected to the bus decide during this time if they
are being addressed; if the chip enable is set, then depending on the state
of the R/W' line, the enabled device either stores what it finds on the
data bus during phase-2, or outputs information onto the bus). There are
a number of signals which must be dealt with properly; if you are having
difficulty on writes, you might check that data from the bus is getting
clocked into your latch during phase-2 proper (i. e. the information actually
has time to settle before you read it -- this would be a case of reading
into the latch too quickly, not too slowly. Note that a latch is sufficiently
speedier than memory that the speed of your interface should not be a problem).

My information is a little stale; also tinged with M6801 terms. I
hope this is of some use to you.

Russell g. Brown

1432. Re: Atari 8-bit Virus

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-09 21:33:14 UTC
From: Thufir@cup.portal.COM
Message-ID: <8809101801.1.133@cup.portal.com>
Source record: 116586

It might very well be possible for an init segment in a multiple segment binary load file, that would be a virus that could reproduce its own segment into another binary file, to exist on the 8-bit. However, due to the relative slowness of disk i/o when using a standard drive, and the beeping/clicking associated with it, it could hardly go unnoticed. However, someone with a MIO or very fast hard drive, may not notice such an operation taking place, due to the speed and lack of beeping. It is quite possible, but due the relative simplicity of the 8-bit's operating systems (dos and such), it most likely wouldn't be able to go unnoticed. (I'd sure notice a file such as Textpro making writing sounds when loading, or a copy of Express 850 that was 500 sectors long, or a strange occurance in my STARTUP.BAT file, or even a file that never existed before suddenly popping up.)

Yes, it's possible, but we are less vulnerable to having things go unnoticed.

1433. Re: 6502 timing question

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-10 00:24:54 UTC
From: ehs@jumbo.dec.com
Message-ID: <13342@jumbo.dec.com>
Source record: 116587

One other thought.

When I opened up my 800 a while ago, I found a Rockwell 6502B. For write data, Rockwell's specs for the B version provide a minimum hold time of 15 ns. from fall of phi2 (end of phase-2). These timings are at the processor chip pins.

If you are using a flow-through latch ('373 or similar), the data has to be valid when the latch closes and has to remain so for, e.g., at least 20 ns (TI's specs for 74LS373). In most designs, the write strobe is a gated phi2. So things are already problematical. They will probably work because the capacitance of the data bus is working for you and most TTL parts I've encountered are considerably better than their specs, but ...

I have seen designs (gated phi2) in which there are more logic delays on the write strobe than buffering delays in the data path. This could push things over the edge (data corrupted before latch closes) and account for the marginal operation you observe. If I recall correctly (I don't have the schematics at hand), the system phi2 on an 800 might already be leading the 6502's phi2 by the difference between two gate delays. The XLs and XEs actually use a customized 6502, which handles phi2 differently and might be better or worse. If you are right on the edge, going to a 74F latch might bail you out (hold time on a 74F373 is 3 ns, for example). Bypass generously. Also, hold times for edge-triggered flip-flops are typically lower than for latches, but you don't get the flow-through and you can't use the leading edge of phi2 (data not speced to be there yet).

Finally, I have seen MOS parts with internal latches that have very long hold times compared to TTL. If you're using such a part, simple interfacing might just be incompatible with reliable operation.

I hope that some of this helps and that none of it is too misleading -- it's been a long time since I've looked at my Atari. I suggest investing in some schematics and data books if you can find them, then checking the timing margins on all the relevant signals.

Ed Satterthwaite
{...}!decwrl!ehs
ehs@src.DEC.COM

1434. Ray C's question on D/A interfacing...

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-10 02:14:11 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8809100214.AA02812@mitre-bedford.ARPA>
Source record: 116588

Based on my (limited) experience, you may find the problem has to do with something as simple as the polarity of the strobe put out by the computer being wrong for the latch you are using. You need to understand the timing of the data on the bus and the strobe signal your latch is responding to. When you get it all figured out, a few nanoseconds shouldn't be critical; but things like the polarity of the strobe or the edge you sample on ARE critical. In general, you should never rely too much on the time delay along a signal path relative to another path (e.g. the strobe). Instead, you should derive signals in such a way that they HAVE to have the right timing sequence. (Sangster's First Law of Logic Design: If you want signal B to happen later than Event A, DERIVE signal B from Event A.)

Are you reading data directly off the parallel bus, e.g. on an 800XL, or are you using the joystick ports as an output? In either case, give me a little more detail on your interface and I might be able to help.

-John Sangster / jhs@mitre-bedford.arpa

1435. Re: Atari 8-bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-10 05:21:05 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <8930@cup.portal.com>
Source record: 116589

Atari 8 bit viruses, etc. I am a pretty good programmer, and I can assure you that an 8 bit boot virus would be very easy to write for the Atari DOSes. Writing one for the SpartaDOS series would be more difficult but still not hard for a competent programmer.
I haven't seen any, and hopefully I never will. I have thought about them and have come to the conclusion that a multivirus (one that infects Boots, Com programs, and Basic programs) is quite possible. It would require an excellent programmer and some time but would be relatively easy to write. Luckily, those quality programmers are usually in the process of writing other (more useful) programs.
In talking with others (when the virus question first came up) I found that the ways to activate a virus were moe numerous than the people I talked to. Each one of them had 2-3 nasty thoughts on how to cause a virus to activate and how to create strange viruses.
I shall end by saying that should any of these ideas be applied to other computers, they could effectively prevent the tracing of a virus to its source which (as far as I am concerned) is of greater importance than eliminating the virus in the first place.

1436. Re: 6502 timing question

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-10 22:00:18 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <8950@cup.portal.com>
Source record: 116590

```
Here are the timing specs for LDA and STA:
opcode mode cycles
LDA imm 2
" abs 4
" z-page 3
" (ind,x) 6
" (ind),y 5*
" zpage,x 4
" abs,x 4*
" abs,y 4*
STA abs 4
" z-page 3
" (ind,x) 6
" (ind),y 5*
" zpage,x 4
" abs,x 4*
" abs,y 4*

* Add 1 cycle if page boundary is crossed.

As you can see, they take the same amount of time regardless of the opcode,
the timing is dependent on the addressing mode, and where the data to be
addressed is located (within a page as opposed to across several pages).

I don't know if this will help you much, but it is what you asked for.
```

1437. Re: 6502 timing question

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-12 01:01:19 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <5488@killer.DALLAS.TX.US>
Source record: 116591

The question was asked:
"What is the difference between the time a LDA instruction takes, and the
time a STA takes?"

It depends on the indexing, zero page stuff, etc., but in general, a store takes
one clock cycke longer than the load, add, or, and, etc.

Charles Marslett
chasm@killer.dallas.tx.us

1438. ATARI 800 printers

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-12 14:38:23 UTC
From: jeepcj2a@tc.fluke.COM
Message-ID: <5141@fluke.COM>
Source record: 116592

Any comments on the Gorilla RS-232 printer for use with an ATARI 800. I have a chance to pick one up for $60. It is unused and comes with the R-verter RS-232 to ATARI serial bus converter. The seller had a 400 and claims it only works with an 800 or 800XL. Is this true? Is this a good deal?

Thanks,
--
jeepcj2a@tc.fluke.COM Dale Chaudiere (206) 356-5894
. John Fluke Mfg. Co., Inc.
/! _. P.O. Box C9090, M/S 272G
'o"""o` Everett, WA 98206 USA

1439. Re: ATARI 800 printers

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-13 00:53:07 UTC
From: rbrown@svax.cs.cornell.edu
Message-ID: <20960@cornell.UUCP>
Source record: 116593

In article <5141@fluke.COM> jeepcj2a@tc.fluke.COM (Dale A. Chaudiere) writes:
>Any comments on the Gorilla RS-232 printer for use with an ATARI 800.
>It comes with an R-verter RS-232 to Atari serial port converter.
>The seller had a 400 and claims it only works with an 800 or 800XL.

I would be somewhat wary of this claim about the 400/800/800XL business.
The serial ports for the 400 and 800 are the same (the old 800; it's possible
the XL is different -- though there's no reason why it should be). One
possibility is that there is something wrong with the serial port on his
400. I once encountered an 800 which didn't work with a disk drive, although
it did work with its printer interface; as I recall, one of the lines on the
serial port didn't work, but the interface didn't use it. Or perhaps it was
that the interface wouldn't pass one of the lines from one serial connector
to the other. It's been a while. But anyway, I would be extremely
hesitant to buy the thing without seeing it work on MY machine. (Note that
my Atari cynicism is born of numerous accounts of things like I just
mentioned, having to do with just about every aspect of the old 400s and 800s.
Particularly having to do with things which would run on one machine, but not
on a seemingly identical machine). If you do try it out, and it works,
then it is probably worth the price. About the only thing that ever goes
wrong with these setups once you get them working is an occasional chip
burnout.

1440. ZMAG

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-13 01:44:04 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1886@udccvax1.acs.udel.EDU>
Source record: 116594

I don't know about anyone else, but I find the Atari Zmag a great source of information on Atari 8-bit topics. In fact, I let my Antic subscription drop because Zmag has most of what I want (of course the fact that Antic is shrinking away into nothingness has nothing to do with it). Since I have never seen a Zmag posted here and think you might enjoy it, the latest copy (as far as I know) follows. Let me know what you think of it and if I should continue posting them here.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

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PUBLISHER GENERAL MANAGER ZMag EDITOR ASSISTANT EDITOR
Ron Kovacs R. F. Mariano John Deegan Carlos Hernandez
=============================================================================
Available on: * CompuServe * GEnie * Delphi * The Source * F-Net *
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_____________________________________________________________________________
ZMAG NEWSWIRE/Editors Desk
Compiled by the Staff, John Deegan
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DIAMOND UPDATE

DIAMOND looking better all the time, will be shown at the Glendale Show, and so will the "ST JR" (the GOS remake, formerly presented by Merrill Ward, but no longer). Also, Merrill Ward will be marketing DIAMOND...and WON'T be Merrill Ward anymore. They are relocating from Palm Springs CA to Washington DC, and will be called USA MEDIA.

Alan Reeve, DIAMOND programmer (in college in Illinois!) is even hopeful about ATARI packing DIAMOND in it's final CART form in with new XE's and XEGS systems....

Diamond is planned to include a PAINT, WORD PROCESSOR which is said to be more like the TIMEWORKS package for the ST (top rated desk-top publisher!

Interestingly, Alan says that he had abandoned the DIAMOND project last winter, but after John Nagy wrote about it again in April (in CSHOPPER and in ZMAG) he got such a good and immediate reaction, he went back to work on it, with bigger hopes and grander goals.

MID-MICHIGAN UPDATE

We use this space to publically ask the staff of MAM to fill us in on what the current 6 month plans. As editorialized here a few weeks ago, we stated that there appeared to be less and less user group news and articles. With the support of 8-9 local users groups, it seems to us at ZMAG that more interest should be given to local reporting then the current style used. How about it?

NEW ADDITION

We are happy to announce the addition of Carlos Hernandez to the staff of ZMagazine. Carlos will take on the function of Assistant Editor.

We are also happy to announce the promotion of Ralph Mariano to General Manager of APEInc. Ralph we now manage all three present publications.

LABOR DAY TELETHON

Although not Atari related, we encourage our readers to donate what-ever you can to the Muscular Destrophy Association. Call 1-800-FIGHT MD

OASIS BBS UPDATE
by Glenda Stocks

No one else will tell you all about OASIS, so I will. $25.00 will get you 3 DS/SD diskettes with 6 sides of info, including two drive sample BBS with 23 modules working in it. All new docs written by me, each mod is also given separately with its own docs. There are 22 main menu options that each sysop decides what to offer from them. Totally flexible, customizable.

Every main menu option's letter can be picked by sysop. The following features can be executed from any of the 22 main menu options:

o User lister o Caller log
o Sysop created menu o Add a BBS number module
o User poll o Trivia game
o User stat lister o Survey game
o RLE movies o BBS daily stat lister
o Download base o User ul/dl ratio lister
o Eliza game

All of the above could be on one single sysop created menu. The download base program allows sysop to name and create his own subdirectories (or use no subdirs at all) and offers user ability to search files by the following criteria from a simple small menu:

o Filename o Language
o Type o User level
o Date o Files per page displayed
o Categories to include or not in search (search all)
o New files since last logon

DL base automatically displays 40 or 80 columns from one module. Eight msg bases that can be created first and allow msgs to be any size and compact at logoff.

For ML programmers OASIS IV has added many new equates and built in BBS routines just for programmers to write modules for OASIS. The following modules need to, or can be written, of course I cannot write them all, as I am working on other programming projects, including OASIS V.

o Automatic board backup at set times
o Automatic msg base exchange (networking)
o Upload module to get correct file extensions from users
o Any game module
o Password application procedure
o Logon sequence
o Logoff sequence
o Download base with file descriptions
o Ymodem batch file transfer
o Modem call answering sequence
o Waitscreen stat lister for sysop waitcall screen
o Various sysop online utils including other DOS functions

These are just some ideas of what can be done, based on the equates provided and sample modules already in use. Added to that will be OASIS.PAL which will allow offline debugging of modules. Also, I will be revising the current 30 modules (8 of which are required to run OASIS IV and they total 10,054 bytes = 78 single density sectors of your system disk, which means all other modules are optional, and the BBS can otherwise run completely without any other modules needed to be online... important for small system operators), the source code to each revised module will be posted.

There are three OASIS support boards, which will be beefed up as I revise modules, to provide plenty of access to support.

XBN-I 617-767-0760
PC PURSUITABLE MABOS node.

XBN-II 508-580-8722

XBN-III 508-559-6844.
Other Oasis Features:

o Eight msg bases that can be created first and allow msgs to be any size and compact at logoff.
o Eight random mini messages at main menu prompt, great for BBS ads.
o Various methods of user security levels including many within modules that can be controlled by sysop.

You can have a totally open BBS and still support special group in a secure way.

More Features:

o Online sysop term program including 1k XMODEM/CRC protocol, and text capture.
o User support for VT52 (for ST) and ANSI (for IBM/PC) graphics
o Mini menu
o No-apply PW module
o Users can write your trivia, surveys and polls and run them on your BBS
o Msg bases can already be exchanged among oasis boards
o Fmail can already be sent on oasis boards
o Arcview of files online will show ALFcrunch also
o Online GLU.COM sysop module
o Jump to DOS and use all internal SpartaDos functions online
o Validate users online
o UL/DL ratio, and ability to allow free DLS from a certain drive, great for Zmags or user groups to get files not counted against their ratio.
o 300 baud lockout and user level lockout options
o Modules can be only up to 5632 bytes = 44 single density sectors
o Not a limitation but rather a restriction that demands tight program code as opposed to loose and sloppy code, and also insures the continuance of the OASIS theme of big system power on small system storage.
o DLBase is a prime example of the power than can be packed into a small module.
o 98% of all OASIS menus and modules and the message base reading functions are all HOT KEYED
o Users do not have to WAIT for menus to finish displaying or messages to finish printing. Users just hit the key they want and the BBS interupts what it was doing and executes the option selected.
o Modules written by me include sysop alterable functions, not just text prompts. There are actual program functions that can be determined by the sysop without his having to be a programmer in such languages as basic, ML, or action.
o Sysop can control HOW a module works and customize how it interacts with his system's drive partitions.

OASIS modules are not use as is, but rather sysop modifiable. You also are not restricted as to where modules are kept on your system, nor where their support files are kept. CONTROL-C can be used almost everywhere on menus and modules to abort functions, also CONTROL-S and any key to resume is available throughout the BBS. Also, the more prompt can be continued with any keypress, not limited to just return. Yes and no questions can

be answered NO with any key other than [Y]. Downloads can be sent and arcviewed in the message bases.

Modem and BBS configuration is setup according to two codes that your modem sends to the software. Multiple options are provided to assist you in configuring your modem to send one of these two codes. Instructions help you to run a test mode to find which standard setup your modem fits.

Some of the standard equipment that have options are:

o AVATEX NON/HC, 850 o P:R
o MIO o ATR

Any modem/interface combination can produce one of the two codes. Once you find your config, your BBS runs perfect, meaning that it resets immediately on all dropped carriers everywhere on the system including such trouble spots as: during logon, during uploads and downloads, while reading messages, while within a running module, at the main menu, everywhere you are assured of system security by fast reset, within 2 seconds or less, so no one can logon as someone else after a dropped carrier. Also you can issue any modem commands to your modem at the waitscreen and at logoff, great for the multi-featured smart modems.

Almost any modem and interface combo can be configured to run OASIS, even the SX212 can run it DIRECT CONNECT! with no interface required!

The theme of OASIS IV and will be for OASIS V, is small system storage CAN run big system features. Small tightly coded external and optional modules, allow larger systems to add more. Easy to setup and well written docs that leave all to your imagination and the sample BBS allow current sysops to go online immediately, customize as they learn the BBS, and then redo their own BBS from scratch, totally customized to look and do what they want.

Low and reasonable price of $25.00 and ample support from three support boards all run from the same household insure timely postings of new modules on all 3 boards at the same time, and the ability to get help if a line is busy.

PC Pursuit access is available from one board. OASIS strives not to be like any other BBS, does not consider itself 'behind' any other BBS, but rather OASIS is a powerhouse BBS, packed with behind the scenes practical sysop power for small system owners.

OASIS can run on an XE-Game system, SX212 modem direct connect, and XF551 DD/DS drive. OASIS is filled with user convenient amenities, like HOTKEY, control-C abort, and pause/resume capabilities throughout. Also simple and straight forward use of msg bases and download bases, that means that user use your BBS to its fullest without the need for help files, or much fumbling around and getting discouraged.

Note: Just thought it was worth mentioning that OASIS helped in preparing this text for re-print in ZMag, it [OASIS IV] gives the user the power to

format his screen.

ZMAG ARCHIVES (Reprinted by Request)

SIG*ATARI CONFERENCE April 11, 1987 @ 3:00 PM EDT
Edited transcript by: SYSOP*Mike Schoenbach [76703,4363]

"THE FUTURE OF ATARI 8-BIT PUBLISHING"

Moderated by: SYSOP*Dick Brudzynski [76703,2011]

Guest Speakers:

Charlie Jackson [76703,1052] ANTIC Publishing
Patrick Bass [76703,1052] ANTIC Publishing
Jack P. Durre' [75046,476] ATARI Journal
Charlie Bachand [73765,646] ANALOG Computing
Clayton Walnum [72337,13] ANALOG Computing
John Jainschigg [73637,230] ATARI Explorer
Tom R. Halfhill [74025,1062] COMPUTE! Publications

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(SYSOP dick) <Swinging Gavel> BANG! Ok, protocol for todays meeting: if you have a question or comment type ? or !. I'll keep a running list of names and call on each in turn. When you're finished with your question or comment type GA (for Go Ahead). I'm not going to formally introduce everybody -- it'd take 15 minutes. We're here today to talk about the future of Atari Publishing and we have the CREAM of the industry today! Does anybody have a short opening statement they'd like to make?

(John @ Explorer) I think there *is* a future for Atari Publishing because, apparently as we've all seen in the past few months of stock issues, rising prices and new product announcements, there is apparently a future for Atari itself.

(SYSOP dick) It's been a long time since we've heard death of Atari rumors!

(NORM) ANTIC, ANALOG, EXPLORER, COMPUTE---I USE ATARIS IN THE CLASSROOM YET I see very little serious educational programs, utilities, articles in your magazines. I keep searching and hoping!! Any...???

(John @ Explorer) ANALOG, Antic, ourselves, and I believe the other magazines have made a concerted effort in the past six months to increase coverage of educational issues ... quite frankly, however I think my colleagues will agree with me that educational software particularly software based in a coherent curriculum -- that is consistent educational software of some real value is exceedingly difficult to track down. There is a real subculture and not a highly structured one, that teachers are using as a resourc for Atari-related educational tools...but the situation isn't pretty What, if I may ask, are your personal goals as an educator in using Atari computers?

(NORM) Merci,John! Word processing in composition writing, electronic workbook, modem communication in for lang. fun programs to add zip to the classroom teaching/learning.

(Clay @ ANALOG) I think that what John was trying to say is that we all look to our mailbox for the content of the magazine. Few people have the skills in both teaching and programming/writing to come up with publishable educational software or articles. We get lots of pseudo-educational programs -- the same old math drills and such that were cliches 5 years ago. I would say to Norm that, if he has something in mind and can present it in a publishable form, ANALOG will be happy to send him a contract.

(Tom R. Halfhill) I think Clay has made the point I wanted to make. The material that magazines publish is largely determined by the material which is submitted. If Atari users wish to see more coverage in a certain area, or more coverage in general, they should submit more material to the magazines.

(SYSOP Dick) As an 8-bit user, I've grown concerned about the fact that many of my favorite 8-bit magazines have been having 16-bit babies. Does the birth of these new magazines signal a diminishing level of support.

(Clay @ ANALOG) Dick, Dick, Dick... I can't believe people are still asking that question. ANALOG computing (the mag) is our bread and butter! There's no way in the world that we're going to let it slide in favor of ST-Log. We _are_ very excited by the possibilities offered us with a new computer and a new magazine. How could we not be? But as long as there's 8-bit computers out there, there'll be ANALOG Computing and I think you can see that the quality of the magazine hasn't slipped (we're a little late, but we're catching up!)

(Tom/Rhett (COMPUTE!) Magazine support depends on reader interest. When a magazine notices that readership is declining, and submissions are declining, then it must decide if the current level of support should be maintained. At COMPUTE!, we receive user group newsletters from Atari clubs all over the country, and have noticed that a major issue in Atari user groups today is the fear of declining support for the 8-bit Ataris. Newsletter editors complain of a lack of 8-bit articles submitted, and of a lack of attendance. If a magazine perceives the same drop in interest, naturally it will evaluate its coverage. Atari 8-bit users should maintain their interest in reading the magazines and submitting programs to help guarantee continued support.

(John @ Explorer) I don't perceive a falling off of interest in 8-bit material as my colleagues have suggested; but what I *have* noticed is a very drastic and upsetting falling-off of advertising support for 8-bit product. Being real for a second, it's advertising -- i.e. the marketplace that determines the market, and ultimately weighs on the content of a magazine. Those of us who, like Explorer, have not brought out separate 16-bit subunits or books, but who support both machines in our pages, are striving to maintain a balance reflecting readership while that balance is continually thrown off by revenue analysis.

(Erik @ Kyan) Well...seems everybody is calling the ST mags 'subunits' and 'babies' but to me, they seem a lot better than the mags they broke free from and feature a lot more professional material, not assuming the reader is a total beginner.... (START for instance).

(Erik @ Kyan) oopps not that START...

(BARTENDER) THE FUTURE OF 8 BIT SEEMS DIM TO ME AS AN 8 BIT USER...

(Erik @ Kyan) assumes reader as a beginner but that start has more power-user/programmer geared articles, sorry guyys GA

(BARTENDER) AS EVEN MY REGULAR ISSUE OF ANTIC SEEMS TO OVERRUN WITH ST STUFF. I HAVE TO READ MY MAG CLOSELY TO BE SURE I DONT TRY TO LOAD AN ST FILE FROM THE DISK I JUST BOUGHT FOR MY 8 BIT I RETAIL ATARI PRODUCTS AND ANTIC IS NO LONGER ONE OF THOSE AS SALES FELL SHARPLY AFTER THE ...

(Charlie @ ANTIC) I agree that the backbone of the editorial sections of a magazine are governed by it's mailbox, but it's also governed by it's wallet. When I joined ANTIC 3-4 years ago, we had 7 members producing Antic (writers editors and programmers) today, there are three people doing the same job (and at that, we're also helping with Antic's OTHER mags.) Two days ago, we had an in-office discussion about the ST vs. 8-bit. The problem was trying to identify the FUTURE 8-bit market. "Who," we pondered, "was going to buy an 8-bit machine when the 16-bits could do so much more, yet don't cost that much more." Apparently, hardware & s/w manufactureers feel likewise, did ANYONE see 8-bit products at WCCF or Hannover?

(CRAIG) I HAVE A 8-BIT AND I LIKE TO ADD THAT THE POEPLE ARE THE ONES YOU MAKE YOUR MONEY OFF SO WITH THE PRICE OF 120 FOR THE XE/XL YOU CAN SEE ...WHAT COMPUTER POEPLE WILL BUY THANK YOU.

(Clay @ ANALOG) I don't see that the 8-bit audience, in general, is falling... But the point was previously made, and I agree, that 8-bit software support and thus advertising $$$ ARE falling off. I think all the publishers here will agree that there's two main reasons why we include a small amount of ST related material in our "8-bit" magazines. The first is because we truly believe that most 8-bit users are interested in the 16-bit computers and would like to be kept informed. Secondly -- and this gets back to the fall of 8-bit software support -- putting St articles in the magazine attracts more advertising $$$$ and a magazine MUST have that income. I think the major challenge the 8-bit magazines face now, as far as content goes, is finding original, unused ideas. How many times can you publish an article on how to redefine character sets?

(Mark @ Supra) Ok, responding to the problem of advertising dollars falling off, the market is fast shrinking. The amount of time to develope a good product, write docs, get addvertising going is a long time, anywhere from 3 months (if you are luckey) to a year. So we as a manufacturer in deciding on new products to do must look a year ahead at the market. At this time we are taking the point of view that we can not afford to produce a new product strickly for the 8 bit market, but rather if we can move a product over to the 8 bit line, then it will be moved over. Case in point

is our sub 200 2400 baud modem, it would have never been developed for the 8 bit line, but since it is an easy matter to move it over it will be produced. Also in talking to software offers, piracy is a main concern, plus the shrinking market.

(Jack @ JOURNAL) Devil's Advocate position for a sec...I believe that the 8-bit... user begins to perceive his market as "disappearing" due, in part, to the "splitting off" of the mags, and this tends to be made more obvious to the advertiser, into a narrowing circle. Do the 8-bit users out there really still _care_, or do they feel that it's only a "matter of time" before they either move "up" or "out"? I know that at the local users group level, we have discussed the division of the group, several times, and each time, the 8-bit people want to REMAIN as a part of the _larger_ group. Perhaps some of the publications have created their own petard, in making what was originally believed (and may, eventually prove to be) a WISE decision.

(ROBIN) HELLO. THIS IS A QUESTION FOR ALL THE MAGS.. I'M A NEW MEMBER TO ATARI*SIG AND HAVE BEEN READING UP ON ALL THE MESSAGES ..... I'M WONDERING WHY WE NEVER SEE ANYTHING ABOUT THIS SIG SYSOPS IN THE MAGS??? ...

(Tom/Rhett (COMPUTE!) ANTIC made a good point about the future of the 8-bits. We have thought the same thing. If eight-bit coverage seems to be dropping off, I think there are a few reasons First, the ST mags can provide better coverage because they have the advantage of a bound-in (or optional) disk. This allows larger programs, and programs which are written in good compiled languages Also, we noticed a decrease in quantity and quality of Atari articles soon after the ST came out. Both the articles submitted to us and to other magazines (sorry, guys, just being honest) I think this is due to a migration of the best 8-bit programmers to the ST and Amiga...

(Tom/Rhett (COMPUTE!) The best programmers will always gravitate to the hotest, latest machines. The 8-bit market also lost some very good programmers to the C-64, Mac, and other computers that sold better or were more attractive to programmers for various reasons.

(Bill C.) Well, since Atari is supposedly making so much money on the sales of 130XE's and other 8 bit hardware, (including sales to me, guys). I wish, no, DEMAND, that they get into the ring on this software availablilty problem. If they would push what they sell with the publishers, we wouldn't be in such bad straits. As a loyal Atari user, I expect this kind of support on their part, especially if they want to continue to get my bucks!!!!!!!!

(John @ Explorer) Well, first off, to answer Bill, Atari *is* in the ring on this software availability thing. Virtually the only truly substantial 8-bit product I've seen has been coming, hook or crook, off the assembly lines at Atari -- this is excepting the slow but steady trickle of quality software from a number of super-loyal software houses that have stuck by the machines. But the real point I'd like to make is I think we -- all of us -- are perhaps suffering from a failure of the imagination here. As

Bill says, Atari *is* selling a whole lot of 8-bit machines, and is continuing formal support for the hardware the operating system, peripherals and software -- all of the magazines here probably represent a combined subscriber base of something on the order of 300,000 to half a million, with lots of overlap -- but there are millions and millions of 8-bit machines out there. As a whole the 8-bit side of the industry, and that includes Atari, seems to be able to sell to these people, but not to reach them on a consistent basis it's extremely puzzling to us.

(Bill C.) I don't want Atari to publish. I want them to push other publishers to port...

(JOHN NAGY) Our club, CHAOS, has seen the same migration of users to ST, most 8-bit users..

(Bill C.) Stuff over to the 8 bit ataris... Sorry.

(JOHN NAGY) have seemed to accept the idea that they are all ST owners that havent gotten one yet. this isnt really necessary but the atari company and all of us following behind have sort of allowed the 8-bit to lose any focus as a viable machine there is a real reason to use an 8, and not to get an ST other than just becuse it is cheap, there are many things (games not being the least of them) that the 8 can do fine. WE NEED TO PUSH THE 8 as a real machine at the retail, or else we see it fall out of notice. Too many beleive that the 8 is even out of production!.

(BARTENDER) THE GENERAL TONE SEMMS TO REFLECT A CHANGE IN ATTITUDE BY ATARI SUPPORTERS TOWARDS THE ST LINE. YET THE ATARI 8 BIT COMPUTER IS BY FAR THE BEST DOLLAR INVESTMENT IN THE COMPUTER MARKET. MOST REPLACEMENT PARTS ARE AVAILABLE FOR LESS THAN $5.00 EA BAR A FEW SPECIAL.. ITEMS AND THE WEALTH OF ALREADY EXISTING SOFTWARE AND MANY YEARS OF PAST ISSUES OF MANY PUBLICATIONS MAKE THIS COMPUTER TRUELY A LANDMARK IN 8 BIT HISTORY. HOW ARE WE AS EXPERIENCED PROGRAMMERS TO EXPECT A 13 YEAR OLD NEW USER TO EVEN BEGIN PROGRAMING WHEN WE USE A ZERO PAGE LARGER THAN THE COMPUTER WE LEARNED ON?

(SYSOP dick) I've noticed the steady growth of on-line publishing by the magazines and newsletters. Antic at CIS, Analog at Delphi, ZMAG everywhere! Even Omni and Playboy. Does this signal a decline in the value of the printed word? A new way to serve readers? what does the shift to online publishing mean I'd appreciate any thoughts from the mags and newsletters on the shift to online publishing.

(Charlie @ ANTIC) (Ooops! Theme change...)...

(SYSOP dick) Not necessarily, Charlie. I want your thoughts on ANYTHING!

(Charlie @ ANTIC) Agreed, there's been a change in attitude but in a different way. In a recent ANTIC ONLINE survey, we found that the largest chunk of users want BUSINESS software and prefer Product Reviews and New Product announcements to type-in programs. (At the CompuServe booth at WCCF virtually EVERYONE I spoke with wanted to learn about computer business applications...only a handful asked about programming SIGS (forums). There are only a handful of RELIABLE business application programs for the 8-bit. So as ST prices continue to plummet and software

lists and catalogs grow thicker and heavier, WHO is going to buy tomorrow's 8-bit machines? ... Personally I love my 800 (if not for it, I'd not get a paycheck) but it looks like the tides are shifting.

(Joe T.) First... for all the publishers: Why is it that the programs for most other machines have well written graphics, text, etc. but when they are changed to Atari, they only look slightly better than the original Pong game? It looks as if they are thinking "we'll just make a quick version for the Atari machines just to keep those few subscriptions" ...

(Ripp) Piracy is a major contributor to that!

(Joe T.) I understand about piracy, but a lot of the type in programs that include (a picture on how it will look on different machines shows that not much effort was put into the Atari versions.

(THOMAS E. REED) Having suffered through a girlfriend with a Radio Shack Color Comp... both of which, thank the Lord, are now gone. I was suprised by the tremendous advertising support for the CoCo magazines from local dealers. Why not that same kind of support for Atari mags? Also... Since so many users are upgrading their machines with extra memory, how about some discussion of Atari upgrades in the magazines? Lots of people love their 8-bits. Mine does everything I need in a computer, and I don't see a reason to change.

(SYSOP dick) Clay==> (Maybe you can give us an idea why Analog went online and Tom/Rhett can give us an idea why COMPUTE hasn't gone online)

(Clay @ ANALOG) Well, I wasn't at ANALOG when the original TCS went on-line but the reason, I'm sure was that it gave people an alternative to a disk subscription. It's a lot nice to be able to download those specific programs you're interested in, than to put up the cash for a disk sub. We moved to Delphi because supporting the TCS became an overwhelming task (over 2000 subscribers on the TCS), plus we needed the extra disk space Delphi could provide. Once we had the programs on-line, it was only logical to port the text files over from the typesetter and put them on-ine, too. Now a change of subject.... I wanted to say before that 8-bit users have one sure way to protect their future -- and that is to BUY! Buy software, buy hardware, buy magazines. As long as there's money to be made, the computer will be supported. We have to feed our kids, too Though we love our work, we have to bring home a paycheck.

(John @ Explorer) Answering a few questions: as to the issue of how magazines tend to support 8-bit systems with type-in stuff ported from other machines, the gentleman who spoke was absolutely right in his estimation of the mental process in most cases...however there are notable exceptions -- Family Computing, for example, where I used to be Sr. Tech. Editor, had an in-house programming staff that were all rabid Atari programmers, so even though there was little interest in editorial coverage of the machines, per se, we always made sure that Atari 8-bits were covered with the best stuff we could put together...On the subject of "online editions," we're looking at a wholly new definition of the

concept of magazines. What started as an "efficiency measure" -- something to render better service to current subscribers and readers, mostly, has turned into something quite different. Online editions are a new, more fluid medium than print can ever be.

(JOHN NAGY) Printed mags are NOT dead, but they COST a lot to make. Onlines, like ZMAG can get out fast with the costs of production being taken over by the readers this lets one try ones hand at publishing without the huge risks of advertising needed to pay for the big investment in printing and distribution. I do feel that magazines can't be replaced, as there can be no better way to be able to skip through an article or see what might be there for you ... onlines make you wait through all the stuff you DONT want to get to the part you DO. But the mix we have been gettting recently has improved both means of publishing.

(Ron [ZMAG]) John is correct in everything he stated. We produce an issue each week with the intention of providing information about printed mags, CIS, and the information services for our readers. We have 100+ bbs systems carrying each issue. Many of which use the information for thier local user group newsletters. John Nagy has been one the few who has provided information with the purpose of user group usage. We can get news out faster, but cannot provide the space printed forms do.

(jpp) At first there were general purpose computer mags then there were special purpose mags then came the IBM and general purpose and IBM became the same new users won't find out about ATARI and I suppose most of your readers already have ataris. why not start real general coverage mag leave the program listings for your online unless they are generally applicable also the 8 bits are cheap and should be good hacks would like to see hardware hacking articles.

(Mark @ Supra) Responding to online magazines and bbs... The whole idea of what a bbs is and how it works needs some new thinking. The biggest thing I see is that the term programs and the bbs service need to compliment each other, rather ie.. menus, I hate having to have the same info sent time and time again. I know that several services are working on this, but before bbsing can become useful for the general populas some user interfacing needs to be redone.

(Tom/Rhett (COMPUTE!) We'd like to answer two earlier questions that seemed to be aimed at COMPUTE!:

1 -- The quality of programs translated to the Atari;
2 -- COMPUTE! online.

First, it is easier to write a good, original program that takes advantage of the Atari's features if you start on the Atari. It's harder to translate a good program on another computer to the Atari. Also, it's a deadline problem, writing programs for many different machines. We also find it difficult to find enough good programmers for our needs. (In fact, we have had an opening for an Editorial Programmer for several months now, if anyone wants to apply.)

As for the online question -- we have considered this for a couple of years but there always seem to be projects of higher priority to carry out first for example, we wanted to start our various disk services and the ST magazine. There are only so many new projects we can handle per year. Especially since it is so hard to find new staff people that meet our qualifications. We've hired four new people just in the past few weeks and still have seven openings we can't fill. This limits our ability to start new projects that require a lot of planning, thought, and manpower.

(Charlie @ ANTIC) Compared to it's pen-and-ink counterpart, online publishing is in it's infancy (ANTIC ONLINE went live just a few yrs. ago in '84). The snags and glitches which tend to make online mags. appear "user hostile" at times, are being corrected. In AOL, we've added "Direct Access" pages for people who (don't like menus, highlighted new features, and working to make the whole schmeer easier to use QUESTION: What are the most important things an online mag. should provide?

(Charles @ ANALOG) As an answer to jpp's question about putting all listing on-line and removing them from the magazines, I feel that this is entirely unfeasable to do for two reasons. The listings one finds while scanning through the pages of any computer magazine -- while not always being of interest to everyone-- are there for a reason other than typing in. They are there to also read and learn from. You might not want the whole program but there just might be a few lines of code that you can and will use. Another reason has to do with the first time user without a lot of money. That kid next door who buys a few magazines each and every month from his paper route money usually can't afford a disk subscription or the on-line connect charges for download time that the services charge. He is perfectly willing to type in these programs and many do so (as I can tell by the phone calls we get each month about typing errors.)

(BARTENDER) I HAVE ONE QUESTION LEFT FOR ALL THE MAGS WHERE IS THE STUFF YOU GUYS READ TO ALLOW PEOPLE LIKE STEVEN KITCHEN TO LEARN TO WRITE SOFTWARE AS REFINED AS HIS ARE?

(SYSOP dick) Time for another "sense of the CO"...we've been on for some time now and ...

(John @ Explorer) Tristram Shandy, by Lawrence Sterne.

(SYSOP dick) the I've learned much. Do we wish to continue with the formal CO or just adjourn for informal....

(BARTENDER) A MONTHLY ARTICLE ON PROGRAMMING TECHNIQUE

(SYSOP dick) I want to thank everybody who participated today..... especially the mags and newsletters without your support most of us (especially me) would still be playing games..exclusively. I suspect there's a lot more love than money in Atari publishing...and we aof respect and gratitude for your support. I'd also like to thank Mike and Bill for their hard work in getting you all together. I'm going out right now and pick up extra issues and disks of all my favorite Atari publications. Thanks fellows, you've been super!

(SYSOP dick) <Swinging gavel> Adjourned!

PRESS RELEASES

A Day At The Races

This notice is to introduce you to a new software release for the Atari ST line of microcomputers.

After three years of research and development we are proud to announce "A Day at the Races". It was designed and written by Marshall Lake and Piet Francke and is being distributed by TEAM Software.

"A Day at the Races" is a simulation of the horse race track environment. Much more than the horse race itself, this simulation allows you to buy and sell horses, choose jockeys, and of course wager on races. Each horse and jockey have their own distinct attributes and abilities which affect the outcome of each race. Just like at a real track it is up to you to discern which abilities each horse and jockey possess and to attempt to pick the probable winner of the race. It is as close to the real world of horse racing as you can get without going to the track. The actual horse race itself is presented in exciting, nail-biting real time.

Dynamic data base files are kept for the horses and the jockeys. For the handicapper, all the various statistical items (including horses' past performances) are maintained to assist in an intelligent wager, horse purchase, or jockey selection. "A Day at the Races" is a multi or single player game.

This program will be available by October 15, 1988.

TEAM Software
P. O. Box 7332
Washington, D. C. 20044
(703) 533-2132
(603) 679-1211

WPCORP OFFERS SPECIAL TO ATARI USER GROUPS

As part of a special product promotion, WordPerfect Corporation is currently offering WordPerfect for the Atari at a reduced price to members of Atari user groups until September 15.

The promotion will allow members of Atari user groups throughout the U.S. to purchase WordPerfect for the Atari for $155, a savings of $174 from the list price of $329. User group members must show proof of Atari users group membership to be eligible for the special offer.

Todd Ashman, director of WPCorp's Atari Products division, sees the promotion as a way to make WordPerfect available to dedicated Atari users at a more affordable price. "The product has been available for one year, " said Ashman, "but we wanted to give Atari users an added incentive to purchase the product this summer. We have a quality product and want as

many Atari users as possible to try it."

All Atari WordPerfect orders qualifying for the special price must be accompanied by a WPCorp users group purchase agreement, available from WPCorp. Interested users groups can call (800) 321-4566 or (801) 227-5900 to request the users group purchase agreement. The purchase agreement should then be submitted directly to WPCorp Atari Orders at 288 West Center Street, Orem, UT 84057.

WordPerfect for the Atari, which runs on the 520, 1040, and Mega ST, normally lists for $329. For more information about WordPerfect for the Atari or the users group promotion, call (801) 225-5000.
Contact: Rebecca Mortensen - Todd Ashman.

ST Transformer Update
by Darek Mihocka

Latest ST Xformer News, File Transfer Service, and

Using the ST with Atari 810 and 1050 disk drives!!

Users of the ST Xformer II emulator are familiar with methods of transfering 8 bit software to the ST. Using modems, null modem cables, and 5 1/4" ST drives (with the Xformer File Xfer Program), it is possible to transfer over files and most boot disks for use with the emulator.

I am pleased to announce the development of an interface for the ST, that allows 8 bit peripherals like the 810, 1050 and XF551 disk drives to connect directly to the 520/1040/Mega ST. Other devices, like the 850 interface, modems, and printers can also be connected. Everything just plugs in, so no warranties have to be voided.

Using a new version of ST Xformer II not yet released, it is possible to boot directly from these drives, thus allowing copy-protected commercial software to run under the emulator, and eliminating the hassles of the other methods. Now run Text Wizard, B/Graph, Visicalc, APX and Antic disks and many more. This opens new doors to the world of 8 bit emulation. Also, the new Xformer II runs on 512K, something the regular Xformer II can't do.

But that's not all! Users of the ST who are not particularly interested in emulation because they still parts of an 8 bit system will also find this useful. This interface allows for file transfers between the 8 bit drives and the 3 1/2" drives, thus allowing easy movement of files back and forth without the need of null modem cables or the 850 interface.

So if you have a 520ST with a single disk drive, and were considering buying another drive, consider getting the less expensive 1050 or XF551 drives instead of an ST drive.

Users who do not own an 8 bit disk drive, but who can still borrow one for a few days and get their hands on their user group's 8 bit library of disks, will be able to copy them to the ST in as little time as it takes

to copy the disks normally.

Although I do not plan to develop this feature unless there is specific demand, it is possible to reverse roles and allow the Atari 400/800 computers to access the ST as a virtual disk drive, thus allowing, for example, a BBS running on an Atari 800 to access a 520ST as a large RAMdisk.

I will produce the interface, and sell it for about $20 to $30. One of the reasons that kept me from developing this earlier is that I originally wanted the emulator to remain software-only. It will remain this way for users without access to 8 bit peripherals, but for those users who have access to both systems, this is a low cost add-on to increase their enjoyment of their ST.

At this time, I am unable to predict how long it will take make this available to all ST users. Hopefully only a few months. Right now the biggest stumbling block is finding those 13 pin 8 bit serial I/O connectors, which seem to be very scarce. Dealers and distributors interested in carrying this product should contact me by voice.

Anyone interested in buying one, please phone or write, so that I will know how many interfaces to initially produce.

File transfer service

Any Xformer users who are finding it difficult to port software over, either due to a lack of a modem or null modem cable, should phone me about arranging to send me their disks to copy over to the 3 1/2" format. With my prototype interface, I can copy hundreds of disks a day, and all I require is that you pay for the postage and disks.

I would be especially interested in obtaining a large database of public domain 8 bit software (a user group library?).

Other Xformer news

Other improvements are being made to the Xformer. I am working out the details of the full speed emulator, which is now on the horizon. However, I feel that I will prevent me from devoting further time to the Apple and C64 emulators, which have been pretty neglected so far, so I will be making the entire source code to ST Xformer II available. It is written in Laser C, so only Laser C users will be able modify it unless they convert it to another language first. Any developers interested in further improving the Apple and Commodore emulators will then be able to do so.

Sometime later in September, I will be putting up the Xformer support BBS, to allow modem users without access to Compuserve, Delphi, or Genie to call and download the latest emulator and 8 bit files. The number will be the same as the current voice number, and operate from around midnight to 6am EST/EDT.

Finally, if you are a user of ST Xformer II and have not yet registered your copy, please do so by sending your name, mailing address, phone, and a $20 money order. You will receive a manual and an updated version of the software and 8 bit files. Please indicate whether you want the regular double sided version of Xformer II, or the 512K single sided version of Xformer Junior.

The address is:
Darek Mihocka
310-D Bluevale St. N.
Waterloo, Ontario N2J 4G3
CANADA

In the US, remember that postage for Canada is about 5 cents more. The Xformer hotline, voice, and soon by modem, is (519)-747-0386.

Other sources of ST Xformer 2.10:

Compuserve - go to the ATARIDEV SIG and enter DL 5 (the Xformer download library)

Delphi - go the ST LOG SIG by typing "gr st" at the main menu. Enter the libraries with the "da" command.

Genie - go to the Atari ST roundtable by typing "m 475;3" and download files #7651 thru #7654.

and, various ST bulletin boards across the country.

ZMAG PUBLIC DOMAIN SHELF
by Ron Kovacs

The following listing is presented Ctsy of CompuServe Atari 8 SIG. This new column will spotlight files, news, and other information pertaining to Public Domain Software.

This week we focus on Rassilon. He has been writing software for a few years and makes it available on CompuServe Exclusively. We have not approached this person for an interview, but have listed his software which is currently available.

BLOCKS.DCM
Keywords: RASSILON COMPACTED BLOCK PUZZLE DISK

RASSILON'S BLOCK PUZZLE DISK! COMPACTED WITH DISK COMMUNICATOR V3.2 THESE ARE NOT EASY PUZZLES, BUT I HAVE LEFT MY LOWEST SCORES ON THE DISK. SEE IF YOU CAN BEAT THEM!
(c) Rassilon Software For Exclusive SIG*ATARI use ONLY!!!

BLOCKS.OBJ
Keywords: RASSILON BLOCK PUZZLE BINARY FILE

A BLOCK PUZZLE from Rassilon See if you can solve the puzzle. This is put here for the exclusive use of ATARI8 users only. Do not release this program to the public domain.

DANCE.DCM
Keywords: RASSILON SQUARE DANCE CHECKERS PUZZLE COMPACTED DISK

EASY GAME FROM RASSILON. SEE IF YOU CAN DO THE CHECKER SQUARE DANCE. A COMPACTED DISK USING DISK COMMUNICATOR V3.2. AS USUAL, A SELF-CONTAINED DISK.

EXCHNG.OBJ
Keywords: RASSILON EXCHANGE BINARY LOAD PUZZLE

ANOTHER PUZZLE FROM RASSILON. SEE THE DOC FILE FOR COMPETE INSTRUCTIONS. 'EXCHNG.DOC'

FF.DOC
FF.OBJ
Keywords: RASSILON BINARY GAME FOUR BY FOUR SQUARE 4X4

ANOTHER MIND BENDING GAME FROM RASSILON SEE IF YOU CAN PLACE ALL THE SQUARES WITHIN THE GRID. ADJACENT SIDES MUST HAVE THE SAME COLOR. SEE 'FF.DOC' FOR COMPLETE INSTRUCTIONS. FOR THE EXCLUSIVE USE OF SIG*ATARI USERS ONLY. NOT FOR PLACEMENT ON ANY OTHER BOARDS.
(c) RASSILON SOFTWARE 1988

KB29.OBJ
Keywords: RASSILON KELB MONOCHROME

THIS IS THE KELB GAME FILE MODIFIED FOR MONOCHROME MONITORS AS REQUESTED BY BLAQ [76046,1756]. JUST REPLACE THE KELB FILE ON THE UNCOMPACTED DISK WITH THIS FILE. ALL COPYRIGHTS STILL APPLY. ENJOY! RASSILON 29999 STOP:END

NITES.DCM
Keywords: RASSILON SIX 6 KNIGHTS PUZZLE COMPACTED DISK

ANOTHER GAME FROM THE DEVIOUS MIND OF RASSILON. THIS ONE IS THE CALLED "THE SIX KNIGHTS PUZZLE" THIS IS A COMPACTED DISK USING THE DISK COMMUNICATOR V3.2

PAIRS.DOC
PAIRS.OBJ
Keywords: RASSILON PUZZLE PAIRS BINARY LOAD

STILL ANOTHER PUZZLE FROM RASSILON. THIS ONE IS REAL EASY. (FOR THOSE WHO COMPLAIN THAT MY PUZZLE ARE TOO HARD, eh Maui Don?) SEE THE DOC FILE 'PAIRS.DOC' FOR COMPLETE INSTRUCTIONS.

POSPUZ.DCM
Keywords: RASSILON POSITION PUZZLES SIX DIFFERENT COMPACTED DISK

YOU DIDN'T ASK FOR MORE AND THE SYSOPS DIDN'T LET YOU HAVE MORE, BUT RASSILON NOW GIVES TO YOU 6 MORE PUZZLES. THESE ARE WHAT GAME THEORISTS CALL POSITION PUZZLES. DISK COMMUNICATOR V3.2 COMPACTED DISK. DOC FILES ARE INCLUDED. ENJOY!!!

SQUAD1.DCM
SQUAD2.DCM
Keywords: RASSILON INFANTRY SQUAD COMPACTED DISK 800XL 130XE MACHINES ONLY

RASSILON "INFANTRY SQUAD" DISK 1 COMPACTED WITH DISK COMMUNICATOR V3.2
THIS ONE CONTAINS THE GAME AND THE SCENARIO EDITOR. RUNS ON 800XL/130XE
MACHINES ONLY!!! (c) Rassilon Software For SIG*ATARI use ONLY!!!
PLAY COMBAT THE RASSILON WAY. I HAVE INCLUDED AN EDITOR SO THAT YOU CAN
DRAW YOUR OWN BATTLEFIELDS. ENJOY!

TENPIN.XMO
Keywords: RASSILON TENPIN

TEN*PIN ALLEY BY RASSILON. SET SPIN & POWER BY STICK FORWARD & BACK THEN
PRESS FIRE. MOVE RELEASE MARKERS BY STICK RIGHT & LEFT THEN PRESS FIRE.
RELEASE BALL BY PRESSING FIRE W/ STICK CENTERED. MAX POWER OF 5 IS A
STRAIGHT BALL WITH LOTS OF PIN ACTION. MAX SPIN OF +OR- 3 IS A REAL HOOK.
+ AND - SPIN FOR LEFT OR RIGHT HOOK. MIX COMBINATIONS OF SPIN AND POWER TO
PICK UP THOSE SPARES. THIS IS NOT EASY TO MASTER. JUST LIKE BOWLING, IT IS
HARD TO BOWL A 300 GAME.

TENPN2.BXE
Keywords: RASSILON TENPIN ALLEY BASIC XE VERSION 2

TENPIN ALLEY WITH A FEW ADDITIONS YOU NOW HAVE THREE LEVELS OF DIFFICULTY
POWER AND SPIN CONTOLS HAVE BEEN SIMPLIFIED. OTHERWISE, THE GAME REMAINS
THE SAME.

TKDOC.DCM
Keywords: RASSILON TAUZ KELB DOCUMENTATION COMPACTED DISK SIDE TWO

THIS IS SIDE 2 (OR DISK 2) OF THE TAUZ/KELB GAME SET. UNCOMPACT WITH
DISKCOM 3.2, AND BOOT THE DISK TO READ DOCUMENTATION FOR THE GAMES. PLEASE
NOTE THE COPYRIGHT NOTICE AND LIMITATIONS NOTED IN THE DOCS! THESE FILES
ARE FOR <PERSONAL> USE BY SIG*ATARI MEMBERS ONLY!! (C) 1988 RASSILON
SOFTWARE 29999 STOP: END

TKOBJ.DCM
Keywords: RASSILON TAUZ KELB OBJECT GAME FILES COMPACTED DISK SIDE ONE

THIS IS SIDE 1 (OR DISK 1) OF THE TAUZ/KELB GAME SET. NO MORE ADAPTATIONS
OF 'OLD' GAMES. TIME FOR SOMETHING NEW! HERE ARE 2 STRATEGY BASED BOARD
GAMES, UNLIKE ANY YOU'VE SEEN BEFORE. UNCOMPACT THIS FILE WITH DISKCOM 3.2
TO CREATE A BOOT DISK WHICH WILL RUN THE GAMES. MAKE <SURE> YOU ALSO GET
TKDOC.DCM IN THIS LIBRARY TO READ DOCUMENTATION.

TZ19.OBJ
Keywords: RASSILON TAUZ V 1.9 MONOCHROME BLAQ

THIS IS TAUZ FOR MONOCHROME MONITORS THIS WAS REQUESTED BY BLAQ 76046,1756
REPLACE THE TAUZ FILE ON THE UNCOMPACTED DISK ALL COPYRIGHT REQUESTS APPLY.
ENJOY RASSILON 29999 STOP:END

CONECT.DOC
CONECT.XMO
Keywords: RASSILON BASIC XE BASICXE CONNECT TWO PLAYER STRATEGY GAME

A TWO PLAYER GAME OF STRATEGY SIMILIAR TO THE CHINESE GAME OF "GO". THIS
ONE REQUIRES THE OSS BASIC XE CART AND EXTENSIONS 4.1 LOADED. I AM WORKING

ON A VERSION THAT ALLOWS YOU TO PLAY THE COMPUTER. IF YOU LIKE THIS VERSION AND WANT TO SEE THE COMPUTER VERSION ALSO, DROP ME EMAIL AT 70057,674. THIS ONE IS NOT AS EASY AS IT FIRST APPEARS.

=*=*=*

1441. MIDI INFO

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-13 19:02:00 UTC
From: HABKE%ccm.UManitoba.CA@FORSYTHE.STANFORD.EDU
Message-ID: <8809140050.AA10310@ucbvax.Berkeley.EDU>
Source record: 116595

CAN SOMEONE PLEASE SEND ME ANY INFO THEY MIGHT HAVE ON
MIDI HARDWARE FOR THE 800XL: NAME, SUPPLIER, PRICE, ETC.
ALSO WHO PUTS OUT THE BEST MIDI SOFTWARE .
ARE THERE ANY PUBLIC DOMAIN MIDI SAMPLE DISKS AVAIBLE
AND, IF SO WHERE CAN THEY BE OBTAINED.
ANY INFO WOULD BE APRECIATED.
THANKS
BILL
COULD SOMEONE PLEASE SEND ME THE ARC'D FILES FOR ALFUNCRUNCH & ALFCRUNCH
WHICH HAVE APPARENTLY BEEN POSTED TO THE NEWS GROUP BUT NEVER REACHED MY NODE

1442. Re: ZMAG

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-14 15:57:02 UTC
From: tiger@bsu-cs.UUCP
Message-ID: <3946@bsu-cs.UUCP>
Source record: 116596

Yes Keep posting Zmag...Also does it cost anything to call Delphi
if the call is local?(besides the 20.00 joining fee)

1443. Homepack & termcaps

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-14 20:58:22 UTC
From: hauck@limbo.uucp
Message-ID: <5652@pasteur.Berkeley.EDU>
Source record: 116597

I'm trying to use HOMETERM, part of HOMEPACK, to communicate with
several Unix-based machines and failing mserably. The problem is that while
HOMETERM emulates vidtex (a program in most termcap files), it displays 38
columns instead of 40 and 20 lines instead of 22+. This makes use of emacs or
vi (or any other text editor for that matter) impossible. I tried editting the
termcap entry and, while I could set it correctly in my environment, emacs
still insists on 40 columns, 22+lines, and vi just fails (it starts printing
in the middle of the screen and really messes up cursor motion). What I need
is one of the following:
1.) A good vidtex termcap that specifies 38 columns, 20 lines and
which emacs will accept (I changed the co & li entries and
it didn't work, so it's not that simple).
2.) A working termcap for 1030Express or the default 1030 modem program
(I have the 1030Express program, and since I own a 1030 I have
the program that's built into it)
3.) A way to tell emacs to shrink itself to 38 columns, 20 lines.
Thanks in advance.

Scott Hauck
Hauck@postgres.berkeley.edu

1444. Re: ATARI 800 printers

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-14 21:42:30 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270003@hpclkms.HP.COM>
Source record: 116598

/ hpclkms:comp.sys.atari.8bit / rbrown@svax.cs.cornell.edu (Russell Brown) / 5:53 pm Sep 12, 1988 /
In article <5141@fluke.COM> jeepcj2a@tc.fluke.COM (Dale A. Chaudiere) writes:
>>Any comments on the Gorilla RS-232 printer for use with an ATARI 800.
>>It comes with an R-verter RS-232 to Atari serial port converter.
>>The seller had a 400 and claims it only works with an 800 or 800XL.
>
>I would be somewhat wary of this claim about the 400/800/800XL business.
>The serial ports for the 400 and 800 are the same (the old 800; it's possible
^^^^^^^^^^^^^
>the XL is different -- though there's no reason why it should be).
^^

Actually, they are slightly different, though I never ran into a problem where
the difference mattered. The original 800 SIO port had 12V on one of the pins.
The 800XL puts out 5V on this pin. (This is because the 800 ran off of
an low voltage AC power pack and rectified its DC internally, whereas the
800XL runs off of a 5V DC power pack, and thats all it has to work with)

Ken "Just thought I'd shoot my mouth off again" Sumrall
ken@hpclkms@hplabs.hp.com
...!hplabs!hpclkms!ken

1445. For Sale: Supra Hard Disk

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-15 00:26:03 UTC
From: langbein@topaz.rutgers.edu
Message-ID: <Sep.14.20.26.01.1988.16698@topaz.rutgers.edu>
Source record: 116599
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale

```
This is for a friend.....

FOR SALE:

SUPRA 20 MEG HARD DRIVE
- Original Packing
- Documentation
- Software
- Cables
Set up for operation on an ATARI ST.
6 Months old.... Works Great!!!
Selling to buy larger capacity drive...

Price: $500 or Best Offer

Call direct on Bulletin Board.

Hacker's Hotline: (201)-390-9782 300-1200-2400 baud

Leave Private message to sysop or Drust
----- -----

============================================================
- John Langbein
--
------------------------------------------------------------------------
ARPA: langbein@topaz.rutgers.edu UUCP: !rutgers!topaz!langbein
QUOTE: "Holy Cow!" - The Scooter DATA PHONE: 1-<201>-390-9782
DISCLAIMER: Why? I don't know, and he's on third.
------------------------------------------------------------------------
```

1446. Re: ZMAG

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-15 01:04:53 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <9097@cup.portal.com>
Source record: 116600

Could you please continue uploading the ZMAGS. The only way I can get them
is to call an East coast BBS (I'm on the west coast), and download them. Even
at evening rates and 2400 baud, that starts to get expensive.
Thanks in advance.

1447. more info on my interfacing problem..

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-15 19:54:00 UTC
From: BIW109@URIMVS.BITNET
Message-ID: <8809152000.AA28912@ucbvax.Berkeley.EDU>
Source record: 116601

The interface connects to the computer through the cart. port.
it uses the 7 low order address lines, and the CCNTL line for control
(addresses $D500 to $D57F are decoded). I used a design like this
because i want to build an interface into which cards can be plugged
into. The decoding logic works like this: A0-A3 are fed into one
74154 (4 to 16 line decoder), A4-A6 are fed into another one. Both
are enabled by the CCNTL (active low) line. All of the outputs of
the 74154's that are used (all on the first, only the first half on the
2nd - its high order input line is grounded) are inverted to obtain
active high strobes. The sixteen outputs from the first 74154 are
fed to 8 44-pin female plug in slots. The 8 outputs from the second
74154 are fed to one slot each (these are used to activate cards in
individual slots. The read/write line is passed to all slots in both
origional and inverted form. This was done so that when a particular
address on a card needs to be activated, a 3-input and gate can be used
(active high strobe) or a 3-input nand gate can be used (active low
strobe). Using this method, a card can be used in any slot, as long
as the program knows which one it is in (the relative addresses within
each slot are the same).
The data latch in question is a 74374 (i think.. I haven't been
home from school to look at it in the past few weeks), and acts on the
rising edge of the pulse. The timing problem that I was intested in
is how long is data valid for once it is placed onto the bus? Since
the latch acts on the rising edge of the strobe, i assumed that the
interface circuit must be taking too long. Since the 74154 is the most
complicated chip in the interface (if I remember correctly, it has at
least 4 or 5 levels of gates in it) I was thinking of using a high
speed version of the chip, assuming I can find one.
I hope this is enough info.. And thanks to anyone who can help..

Ray C

bitnet: biw109@urimvs

1448. Re: Homepack & termcaps

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-16 11:35:24 UTC
From: markt@rwing.UUCP
Message-ID: <365@rwing.UUCP>
Source record: 116602

In article <5652@pasteur.Berkeley.EDU>, hauck@limbo.uucp (Scott Hauck) writes:
>
> I'm trying to use HOMETERM, part of HOMEPACK, to communicate with
> several Unix-based machines and failing mserably. The problem is that while
> HOMETERM emulates vidtex (a program in most termcap files), it displays 38
> columns instead of 40 and 20 lines instead of 22+. This makes use of emacs or
> vi (or any other text editor for that matter) impossible. I tried editting the
> termcap entry and, while I could set it correctly in my environment, emacs
> still insists on 40 columns, 22+lines, and vi just fails (it starts printing
> in the middle of the screen and really messes up cursor motion). What I need

if you have a good monitor i would suggest that you try VT10SQ. alot of people
prefer KERMIT over it, but if you have a good monitor the display on VT10SQ
is the best, it gives you a really good vt100 emulator, it wont show inverse
video but thats all it wont do for you. i've used it to play games on
a handful of different unix machines, it works on everything i've used it
on and works great with my xm-301. if you want a copy i might be able
to mail you a uuencoded copy of it. let me know.

--
Mark Tapper uw-beaver!tikal!toybox!rwing!markt
markt@rwing.uucp

1449. Re: more info on my interfacing problem..

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-17 02:47:09 UTC
From: euloth@dalcsug.UUCP
Message-ID: <104@dalcsug.UUCP>
Source record: 116603

In article <8809152000.AA28912@ucbvax.Berkeley.EDU>, BIW109@URIMVS.BITNET writes:
>The data latch in question is a 74374 (i think.. I haven't been
> home from school to look at it in the past few weeks), and acts on the
> rising edge of the pulse. The timing problem that I was intested in
> is how long is data valid for once it is placed onto the bus? Since
> the latch acts on the rising edge of the strobe, i assumed that the
> interface circuit must be taking too long. Since the 74154 is the most
> complicated chip in the interface (if I remember correctly, it has at
> least 4 or 5 levels of gates in it) I was thinking of using a high
> speed version of the chip, assuming I can find one.

I don't know for sure, but..... You can get "high" speed versions of the
74374 but I am not sure about the '154 in High Speed versions. I would
suggest usage of the HC series of devices, or if you can't find them,
LS series. 74LS and 74HC are both faster than standard TTL. LS stands for
Low-power Schottky and HC stands for High-speed CMOS devices. There is also
a version of the HC called HCT which will work best with TTL devices.
As you can see, the both of them should also be lower power than the
original TTL devices you have mentioned. I will check on the availability
of HC and LS versions of the 74154 and advise tomorrow.

>
--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

1450. Re: more info on my interfacing problem..

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-18 00:36:33 UTC
From: rbrown@svax.cs.cornell.edu
Message-ID: <21105@cornell.UUCP>
Source record: 116604

The old Ataris run on the 1.79 MHz 6502B. The 6502 clock setup provides for a two part instruction cycle. Information placed on the bus is supposed to be valid for the duration of the appropriate part of the cycle (address during phi-1, data during phi-2). Phi-1 and phi-2 are approximately equal, each accounting for about 40% of an instruction cycle (with the other 20% taken up by transitions -- phi-1 and phi-2 are nonoverlapping, so there's some space between them). My documentation isn't where I can get at it, so I can't look up whether an instruction cycle takes 1/(1.79MHz) or 2/(1.79Mhz), but if we assume, for the moment, the former, then each phase of the cycle lasts about 223 nanoseconds (if the assumption is incorrect, then the cycle lasts some small integer (perhaps 2) times that long). As I said, this is not the final word, but I have confidence that it is no shorter than this.

1451. MIDI INFO

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-18 01:12:00 UTC
From: HABKE%ccm.UManitoba.CA@FORSYTHE.STANFORD.EDU
Message-ID: <8809191244.AA15590@ucbvax.Berkeley.EDU>
Source record: 116605

HAS ANYONE EVER BUILT THERE OWN MIDI INTERFACE FOR THE 800XL

ANY INFO WOULD BE APRECIATED.
THANKS
BILL
.
QUIT

1452. Glendale Atari Faire v.3 report(!)

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-18 20:45:50 UTC
From: rjung@nunki.usc.edu
Message-ID: <1408@nunki.usc.edu>
Source record: 116606
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well, it's now Sunday, 9/18/88, and the Glendale Atari Faire v.3 is over.
Here's a report, for those who are interested.
(If you're not interested, I suggest you hit "n" now:)

The Glendale Faire may have been a local event, but there were a few things
that net.people would be interested in:

* SPECTRE 128. It's _here_. NOW. David Small brought 200 copies out to
Glendale, and were they selling! The price is around $180 -- Make your
checks out to "Gadgest By Small". David (a very funny and fun guy) was
accompanied by his wife Sandy, his infant son, and a few friends.
And yes, I did see Hypercard running on an ST with my own eyes. David
also gave a humorous talk on the development of the Spectre, and
denies any plans to do an Amiga emulator for the ST or a Mac emulator on
the Amiga.

* 8-bit GEM. You want to revitalize your 8-bit Atari? Then take your picks:

Obviously, the biggest expectation in the 8-bit community is GOE
(Graphics Operating Enviroment). Yes, it was at the Faire, and yes,
Total Control Systems is selling them. They're not _shipping_ until
October, but you can order it now and get a discount. It looks like a
TOTAL clone of the ST's GEM (You can even hook up an ST mouse and run
GOE through it), and ran solid for the entire show. The author says it
will run 95% of all 8-bit programs. It comes on a ICD "piggyback"
cartridge, and takes up only 8K of RAM. There's supposed to be a library
of GOE routes, so other developers can easily make GOE calls and write
GOE products. Looks really terrific.

From the makers of _Celebrity Cookbook_ comes DIAMOND OS (aka ST jr,
depending on what time of the day you were at the booth). For $30, it's a
graphics interface that offers drop-down menus, windows, and other good
stuff (it doesn't _look_ like GEM, however). Reeve Software is promising
to release DIAMOND Paint, Write, Publish, and Programmer's Kits, for $30
each as well. It looks like it's disk based (I can't be sure),
but that's okay -- it can support up to 16 megabytes(!) of RAM.

* Genlock for the ST was demonstrated, in an open-board "final" version. JRI
says they're only waiting for the FCC, and then they'll ship. It's very
impressive -- An ST Cyberpain animation was being superimposed over a
music video, and the Genlocked result was being shown on both a standard
TV _and_ the SC1224 (how do they do that?). Ready to tackle the Amiga?

* Neocept, makers of FONTZ! and WORDUP (a great word processor -- an
unsolicited endorsement) were present. Nothing major was presented,

although the new version of WordUp, with numerous minor bug fixes, is expected to ship in two weeks. Registered owners will recieve a card in the mail about the upgrade procedure. Neocept also says they'll gladly take user input for improvements for their products -- Just drop them a line.

* Animation buffs like myself will be happy to hear that FILM DIRECTOR is finally being released. Epyx has gotten the rights to this two-year-old cel-based animation program, and it has been SUBSTANTIALLY improved (16 screens for cels, runs in 512K, better user interface, etc.). It should be out in October, and the $50 price tag gets you both FILM DIRECTOR and ART DIRECTOR -- A bargain! Maurice Molyneaux (a fun guy to chat with, a real professional artist) had a lot of input into the final user interface, and it shows. I can't wait.

* Megamax was also showing their soon-to-be-released Laser DB. It's a source level debugger for Laser C, and offers lots of features -- Source-code trace viewing, register value displays, breakpoints, multiple windows. If you liked Laser C, you'll want this.

* Codehead software was also demonstrating G+PLUS (I won't say anything about this, everybody and his cousin knows about it by now) and a new product called MULTIDESK. MDesk allows you to have 16 accessories of your choice in ONE menu slot. Even better, you can clear out and load NEW accessories at any time! You can also change the name MultiDesk registers itself on the menu, so you can have six copies of Multidesk -- each one with 16 different accessories -- for a mind-numbing total of 96 accessories avaliable simultaneously. Future products promised include FatBack ("A unique hard disk backup system") and CodeHead Utilities (A collection of programs and accessories).

* ICD was present and selling their cartridge-based SPARTADOS X. My friend bought a copy ($80, on a piggyback cartridge), and it appears to work just fine. Improvements include 1000+ files per directory, faster disk access, and built-in ARC/ALFCRUNCH support. The manual is still a preliminary copy, however, but ICD promises to send out the finals to registed owners when they become available. They also showed their FA-ST hard drive, available for 8-bit or ST hookup.

* Regent Software was selling copies of REGENT WORD II for the jaw-dropping price of $15 each -- Not $15 off, $15 EACH.

* Broderbund, surprisingly, was present. They were showing their new _Typhoon Thompson_ game for the ST (known on the Apple // as _Airheart_), as well as _Star Wars_ (imported from Europe; Broderbund is distributing). A version of _Karateka_ for the ST is promised, and "maybe" _Print Shop_, but little else. (The dealer was frank in why there was less Atari support -- "Our biggest market is the //gs"). No word on 8-bit support.

* And now, the word from Atari. Conspicuous by their absence, none of the Tramiel family showed up. Instead, we were treated to Sig Hartman, who promised us that "[1989] will be a critical point for Atari in the US

market". He also apologized for the lack of more ST's in America ("We had a limited number of Ataris, and we decided to put them in West Germany -- If we didn't, there would have been a hole for the Amiga or the Macintosh to get in"), and pledged closed attention to the end users, through user groups and public information services. Sig refused to "officially" confirm/deny the existence of the Atari Transputer, the 68020/68030 workstation/machines, or anything else -- except by saying "We're working on 7 or 8 products right now, and I can't say what they are." He did promise that 520/1040 owners will be able to get TOS and blitter upgrades, and that he will personally try to get more companies to produce 8-bit titles.

In a related vein, Federated promised the increased development of "compu-centers" in all their stores, and the possibility of offering in-store servicing for Atari products. They are also supposedly toying with the idea of carrying hardware accessories (boards, wiring, etc.) in the centers.

* Pledged to appear -- but never did -- were Data Pacific and Antic. Dealers who did appear, but didn't produce anything major, included Astra systems, Michtron, Migraph, and Seymour-Radix. Bill Skurski Enterprises was present, peddling copies of his "New User's Guide to the Atari ST" (book and videotape), as well as Best Electronics, Logical Choice for Computing, Mid-Cities Comp/Soft, and Comsoft.

Special thanks to John King Tarpinian, the local user groups, ACENET, and everybody else for makign the whole thing possible.

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@sa132.usc.edu?) ## ## ##
#####

1453. Turbo CPU board for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-20 20:36:16 UTC
From: oaa@holin.ATT.COM
Message-ID: <115@holin.ATT.COM>
Source record: 116607

Just saw this on a BBS (Network Express 512-662-9765) and thought
it might be of interest.

Date: September 09, 1988
From: DataQue Software
P.O. Box 134
Ontario, OH 44862

To: All Atari 8-bit Developers, Users and Supportive Organizations

Re: Turbo Power without getting Burned!

***** PRESS RELEASE *****

There have been many mentions in the almost decade since the original
Atari 400/800 Personal Computers hit the dealers shelves about there
being a future upgrade to meet the user's needs, and new and more
challenging applications. Finally that upgrade is available.......
The Turbo-816 by DataQue, for the Atari 400/800/XL/XE.

DataQue Software is pleased to announce a powerful new upgrade which
was co-designed by Ron Shue, and Chuck Steinman. This upgrade will
be available in two forms. There will be a replacement CPU board for
the original 400/800 Computer system, and a plug in module for the
XL/XE series. In either case, there usually is no need for any
modifications to the existing hardware. The only exception to this
is with XL/XE systems which have their CPU soldered in place, which
will require the removal of the existing CPU, and the addition of
a standard 40 pin I.C. socket is suggested. Also included is the
Turbo-OS, by DataQue for use with the Turbo-816 CPU boards.

The Turbo-816 will not only increase the potential speed of the
computer, but also break the 64k memory barrier of the existing
systems. Not with the awkward paged memory, but with a fully linear
decoded address space of up to 16 megabytes. Benchmarks have put the
Turbo-816 into a performance range ABOVE many of the 'other" PCs/!!
Special memory boards will be available to take advantage of the new
extended addressing range. These will be mounted internal to the
computer cabinet, and in most cases require no hardware modifications.

And here is the amazing feature..... While adding all this power and
all this expanded addressing, the Turbo-816 for the Atari 8-bit
computer systems will maintain compatibility with most currently
available commercial and user written software. Using the Turbo-816
even those older programs will enjoy a speed increase!

The Turbo-OS is a replacement operating system for use with the Turbo-CPU which will release the 16-bit processor to its full power. Increased speed will be the most obvious change, but hidden in its code, will be an advanced new floating point library that will speed even the original Atari BASIC to new levels of performance. Again, on most systems it will be just a matter of replacing the existing ROM(s) with the Turbo-OS.

The future holds many more products for the Turbo-816 systems including:

1) a real-time multi-tasking operating system kernal
2) a new assembler-editor-debugger package which supports the new assembly level instructions and addressing modes
3) a new BASIC which will speed past the fastest of the current BASICs for the 8-bit machines
4) a new K&R compatible C development package
5) a new Turbo-GOS operating system (graphical based)
6) a developers development kit for new applications

The NEW Atari Turbo-816 should be available by November of 1988
For more information contact your local Atari Dealer or, write:

DataQue Software
Dept. T-800
P.O. Box 134
Ontario, OH 44862

1454. ehs@src.dec.com ??

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-21 20:44:00 UTC
From: BIW109@URIMVS.BITNET
Message-ID: <8809220240.AA20135@ucbvax.Berkeley.EDU>
Source record: 116608

Sorry I had to reply to the net, but the mailer could not find
your host (ehs@src.dec.com) ....

Received: from MITVMA.MIT.EDU by MITVMA.MIT.EDU (IBM VM SMTP R1.1) with BSMTP id
0232; Sun, 18 Sep 88 14:39:05 EDT
Received: from URIMVS.BITNET by MITVMA.MIT.EDU (Mailer X1.25) with BSMTP id
0231; Sun, 18 Sep 88 14:39:03 EDT
Date: Sun, 18 Sep 88 14:40 EDT
From: BIW109%URIMVS.BITNET@MITVMA.MIT.EDU
To: ehs@src.dec.com
Subject: re: interfacing problem help

I think the CS2 line you describe is the same as the CCNTL line.
I got most of my information from Mapping the Atari (revised edition).
I am using an xl (the dreaded 1200xl, to be exact). All of the storbes
are ANDed or NANDed with the proper r/w signal, I didn't want strobes
being generated by accident.. Where is the phi2 (is this the second
phase of a 2 phase clock?) line that you mentioned? All Mapping the
Atari gives is a pin-out of the cart. port, giving names only for most
pins. If the phi2 is active low, it should be a simple matter to
invert it and and it with the write line, and make this result the
new write line (all strobes that the interface card generates are
active high). If I understand what you said correctly, the purpose
of phi2 is to indicate that the data bus is valid during write to
memory operations. Is this correct?
Thanks for your help!!
Ray Courtois
biw109@urivms

1455. Re: dreaded 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-22 12:20:18 UTC
From: rich@jolnet.ORPK.IL.US
Message-ID: <845@jolnet.ORPK.IL.US>
Source record: 116609

In article <8809220240.AA20135@ucbvax.Berkeley.EDU> BIW109@URIMVS.BITNET writes:
>
>Subject: re: interfacing problem help
>
> I think the CS2 line you describe is the same as the CCNTL line.
>I got most of my information from Mapping the Atari (revised edition).
>I am using an xl (the dreaded 1200xl, to be exact).

> Ray Courtois
>biw109@urivms

In my opinion the 1200XL was one of the best 8 bit machines that atari produced.
It is more compatable to the 800/400 OS than the 800XL and the 130XE. It
seems that the 1200 got a bad rap when it was introduced.

rich andrews
--
Any opinions expressed are my own. Now, for a limited time, they can be yours
too, for the incredible price of only $19.95. Simply send $19.95 (in Alterian
dollars) to ...killer!jolnet!rich or rich@jolnet.orpk.il.us.

1456. STATUS OF REC.GAMES.MICRO PROPOSAL

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-22 20:29:42 UTC
From: jennifer@jato.Jpl.Nasa.Gov
Message-ID: <206@jato.Jpl.Nasa.Gov>
Source record: 116610
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple,comp.sys.mac

87 yes votes, 19 no votes. Voting closes this Saturday, September 24.

--
Jennifer Schlickbernd (Lorini) Jet Propulsion Laboratory
jennifer@jato.jpl.nasa.gov or elroy!jato!jennifer@csvax.caltech.edu
CIS: 72466,3413 Voice:(818) 354-8617
"Great leaders are rare, so I'm following myself."

1457. Latest ZMAG

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-24 17:02:29 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1940@udccvax1.acs.udel.EDU>
Source record: 116611

This issue was too large to fit in a single note, so it will be split across two. As always, tell me how you like it so I can know whether to keep posting them.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

---------- CUT HERE ----------

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==========================================================================
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|*| CompuServe Rate Update |*| Gov. BBS Systems (Update)
|*| PCP Update |*| GEnie Confrence Highlights

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Editors Desk by John Deegan
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

Official congrats to Mr. and Mrs. Larry Mihalik!!! A son arrived late afternoon on September 8, 1988. Best wishes from the staff of ZMagazine, ST-Report and AMy-Report.

Happy second birthday to Jessica Kovacs on September 9th.

Comdex is coming. We will provide as much coverage as possible. ST-Report will be covering with exclusive reports and we will print them here shortly after. Stay tuned for details.

SURVEY UPDATE

We want to thank everyone for responding to the Survey we printed a few weeks ago. We are looking into the suggestions and comments. If you missed the survey, don't fret! A special release will contain all of the survey questions along with a few more. More details on this special release next week.

=
Reader Commentary
=
by Dennis LaFontaine

I have several comments to make about the reader comment in Zmag iss #119, they are in the same order as the original letter is...

Yes, atari must do certain things, like advertise the REAL power of the ST, including on the spot credit financing (similar to the whirlpool plan or citi-bank method). Student discounts are on the way according to a spokesman that represents the dealer network head.

1. First off with color, can you say SPECTRUM??? (512 colors on screen at once). Can you say QUANTUM PAINTBOX??? (4096 colors on screen at once) Can you say DIGISPEC??? (24,386 colors on screen at once), Quantum even allows 32 colors in medium rez. All the above work on mmu's manufactured after early 1985, with no modifications to make inside, simply load and go! As for memory, I have personally seen an 8 meg ST in action, if at all possible, I will get the schematics on how to do it! Although the ST can do it, Atari still seems to be selling ST's under the 4 meg logo and the 16 colors logo. Both Digispec and Spectrum 512 can be obtained through Trio Engineering, or from The Catalog in Antic magazine. Quantum Paintbox is available from Eidersoft U.S.A Gray scaling is employed in many desktop publishing programs, it is also used by image scanners too.

2. Memory expansion without soldering is very easy. I wouldn't call two socket connections a 'TRICK' as you put it. Your statements about the mega is very valid though, I have still yet to see an expansion for their memory.

3. I am running a 520ST unmodified right now, after loading the raster fonts in, I have 398K free. Memory is not too much of a problem here. GDOS is great, it's about time it's available for the ST.

4. Good idea, bumper stickers are sort of like 'word of mouth' advertising. Atari would spend less money on stickers than they would on t.v. commercials.

5. I read an article about a dealer convention, student discounts were at issue, the general concensus showed everyone favored it, if this goes through, students will get approximately a 30% discount and will be eligible for the credit plan.

And a reply to the editors note, I have read an article about a prototype card box that connects to a 520 or 1040 DMA port and it acts exactly like the mega-st internal card slot expander.

@@
COUNTER POINT TO REBUTTLE
SWANSON'S SOAPBOX (huh?)
@@
by Rod Swanson

Jim, Sorry that you take life so dang seriously. Swanson's Soapbox was written with the Atari user in mind, not anyone else. It is meant for information and amusment. Computer slamming IS HEALTHY if done with a sense of humor and if it is restricted to OUR OWN AUDIENCE. I did not upload this to the AMIGA section trying to cause trouble. Sorry you do not see this the way I do. If you would have paid attention to the article you would have noticed that the Amiga points were by someone who once sold both machines, not I.

As for the JET review, I did not say anything that remotely suggests that WE SHOULD PIRATE the program. Please re-read the article more thoroughly again, without reading things into it that you imagine. Please focus your attention on the last 6 sentences!!. Again, sorry for offending a fellow 'ATARI' (?) user.
STya later - Rod.

PS. I will no longer pursue this subject so do not reply unless it is to yourself. No since in turning this thing into an argument.

=
Special Offer !!!
=

Special Offer From The SOURCE to readers of ST REPORT/ZMAGAZINE!

Until December 31, 1988, The Source is making a special offer to readers of ST REPORT/ZMAGAZINE who want to signup for an account with *no*membership*fee*! And with this offer, you receive a $60 credit applied to your first year of usage. To take advantage of this offer, you'll need your credit card, call 1-800-336-3366 (in Virginia 1-703-821-6666). Tell the operator who answers you would like to signup under offer #7BL0U60.

In addition, you may purchase The Source Manual for $12.95 (+$3.50 postage and handling). To signup for your account AND order the manual, tell the operator you'd like to signup under offer #7BM0U60.

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FIRST CANADIAN ATARI USER CONVENTION
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NOVEMBER 6, 1988

This is CANADA'S first and only Atari user convention this year. This convention is being put on and sponsored by "THE TORONTO ATARI FEDERATION"

user group. This group has over 500 members both in the TORONTO ONTARIO CANADA area and across the country as well as having associate members from around the world. We have a 40 meg 24hr bulletin board 416-235-0318 that has everything anyone would require when using ATARI SYSTEMS. If anyone wants more info re our computer show leave a message on the board and we will be in touch. If this is not convenient contact the people listed below.

This unique computer show is dedicated exclusively to ATARI COMPUTER SYSTEMS. This exciting new event promises to be jam packed with information, demonstrations, lectures and hands on work shops. One of the main exhibitors will be Atari Canada, showing off all the latest software as well as its new and innovative products. That's not all, there will be lots of retailers selling their wares as Special Low Convention prices, hardware and software manufacturers displaying their latest products, user groups talking to the crowds about Atari products and selling their PD software disks, lectures by knowledgeable speakers, seminars by prominent developers and even hands-on workshops where the registered participants can actually work on projects under the guidance of an expert. There will be something for everyone. From multi-player adventure games on the 8-bit to business applications for the Atari clones. So, if you are an Atari owner, or plan to be one or just looking for information, this is the place you will want to be.

THE FIRST CANADIAN ATARI USERS CONVENTION is being held at THE SKYLINE TRIUMPH HOTEL located just off highway 401 on Keele Street. NOVEMBER 6TH, 1988 from 10:00am to 6:00pm. (Special hotel rates available) Phone: 1-800-268-1332.

For more information contact:

PRESS: (Mike Searl) 416/245-5543
EXHIBITORS: (Jim Jorritsma)...416/242-3413
PUBLIC INFO LINE.....416/425-5357
TAF ONLINE BBS (24hr).....416/235-0318

or call Jim Clark, President, Toronto Atari Federation 416/928-1143

For more information send all inquiries to:

"TORONTO ATARI FEDERATION"
5334 Yonge Street
1527 WILLOWDALE
ONTARIO CANADA M2N 6M2
ATTENTION "COMPUTER SHOW"

$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
CP/M BBS Help Commands
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
Ctsy Holly Park BBS (201) 757-1491

To get help type:

DIR ? - to get a directory listing
FOR ? - to find out what the files do
FIND - to find out where the files are
KMD - to learn how to upload & download
LDIR - to get a directory listing of the INSIDE of a LBR
TYPE - to list files to read them online
UNARC - to get a directory listing of the INSIDE of an ARC

- -

Some COMMANDS to get you started in CP/M:

TYPE A-TWIT-.IS $N
MAP
KMD S RCPMBGNR.DOC
NEW

If you have a 40 column screen,
DIR $4ADVNL
If you have an 80 column screen,
DIR $8ADVNL

- -

This system is presently running under ZCPR2.

To change drives, type:

A0>B: you are on drive A, user 0 & want to go to drive B
B0> you are now on drive B,

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CompuServe PRIME/DAYTIME HOURS EXTENDED
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Effective Sunday, Oct. 2, CompuServe's prime/daytime will be defined as
8 a.m. to 7 p.m. CompuServe's basic connect-time rates, which are the
same as prime/standard and standard/evening rates, are unchanged.

The one-hour lengthening of prime/daytime to 7 p.m. is to allow
CompuServe's definition of daytime access to be consistent with that of
its supplemental communications networks.

The CompuServe network surcharge will continue as one rate for all time
periods. For more information about CompuServe Information Service rates
and network surcharges, type GO RATES at any prompt.

NETWORK SURCHARGE ANNOUNCEMENT

Due to increased network costs, CompuServe will adjust network surcharges
effective Tuesday, Sept. 6. The CompuServe network surcharge will change
from 25 cents to 30 cents per hour. CompuServe basic connect-time rates
will remain the same.

Members accessing CompuServe from overseas through Computer Sciences
Corporation Infonet will incur a $50 per hour surcharge at all times.

The TYMNET and Telenet prime/daytime surcharge will increase from $10 to $12 per hour, though the standard/evening access surcharge will remain the same. Members now using TYMNET or Telenet are encouraged to check the online phones list (GO PHONES) for a CompuServe network number in their area.

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Government Bulletin Boards (Update)
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This is an update to the listing which appeared in ZMagazine last year.

T H E E C O N O M I C B U L L E T I N B O A R D
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COMPUTER BULLETIN BOARDS IN THE DEPARTMENT OF COMMERCE

The Economic Bulletin Board
==========
Operating agency

Office of Business Analysis
Office of the Under Secretary for Economic Affairs
U. S. Department of Commerce

Contents
Current economic news from DoC Economic Affairs(EA) agencies including press releases, economic indicators, official DoC summaries of economic news, information on how to obtain data tapes, and summaries of reports and studies produced by EA agencies. Also included are press releases issued by the Bureau of Labor Statistics.

Open to the public without charge. No preregistration required. Operated 24 hours a day, except when being serviced.

Telephone (202) 377-3870 or (202) 377-0433

Full duplex, no parity, 8 bit words, 1 stop bit, or Full duplex, even parity, 7 bit words, 1 stop bit 300 or 1200 baud. After connect, enter 1 or 2 returns to start

State Data Center Bulletin Board
==========
Operating agency

State and Regional Programs Staff
Data User Services Division
Bureau of the Census

Contents
News about new Census Bureau programs, Census publications, reference material for State Data Center personnel. For use of the Census Bureau staff and all State Data Center Components, including affiliates. Preregistration required - call information contact below.

Operated 24 hours a day, except when being serviced. Full duplex, no parity, 8 bit words, 1 stop bit, or Full duplex, even parity, 7 bit words, 1 stop bit 300 or 1200 baud. After connect, enter 1 or 2 returns to start

Information Contact:
John Rowe or Larry Carbaugh
Bureau of the Census
(301) 763-1580

Population Estimates Bulletin Board
==========
Operating agency

Federal-State Cooperative for Population Estimates Population Division
Bureau of the Census

Contents
Information and news about population and demographic projections. For use by members of the Federal-State Cooperative for Population Estimates and members of the Federal-State Cooperative for Population Projections. No preregistration required.

Usual hours of operation 5:00 PM to 6:30 AM Monday-Thursday, 24 hour operation from 5:00 PM Thursday to 6:30 AM Monday. No preregistration required. Full duplex, no parity, 8 bit words, 1 stop bit. 300 baud. Telephone (301) 763-5225, After connected, enter "RUN" to start.

CMIC Electronic Bulletin Board
==========
Operating agency

Census Microcomputer Information Center, Office of the Director
Bureau of the Census

Contents
Microcomputer news, software and hardware reviews, public domain software, training programs for Census and Commerce personnel. General microcomputer users; primarily internal Census Bureau personnel. No preregistration required. Operated 24 hours a day, except when being serviced. Phone (301) 763-4576.

Full duplex, no parity, 8 bit words, 1 stop bit, or Full duplex, even parity, 7 bit words, 1 stop bit 300 or 1200 baud. After connect, enter 1 or 2 returns to start

Microcomputer Electronic Information Exchange (MEIE)
==========
Operating agency

The Institute for Computer Sciences and Technology (ICST)
The National Bureau of Standards
Department of Commerce

Contents
Information on the acquisition, management, and use of small computers. Other files containing sources of information on topics such as: conferences, Federal publications and activities, user groups, other bulletin boards, etc. General microcomputer users. No preregistration required.

Operated 24 hours a day, except when being serviced. Telephone: (301) 948-5718. Full duplex, no parity, 8 bit words, 1 stop bit, or Full duplex, even parity, 7 bit words, 1 stop bit 300 or 1200 baud. After connect, enter 1 or 2 returns to start. If you do not receive a carrier after two rings, you should hang up and call again.

Climate Assessment Bulletin Board
==========
Operating agency

Climate Analysis Center
National Weather Service
Department of Commerce

Contents
Historical climate information - daily, weekly, and monthly, heating degree days, weekly climate bulletins. Users generally are Analysts using historical meteorological data.

Operated 24 hours a day. Preregistration required. Call information contact below. Full duplex, no parity, 8 bit words, 1 stop bit.

Information Contact
Vernon Patterson
Climate Analysis Center
Telephone: (301) 763-8071

East Coast Marine Users Bulletin Board
==========
Operating agency

National Weather Service
U.S. Department of Commerce

Contents
Marine weather and nautical information for coastal waterways. Information includes data for bays and sounds, coastal waters, and offshore waters; tropical storm advisories; tidal information, and important weather, nautical, and fishing news. Data are primarily about the middle Atlantic region.

Users are Commercial fishermen and other users of coastal waters. The bulletin board is open to the public and free of charge. Users must preregister by calling information contact below. Information about similar bulletin boards for other regions may also be obtained by calling the information contact.

Operated 24 hours a day. Telephone (301) 454-8700. Full duplex, 8 bit words, 1 stop bit. 300 baud.

Information Contact
Ross Laporte
National Weather Service
(301) 899-3296

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PCP Coverage Areas
&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&

City: ATLANTA GA Area code: (404)

ACWORTH 974 975
ALPHARETTA 442 475 664 751 772
ATLANTA 221-223 225 230 231 233 237-244 247 249 250 252 255-257 261 262 264 266 280 281 284 286 288 289 292 294 296 297 299 320 321 325 329 330-332 341 344 346 347 349-352 355 360-366 370-373 377 378 383 420 521 522-530 533 550 558 559 566 572 573 577 581 584 586 588 589 622 624 626 627 633 634 636 639 651 653 656 658 659 661 669 676 681 688 691 696 697 699 726-728 741 744 752 753 755 756 758 761-768 792 794 799 827 833 837 841-843 847 848 851 853 870-877 880 881 885 888 890 892 894 897-899 936 982 999
AUSTELL 739 941 944 948
BUFORD 932 945
CHAMBLEE 390-396 399 451 452 454 455 457 458 488 551 668 671 698 986
CONYERS 388 483 922 929
DALLAS 443 445
DOUGLASVL 489 920 942 949
DULUTH 476 497 623
FAIRBURN 774 964 969
FAYETTEVILLE 460 461 487 631
HAMPTON 946
JONESBORO 389 471 473 477 478 961 968 991 994 996 997
LAWRENCEVILLE 822 962 963 972 978 979 985 995
LITHONIA 482
LOGANVILLE 466
MARIETTA 421-429 494 565 578 971 973 977
MCDONOUGH 954 957
NORCROSS 242 246 263 368 441 446-449 662
PALMETTO 463
PANOLA 593 981 987
POWDERSPGS 439 943
ROSWELL 552 587 594 641 642 992 993 998
SMYRNA 333 431-436 438 835 852 859 933 951-953 955 956 980 984 988
STOCKBDG 474
STONE MT 469 498 879
TUCKER 279 381 491 493 496 564 621 921 923 925 934 938 939
WOODSTOCK 591 924 926 928

City: BOSTON MA Area code: (617)

ARLINGTON 483 488 641 643 646 648
BELMONT 484 489 855
BOSTON 223 227 236 247 262 266 267 292 330 338 348 350 353 357 367
375 421 423 424 426 434 437 439 450 451 482 523 536 542 556 565 570-579
589 637 638 654 720 722-728 733 737 742 743 781 931 936 951 954-956 973
BRIGHTON 254 560 782 783 787 789
BROOKLINE 232 277 566 730-732 734 735 738 739
CAMBRIDGE 225 253 258 354 491 492 494-499 547 550 576 577 621 661 864
868 873 876
CHARLESTN 241 242
CHELSEA 884 889
DORCHESTER 265 282 287 288 436 825 929
EASTBOSTON 561 567 569
EVERETT 381 387 389
HYDE PARK 333 361 364
JAMAICA PL 323 325 327 469 522 524 983
MALDEN 321 322 324 382 397 979
MEDFORD 391 395 396
MELROSE 662 665
MILTON 296 298 696 698
NEWTON 243 244 332 527 552 558 964 965 969
QUINCY 328 471 472 479 770 773 786 847 984
REVERE 284 286 289
ROXBURY 427 442 445 541
SAUGUS 231 233
SO BOSTON 268 269 463
SOMERVILLE 623 625 628 629 666 776
WATERTOWN 923 924 926 972
WINTHROP 539 846

Area code: (617)

BRAINTREE 380 843 848 849
DEDHAM 320 326 329 392 461
HINGHAM 740 749
HULL 925
LEXINGTON 271 274-276 280 377 860-863 981
LYNN 581 592-596 598 599
NEEDHAM 444 449 455
READING 942 944
STONEHAM 279 438
WAKEFIELD 245 246
WALTHAM 290 466 538 622 633 642 647 684 736 890 891-895 899 930 974
WELLESLEY 235 237 239 431 446
WEYMOUTH 331 335 337 340
WINCHESTER 721 729
WOBURN 932 933 935 938

City: CHICAGO IL Area code: (312)

CHIC NEWCS 380 399 693
CHICAGO 204 207 222 225-227 235-237 241-243 245 247 248 252 254 261

263 265-269 271 275-281 285 287 288 292 294 302 306 321 322 324 326 327
329 332 334 337 341 342 346-348 353 363 368 372 373 376 378 379 384 407
410 413 417 419 421 427 431 434 435 436 440 443 444 454 461 463 467 471
472 476 477 478 486 489 493 507 509 514 521-523 525 527 528 533 536 538
539 542 548 549 558-561 565 567 580 583 588 591 592 606 609 621 622 624
626 630 633 637 638 641-645 648-650 661 663-667 670 684 701 702 704 707
712 715 716 718 722 726-728 732 733 737 738 744 745 750-753 760 762 765
769 770 772 776 778 781 782 784 786 787 791 793 796 797 802-808 814 817
819 822 826 828 829 836 842 845 847 853-856 861 871 875 876 878 880 883
886 889 890 899 902 903 906 907 908 915 917 918 921-930 935 936 938 939
942-944 947 951 955 975 977 984 987-989 993 996 997
CICERO 494
BELLWOOD 449 544 547
BERWYN 484 749 788 795
BROOKFIELD 387 485
CHICAGO 202 221 224 229 233 238 239 262 264 273 274 282-284 286 338
374 375 445 465 468 483 487 488 508 545 568 569 581 582 585 586 589 602
625 631 651 660 685 721 723 725 731 734-736 743 761-764 767 768 774-777
779 783 785 792 794 821 838 846 867 873 874 881 928 933 962 973 978 992
994 995
CICERO 652 656 780 863
EVANSTON 328 475 491 492 570 864 866 869
FOREST 209 366 771
FRANKLINPK 451 455 671 678
LA GRANGE 352 354 482 550 579
MAYWOOD 343-345 409 450 531 562 681 865
OAK LAWN 422-425 430 499 598 599 636 857
OAK PARK 383 386 524 848
PALOS PARK 974
PARK RIDGE 318 518 692 696 698 823 825
RIVERGROVE 452 453 456 457
RIVERSIDE 442 447
SKOKIE 470 647 673-679 965-967 982
SUMMIT 458 496 563 594
WESTERNSPG 246
WILLOWSPGS 839
WILMETTE 251 256
ALGONQUIN 658
ARLNGTNHTS 253 255 259 392 394 398 506 577 590 632 870
AURORA 801 820 844 851 859 892 896-898
BARRINGTON 304 381 382
BARTLETT 213 289 830 837
BATAVIA 406 840 879
BEECHER 946
BENSENVL 350 595 766 860
BLUEISLAND 371 385 388 389 396 535 597 687
CALUMET CY 730 862 868 891
CARY 516 639
CHIC OHARE 694
CHICAGO 601 646 686

CHICAGOHTS 481 503 709 720 747 748 754-758
CRETE 672
DEERFIELD 405 940 945 948
DESPLAINES 296-390 391 635 699 803 824 827
DOWNERSGRV 515 719 810 852 910 960 963 964 968 969 971 985
DUNDEE 426 428 551
ELGIN 695 697 741 742 888 931
ELK GROVE 228 364 437 439 593 640 806 952 956 981
ELMHURST 279 530 543 617 628 832-834 941
GENEVA 208 232
GLEN ELLYN 469 790 858
GLENCOE 835
GLENVIEW 657 724 729 998
GRAYS LAKE 223
HALF DAY 634 913
HARVEY 210 331 333 335 339 596
HIGHLANDPK 432 433 831 926
HINSDALE 218 323 325 571-575 654 655 789 850 887 920 954 986 990
HOMEWOOD 206 798 799 957
ITASCA 250 773
LAKEFOREST 234 295 615
LAKEZURICH 438 540
LANSING 418 474 895
LEMONT 257 739 759 972
LIBERTYVL 362 367 680 816
LOMBARD 495 620 627 629 691 916 932 953
MOKENA 479
MONEE 534
MUNDELEIN 566 949
NAPERVILLE 355 357 369 416 420 505 717 961 983
NORTHBROOK 205 272 291 402 480 498 502 564
OAK FOR SO 560
ORLAND 301 349 403 460
PALATINE 303 358 359 397 576 705 934 991
PALOS PARK 361 448
PEOTONE 258
RIVERDALE 841 849
ROSELLE 240 307 310 315 316 330 351 401 490 504 519 529 603 613 659
706 843 882 884 885 893 894 905 980
ST CHARLES 377 584
SUMMIT 914
THORNTON 877
TINLEYPARK 429 532 614
W CHICAGO 231 293
WARRENVL 393
WAUCONDA 526
WAUKEGAN 244 249 336 360 473 578 623 662 688 689 937
WHEATON 260 462 510 653 665 668 682 690 979
WHEELING 215 459 520 537 541
WINNETKA 441 446 501

ZION 746 872

Area code: (815)

ELWOOD 423 424
FRANKFORT 469
JOLIET 722 723-729 740 741 744 773 774
LOCKPORT 834 838 886
MANHATTAN 478
NEW LENOX 485
PLAINFIELD 436 439

City: CLEVELAND OH Area code: (216)

CLEVELAND 221 226 228 229 231 241 249 251 252 261 265-268 271 281 283
289 291 295 321 331 333 341 344 348 351 356 361-363 368 371 381-383 389
391 397 398 421 429-433 441 443-445 451 459 469 471 476 479 481 486 491
521-523 529 531 541 561 566 574 575 578 579 586 589 621-623 631 634 641
651 661 664 671 676 681 687 692 694 696 721 731 732 741 749 751 752 761
771 781 789 791 795 822 844 851 861 881 883 921 931 932 941 961 987 991
INDEPENDNC 447 524 642
MONTROSE 475 581 587 662 663
TERRACE 292 464 591 765 766 831
AURORA 562 995
BAINBRIDGE 543
BEDFORD 232 439
BEREA 234 243 826
BRECKSVL 526 838
BRUNSWICK 225 273
CHAGRINFLS 247 248 349
CHESTERLD 729
COLMBIASTA 236
GATESMILLS 423
HILLCREST 442 446 449 461 473 646
HINCKLEY 278
NOROYALTON 237 582
NORTHFIELD 467 468 656
OLMSTEDFLS 235
RICHFIELD 659
RUSSELL 338
STRONGSVL 238 572
TRINITY 734 777 779 835 871 892
TWINSBURG 425 487
VICTORY 842-845 884-886 888
WICKLIFFE 585 943 944
WILLOUGHBY 942 946 951 953

City: COLTON CA Area code: (714)

COLTON 370 422 431 824 825 876 877
FONTANA 350 355 356 822 823 829
REDLANDS 335 790-799

RIALTO 820 873-875
RIVERSIDE 275 351 354 358-360 369 602 681-689 710 780-787 788
S BERNDINO 381-384 387 880-889

City: DALLAS TX Area code: (214)

ADDISON 233 239 385-387 392 404 450 458 490 591 661 701 702 770 788
851 934 960 980 991
CARROLLTON 242 245 306 307 323 394 416 418 446 466 492
CEDAR HILL 291 299
DALLAS 220 290 302 309 319 320 321 324 327 328 330 331 333 337 339
340 341 343 348-353 357 358 360 361 363 368 369 371-376 381 388 391 398
421 426 428 464 503 520 521 522 526 528 553 559 565 573 590 630 631 634
637 638 649 651 653 655 658 670 688 689 691 692 696 698 706 720 739-742
744-750 754 760 761 767 781 787 809 812 819-821 823 824 826 827 828 841
844 855 871 879 880 890 891 902 904 905 920 922 939 941-944 946 948 951
953 954 956 969 977-979 987 999
DANIELDALE 224 228
De SOTO 217 223 230
DLS FW AIR 453 456 574
DUNCANVL 296 298 709 780
FARMRSBRCH 241 243 247 401 402 406 484 506 556 620 830 869 888
GARLAND 240 271 272 276 278 303 414 487 494 495 530 840 864
GRAND PRAR 229 260-264 266 269 384 397 504 533 558 601-603 606 609 616
641 642 647 660 676 799 808 850 909 913 933 949 957 988 992 993
HUTCHINS 225
IRVING 251-259 313 399 413 438 445 497 513 514 518 541 550 554 570
579 580 594 607 621 650 659 717 721 751 790 791 929 986
LANCASTER 218 227
LAWSON 222
LEWISVILLE 219 221 315-318 393 420 434 436 462 471 539 724
MESQUITE 216 285 288 289
N MESQUITE 270 279 613 681 686
PLANO 403 422-424 516 517 519 575 578 596 604 605 608 612 618 867
881 964 985
RENNER 248 250 380 733 931
RICHARDSON 231 234 235 238 301 437 470 480 644 669 680 690 699 705 783
907 952 995-997
ROWLETT 412 475
RYLIE 286 557
SEAGOVILLE 287
SUNNYVALE 203 226
WYLIE 442

Area code: (817)

ARLINGTON 261 265 273 356 366 425 432 449 461 467 469 543 588 640 667
671 679 695 784 792 856
EULESS 267 268 355 540 963 967
FORT WORTH 429 589 654 884 930
GRAPEVINE 329 481

KELLER 379
KENNEDALE 572
MANSFIELD 477
NORICHLDHL 498 577
ROANOKE 430 961 962

City: DENVER CO Area code: (303)

ARVADA 420-431 467 650 877 880 940
AURORA 340-344 360 361 363 364 366 367 371 373 551
BOULDER 440-444 447 449 492 494 497 499 530 581 786 924 938 939 966
BRIGHTON 654 659
BROOMFIELD 252 255 450-452 457 460 465 466 469 538
CASTLEROCK 660 681 688
COALCRKCYN 642
DENVER 270 281 291-299 320-322 329 331 333 355 370 375 377 388 393
394 398 399 433 455 458 477 480 534 556 571-573 575 592 595 620 623 624
628 629 631 639 691 692 698 722 733 744 753 756-760 777 778 780 782 820
821 825 826 830 831 832 837 839 844 851 860 861 863 866 869 871 888 892
893 894 896 899 922 934-937 964 965
DENVER NE 286-289
DENVER SW 969 980 985-989
DENVERSULL 337 368 369 671 680 690 693-696 699 720 745 750-752 755 766
ENGLEWOOD 761 762 781 788 789 891
EVERGREEN 670 674
GOLDEN 271 273 277-279
LAF LSVLE 665 666 673
LAKEWOOD 230-239
LITTLETON 220 266 290 470 649 694 721 730 740 741 770-773 779 790-799
850 855 889 890 930 933 971-973 977-979
LOOKOUT MT 526
MORRISON 697
PARKER 840 841

City: DETROIT MI Area code: (313)

DETROIT 222-226 237 245 252 255 256 259 267 270-278 291 292 295 297
298 321-323 328 331 336 337 341-343 345 361 365 366 368 369-372 381-383
386 388 389 390 393 396 436 440-442 444 446 491 493 494 496 499 521 526
527 531-538 554 556 560-568 571 577 579 581 582 584 592-594 596 599 690
745 770 821-824 829 831-846 849 861-876 881-886 891-899 921-928 931-935
937 943 945 956 961-966 972 974 976 983 993

City: GLENDALE CA Area code: (818)

BURBANK 565 566 569 840-843 845-848 953-955 972
GLENDALE 240-244 246 247 409 500 502 507 545 546 956
LA CRSCNTA 248 249 542 957
NO HOLLYWD 503 505 506 508 509 753 760-766 769 777 980 982 985
PASADENA 304 354 356 393 397-400 403 405 406 440 441 449 568 577 578
584 790-799 952
SUNLDTUJNG 352 353 951

SALHAMBRA 280-289 300 302 307-309 457 458 529 570-573 576 805
SIERRAMADR 351 355
SUN VALLEY 504 767 768
VAN NUYS 370 374-379 501 528 780-789 818 901-909 981 983 984 986-990
994 995 997

City: HARTFORD CT Area code: (203)

BERLIN 828 829
BLOOMFIELD 242 243 286 726
CANTON 693
E HARTFORD 282 289 291 528 565 568 569
FARMINGTON 673-679
GLASTONBY 633 657 659
GRANBY 653
HARTFORD 240 241 244 246 247 249 252 273 275 277-280 293 520 522 524
525 527 545 547-549 560 566 660 722 724 725 727 728 841 930 936 951-954
MANCHESTER 643 645-649
NEWBRITAIN 223-225 229 826 827
NEWINGTON 665-667
ROCKVILLE 871 872 875
S WINDSOR 644
SIMSBURY 651 658
SUFFIELD 668
W HARTFORD 232 233 236 521 523 561
WETHERSFLD 257 258 529 563 721
WINDSOR 285 298 683 688
WINDSORLKS 623 627 654

City: HOUSTON TX Area code: (713)

AIRLINE 445 447 448 591 820 847 878 931 999
ALDINE 442 449 590 985-987
ALIEF 495 498 530 561 568 575 879 933 983
ALVIN 331 388
APOLLO 280 282 283 480 483 486 488
ARCOLA 431
ATASCOCITA 852
BACLIFF 339
BAMMEL 440 444 537 580 583 586 893
BARKER 492 578 579
BAYTOWN 420-422 424 425 427 428
BEACH CITY 383
BLUE RIDGE 436-438 835
BUFFALO 293 493 496 497 531 556 558 584 589 596 870
CHANNELVW 452 457
CROSBY 328
CYPRESS 373
DEER PARK 476 478 479 884 930 994
DICKINSON 337
E HOUSTON 458 459

ELLINGTON 481 484 487 922 929 998
FRIENDSWD 482 996
GRENSPOINT 775 872-876
HIGHLANDS 426
HMBL SOHML 441 446 540 548
HOUSTON 220-229 235 236 237 241 247 257 266 270-272 284 285 295 390
432-434 439 450-453 455 460-462 464 465 467 468 472-475 477 520-529 535
541 546 549 551 552 571 599 620-623 626 627 629-631 633 635 636 639-641
643-645 649-684 686 688 690-699 720-723 726 728 729 731-734 738 739 741
744 747-751 754 757 759 762 763 771 772 774 776-799 824-827 831 833 834
836 840-842 844 845 850 853 861-866 868 869 871 877 880-883 888 891 895
920 921 923 924 926 928 932 939 940 941 943 944 946 947 951-954 956 957
960 961 963-969 971-975 977 978 981 984 988 991 993 995
HUFFMAN 324
JERSEY VLG 466 896 937
KATY 347 371 391 392 395
KEMAH 326 334
KINGWOOD 358-360
LA PORTE 470 471
LANGHAMCRK 463 550 855 859
LEAGUECITY 332 338
LIVERPOOL 393
LK HOUSTON 454
MANVEL 489
NASSAU BAY 333 335
PEARLAND 485 997
PINEHURST 356
PORTER 354 577
RCHMNDRSBG 341 342
SATSUMA 469 890 894 897 955
SEABROOK 474
SHELDON 456
SMITHRS LK 343
SPRING 350 353 363 364 367
STAFFORD 261 499
SUGAR LAND 240 242 263 269 274 277 278 490 491 494 563 565 980
TOMBALL 320 351 370 374 376
VLY LODGE 346
WESTFIELD 230 443 821

City: KANSAS CITY MO Area code: (816)

EINDEPNDNC 795 796
GLADSTONE 436 452-455 459 468
INDEPENDNC 252 254 257 373 461 478 833 836
KANSAS CITY 221 223 231 234 241 242 245 247 274-276 283 333 346 361 363
374 391 395 421 426 435 444 471 472 474 483 497 523 531 556 561 572 576
591 654 698 753 756 757 759 821 822 842 844 861 871 881 921-924 926 931
932 968 995 997
LIBERTY 781 792
NASHUA 734

PARKVILLE 587 741
RAYTOWN 353 356 358 737
SO KAN CITY 761 763 765 767 941-943 966
TIFFNYSPGS 891
BELTON 322 331 348
BLUE SPGS 224 228 229
FERRELVIEW 243 464 466
GREENWOOD 537
LEESSUMMIT 251 524 525
LKLOTAWANA 578
SMITHVILLE 532

Area code: (913)

BETHEL 299 334 788
KANSAS CITY 236 262 281 287 321 342 362 371 375 384 432 573 574 576 588
596 621 661 676 677 722 787 831
MELROSE 268 339 341 345 381 383 451 469 491 492 541 631 642 648 649
888 894 962 967
BASEHOR 724
BONNER SPG 422 441 721
OLATHE 764 780 782 791 829
STANLEY 681 897

City: LOSANGELES CA Area code: (213)

LOS ANGELES 200 221-239 245 248 250-269 272 283 290-296 298-300 303 321
340-342 345 347 351 362 380-389 413 418 460-469 480-489 520 525 526 560
561-569 580-583 585-589 600 612-614 617 620-629 636 650-656 658 660-669
678 680-689 700 713 714 716-718 723 729-760 765 770-779 819 849 850-852
856 857 870-879 891 894 895 912 930-939 955 960 964 965 967-969 971 972
974 975 977 979
MONTEBELLO 720-722 724-728 888
BEVERLY HILLS 201 203 205 270-282 284 285 289 550-553 556 557 652 657 659
785 854 855 858 859
COMPTON 220 408 531 537 601-605 608 609 630-635 637-639 761 762
CULVER CITY 202 204 280 558 559 836-840
DOWNEY 803 806 861 862 869 904 922 923 927 928 940
GARDENA 213 217 323-327 329 512 515 516 527 532 538 712 715 719 780
HAWTHORNE 219 297 331 332 336 535 536 643 644 675 676 679 812-814 970
973 978
INGLEWOOD 215 216 330 337 338 410 412 417 419 568 641 642 645 646 649
670-674 677
MAR VISTA 301 305 306 313 390 391 397 398 578 821 822 823 827
PICORIVERA 692 695 699 801 908 942 948 949
WLOSANGELS 206-209 312 442-446 470-479 820 824-826

City: MIAMI FL Area code: (305)

HOMESTEAD 224 230 245-248 257 258
MIAMI 221 223 226 227 250 261-264 266 270 271 274 279 284 285 324
325 326 342 347 350 353 358 361 362 364 371-377 379 381 382 385-387 397

399 441-449 460 470 477 520 526 529 530-532 534-536 538 541 543 544 545
547-560 573 576 577 579 590-596 598 599 633-635 637 638 642 643 649 661
662 663 665-667 670 672-674 681 685 687 688 691 693 696 751 754 756-759
762 769 789 794 795 821-823 825 835 836 854 856 858 861 864-866 868 871
873 874 882 883 884 885 887 888 891 893 895 899 939 953 993 995
NORTH DADE 343 354 542 620 621 623-625 651-654 770 787 829 931 932 935
937 940 944 945 947-949 952 956
PERRINE 232 233 235 238 251-253 255 378

City: MILWAUKEE WI Area code: (414)

BIG BEND 662
CALEDONIA 835
CEDARBURG 375 377
HARTLAND 367
HENOMNEFLS 251-253 255
MILWAUKEE 221-229 254 256-259 263-265 271-278 281 282 287 289 291 321
327 332 342 344 345 347 351-355 357-359 362 372 374 382-384 399 421-423
425 438 442 444 445 447 449 453 456 461-464 466 471 475 476 481-483 527
529 535 541 543 545 546 562 575 643 645 647 649 671 672 678 744 747 761
762 764 765 768 769 771 774 778 781-786 791 792 796 797 799 844 871 873
874 931 933 935-937 955 961-964
MUSKEGO 679
PEWAUKEE 691
SUSSEX 246
THIENSVL 241-243
WAUKESHA 521 524 542 544 547-549

City: MINNEAPOLS MN Area code: (612)

ANOKA 421 422 427 753
APPLE VALLEY 431 432
CHASKA 448
ELK RIVER 441
FARMINGTON 460 463
FOREST LAKE 464
HAMEL 478
HANOVER 498
HASTINGS 437 438
ISANTI 444
JORDAN 492
LAKEVILLE 469
MAPLE PLAIN 479
MINNEAPOLS 330-344 347-349 370-379 499 520-522 526 527 529 533-537 540
541 542 544-546 553 557 559-561 566 569 571 572 574 588 591 593 621-627
639 720-729 754 755 757 780-782 784 786 788 789 822-825 827-831 835 851
853 854 858 861 863 865-872 874 879 881 884 885 887 888 890 893-897 920
921 922 924-927 929 931-939 941 942 944 976 977
MOUND 472
NEW MARKET 461
OSSEO 420 424 425 493

PRIOR LAKE 440 447
ROCKFORD 477
ROGERS 428
ROSEMOUNT 423
S BURNSVLL 435 892
SCAND MARN 433
SHAKOPEE 445 496
SODERVILLE 434
ST MICHAEL 497
ST PAUL 220-224 227-229 290-293 296-298 450-452 454-459 481-490 620
631 633 635 636 638 641-649 681 687 688 690 696 698 699 731 733 735-739

1458. Latest ZMAG (part 2)

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770-772 774 776-779 785 989
STBONIFACI 446
STCROIXBCH 436
STILL WATER 430 439
VICTORIA 443
WAYZATA 470 471 473-476
WH BEAR LK 426 429 653
WYOMING 462

City: NEWARK NJ Area code: (201)

BAYONNE 339 436 437 823 858
BELLEVILLE 450 751 759
BLOOMFIELD 338 429 509 680 743 744 746 748 783 893
ELIZABETH 289 351-355 527 558 820 965
JERSEY CITY 309 332 333 420 432-435 451 547 626 653 656 659 714 792 795
798 860 915 963
KEARNY 955 991 997 998
LIVINGSTON 533 535 716 740 992 994
MILLBURN 376 379 467 564 912
NEWARK 242 243 259 268 318 344 371-375 399 430 456 465 468 480-485
565 578 589 596 621-624 642 643 645 648 649 690 705 733 824 877 923 926
961
NUTLEY 235 284 661 667
ORANGE 266 325 414 669 672-678 731 736
SO ORANGE 378 761-763
UNIONVILLE 686-688 851 964
VERONA 239 857

City: NEW YORK NY Area code: (212)

BRONX NYC 220 231 292-295 298 299 304 305 320 324 325 328 364 365 367
378 379 402 409 430 491 515 518 519 538 542 543 547-549 562 579 583-585
588-590 597 601 617 652-655 665 671 681 711 716 731 733 740 792 796 798
822-824 828 829 842 863 881 882 884 885 892 893 901 904 920 931 933 960
991-994
NEW YORK 205-208 210 213 214 216 218 219 221-223 226-228 230 233-250
254 255 260 262 264-267 269 272 276 277 279 280 281 283 285 286 288-291
296 301-303 306-310 312-316 319 321-323 326 329 330 333-335 337 340 341
344 346-363 368-371 373 374 380 382 385 390-393 395-399 401 404 406-408
410 412-416 418-422 425 427 428 431-433 436 437 439 440 449 451 452 457
458-461 463-469 472 473 475 477 480-490 492 493 495 496 502-506 508-514
517 520-530 532-537 540 541 545 546 550-561 563 564 566-578 580-582 586
587 593-595 598 599 602 603 605-610 612-614 616 618-621 623 627-629 632
```

633 635 637 640-645 648-650 656 657 659 661-664 666-669 673-679 682-698
701-705 707-709 713-715 717 719 720 722 724 725 730 732 734-737 741 742
744-760 764-766 769 770 772 775-777 779 781 785 787 790 791 793-795 797
799 804 806-809 812 813 815 818-820 825-827 830-832 836-841 844 847 848
850 853-856 858 860-862 864-874 876-880 883 886-889 891 899 902 903 905
906-909 912 916 921-930 932 935 936 938 940-945 947 949 951-957 962-964
966-980 982-986 988 989 995-998

Area code: (718)

BKLYN NYC 209 230 232-238 240 241 247 251-253 256-260 265 266 270 272
277 282 284 287 330-332 336 338 339 342 345 346 360 363 366 372-377 381
383-389 398 403 417 421 434-436 438 439 443 444 449 451-456 462 467 469
485 486 489 492 493 495 497-499 522 531 541 571 574 596 604 615 622 624
625 627 629 630 633 636 638 642 643 645-649 680 692 693 735 743 745 748
754-756 763 768 769 771 773 774 778 780 782 783 788 789 797 802 821 826
827 833 834 836 837 851-859 871 875 883 891 919 922 934 935 941 946 951
953 963 965 968 972 996 998
QUEENS NYC 204 217 224 225 229 244 261-263 267 268 271 274-276 278 279
291 296 297 318 321 322 326 327 335 337 341 343 347 349 352 353 357-359
361 380 392 395 397 423 424 426 428 429 441 445 446 454 457-459 461 463
464 465 468 470 471 474 476 478 479 481 482 507 520 523 525-529 539 544
545 557 565 575 591 592 626 631 632 634 639 641 644 651 656-659 670 672
699 706 712 721 723 726 728 729 738-740 746 760 762 764 767 776 779 784
786 793 803 805 830 831 835 843 845-849 868 886 894-899 917 932 937 939
945 949 955 956 961 962 969 977 978 990 995 997
STN IS NYC 273 317 351 356 390 442 447 448 494 667 698 720 727 761 816
948 966 967 970 979 981 983 984 987

City: OAKLAND CA Area code: (415)

ALAMEDA 521-523 660 748 769 865 869
MORAGA 376 631
OAKLAND 261 263 265 268 271-273 339 351 352 357 420 425 428 430 436
437 444 446 448 451 452 464-466 482 483 486 524-536 539 540 547 548 549
559 562 568 569 577 596 632 633 635 636 638 639 642-645 649 652-655 658
667 678 762 763 766 832-836 839-841 843 845 848 849 860 874 891 893 895
987 999
ORINDA 253 254
SAN FRAN 227 243 255 264 267 274 282 285 338 346 362 391-399 421 431
433 434 441 442 445 474 477 478 495 541-546 550 552-558 561 563 565 567
576 597 621 622 624 626 627 641 647 648 668 673 695 739 764 765 768 771
772-777 781 788 821 822 824 826 861 863 864 882 885 894 896 921-923 928
929 931 936 951 953-957 972-974 978 979 981-986 989 990 995 996 998
BELVEDERE 435 789
LAFAYETTE 283 284
RICHMOND 222 223 231-237 374 620 970
SAN FRAN 239 330 333 334 337 467-469 584-587 755 756 761 991-994 997

City: PALO ALTO CA Area code: (415)

LOS ALTOS 941 948 949
MOUNTAIN VIEW 336 691 694 940 960-969
PALO ALTO 321-329 354 385 424 473 493 494 496 497 723 725 852-859 926
REDWOOD CITY 361 363-369 780
SANCLSBLMT 591-595 598
WOODSIDE 851
FRMT NWRK 745 790-797

City: PHILA PA Area code: (215)

PHILA 221-229 231 232 235 236 238 241-243 247 248 263 271 276 280
281 288 289 291 299 324 329 331-336 338 339 342 349 351 365 382 386 387
389 422-427 438 440 448 452 455-457 462-468 471-474 476 477 482 483 487
492 496 523 528 533 535 537 545 546 548 549 551-553 557 560 561 563 564
567-570 574 577 578 581 585 587 592 596 597 620 621 624 625 627 629 632
634 636 637 662 665 671 673 676 677 684-686 697 698 722 724-729 732 735
739 742-745 747 748 751 753 755 763 765 769 786 787 790 823 824 829 831
835 839 841-844 846 848 849 851 854 864 870 875 877-879 893-895 897-899
922-925 927 928 931 934 936 937 951 952 961 963 969 972 973 977 978 980
981 985 988
ARDMORE 642 645 649 896
BALACYNWYD 664 667 668
DARBYRIDSH 237 461 521 522 532 534 583 586 591 595
HAVERTOWN 446 449 789 853
LANSDOWNE 284 622 623 626
UPPERDARBY 259 352 734
AMBLER 283 540 542 628 641 643 646 653
BRYN MAWR 525-527
CHELTENHAM 379 663
CHESTER 447 485 494 497 499 872 874 876
CONSHOHCKN 825 828 834 941
CORNWELLS 639
EDDINGTON 244 245 638
ELKINSPARK 635 782
FLOURTOWN 233 836
HUNTGDNVLY 938 947
JENKINTOWN 572 576 881 884-887
MEDIA 565 566 891
NEWTOWN SQ 353 356 359
NORRISTOWN 265 270 272 275 277-279 337 350 354 480 531 539 630 631 768
920 962
SWARTHMORE 328 543 544 690
WAYNE 254 293 341 687 688 964 971
WILLOW GRV 657 659 784 830
WOODLYN 833

City: PHOENIX AZ Area code: (602)

CHANDLER 732 759 786 821 895 899 940 961 963
GLENDALE 434 435 439 486 543 588 589 841-843 846 848 872 876 878 930
931 933 934 937-939 972-979
LITCHFLDPK 393 849 853 856 873 877 925 932 935 936

MESA 461 464 497 827 830 832-835 844 890 892 898 924 926 962 964
969
NO PHOENIX 371 395 482 493 563 678 788 789 861-864 866 867 869 870 879
942 943 944 971 992 993 995 997
PHOENIX 220-280 285 351 352 370 375-377 379 381 389 390 392 397 433
437 460 468 484 490 495 498 549 551 631 954-957
SCOTTSDALE 391 423 443 451 481 483 494 840 860 941 945-949 951-953 990
991 994 996 998
TEMPE 345 350 431 438 496 730 731 752 756 784 820 829 831 838
AGUA FRIA 546 566 583 584
DEER VALLEY 492 561 581 582 780
PARADISVLY 569 585
FT MCDOWEL 471 837
HIGLEY 987 988
SPSTNAPJCT 373 380 396 891 981-986

City: PORTLAND OR Area code: (503)

PORTLAND 220-246 248-257 273-275 279-289 291-295 297 299 323 335 464
721 731 733 760 761 771 774 775 777 778 781 790 796 844 936

City: RTP NC Area code: (919)

APEX 362 387
CARY 460 467 469 481 677
CHAPELHILL 929 932 933 942 962 966-968
CREEDMOOR 528 575
DURHAM 248 254 286 361 382 383 470 471 477 479 489 490 493 530 541
543 544 549 560 596 598 620 681-684 687 688 941 990-992
KNIGHTDALE 266
RALEIGH 662 664 733 737 740 755 772 779 781-783 787 790 821 828 829
831-834 836 839 840 846-848 850 851 856 859 860 870 872 876 878 880 881
890 899 976
WENDELL 365
ZEBULON 269

City: SALT LAKE UT Area code: (801)

BOUNTIFUL 290 292 295 298 299
COTTONWOOD 943 944 947
DRAPER 571 572
FARMINGTON 451
HOLLADAY 272 273 277 278 942
KAYSVILLE 543 544 546 547
KEARNS 964-969
MAGNA 250-252
MIDVALE 255 561 562 565 566 569 576
MURRAY 261-269 287
RIVERTON 254
SALT LAKE 220 237 321 322 328 350 355 359 363 364 366 481-483 488 521
522 524 526 530-539 570 573 575 578-580 594-596 799 933
SALT LAKE 581-585 588

SALT LK SO 466-468 480 484-487
SALT LK W 972-975 977

City: SAN DIEGO CA Area code: (619)

CHULAVISTA 413 420-429 476 482 575 585 661 690 691
CORONADO 408 435 437 522 545
EL CAJON 258 390 401 440-444 447-449 561 562 579 588
LA JOLLA 270 272-274 404 450 452-459 483 488 490 506 508 518 534 535
539 546 552 581 587
LA MESA 460-466 469 589 660 668-670 697 698
LINDVISTSD 268 277-279 290 292 492-496 502 541 560 565 569 571 573 576
580 694
MIRAMESASD 271 530 536 537 549 566 578 693 695
NATIONALCY 267 336 412 416 470 472 474 475 477 479
SAN DIEGO 221-226 229-239 260 262-266 275 276 280-289 291 293-299 406
407 417 419 491 505 507 514 524 525 527-529 531-533 540 542-544 547 548
553 556 557 559 563 570 574 582-584 586 594 692 696 699 701 702 717 980
990

City: SAN FRAN CA Area code: (415)

ALAMEDA 521-523 660 748 769 865 869
BELVEDERE 435 789
OAKLAND 261 263 268 271-273 339 420 428 436 437 444 446 448 451 452
464-466 482 530-536 539 547 596 645 652-655 658 762 763 766 832 834-836
839 840 874 891 893 987 999
SAN FRAN 221 227 239 243 255 264 267 274 282 285 330 333 334 337 338
346 362 386 387 391-399 421 431 433 434 441 442 445 467-469 474 476-478
495 541-546 550 552-554 556-558 561 563-567 576 584-587 597 621 622 624
626 627 641 647 648 661 664 665 666 668 673 681 695 731 739 750-753 755
756 759 761 764 765 768 771-777 781 788 821 822 824 826 861 863 864 882
885 894 896 921-923 928 929 931 936 951 953-957 972-974 978 979 981-986
989-998
SAUSALITO 289 331 332
OAKLAND 265 486 524-529 540 548 549 559 642-644 649 841 843 845 848
849 860
PACIFICA 355 359
RICHMOND 222 223 231-237 374 620 970
SOSAN FRAN 244 266 583 588 589 742 871-873 875-878 952

City: SAN JOSE CA Area code: (408)

CAMPBELL 370 371 374 377-379 559 866 879
LOS GATOS 353 354 356 358 395 399
SAN JOSE 221 224-227 234-238 241 243 244 246-249 251-253 255-259 262
263-270 272 274-277 279-289 291-299 365 432-437 446-448 452 453 463 473
491 492 496 534 553 554 562 575 578 629 723 725 727 729 748 765 864 865
920 922-927 942 943 945-947 957 970-974 977 978 980 982-988 993-998
SARATOGA 741 867
SUNNYVALE 245 522 524 720 721 730 732-739 742-747 749 752 756 773 991
992

Area code: (415)

LOS ALTOS 941 948 949
MOUNTAINVW 336 691 694 940 960-969

City: SANTA ANA CA Area code: (714)

ANAHEIM 239 321 414 490 491 502 517 520 533 535 630 632 635 666 742
743 745 758 762 764 772 774 776 778 956 991 999
GARDEN GRV 530 534 537 539 636 638 663 740 741 748 750 971
HNTNGTNBCH 536 840-843 846-848 960 962-965 968 969
IRVINE 250 253 261 474 476 551-553 559 651 660 726 727 733 752 756
757 786 833 851 852 854 856 857 863 955 975
NEWPORTBCH 509 515 548 631 640 642 644-646 650 673 675 720-723 759 760
ORANGE 282 283 385 516 532 538 633 634 637 639 712 744 746 747 749
771 921 937-939 974 978 997 998
SANTA ANA 241 258 259 418 432 433 475 505 513 531 540-547 549 550 554
556-558 567 568 641 647 648 662 664 665 667 669 691 708 730 731 751 754
755 775 832 834-836 838 839 850 953 954 957 966 972 973 977 979
SILVERADO 649
WESTMINSTR 372 890-898
CYPRESS 220 229 236 503 527 761 821 826 827 828 952 995
FULLERTON 441 447 449 519 525 526 680 732 738 773 870 871 879 992

City: SEATTLE WA Area code: (206)

BELLEVUE 451 453-455 462 562 641 643 644 646 746 747 865
SEATTLE 223 224 234 281-286 292 296 322-326 328 329 340 343-346 358
382 386 421 441-443 447 448 461 464 467 522-527 543-545 547 548 583 587
621-626 628 632-634 655 682 684 721-723 725 727 728 762-764 767 772 781
782-784 789 932 935 937 938 947 948 953 955 969 972 977 982 986 989 991
993-998
BAINBDG IS 842
BOTHELL 481 483 485-489 788
DES MOINES 824 838 839 874 878 941 946
HALLS LAKE 670 672 742 743 745 771 774-776 778
ISSAQUAH 391 392
KENT 395 630 631 657 773 852 854 859 872
KIRKLAND 820-823 827 828 867-869 881-883 885 889
MAPLE VLY 432
RENTON 226 228 235 237 251 255 271 277 656
RICHMNDBCH 542 546
SEATTLE AD 232 233 236
SEATTLE NR 361-365 367 368
SEATTLE SR 241-244 246 248 394 431 433 575

City: ST LOUIS MO Area code: (314)

BRIDGETON 232-234 291 298 344 731 739 777 895
FERGUSON 521 522 524 595
FLORISSANT 831 837-839 921
KIRKWOOD 821 822 957 965 966
LADUE 432 567 569 694 872 991 993 994 997

MEHLVILLE 487 892 894
OAKVILLE 846
OVERLAND 423 424 426-429
RIVERVIEW 388 867-869
SPANISH LK 355 653 741
ST LOUIS 231 235 241 247 261 263 277 289 321 331 342 351-353 361 362
367 371 381-383 385 389 421 425 436 444 454 481 531 533-535 539 542 544
553 554 571 572 577 578 621 622 631 638 644 645 647 652 658 664 679 721
725-727 746 747 752 768 771-773 776 781 823 826 829 832 848 854 855 862
863 865 879 889 941 963 964 969 973 982
WEBSTERGRV 961 962 968
ANTONIA 942
CHESTERFLD 532 891
CREVECOEUR 275 434 469 576 851 878
EUREKA 938
FENTON 343 349
HARVESTER 441 928
HIGH RIDGE 671 677
IMPERIAL 464
MANCHESTER 227 391 394
MAXVILLE 296
POND 458
PTGDESIOUX 899
SAPPINGTON 525 842 843 849
ST CHARLES 946 947 949
VALLEYPARK 225

Area code: (618)

E ST LOUIS 271 274 337 482
GRANITE CY 451 452 797

City: TAMPA FL Area code: (813)

TAMPA 221-229 231 232 234 236-242 247 248 251 253 254 258 259 264
272 273 276 286 287 289 620-623 626 628 671 677 830-832 835 837 839 840
870-879 882-889 931-933 935 960-963 968 969 971 972 974 977 978 980 985
988-990
TAMPA EAST 653 654 681 684 685 689 986
TAMPA NO 948 949 973 996
TAMPA SO 633 634 641 645
TAMPA WEST 854 855 920

City: WASHINGTON DC Area code: (202)

WASHINGTON 223-226 228 232-234 244 245 252 254 259 265 267-269 272 275
282 287-289 291 293 296 298 324 326 328 331-334 337 338 342 343 346-348
357 362-364 366 371 373 374 376 377 382 383 387-389 392 393 395-399 404
426 429 432 433 447 452 453 456-458 462 463 466 467 472 473 475 477 479
483-485 488 523 526 529 535 537 539 541-547 554 561-563 566 574-576 581
582-584 586 592 597 613 623-626 628 632-639 646 647 651 653 655 659 662
663 665-669 673 675 676 678 679 682 686 687 692-697 707 714 722-728 732

737 745 746 752 755 756 763 767 775 778 783-786 789 797 822 825 828 829
832 833 835 837 842 844 857 861-863 865 872 877 879 882 885 887 889 895
896 898 928 936 939 941 943 944 947 954-957 962 965 966 991 994 996 999

Area code: (301)

ASHTON 421 570 774 854
BERWYN 206 220 286 344 345 369 441 474 552 595 688 935 937 953 982
BETHESDA 227 229 295 320 365 380 469 480 492 493 496 530 564 571 650
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BOWE GLNDL 249 261 262 390 464 470 621 629 794 858 970 973
CAPITOLHTS 336 350 420 423 449 499 568 599 702 735 736 763 899 925 967
981
CLINTON 238 297 372 856 868 888
GAITHERSBG 330 540 869 926 963 972 977 990
HYATTSVL 277 306 322 341 386 422 436 454 459 559 577 699 731 772 773
779 851-853 864 927 940 985
KENSINGTON 230 231 443 460 468 649 770 871 881 929 933 942 946 949 984
LAUREL 490 497 498 596 604 725 776
LAYHILL 236 384 598 890 924 989
MARLBORO 627 952
OXON HILL 248 283 292 505 567 630 753 839 843 870 894
ROCKVILLE 217 240 251 258 279 294 299 340 353 424 428 590 640 670 738
762 840 921 948 975 983
SILVER SPG 270 394 427 431 434 439 445 495 520 565 572 580 585 587-589
593 622 681 891 930 980

Area code: (703)

ALEXANDRIA 274 325 355 360 370 379 548 549 550 553 578 660 664 671 683
751 765 768 769 780 795 820 823 824 836 838 875 931 960 971 998
ARLINGTON 235 243 247 276 284 329 358 461 486 521 522 524 525 527 528
557 558 643 684 685 739 756 799 841 845 850 892 920 922 954 974 979
BRADDOCK 250 266 278 830
DULLES 661
ENGLESIDE 339 440 455 781
FAIRFAX 239 242 246 260 264 273 280 323 425 487 591 631 691 733 758
759 764 834 934 978
FLS CHURCH 222 237 241 256 321 354 442 448 451 482 532-534 536 538 551
556 560 569 573 641 642 644 658 698 734 749 750 847-849 866 874 876 883
941
HERNDON 263 378 391 430 435 437 444 476 481 689 826 860
LORTON 690
MCLEAN 285 351 356 761 790 821 827 893
VIENNA 255 281 352 359 385 450 471 478 620 648 938 968

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GEnie Confrence Highlights
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Please note that this confrence has been edited and displays only the
highlights we feel are most important. For the full transcript of this
confrence, read issue #52 of ST-Report, or download directly from the ST

area on GEnie.

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<[Holly] HS> Okay... welcome to our formal conference with some of our favorite Atari folks. You all pretty much know how this runs, but for those who don't.... if you have a question you'd like to ask, use the /RAI command to raise your hand and get into line. I will ack your raise with a private message and tell you who you'll follow so you know. I'll also try to give you some kind of warning when you're time is about to come up. When you're through with your question, please let me know via some kind of ack like GA (Go Ahead) or something... it makes things a little easier. Also, please remember that Neil and John are my guests tonight. Please treat them accordingly. *smile* In two weeks, we have Charles Johnson of G+Plus fame scheduled for a formal. I hope you'll make it...

<[Holly] HS> Let's start by having each of our guests introduce themselves and let us know just what they do at our favorite computer company... *grin*

<[Neil] NHARRIS> Sure. I've been with Atari Corp. for 4 years now, in a variety of roles, including publishing Atari Explorer, heading up PR, user group support, online support, advertising, product marketing, and sales for the east coast. My current assignment is with the Federated stores, specifically to bring them into the computer business. ga

<[John @ Atari] TOWNS> I have been with Atari Corp for almost a year now. I work in the Technical Support Dept and handle a wide variety of tasks. Everything from Online support to Shows to Technical Support on the phones during the day. It makes it quite an interesting job and I get the opportunity to meet alot of interesting people. ga

<[Mark @ Atari] MJANSEN> I've been with Atari for almost three years. I was the first technical support guy at New Atari, and then I moved into other things, like shows, West Coast Editing of Atari Explorer, Internal and Developer documentation, and various product development stuff, making sure New Things are Good Things. ga

<[David F.] D.FAIRWEATH1> Neil, does Atari have a definite strategy for increasing the ST's market share in the U.S. and will we see that strategy implemented before the ST becomes obsolete? Ga

<[Neil] NHARRIS> Before implementing any strategy, the issue we're facing is product availability. We have been living from hand to mouth for some time now. The DRAM chip shortage hurts, because we prefer to hold the line on pricing and that limits how many chips we can buy and how many machines to make. Right now, the lion lion's share of the computers are going to Europe,

to keep the hottest ST market in the world supplied. Once we can get more machines built, the US will get our fair share. At that point a strategy can be implemented. ga

<[David F.] D.FAIRWEATH1> O.K. but is there a defined strategy already in waiting for that eventuality? gaga

<[Neil] NHARRIS> Any strategy is time and market dependent. If we had machines to sell last year, we had a strategy ready. If we have machines this year, we have a strategy, but not the same one as last year, because the product is more mature now, with more and better applications, and because the market changes. Next year's strategy is likely to be different again. ga

<[David F.] D.FAIRWEATH1> O.K. one last point... I think that when the time comes you should push the fact that with hardware and software emulation the ST is 3-way compatible with Mac and IBM. GA that's all.

<[Neil] NHARRIS> I agree... as a selling point it is important. But when people buy the hardware, I know they'll find enough fine ST-native software so the compatibility issues are not a factor. ga

<[Rick] R.GRIDLEY> Mark, do you have any comments on the 3rd party development of the 16mhz board?

<[Mark @ Atari] MJANSEN> Not really...I'll have more to say when I see one.
<[Mark @ Atari] MJANSEN> Last I heard, it was still being worked on... ga

<[Rick] R.GRIDLEY> Neil, do you think that Atari owners are more concerned with the status of the parent company than other computer owners? ga

<[Neil] NHARRIS> I think it is reasonable to be concerned with the company which makes your computer, particularly in the case of a custom operating system. Apple users are concerned with Apple. I doubt that most clone owners care much about their company, they watch IBM. Overall, it is healthy, because the company steers the future development of the product to a large extent. Atari welcomes user inquiries and constructive criticisms, and we act upon them more frequently than is widely known. We love ya, honest we do. ga

<[Rick] R.GRIDLEY> Ok, (Grin) thanks and thanks to John with helping me with a problem about a year back. I am done thanks Holly

<D.D.MARTIN> huggs, Neil 1. Any truth to the rumor that the laptop will be available by the end of the year? 2. IBM or MAC compatability is a _major_ factor NEIL. The portability of office<-->home is a great selling feature. And _we_ have a choice of the _best_ that is available in software to do the job at hand. ga

<[Neil] NHARRIS> Any announcement of new hardware will have to wait for Comdex, sorry. Shipping times, too...

<[Neil] NHARRIS> I agree that it is an important selling factor, but we won't let that overshadow the need for continuing development of TOS

programs.] ga

<D.D.MARTIN> Atari users are prone to say.. I love _MY_ Atari, but I don't know if I love Atari.... We all know we have the greatest personal computer available...you folks at Atari do to.... so who's job is it to tell the others? ga

<[Neil] NHARRIS> Mainly ours, of course. But, from a BUSINESS perspective, which is the only perspective that our boss takes, you have to look at the return on any promoting we do. Right now, we sell every computer we make. We'd love to have enough computers to sell where we would have to advertise in order to move them all. So, in the meantime, the grass roots, meaning the Atari community, has the main role. ga

<[Darek] DAREKM> My question is a rehash of one already asked, but, why _not_ push the compatibility issue? The Mac, PC, and Atari 800 <grin> compatibility would interest a lot of people. Afterall, the 130XE looks very much like a 520, yet Atari rarely mixes ads of 8 bits and STs. However, you look in most Atari user group newsletters, and they mix the two computers all the time. Earlier tonight I was demoing my 8 bit drive to ST interface to a group of about 30 8 bit users (no ST users in the gruop) and about 1/4 of them indicated that they've thinking of getting an ST. When I showed them 8 bit software booting off an Indus GT, they all indicated they are _more_ interested. Wouldn't it be a great way to upload a lot of 520s and single sided drives, by having some kind of upgrade policy for 8 bit users to upgrade to the ST. I know you're short of DRAMs, but with the RAM of a Mega 4 you can unload 8 520s. ga oops, I meant to say "unload", not "upload"

<[Neil] NHARRIS> The Mega uses 1 megabit DRAM chips. The ST uses 256K-bit chips. So, making a Mega does not impact production of ST's at all. There has definitely been a solid trend toward 8-bit Atari users moving up to the ST. But to reiterate, it is difficult to justify from a business sense, promoting a product when we don't have enough to satisfy the current demand. ga

<[Darek] DAREKM> The 8 bit users indicated that one of the reasons that they'd like to upgrade is because the 8 bit software market is dead. I just see it as a great opportunity to get these potential ST owners before they get tired of waiting and buy a non-Atari 16 bit product. ga

<[Neil] NHARRIS> I don't know how to sell our chairman on giving a special deal to anyone, even our most favorite customers, at this time. ga

<[Norm] N.RECHTMAN1> Are there any plans to make a laser printer with more memory for 1040 users? and how about a desk jet copy? ga

<[Neil] NHARRIS> I think a better answer is for 1040 users to get more RAM. The reason for that is this: if you have RAM in the laser printer, it ONLY helps you when you are printing. If you put it in the computer, then it is available for other jobs as well. 4 megabytes comes in mighty handy when you are spreadsheeting, or doing a Cyber animation. I am not aware of plans for an ink jet printer from Atari, but again, we are not here to announce products tonight. ga

<[Norm] N.RECHTMAN1> that was just a suggestion. I would really like to see PC hardware addons ga

<D.D.MARTIN> Three cheers for Atari taking the bull by the horns and making plans to move production back to the US of A!!! Neil, can you tell us how things are progressing with the proposed plant in Houston? ga

<[Neil] NHARRIS> Well, our negotiating team is still terrorizing the folks in Texas. We expect some news shortly, but at the moment, nothing new to report at this time. ga

<[Dan] GRIBNIF> I have two questions: First, what is the current status of the CD ROM? ga

<[Mark @ Atari] MJANSEN> Most recent I heard is that we're trying to get some good applications together... Makes more sense than saying "Here's a CD-ROM player. Go to Tower Records and buy some CDs. Have a good time." It would be nice if there was something to _do_ with it first. ...so we're working on it. ga

<[Dan] GRIBNIF> Is that the only setback? Does it work with a Laser and HD yet?

<[Mark @ Atari] MJANSEN> Yes. And headphones. :-)

<[Dan] GRIBNIF> <smile>

<[Neil] NHARRIS> There is a driver for the CD ROM that lets it be read by TOS applications as if it were a really big drive. You can open it from the desktop and read files directly. So now it is a fairly simple matter of getting software which reads the databases on the CD ROM disks and does something with it. ga

<[Dan] GRIBNIF> (I was reffering to the rumored problems with other DMA devices)

<[Mark @ Atari] MJANSEN> I know several people with the setup you described.

<[Dan] GRIBNIF> ok, thanks. The other question is one that Neil probably saw in my letter to Info-Atari16... I was curious as to how normal users (not developers) will be notified of TOS 1.4...

<[Mark @ Atari] MJANSEN> Skywriting, blimps, dancing girls...(sorry, I couldn't resist.) and if they will also be provided with an "official" way of reporting bugs. ga

<[John @ Atari] TOWNS> <grin>

<[Mark @ Atari] MJANSEN> Well, it's like this... People will find out through magazines, etc. And dealers will know about it. The plan is to polish up a little program we've got here that is used for developers to submit bug reports, and release that to the public too.

<[Neil] NHARRIS> Through the dealers, primarily. And through all the communications at our disposal.

<[Dan] GRIBNIF> "through magazines, etc??" Atari Explorer is still reviewing things that came out 8 months ago as NEW!

<[John @ Atari] TOWNS> I believe that the information will also be published in the User's Group newsletter as well (Right, Neil?)

<[Neil] NHARRIS> Like I said, through all the communications vehicles at our disposal. I tend to think the Atari community is very well wired together. ga

<[Dan] GRIBNIF> ok, now THAT's more like what I wanted to hear <smile>
<[Dan] GRIBNIF> yes, I tend to agree. Sorry about that comment a second ago sounding a bit huffy. ga.

(sic. EOF)

1459. A more recent ZMAG

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-24 21:09:17 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1942@udccvax1.acs.udel.EDU>
Source record: 116613

FNet delays kept me from getting the previous ZMAG until 2 days ago.
Here is the most recent issue.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

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Syndicate ZMagazine Issue #124 September 21, 1988
| HOT Atari News and Reviews |

-----------------| American Publishing Enterprises, Inc |----------------
-----------------| Post Office Box 74 |----------------
-----------------| Middlesex, New Jersey 08846-0074 |----------------

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Stairway To Heaven
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H002-216

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Bounty Atari ST BBS
(904) 786-4176
H014-904

ZMAG WEST
Shadow Haven Information Service
(916) 962-2566
H009-916

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*=* ZMAG Weekly News Roundup
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= Line Noise Revisited Ctsy CIS Atari

= Circuit Maker Review

= SAM TRAMIEL in Conference

= 8 Bit Owners Update

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PUBLISHER'S DESK
by Ron Kovacs
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Originally planned for preview in this space was an article written by the Editors of Michigan Atari Magazine. I have cancelled this segment while I research and produce our official position on the matter. Stay tuned to these pages in the next few weeks for an indepth look at MAM.

Starting October 2, 1988, ZMAGAZINE will release issues on Sunday evenings. We will also debut a new section devoted to User Group Updates and news. Stay tuned for more details on this next week.

SCHEDULED RELEASES FOR OCTOBER

Issue #125 October 2, 1988
Issue #126 October 9, 1988
Issue #127 October 16, 1988
Issue #128 October 23, 1988
Issue #129 October 30, 1988

Due for release in October....Update of the official ZMAG/ST-REPORT BBS listing. If your BBS has not appeared, or you think you might be missing, Please send a post card with your BBS information and a phone number so we can contact you and give you your official ZMAG Registration number. The ZMAG 1988 Reader Survey is near completion. I need your address to send you the survey!! Please send that post card off today!! The survey is presently 8 pages long.

Enjoy your vacation John Deegan!

****
ZMAG NEWS ROUND-UP 9/14-9/21
Compiled by the Staff of ZMagazine
****

(Comments detailed in the following article are NOT those of ZMagazine or it's editors. Readers opposed to any comments here are welcome to submit a reply by 9-30-88. Any opposing commentary on this article will NOT be accepted for publication.)

PRESS RELEASE 9/15/88

In an article called Atari News and Comment in the September Michigan Atari Magazine (MAM), editor Bill Rayl again blasted a non-participating local Michigan Atari users group for policies not in tune to MAM's liking.
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MAGIC, the eastern Michigan Atari users group who has stead fastly refused advances to join the MAM consortium, was sharply condemned for charging "50 cents to $1 admission" to attend a special meeting hosting Atari execs. "I was strongly misquoted by Mr. Rayl," says Sourcerer's Apprentice Editor Mike Lechkun. "I went out of my way to call Bill Rayl long distance to share and report this bit of local Atari news. I was shocked to see it turned into a negative slam against us (MAGIC)."

"I told his wife (and MAM co-editor) Pattie that MAGIC was asking for a donation to help defray costs of starting up another Atari fest effort [as well as to pay for the increase in space needed for the meeting]. It seems to me," commented Mike, "that MAM is allowed to rake in money for it's own ventures, but others trying to serve the Atari community are, in their words, 'tasteless'."

Mike concluded that he'd "be more than happy to make a donation in the Rayls' name if they couldn't cough up a couple of bucks!" It was MAM, over a year ago, who slammed then-non-participating club MACE when they proposed charging non-members to attend the monthly meetings. MACE was (and is) losing money rapidly by providing services to non-members who were sponging off the group. Because of the article, MACE was embarrassed into changing their newly adopted policy.

The members of MAGIC have always felt that a user group's newsletter helps to define and add personality and individuality to the club. The newsletter is the club's identity to the outside world. It is a shame that MAM feels that their viewpoint is the only valid one in Michigan, and that any other club's views are "considered extremely bad taste."

Quote from MAM, 9/88

Atari News and Comment

"In a move that can only be considered extremely bad taste, MAGIC is planning to charge 50 cents or $1 admission to attend this meeting [with Atari's execs]! The meeting takes place on their normally scheduled meeting night, and MAGIC's meetings are generally open to all. But, in this case, MAGIC proposes to charge admission from the very people they are going to need assistance from if another show will occur. MAGIC can't pull off an AtariFest on their own, but if any other clubs want to get involved at this first meeting, they'll have to pay to do so? Hopefully, MAGIC will change the tune before October..."

ATARI KILLS DETROIT VISIT

ATARI CORP.'s proposed visit to Detroit user group MAGIC has been cancelled. Sam Tramiel said that such a visit would "excite group members", but with no product to deliver and because we are right before Comdex, there's really nothing that could be said. ATARI has promised full support for a Detroit AtariFest, which the MAGIC group is still considering. Sig Hartmann commented that the November Comdex show would be "an opener to a revitalized U.S. market presence", and indicated a proposed resurgance after the first of the year. But as to not discourage those who would attend a large scale meeting from afar, Atari will not

make a local apperance until the show.

** NEWS BULLETIN **

Attention all persons that have a program being called "Master Cruncher" or any alterations of that. It seems that a group of pirates have edited out the Copyright notice and have claimed the program as there own. This Utility is not Public Domain nor a Pirate utility, it is a Commercial program that was going to be sold in The Federal Republic of Germany. There were plans to market it in the USA, but due to the massive spreading of the utility, there is no hope of making any kind of profit nor will there be any other such utilities produced due to these problems, it is not cost effective to try and track down who did this terrible thing, so you can just thank who ever the persons involed for screwing up the future of such useful utilities you might have had. Please notify all sysops or board operators that this file should be deleted from file sections and not posted again.

I was really surprised to hear that it was posted on 2 major commercial networks, I would have thought they would have questioned this utility because of no documentation or origin of source. I would have thought the sysops would be a little more responsible to there amiga comunity and check things that are questionable out first.

A final note, the version that seems to have made it's way all over the United States is still a beta version and has a Serious! bug in it, I do not accept any responsiblity for any damage caused by the faulty program. "it is not my fault everyone pirated it" I strongly suggest you uncrunch everything crunched with it or things might begin to happen you wish didn't. You have been warned of the problem. Please spread this file as fast as my program was spread to warn people against the possible destruction of all there data.

Bit Soft Programing (BSP)
Hans Mayor
Post Fach 1123
8623 Staffelstein
West Germany

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NEW BOOK ON COMPUTER VIRUSES
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Compute!'s COMPUTER VIRUSES

Author: Ralph Roberts
Price: $14.95
ISBN: 0-87455-178-1
On Sale: November, 1988
Publisher: Compute! Books, a Capital Cities/ABC Company

Why are the big computer companies keeping quiet about the problem of computer viruses?

``Over one percent, or about a quarter of a million IBM PC's and compatibles are already infected,'' says Larry DiMartin, president of Computer Integrity Corporation, the makers of the commercial viral protection program, Vaccinate.

Finally there's a book that shows why software and hardware manufacturers --in some cases selfishly and intentionally--have their heads in the sand. Finally there's a book that helps you protect your system from computer viruses. A book that answers the questions the industry has been ducking.

Like a biological virus, a computer virus can replicate itself and be spread (through the use of ``Trojan horse'' programs) from system to system. Trade a floppy disk with a friend and you may unwittingly be destroying all the data in your system, whether it's a single person computer or a large, networked system of 20,000 terminals. It's not even enough to have good backup--a timed release virus can also be in the backup disks or tape, destroying data time after frustrating time.

The destructive rampages of these small hidden programs from sick minds are not limited to ``high risk'' users who download indiscriminately from ``pirate'' electronic bulletin boards. AP and UPI reports in recent months have reported that such major institutions as NASA, Lehigh University, Miami (Ohio) University, ARCO Oil, Hebrew University in Israel, and others have had computer virus attacks.

Whether you are a single computer owner or a manager of a large area network, Compute!'s COMPUTER VIRUSES offers relief from the fear and the very real danger of a viral infection in your system.

Topics Covered:

* How your system can become infected (risky practices and how to practice ``safe computing,'' and minimize exposure.
* The history of viruses, including some infamous infections such as the ``Brain'' virus, the ``Sunnyvale Slug,'' the ``Scores,'' and the Macintosh ``Peace'' virus.
* How viruses work and what they can do to your system.
* The kind of programs that can hide viruses.
* How to detect a virus or viruses in your system and erase them.
* Protection from virus infection.
* Reviews and tips on viral protection systems, both commercial and public domain.
* Sections with specific protection information for IBM and compatibles, Macintosh, Apple, Amiga, Atari, and other systems.

Contents:

Your Computer May Be Sick!
History and Famous Viruses
How Viruses Work
Practicing Safe Computing
How The Experts Deal With Viruses

Corporate Initiatives for Data Security
(by Pamela Kane, President of Panda Systems)

The Case of the ``Gerbil'' Virus
(by Raymond M. Glath, President of RG Software Systems)

IBM and Compatibles
Macintosh
Apple
Amiga
Atari
The Only Good Virus is a Dead Virus.

For Additional Information:
Ralph Edwards
P.O. Box 8549
Asheville, NC 28814
(704) 254-3972

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LINE NOISE REVISITED
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ctsy CompuServe Atari SIG

#: 47388 S2/CompuServe & BBSs 27-Dec-86 22:10:29
Sb: #Interlink
Fm: Jeff Rigby/Intersect Sof 74615,323
To: Dave Groves 76703,4223

I have never had the pleasure of taking apart a Courier 2400 but most
modems use the same input transformer (FCC Regulations).

Below is a schematic drawing of the Input transformer circuit:

```
----) || (------
Input from ( || ) output to
phone line ) || ( modem
----( || )-----
||
|| (------> 600 ohm Inpedance matching
|| ) < resistor
|| (------>

Transformer
```

You change the 600 ohm (blue black brown) resistor, to a lower value by
tacking a resistor in parallel. Try values from 1000 ohms to 600 minimum.
This is a quick and dirty method, it works by making the transformer less
efficient and therby reducing the sensitivity of the circuit. The resistor
is there to cause the input transformer to match the phone line (600 ohms)
impedance. When you have an impedance match you have maximum transfer of
energy. Choose the highest value resistor that gives the fewest errors.

Jeff Rigby c/o SOTA Computers
3949 Sawyer Rd.

Sarasota, Fl. 33583
813-922-6244

****************** UPDATE **********************

17-Sep-88 09:21:43
Sb: #110696-2400 baud problem
Fm: INTERSECT Software 76004,1577
To: SYSOP*Dave Groves 76703,4223

The resister will reduce the sensitivity of the modem to incoming noise. If the problem is only periodic and does not get worse after warmup then this is the method to use. If it does get noisy after warmup then open the modem and look for an 8 pin chip with X2444 on it. It's an XR chip that sometimes causes the line noise problem at 2400 baud.

Since 2400 baud does push the Florida phone lines to the limit, neither method may work for you.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
CIRCUIT MAKER by Bill Pike (PAC)
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

My field of endeavour, that which I do when not using a computer, involves a lot of logic circuit design. Well anyhow I was going thru the local software store and happened to see a program on the shelf that immediately caught my eye. The name of the program is CircuitMaker and it was written by Ozzie Boeshans. The cost is $69.95, why not make it a even $70?. The program is published by ILLIAD Software.

For those who havn't used this type of program in the past, this includes until now me, this is the cats meow. No more breadboarding of circuits. No more burning out chips. No more tangles of wire, piles of parts, and general mess laying all over the place. Also, for those who are married, no spouse telling you to clean up your mess.

Version 1.2 of the program allows you to design various logic circuits on screen and TEST AND DEBUG THE CIRCUITS ON SCREEN. The program then will print the circuit on your Epson compatible printer. You can also go back to the last saved version of the circuit if you have made a mistake. The next version, 2.0, is said to allow you to specify and make a library of your own favorite IC's. Didn't I say that the program comes with 1 library of various logic gates and IC's? Well if I didn't, it does.

Here is what is in the library: All of the various types of gates including, a inverter, 2-4 input AND & NAND, 2 input ORs, 2 input NORs, and 2 input exclusive ORs, LED's, seven segment displays including the BCD to 7-Segment decoder, switches, two types of quad latches, 7474, 74138, 74151, 74168, 74169, 74109, and 74194 IC's.

There is a snap-to-grid feature so everything looks neat. The various logic devices can be rotated in 90 degree increments, you can label either vertically or horizontally. When you are wiring the circuit the curser is

accompanied, once you move out of the device area, by a set of full screen cross-hairs that show you where the wire will end up both vertically and horizontally if you extend it the full screen. This allows you to be much neater in the layout of wiring. There is also a dot placed where wires join so that you are sure of the connection. You can also move devices around or delete them if you decide that the location is bad. You are working in a window of the design, the window is approximately 15% of the working area. You can wire outside of the screen area.

I find that you should make a printout of just the device placement so you are able to easily find the devices not on screen when you start to wire. A zoom command would have been nice.

There are programmable pulse generators for signal inputs, each generator is independently programmable as to waveform and start time as well as well as when it starts. The speed is variable in common. There is a four input oscilloscope that can be used to check any four points in the circuit simultaneously.. You are able to either use a continous run or set for 5 or 10 cycles. The various wires show you the logic level on that wire by either being solid black (logic 1), dark dotted (logic 0), or light dotted (not active) as the test is running. If you are using a color monitor the colors of the lines change to indicate the same conditions. You are able to move around the screen during the run so you can see the functioning of the entire circuit.

There is a tutorial on fundamental logic circuit design included in the small 50+ page manual. The tutorial doesn't go into much depth and those who are unfamiliar with logic design should pick up a book on the subject as well as a TTL Device handbook so you can figure out just what the various chips are and what they require to work. The program doesn't go into microprocessor logic and if it did it should/would probably cost about 10 times as much, if not more.

This program is designed for the average designer and builder not for someone who does this for a living, he/she would probably have the $700 to $7000 version of this type of program and a main frame to run it on. This is a MUST HAVE program for anyone who designs logic circuits including those in college level logic design courses. It is also a must have for anyone who just does logic design at home for their computer interfaces or anything else, this is most logical (sorry about that it slipped out). So dig into your pocket and BUY THIS ONE.

********** SAM TRAMIEL IN CONFERENCE **********

The Atari Forums on CompuServe will be sponsoring a world-wide electronic teleconference with Sam Tramiel, President and Chief Operating Officer of Atari Corporation, on Monday, September 26 at 9:00 PM EDT. Your participation in this conference is welcomed and encouraged!

The Sam Tramiel Conference is going to be held in CompuServe's Electronic Convention Center(tm). The Electronic Convention Center(tm) was designed specifically for special conferences of this nature and can have as many

as 300 people participating simultaniously without causing the slightest speed decrease. In addition, the Electronic Convention Center(tm) offers the capability of holding a more structured conference, making it possible for you to ask your questions and be answered by Mr. Tramiel without any interruptions. Top performance is absolutely guaranteed! Lastly, the Electronic Convention Center(tm) offers additional conveniences (discussed later in this text) that will make your participation in this conference amazingly easy. If you've participated in other national conferences of this type before and have been underwhelmed at the way it was conducted and the performance of the service during 'heavy' usage, this conference is your opportunity to experience the communication power of a professional -quality global information network.

ACCESSING THE CONVENTION CENTER

As mentioned above, the Sam Tramiel conference will be held in CompuServe's Electronic Convention Center(tm) -- NOT the conference area of the Atari 16-Bit Forum. To access the Convention Center, type GO CONVENTION at any CompuServe command prompt.

When you type GO CONVENTION, CompuServe will display the following menu:

Electronic Convention Center(tm)

INFORMATION/RESERVATIONS
1 Instructions
2 List Conferences/Make Reservations
3 Review/Cancel Reservations
4 Conference Etiquette

Enter choice !

Choice 1 allows you to view the complete instruction guide for using the Convention Center. Choice 2 and Choice 3 allow you to list upcoming special conferences and any advance "reservations" (NOT NECESSARY FOR THIS CONFERENCE!) you might have made. Lastly, choice 4 provides some information on the etiquette followed by participants in an electronic conference.

On Monday, September 26, at 8:30 PM EDT (a half hour before the Sam Tramiel conference is scheduled to begin), the Convention Center menu will appear as shown above with the addition of menu choice 5 which will allow you to enter the Sam Tramiel conference. An example of how the Convention Center menu will appear from 8:30 through the end of the conference on September 26 appears below:

Electronic Convention Center(tm)

INFORMATION/RESERVATIONS
1 Instructions
2 List Conferences/Make Reservations
3 Review/Cancel Reservations
4 Conference Etiquette

JOIN CONFERENCE IN PROGRESS
5 Atari Sam Tramiel Conference

Enter choice !

All you will need to do is select choice 5 in order to join the conference. Once you select choice 5, CompuServe will prompt you to enter your name:

What is your name? John Doe

Enter your name and press a <CR> as shown in the above example.

If you enter the conference area before 9:00 PM EDT, you can chat briefly with other early arrivers until the moderated conference begins.

ASKING A QUESTION

Once the moderated conference begins, only the moderator and guest speaker will be allowed to openly communicate at all times. Other participants must signal that they would like to ask a question or make a comment by using the /QUESTION (or /QUE) command. Once you issue the /QUE command, CompuServe will add your name (in order) to the queue. When it is your turn to speak, CompuServe will beep your terminal and display a message explaining that it is your turn and you may now ask your question. If you attempt to openly communicate before it is your turn to speak, the Convention Center will send you a reminder that in order to ask a question or make a comment, you must enter the /QUE command and wait for your turn.

If you issue the /QUE command and change your mind about asking a question, you can enter the /UNQUE command to remove your place from the queue.

USING THE BUFFER

The Electronic Conference Center(tm) makes it possible for you to compose or upload your question or statement into a buffer area, followed by giving you the option of editing the text using standard CompuServe EDIT commands (explained in detail in EDIT.TXT, available in LIBRARY 1 of the Atari 16-Bit Forum). Then, you can send your pre-composed buffer when it is your turn to speak in the conference. Here are the commands you will need to know in order to use the buffer feature of the Convention Center:

/BUFFER EDIT - Brings you into "edit" mode where you can compose, ASCII-upload, or edit your text.

/BUFFER SEND - Send buffer to all participants.

OTHER COMMANDS YOU SHOULD KNOW ABOUT

The following list of commands are available to you in the Convention Center:

/BUFFER EDIT Edit text buffer
/BUFFER SEND Send text buffer
/BULLETIN Display short bulletin
/COMMANDS Show list of commands

/DAY Show date and time
/DISPLAY Change message display
/ECHO Show input as it is typed
/EXIT Exit the conference
/NOECHO Do not show input
/HELP Command help text
/NAME Change your name
/NOSEND Refuse private "send" messages
/OFF Log-off
/SEND Send a private message
/STATUS User/guest count
/WHO Show last speaker
/USERS List users
/LOOK Question status (how many people are in the queue)
/QUESTION Question request
/UNQUEUE Cancel a question

If you have any questions, please feel free to post a message to the Sysops of the Atari Forums. Otherwise, hope you found this introduction file useful and we're looking forward to seeing you at the big conference!

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8 BIT OWNERS UPDATE
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There have been many mentions in the almost decade since the original Atari 400/800 Personal Computers hit the dealers shelves about there being a future upgrade to meet the user's needs, and new and more challenging applications. Finally that upgrade is available..... The Turbo-816 by DataQue, for the Atari 400/800/XL/XE.

DataQue Software is pleased to announce a powerful new upgrade which was co-designed by Ron Shue, and Chuck Steinman. This upgrade will be available in two forms. There will be a replacement CPU board for the original 400/800 Computer system, and a plug in module for the XL/XE series. In either case, there usually is no need for any modifications to the existing hardware. The only exception to this is with XL/XE systems which have their CPU soldered in place, which will require the removal of the existing CPU, and the addition of a standard 40 pin I.C. socket is suggested. Also included is the Turbo-OS, by DataQue for use with the Turbo-816 CPU boards.

The Turbo-816 will not only increase the potential speed of the computer, but also break the 64k memory barrier of the existing systems. Not with the awkward paged memory, but with a fully linear decoded address space of up to 16 megabytes. Benchmarks have put the Turbo-816 into a performance range ABOVE many of the 'other" PCs/!! Special memory boards will be available to take advantage of the new extended addressing range. These will be mounted internal to the computer cabinet, and in most cases require no hardware modifications.

And here is the amazing feature..... While adding all this power and all this expanded addressing, the Turbo-816 for the Atari 8-bit computer systems will maintain compatibility with most currently available commercial and user written software. Using the Turbo-816 even those older programs will enjoy a speed increase!

The Turbo-OS is a replacement operating system for use with the Turbo-816 which will release the 16-bit processor to its full power. Increased speed will be the most obvious change, but hidden in its code, will be an advanced new floating point library that will speed even the original Atari BASIC to new levels of performance. Again, on most systems it will be just a matter of replacing the existing ROM(s) with the Turbo-OS.

The future holds many more products for the Turbo-816 systems including:

1) a real-time multi-tasking operating system kernal
2) a new assembler-editor-debugger package which supports the new assembly level instructions and addressing modes
3) a new BASIC which will speed past the fastest of the current BASICs for the 8-bit machines
4) a new K&R compatible C development package
5) a new Turbo-GOS operating system (graphical based)
6) a developers development kit for new applications

The NEW Atari Turbo-816 should be available by November of 1988 For more information contact your local Atari Dealer or, write:

DataQue Software
Dept. T-816
P.O. Box 134
Ontario, OH 44862

=
ZMagazine Issue #124 September 21, 1988 (c)1988 APEInc, SPC, Kovacs
=

1460. MIDI INFO

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-26 16:34:00 UTC
From: HABKE%ccm.UManitoba.CA@FORSYTHE.STANFORD.EDU
Message-ID: <8809261627.AA22014@ucbvax.Berkeley.EDU>
Source record: 116614

HAS ANYONE EVER BUILT THERE OWN MIDI INTERFACE FOR THE 800XL

ANY INFO WOULD BE APRECIATED.
THANKS
BILL

1461. Re: ZMAG postings

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-27 01:39:25 UTC
From: BobR@cup.portal.com
Message-ID: <9485@cup.portal.com>
Source record: 116615

Thanks to Gary Duzan for posting the ZMAG issues, but one suggestion:

It might be better to include the ZMAG Issue # in the description line, just to make it easier to keep track of which issues are covered... for example, "A more recent ZMAG" could instead be "ZMAG #124"

BobR

1462. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-27 15:00:12 UTC
From: USERODIN@UALTAMTS.BITNET
Message-ID: <1301410@UALTAMTS.BITNET>
Source record: 116616

Please send info on SIG and access protocol.

J. Manis
University of Alberta

1463. Re: ZMAG postings

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-28 00:23:47 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1956@udccvax1.acs.udel.EDU>
Source record: 116617

In article <9485@cup.portal.com> BobR@cup.portal.com writes:
>Thanks to Gary Duzan for posting the ZMAG issues, but one suggestion:
>
>It might be better to include the ZMAG Issue # in the description line, just
>to make it easier to keep track of which issues are covered... for example,
>"A more recent ZMAG" could instead be "ZMAG #124"
>
>BobR

Sure thing. Next one that comes out will have the issue # in the subject.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1464. light gun?

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-29 00:47:48 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Sep.28.20.47.46.1988.15825@topaz.rutgers.edu>
Source record: 116618

A while ago it was mentioned in this group that Atari had in fact decided to market the light gun seperately for all us 8-bit owners. I haven't seen it in any stores around these parts, and have yet to notice it listed in any ads in Analog, Antic or Atari Explorer. So my question is, when will it be available and for how much? Or if anyone knows of any mail-order places that are selling it yet, I'd appreciate their number/address. Also, what "XE Game Carts" are currently available for use with the light gun, and what ones are due to be released shortly?

-Ray

(planning his Christmas list :-)

wilmott@topaz.rutgers.edu

1465. Re: light gun?

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-29 04:47:14 UTC
From: rjung@nunki.usc.edu
Message-ID: <1498@nunki.usc.edu>
Source record: 116619

In article <Sep.28.20.47.46.1988.15825@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>...What games are
>currently available for use with the light gun, and what ones are
>due to be released shortly?

The only two currently out I know of are BUG HUNT and BARNYARD BLASTER (both from Atari Corp.). An interesting thing I saw at the Glendale Faire (but forgot to mention! Sorry!) was a near-finished version of Exidy's CROSSBOW for the XEGS/light gun.

Terrific game, all the kids were playing it both days. Seems to have all the original's features.

--R.J.
B-)

1466. Delphi

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-29 12:41:34 UTC
From: merlin@bsu-cs.UUCP
Message-ID: <4135@bsu-cs.UUCP>
Source record: 116620

Could anyone please give me information on how much it costs to
to connect with Delphi if the call is NOT long distance.

```
*=*=*=
```

1467. Mandelbrot

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-29 19:11:53 UTC
From: slackey@bbn.com
Message-ID: <30295@bbn.COM>
Source record: 116621

I've been off the net for about 4 weeks due to changing jobs, and I missed any reactions to the Mandelbrot program I posted. Did anyone try it? If so, what was the reaction? In the meantime, I added a bit of stuff to it, to allow easy close-ups to be shown using a joystick to select an area. It can get some pretty dramatic results.

-Stan

1468. Using Kermit/65 with DOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-30 12:06:00 UTC
From: PARSONS@KSUVM.BITNET
Message-ID: <8809301304.AA03617@ucbvax.Berkeley.EDU>
Source record: 116622

Although Dos 3.0 is perhaps the worst in the world, it was the Dos I was stuck with when I first purchased my 1050. I have obtained a partial copy (DOS.SYS and DUP.SYS ONLY/no convert utility) of Dos 2.5.
Problem: I have programs saved on Dos 3.0 disks that I would like to switch over to Dos 2.5 using Kermit/65 under Dos 3.0 to transfer programs to the mainframe at school and then using Kermit/65 under Dos 2.5 to get them back.

This sounds rather easy, but when using Kermit under Dos 3.0 after connecting and pressing 'A' as in Attention to start dialing out, the send data light on the modem goes on (constant, non-blinking) and the 'A' is repeated across the screen.
More: I am operating a vinilla 800, 1050 drive, P:R: Connection, and Anchor modem. I have scanned the limited Dos 3.0 manual, and it appears from the limited memory map that Dos 2.5 and 3.0 occupy the same base memory locations. All the other functions of Kermit are supported (ie rename, erase, dir) with no problems. The problem occurs in any terminal emulation mode and under any graphics display method. The only problem lies in dialing out (so far that is).

Any reason why 3.0, that opperates in the same memory constraints as 2.5, would cause such a bug in a perfectly healthy program? Anyone know how to solve this problem outright (besides getting a complete version of Dos 2.5 and just converting the Dos 3.0 files back to Dos 2.5)? Any suggestions on what may be happening? Anything?

Thanks, Parsons@KSUVM
Parsons@KSUVM.KSU.EDU
Scott Parish
Acknowledge-To: <PARSONS@KSUVM>

1469. 8-bit Program Archives

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-30 12:44:00 UTC
From: PARSONS@KSUVM.BITNET
Message-ID: <8809301301.AA03557@ucbvax.Berkeley.EDU>
Source record: 116623

Any updates as to the status of the soon coming program archives?

--Scott Parish Parsons@KSUVM.bitnet
Acknowledge-To: Scott Parish <PARSONS@KSUVM>

1470. Re: Re: light gun?

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-30 15:29:56 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3578@ihlpe.ATT.COM>
Source record: 116624

```
| In article <Sep.28.20.47.46.1988.15825@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray
Wilmott) writes:
|>...What games are
|>currently available for use with the light gun, and what ones are
|>due to be released shortly?
|
| The only two currently out I know of are BUG HUNT and BARNYARD BLASTER
| (both from Atari Corp.). An interesting thing I saw at the Glendale Faire
| (but forgot to mention! Sorry!) was a near-finished version of Exidy's
| CROSSBOW for the XEGS/light gun.
|
| Terrific game, all the kids were playing it both days. Seems to have all
| the original's features.
|
Yes, I saw the same demo at the Summer CES. Crossbow was supposed to be out
the 3rd quarter (almost over). Another that is supposed to be out this
quarter that uses the light gun is Crime Busters (RX8104). It seems like
it should be quite interesting also if you like to fancy yourself as
Elliot Ness.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes
```

1471. Re: Using Kermit/65 with DOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1988-09-30 19:20:27 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4155@bsu-cs.UUCP>
Source record: 116625

In article <8809301304.AA03617@ucbvax.Berkeley.EDU>, PARSONS@KSUVM.BITNET (Scott Parish) writes:
> Although Dos 3.0 is perhaps the worst in the world,

Too true! :-)

> Problem: I have programs saved on Dos 3.0 disks that I would like to switch
> over to Dos 2.5 using Kermit/65 under Dos 3.0 to transfer programs to the
> mainframe at school and then using Kermit/65 under Dos 2.5 to get them back.

If you can get Kermit to work under DOS 3.0 this is a perfectly acceptable technique; however, I thought you might be interested in the fact that I once accomplished the DOS 3.0 - to - DOS 2.0 conversion using nothing more elaborate than Atari BASIC! Now if I can just remember HOW I did it...

As I recall, the program simply read the file-to-be-converted into a huge string buffer (I used repeated GETs, but a direct CIO call in ML would be cool too), under DOS 3.0; I was then able to soft-boot DOS 2.0 into memory without losing the BASIC environment, and write the string buffer back out using repeated PUTs. I was limited to the size of the string buffer, which ment a few COPY/APPEND's once I had the pieces on DOS 2.0, but it did work and I was able to get rid of DOS 3.0 for good.

Of course, I now find myself racking my brains to figure out how the &**&^(!*&^& I managed to boot 2.0 without turning off the machine or losing the BASIC environment. As I recall, it was very simple -- just a USR call to some system vector, given manually at the READY prompt -- and it did NOT work the "other way around" -- once in DOS 2.0 I could NOT similarly soft-boot into DOS 3.0 again. Had to turn the machine off and reboot with 3.0 every time I needed to get a new piece of file-to-transfer.

Anyway, if anybody here can deduce how I booted into 2.0 from 3.0, in BASIC, without losing anything, that might be the way to go as I'm sure with CIO calls it would be much faster than Kermit transfer! Plus you won't tie up your telephone line! :-) I *can* offer you my support that it DOES WORK; unfortunately for this instance I literally did GET RID OF my DOS 3.0 disk and cannot repeat my experiment on your behalf. I'll see if I can find it (borrow from friends) but in the meantime, Netters, what can we come up with?

Enjoy...

Chris Chiesa

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1472. Re: Delphi

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-01 03:05:43 UTC
From: BobR@cup.portal.com
Message-ID: <9603@cup.portal.com>
Source record: 116626

In response to Scott McPheeters request for information about Delphi...

Delphi's basic hourly connect rate is $7.20/hour.

There is NO extra charge for 300/1200/2400 baud.

If you plan to use the system more than $24 per month, you can take "advantage of the Advantage Plan, where the connect rate drops to $4.80/hour, which makes it the *lowest* priced major information service, and this *includes* 2400 bau service. Telenet/Tymnet network charges are also *included* in the basic rate.

You can access Delphi through Telenet or Tymnet, or if you have PC Pursuit service, you can access that way, which means you are likely to be within a local telephone call range from Delphi.

For more info, call 1-800-544-4005

BobR (and *no*, I don't work for ANY online service anymore)

1473. Re: Using Kermit/65 with DOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-02 10:54:04 UTC
From: c91a-ra@franny.Berkeley.EDU
Message-ID: <6106@pasteur.Berkeley.EDU>
Source record: 116627

Really re: converting from dos3 to dos2

I thought there was a utility on the dos 2.5 disk to convert from dos 3 to dos 2. But I'm probably mistaken.

In any event... There was a program a couple years back in A.N.A.L.O.G that converted files from dos 3 to dos 2. I would guess this can be found on some BBSs as something like DOS3TO2.PRG.

I think Antic also had a similar program. Antic also published a program that turned your drive into a virtual 410 program (cassette) recorder. You would load from dos3. save onto a "cassette" disk. then boot up and save onto dos 2.

John Kawakami
TTL EXE MUX PRG A3I MTX TTP FOE TUS APP JTK MMU CRT VDI TOS DRI GEM CPM ACC OMV
JOH NKA WAK AMI c91 a-r a@f ran ny. Ber kel ey. Edu kaw aka mi@ zen .Be kel ey.

1474. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-02 23:55:05 UTC
From: edi@WISDOM.BITNET
Message-ID: <8810030427.AA27417@ucbvax.Berkeley.EDU>
Source record: 116628

I am currently using a term prog which
doesnt allow me to emulate any standard
terms. (Amodem)
I have noticed that some people on the
net are using a term prog called kermit65.
As far as I understand this prog gices
you 80clmns and vt100. emulation.
Is this prog shareware ? If so can some
one send it to me or is the rumored atari
archive operating already ?
WIll it work on my setup (800xl , 1050 , xm301) ?

Thanx in advance,
-Edi

1475. ST Report disclaimer

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-03 03:25:37 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1977@udccvax1.acs.udel.EDU>
Source record: 116629
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I should have made it clear from the beginning; I am at all affiliated with ApeInc and I have no part in the production of either ZMAG or the ST Report. The folks at ApeInc have made these publications available to the public as long as they retain their original form and copyright notice. I am simply making them available on USENET as soon as I get them off FNet. I just wanted to make sure credit was not given where it was not due.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1476. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-03 08:45:59 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4178@bsu-cs.UUCP>
Source record: 116630

In article <8810030427.AA27417@ucbvax.Berkeley.EDU>, edi@WISDOM.BITNET (Edi Almer) writes:
> I am currently using a term prog which doesnt allow me to emulate any
> standard terms. (Amodem) I have noticed that some people on the net are
> using a term prog called kermit65. As far as I understand this prog
> gices you 80clmns and vt100 emulation. Is this prog shareware ? If so
> can some one send it to me or is the rumored atari archive operating
> already ? WIll it work on my setup (800xl , 1050 , xm301) ?

Edi, I think you're going to like this VERY much!

Yes, Kermit65 is available; I've sent it to several people already and can probably whip off a set of the relevant files to you with little trouble. The 64-dollar question is, can you pick them out of the Net and onto your Atari successfully? If you're using AMODEM, you can perform XMODEM and text-capture transfer as I recall; forgive me for asking what may seem obvious, but I've seen problems in this department: does your Net host system support XMODEM? How about "uudecode"? "Zoo" archiving? I'd want to send you a UUencoded Zoo archive containing the relevant Kermit65 files or, at the very least, a UUencoded binary of each individual file.

Anyway, your information is correct: Kermit65 gives you 80 columns, driven in either a GR.8-emulated 80-cols-at-once mode (a little hard to read at first but you get used to it) or a scrollable 40-columns-at-a-time "windowed" mode, plus emulates either a VT52 or VT100 (very nicely, I might add) or "dumb TTY", in addition to Kermit file-transfer. I ought to point out, though, that it does *NOT* perform any OTHER form of file-transfer, i.e. XMODEM or any of its family, nor text-capture. Nor can you "print screen" from within a terminal session. But I use it exclusively when talking to our University's VMS and UNIX mainframes...

As for whether it works with your setup, I'm not 100% sure, but am about 90%, that it WILL. There's a special modem handler required -- I think it's "SMARTT.COM," can anyone else doublecheck me on this? -- that makes the XM301 "look like" a Hayes-compatible modem to Kermit65. Or you could invest in an SX212, hehehe...

Let me know, via e-mail, which of the utilities (UUdecode, Zoo) you do have available to you, plus make sure you can download BINARY (not just Text) files from your host. If you can do Binary downloads and UUdecoding, I can send 'em to you. (Or, alternately, and I should have thought of this, if you have YAU (Yet Another UUdecoder) on your Atari, you can ASCII-capture the UUencoded files I send you, and decode them on the Atari. That might be easier.)

Chris Chiesa
Ball State University, Muncie, IN, USA

Thanx in advance, -Edi

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1477. C Compiler for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-03 18:51:27 UTC
From: slackey@bbn.com
Message-ID: <30422@bbn.COM>
Source record: 116631

I just dug out the copy of Ace C and CC8 a kind soul sent me some time
ago, and discovered that there were no .txt files or other documentation
on the disk. If anyone happens to have these online, would you please
either post or email? I have no way to decrypt, so could you send
in human-readable format? Thanks...
-Stan

1478. Action! runtime and BIGST

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-03 21:37:05 UTC
From: tommyj@lakesys.UUCP
Message-ID: <1077@lakesys.UUCP>
Source record: 116632

A little while back a public domain runtime package was posted
to this group.

There was also mention that a program called BIGST was included in the
real runtime package. But Clint Parker also had it on his BBS.

I'd ask if someone could send me BIGST but I don't know if that's
"legal" or not. So, does anyone know the number to Mr. Parker BBS?

Thanks in advance,
Thomas M. Johnson

1479. WP & vugraph advice wanted

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-04 10:41:52 UTC
From: abrams@SMILEY.MITRE.ORG
Message-ID: <8810041041.AA02194@smiley.mitre.org.mitre.org>
Source record: 116633

I am considering shifting some of my text processing from a UNIX system to my Atari. I would like to describe what I am doing and solicit suggestions on how to achieve something similar on the Atari.

I am currently using troff to produce outline-format text and vugraphs from the same source. I do this will two different shell scripts which interpret a bullet command (i.e., .B1) to set margins and print one of the special characters (in this case a bullet, \(bu). I also use pic and tbl to include line drawing and tables; I have to scale the pictures and change font size sometimes to make them fit. I am willing to share my existing software with other UNIX users -- but that's not the purpose of this note.

For the Atari I am thinking about using the XLEnt First Word Processor (FWP), which I know how to use; or writing some BASIC programs which emulate the UNIX shell scripts. I also have Daisy-Dot II (DDII), which appears very useful for producing high quality printed output.

In the normal size text printout, I'm not sure how to incorporate line drawings and tables. There are undoubtly additional picture capabilities I might want to add, but I'm starting by thinking about what I presently use. My material is mostly technical, so line drawings have been quite satisfactory. I see that FWP allows me to include pictures using the ep command. Can anyone recommend software that I should use to produce line drawings and tables? Also, any idea what happens when such pictures are run through DDII?

I have even more questions about producing vugraphs. What's available to print 24 to 36 point size characters? Can I get presentation quality? (My standards are based on comparison with an Imagen laser printer.) Can I do some BASIC programming which will allow me to automatically generate continuation slides, or do I have to work a screen at a time? The same questions about tables and pictures also apply.

I would appreciate hearing from anyone with suggestions and experience. Partial answers and hints will be appreciated. I'll summarize the answers for the net.

Sincerely,

- Marshall D. Abrams, phone: (703) 883-6938
The MITRE Corporation, 7525 Colshire Drive
Mail Stop Z506, Mc Lean, VA 22102
Short e-mail address: abrams@mitre.arpa

1480. ZMAG #125 10/2/88

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-04 19:07:13 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1994@udccvax1.acs.udel.EDU>
Source record: 116634

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| HOT Atari News and Reviews |

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Editors Desk
by John Deegan

As reported in Issue #54 of ST-Report last week, Neil Harris has resigned
from Atari Corp. The following article appeared in the Atari16 SIG of
CompuServe. It is an opinion release by Dave Small. Following this
reprint, our opinion to this material.

#: 111539 S7/ST News/Reviews 25-Sep-88 12:33:50
Sb: #111449-#Farewell
Fm: David and Sandy Small 76606,666
To: Neil 70007,1135

**********N O T E**********
This is Dave Small's response to the announcement by Neil Harris
that he has resigned from Atari. For those who don't know Dave he is the
developer of the Magic Sac and Spectre 128: devices that emulate the
Macintosh computer on the Atari ST.
**********
```

This is really stunning.

If you think this is just another "Atari employee splits" note, consider:

1) Neil was the spearhead of Atari online. Here, Genie, Usenet, Delphi, you would find Neil. The support other than Neil has been fragmented to be charitable. (Due credit goes to Julius, though). Given the power of the online networks for marketing, and Atari's upper management completely missing that, this is big trouble.

2) Unless I am much mistaken, I'll guess Neil had Atari stock options. What does it tell you that he's leaving? I don't know how Atari stock could drop more (it's down to 6), but there's always a way. Maybe they can "un-split" stock to get it back to 12, *grin*. This means Atari is in big trouble.

3) Neil is the *only* effective public speaker Atari had. Atari did manage to waste much of it by forcing him to go say things that weren't so, or were only a little bit true. Neil gave innumerable talks and presentations to user groups at shows across the country. Just who is going to replace him? You don't find people like that easily, or sometimes, at all -- look at the number of corporations who have *no one* like that. This means Atari is in big trouble.

4) This happened right before the "big" CO here online with Sam. Big trouble.

5) This happened right before Comdex. Big, big, big trouble. Neil was one of the few people in an autocratic, 1950's-style management office that had any feel at all for reality. Now, what are we going to get? A repacked ST game machine with a laser tag pistol? A VCS / ST? You can bet that when it appears (if) at Comdex, there will be ghostly vapor surrounding it, the signal of a product not to appear for another year. Big, big trouble.

6) Atari has no grasp of the current US marketing situation; you can't stop support the instant the customer walks out the door with their ST and you cash their check. Atari tries to do that, of course. I remember well Alex Leavens getting canned for daring to support people who hadn't bought the developer's kit (among other peccadillos). "Business is war", when the people you are warring on are your *customers*, is dumb. We are in a service economy now; people expect *service*.

No? Atari top management held up release of the auto hard disk booter for a LONG time, claiming it would "cause a lot of tech support calls". The author, one Landon Dyer, is now at Apple, disgusted with Atari. He *wrote* most of the ST's BIOS; losing a lore-master like that is always very painful for a company.

7) Neil Harris has been with Jack T. a *long* time. What does it tell you that he's bailing out now? Do you think he would if he saw any hope of things changing? Do you think he'd go through the shock of job loss, moving, new company, etc, if he saw any chance at all? *Neil is not stupid*. Atari made him say stupid things, and folks like ST-Report

interpret that to mean Neil is stupid. Wrongo.

8) John Skruch -- whose word I trusted, a rarity at Atari -- is gone. Sandi Austin, who did those user group shows (remember?) is gone. Richard Frick, who was *instrumental* in getting the Magic Sac going, only to watch Atari's top management cold-shoulder it (Quote: "Why would anyone want to run Mac software when they have TOS?"), is gone. They've all left Atari recently.

9) Just who is going to get Atari publicity from folks like Jerry Pournelle anymore? Neil sold a lot of Ataris that way, and made the Tramiel people a lot of money.

10) Is it possible that Neil feels he's getting out before his reputation is ruined by an Atari crash? Already it's been damaged by things he had to say (Atari corporate policy).

11) The Comdex timing is especially significant. If Neil saw a future at Atari, it would be new products announced at Comdex. I have heard from other sources that Atari's top level management is now backing off from introducing ANYTHING new or interesting at Comdex -- wouldn't want to distract people from the ST, folks. Quote: "Atari's domestic market is Europe. The US is Atari's international market". Unquote. This makes Comdex look like a splash to me -- much like the May one, in the Abandoned Booth.

12) It says a LOT to me about working conditions at Atari that even Neil, who is pretty tough and good at political infighting, is leaving. If you've never seen a 1950's style autocracy, well, check it out. It is hard to stand (look at the number of people Atari has gone through at top management), clearly. Other companies don't tax their personnel like this; they realize that this is not the 1950's anymore, people are scarce and hard to find, and need to be *part of the company*, not just some slave-employee. Many other reports of working conditions at Atari make it sound like hell to work at.

13) If Neil doesn't think there's going to be profit in his stock options, you ought to be thinking about it too. (Again, this is a guess). It is possible that Atari is folding up; the collapse will just take awhile to reach the public.

14) Most ST developers are seriously considering jumping ship; a lot already have. Even Tom Hudson, arguably the best, is gone. Given how little Atari supports its developers (something Neil fought for) and gives online support (ditto), and that it could care less about selling into the US, it seems a waste of time to develop for the ST for the US market, when there's markets like Amiga, IBM, and Mac to develop for -- who have good documentation, people who aren't propeller-hat-heads online, and so on.

15) I think this marks the end of Atari US. The Spectre 128 is almost certainly my last ST product.

Dave Small Gadgets by Small, Inc.

OUR THOUGHTS??

After reading this message, a few thoughts struck me to be rather strange and almost shocking!! The bit about Neil being told what to say was just about the strangest thing I would expect. Neil spoke loosely about topics he either did not know about or put himself in the middle of topics by his own doing.

I am NOT defending Atari's position here, but you are way off base to elude ST-Report as a cause for Neil's apparent ignorance. From your comments, you DO NOT enjoy reading ST-Report. I fail to see the connection between the two.

To state that Atari is going out of business is another foot in your mouth. For whatever reason former employees of Atari have left is not meant to be used as an evaluation factor for business closing.

After reviewing the last six months of public chatter, originated from Neil Harris, I can say that either Sam Tramiel stood over Neil with an axe telling him what to say or he spoke on his own behalf. I wish to believe the latter since the previous could not be believable.

ZMAG UPDATE

Effective with this release, ZMag returns to Sunday evening release dates. One addtional note here, ZMag will make 40 column editions available with Issue #126 and all following issues.

Buried within this issue are sign-up offers for CompuServe and The Source, take advantage of these offers!

The Syndicate BBS is being scheduled for re-debut sometime in late October, early November, stay tuned to ZMag for the latest. I have been told that Ron Kovacs will return with an 8 bit system.

++++++++++++++++++++++++++++++++
ON TO BETTER THINGS by Ron Kovacs
++++++++++++++++++++++++++++++++

What will Atari do now?? My best hope is that Neil Harris will be replaced by a person who will report and give the community, Atari information which is in-line with current Atari policies.

I hope to see less opinion and more facts. Less banter about products not released and a NO COMMENT when appropriate! This might erase the VAPORWARE from the lipps of the Atari users.

Lets see more involvement with the developers, user groups and subscribers of the online services. Better communications with the public are sure to improve the Atari image. I feel respect of the community will provide Atari a better user base and more dollars!

Sam Tramiel has promised better things for 1989, lets hope so!!!

I am surprised at you Dave Small!

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Data Pacific Newsletter
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Msg#: 4622 *ATARI_ST* 09/02/88 17:16:00
From: MICHAEL SCHUSTER
To: ALL
Subj: DAVID SMALL/DP
Subject: New Data Pacific Newsletter

Data Pacific has released a new newsletter in the last few days that deserves a warning. It's full of distortions, half-truths, is misleading, and contains some flat false information. It's going to confuse a lot of people, so I'm trying to spread the word.

For instance, the newsletter contains columns from people who no longer work at dP (most of dP's staff quit in March-April, including me). It talks of a new tech person, "Mike", who does not exist and who always has been a pseduonym for Joel when taking tech calls.

More subtly, the newsletter implies that dP is having me look into a 128K ROM version of the Magic Sac. This is false; I have nothing to do with Data Pacific (except for one contract job -- version 6.1 of Magic Sac, in exchange for a LaserWriter). dP (Joel) agreed long ago to stop using my name to try to sell their products; they've broken their promise.

The newsletter says Dan Moore (dlm@druhi here) "worked overtime" to produce Mover 1.7. The truth is, Dan did Mover 1.7 for a flat $150 fee in July. He was paid by check after dropping off the disk; his bank later told him that Joel *had stopped the check*. In short, dP is selling a version of Mover 1.7 that they flat stole from Dan.

If you appreciate any of the contributions Dan has made to the ST world, such as the Twister disk format, Meg-a-minute backup, Protect desk accessory, and others, you could return him the favor by refusing to buy dP's disk until they remove Mover 1.7 from it, and letting them know why. Dan's had a rough month; he broke his hand recently, and is in a cast to his elbow (any get well cards sent via email would be greatly appreciated), by the way.

In my opinion, Data Pacific is attempting to present an image that things are as they were during the good days, while selling off as much stock as possible, with this newsletter -- then they're getting out. How else to explain them putting Apple's own Switcher and FONT/DA Mover on their "public domain" disk -- other than dP isn't planning on being around long enough for Apple to catch them (and rightfully so; Hertzfeld worked hard on Switcher).

I'd like it made clear I have nothing to do with Data Pacific anymore; I answer dP related questions out of courtesy to my old customers, and nothing more. The same is true for Dan Moore. The tactics Data Pacific is stooping to, in my opinion, to milk a little more money from the Magic Sac

before folding up are shoddy in the extreme, and I think it's a shame my name is still associated with this company. Hence, this note.

As for me, I have a new company, Gadgets By Small, Inc, and we're planning on releasing our first product (the Spectre 128) on Sept. 16, at the Atari Glendale Atarifest show. Since dP has broken it's word (again) to give me access to their customer mailing list, which I built, I can't put out the word about the Spectre 128 upgrade to the Magic Sac except by the networks.

For the record, and to answer a previous questions, I left Data Pacific in March of this year, when it became clear that (a) Joel was not going to honor our agreements, and (b) when I found out the FCC number being put on the Translator units had been forged, and Joel had no plans to ever FCC certify the unit. Believe me, I want no part of trying to slip one past the FCC. (Every Translator unit shipped bears this same false number.) I wouldn't be party to this; neither would Dan, when he heard. (Thanks to our friends from Supra for checking the number at the FCC BBS and telling us what had happened!)

I plan to carry on support of dP buyers with my new company, here and on other networks, as a courtesy to the people who shelled out money for the Magic Sac, but via a new company (Gadgets), as well as "push the envelope" further on Mac emulation with the Spectre 128 product. I don't want to advertise here on the net publicly; please drop me email privately if you're interested (hplabs!well!dsmall or dsmall@well); I don't think the local community would appreciate a few hundred "Yes, please send me info" notes here in comp.sys.atari.st.

Thanks for reading a rather long note; I plead that I'm used to getting paid by wordcount <grin>.

-- Thanks, Dave Small
Gadgets by Small, Inc. --- TBBS v2.0
* Origin: the Night Shift BBS - Staten Isl, NY - (718) 816-7792 (107/109)

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GLENDALE ATARI FAIRE
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

From: rjung@nunki.usc.edu (Robert allen Jung)
Subject: Glendale Atari Faire v.3 report(!)

Well, it's now Sunday, 9/18/88, and the Glendale Atari Faire v.3 is over. Here's a report, for those who are interested.

The Glendale Faire may have been a local event, but there were a few things that net.people would be interested in:

* SPECTRE 128.
It's _here_. NOW. David Small brought 200 copies out to Glendale, and were they selling! The price is around $180 -- Make your checks out to "Gadgets By Small". David (a very funny and fun guy) was accompanied by his wife Sandy, his infant son, and a few friends. And yes, I did see Hypercard

running on an ST with my own eyes. David also gave a humorous talk on the development of the Spectre, and denies any plans to do an Amiga emulator for the ST or a Mac emulator on the Amiga.

* 8-bit GEM.
You want to revitalize your 8-bit Atari? Then take your picks:

Obviously, the biggest expectation in the 8-bit community is GOE (Graphics Operating Enviroment). Yes, it was at the Faire, and yes, Total Control Systems is selling them. They're not _shipping_ until October, but you can order it now and get a discount. It looks like a TOTAL clone of the ST's GEM (You can even hook up an ST mouse and run GOE through it), it ran solid for the entire show. The author says it will run 95 percent of all 8-bit programs. It comes on a ICD "piggyback" cartridge, and takes up only 8K of RAM. There's supposed to be a library of GOE routes, so other developers can easily make GOE calls and write GOE products. Looks really terrific.

From the makers of _Celebrity Cookbook_ comes DIAMOND OS (aka ST jr, depending on what time of the day you were at the booth). For $30, it's a graphics interface that offers drop-down menus, windows, and other good stuff (it doesn't _look_ like GEM, however). Reeve Software is promising to release DIAMOND Paint, Write, Publish, and Programmer's Kits, for $30 each as well. It looks like it's disk based (I can't be sure), but that's okay -- it can support up to 16 megabytes(!) of RAM.

* Genlock for the ST was demonstrated, in an open-board "final" version. JRI says they're only waiting for the FCC, and then they'll ship. It's very impressive -- An ST Cyberpain animation was being superimposed over a music video, and the Genlocked result was being shown on both a standard TV _and_ the SC1224 (how do they do that?). Ready to tackle the Amiga?

* Neocept, makers of FONTZ! and WORDUP (a great word processor -- an unsolicited endorsement) were present. Nothing major was presented, although the new version of WordUp, with numerous minor bug fixes, is expected to ship in two weeks. Registered owners will recieve a card in the mail about the upgrade procedure. Neocept also says they'll gladly take user input for improvements for their products -- Just drop them a line.

* Animation buffs like myself will be happy to hear that FILM DIRECTOR is finally being released. Epyx has gotten the rights to this two-year-old cel-based animation program, and it has been SUBSTANTIALLY improved (16 screens for cels, runs in 512K, better user interface, etc.). It should be out in October, and the $50 price tag gets you both FILM DIRECTOR and ART DIRECTOR -- A bargain! Maurice Molyneaux (a fun guy to chat with, a real professional artist) had a lot of input into the final user interface, and it shows. I can't wait.

* Megamax was also showing their soon-to-be-released Laser DB. It's a source level debugger for Laser C, and offers lots of features -- Source-code trace viewing, register value displays, breakpoints, multiple

windows. If you liked Laser C, you'll want this.

* Codehead software was also demonstrating G+PLUS (I won't say anything about this, everybody and his cousin knows about it by now) and a new product called MULTIDESK. MDesk allows you to have 16 accessories of your choice in ONE menu slot. Even better, you can clear out and load NEW accessories at any time! You can also change the name MultiDesk registers itself on the menu, so you can have six copies of Multidesk -- each one with 16 different accessories -- for a mind-numbing total of 96 accessories avaliable simultaneously. Future products promised include FatBack ("A unique hard disk backup system") and CodeHead Utilities (A collection of programs and accessories).

* ICD was present and selling their cartridge-based SPARTADOS X. My friend bought a copy ($80, on a piggyback cartridge), and it appears to work just fine. Improvements include 1000+ files per directory, faster disk access, and built-in ARC/ALFCRUNCH support. The manual is still a preliminary copy, however, but ICD promises to send out the finals to registered owners when they become available. They also showed their FA-ST hard drive, available for 8-bit or ST hookup.

* Regent Software was selling copies of REGENT WORD II for the jaw-ropping price of $15 each -- Not $15 off, $15 EACH.

* Broderbund, surprisingly, was present. They were showing their new _Typhoon Thompson_ game for the ST (known on the Apple as _Airheart_), as well as _Star Wars_ (imported from Europe; Broderbund is distributing). A version of _Karateka_ for the ST is promised, and "maybe" _Print Shop_, but little else. (The dealer was frank in why there was less Atari support -- "Our biggest market is the gs"). No word on 8-bit support.

* And now, the word from Atari. Conspicuous by their absence, none of the Tramiel family showed up. Instead, we were treated to Sig Hartman, who promised us that "[1989] will be a critical point for Atari in the US market". He also apologized for the lack of more ST's in America ("We had a limited number of Ataris, and we decided to put them in West Germany -- If we didn't, there would have been a hole for the Amiga or the Macintosh to get in"), and pledged closed attention to the end users, through user groups and public information services. Sig refused to "officially" confirm/deny the existence of the Atari Transputer, the 68020/68030 workstation/machines, or anything else -- except by saying "We're working on 7 or 8 products right now, and I can't say what they are." He did promise that 520/1040 owners will be able to get TOS and blitter upgrades, and that he will personally try to get more companies to produce 8-bit titles.

In a related vein, Federated promised the increased development of "compu-centers" in all their stores, and the possibility of offering in-store servicing for Atari products. They are also supposedly toying with the idea of carrying hardware accessories (boards, wiring, etc.) in the centers.

* Pledged to appear -- but never did -- were Data Pacific and Antic. Dealers who did appear, but didn't produce anything major, included Astra systems, Michtron, Migraph, and Seymour-Radix. Bill Skurski Enterprises was present, peddling copies of his "New User's Guide to the Atari ST" (book and videotape), as well as Best Electronics, Logical Choice for Computing, Mid-Cities Comp/Soft, and Comsoft.

Special thanks to John King Tarpinian, the local user groups, ACENET, and everybody else for makign the whole thing possible.

~~~~~~

ST X-Former Update
by Darek Mihocka

Always wished there was an easier way to transfer files from your 8 bit floppies to the ST? Are null modem cables just not your style?

Finally! Move all your Atariwriter and other word processing files to the ST. Graphics screens and icons. Database files and spreadsheets.

It's ready! About a month ago I first announced the development of an interface to allow STs to communicate with 8 bit disk drives, like the 810, 1050, and XF551 drives. I will start shipping them on Oct. 3.

The interface consists of a cable that connects between the ST and the disk drive, and allows for two way disk and file transfers, with the proper software. This software is in several forms, for different users.

Because the cable does not necessarily require that it be used with the ST XFORMER emulator, it is going to be sold separately from any software.

To be fair to current registered users of the ST XFORMER Atari 8 bit emulator, they will have first crack at the cables. To qualify, you must have already registered your copy of Xformer 2.1 ($20). (I have your names on file, so don't cheat!) The cable will then cost you $20 US (or $25 Canadian). In conjunction with the release of the cable, a new version of the ST XFORMER will be made available on Oct. 1, and as usual, will be made available on Compuserve, Genie, and Delphi. XFORMER 2.2 will have all of the features of version 2.1x with the added capability of using the cable to boot the Atari emulator directly from an 8 bit drive. (Even from copy protected disks, although not all of them)

The few users who have just registered recently for version 2.1 are being kept on file until October and will receive version 2.2, since other enhancements have been added to the program.

This leaves tens of thousand of ST and 8 bit users who do not qualify. For you folks, the cable is $25 US (or $30 Canadian), and of course, you will have access to ST XFORMER by modem or by registering. Registration for the XFORMER is $20, but since I am eager to get more users, you can get the cable, XFORMER 2.2 and the printed manual for $40 US (or $45 Canadian).

For those people who want the cable to transfer files, but are not interested in the emulator, I have a utility for you! The XFORMER Quick
~~~~~~

Transfer Utility allows you to grab files of entire disks and transfer them quickly. Those of you who saw the several megabytes of 8 bit ANALOG files that I recently uploaded to Compuserve and Genie may be interested to know that each floppy disk took under two minutes to transfer to the ST (the same time it takes to read the disk into a sector copier on an 8 bit). Imagine how quickly you can transfer your entire 8 bit library to the ST (where, one day, you will decide to run it on the emulator).

The current limitation is that the disks must be in DOS 2.0 format to allow the files to be extracted, although if you plan to use the emulator, the disks can be formatted by most DOSes, and even be boot disks.

I am still working on several other major utilities, including one that allows most other ST programs to read and write directly from the 8 bit disk drives, and more. When it is ready, I will let everyone know.

Also in the works is a 520ST version of the emulator that supports the interface (an enhanced ST XFORMER JUNIOR).

To order, send a MONEY ORDER or (no personal checks from the US!!! because Canadian banks are not too swift at processing them) to me:

Darek Mihocka
310-D Bluevale St. N.
Waterloo, Ontario N2J 4G3
CANADA

Thank the almost 100 registered users of ST XFORMER who motivated me (and demanded!) that this interface be created.

Pricing is as follows.

Registered users:

US $ Canadian $
ST XFORMER Interface Cable 20 25
ST XFORMER 2.2 update
(with Quick Transfer Utility) 10 10

(note, users who just registered in the last couple of weeks will get the update free in October)

Non-registered users:

US $ Canadian $
ST XFORMER Interface Cable 25 30
Quick Transfer Utility 10 12
ST XFORMER 2.2 registration 20 20 (shareware)
All 3 of the above 40 45

Please add $3 per order for my postage and shipping costs.

I would like to get users groups involved in this. I have visited about half a dozen local user groups and found a lot of interest in the emulator

and interface. The problem was that many of the users, both 8 bit and ST, do not have access to Compuserve or Genie, or even a modem, and so, were unaware of the existense of the emulator. Therefore, I would like to give discounts to large orders placed through user groups, because it helps me. Call me by voice for details.

Oops, did I mention the BBS yet? As mentioned last month, I am going to put up a support BBS shortly. I am writing it from scratch, but it is coming along. It will provide additional support for all Atari users, by providing information about the emulator and interface, and files for downloading,

ST XFORMER BBS / voice support (519)-747-0386

BBS: 12am-6am EST (sometime soon)
voice: other times

During other hours, I will answer by voice and provide support for the products.

Thanks again for your support.
=-=-=-

So far, very few people have joined the "bandwagon". Those who have will no doubt recognize their concerns as they are included in one area or another of this issue. As more persons join in the production of "Goin' South", the "causes" with which we concern ourselves will gain in scope and variety. So it you finish this issue with the feeling that it is a bit "one-sided" (or maybe "lop-sided"), remember, YOU can make that difference!

.....Send all mail, inquiries, and comments to "ED.SOFT".....

DOES IT BOTHER YOU THAT...

...you can go to the beach to get innoculated?
...you can beg money to run a political campaign, but in some cities you can't beg for food?
...you can be asked to prove you are innocent without being charged with a crime? (Some Americans are willing to say, "If you're innocent, what do you have to fear?", and thereby give-up the principal of being "innocent until PROVEN guilty".)
...in today's conservative political mood, "liberal", the American Civil Liberties Union (ACLU), and the Congress of Industrial Organizations (AF of L / CIO) are considered un-American?
...some religious leaders preach the ultimate treason, replacing the Constitution? (with what does not matter)
...some school systems refuse to allow "meditation time" for students?
...the two leading killers in our society, alcohol and tobacco, are protected by our government (by us). (Most children can name (and correctly spell) more of these products than they can (name and spell) Presidents.)
...the world (planet Earth) is on the verge of being overdosed by people population and people waste (and we're NOT talking toilets)? (Some groups feel birth control in any form is evil.) (Some groups feel "Western Civilization" MUST keep growing [in numbers]...even though "the West" produces most of the pollution in the world.)
...we want stiffer penalties, but we're NOT willing to pay the tab (taxes for more jails), so... (Some judges refuse to sentence cocaine dealers to jail for less than 5 pounds!) (Some jail systems are mass early-releasing inmates [If this keeps up, it will mean "The more crime, the SHORTER the time in jail per criminal"; don't think that's the way it should work].)
...there are hard-working (if they could find a job) people who go unemployed and homeless while ex-convicts make large amounts of money from their books and lectures?
...our infant mortality rate in among the HIGHEST in the industrialized world?
...our "middle class" elderly lose their life's savings to our "old age system"?
...advertisements have to carry "small print" in order to "tell the truth" (at least, "the truth" in a legal sense)?

If you think any of the preceeding "statements" are erroneous, PLEASE WRITE IN, leave a note at ED.SOFT; we'll be glad to answer your questions.

If you think you have a good "Doesn't it bother you that..." situation,
PLEASE WRITE IN; we'd love to share it with our readers.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
SOURCE OFFER
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Special Offer From The SOURCE to readers of ST REPORT/ZMAGAZINE!

Until December 31, 1988, The Source is making a special offer to readers
of ST REPORT who want to signup for an account with *no*membership*fee*!
And with this offer, you receive a $60 credit applied to your first year
of usage. To take advantage of this offer, you'll need your credit card,
call 1-800-336-3366 (in Virginia 1-703-821-6666). Tell the operator who
answers you would like to signup under offer #7BL0U60.

In addition, you may purchase The Source Manual for $12.95 (+$3.50 post-
age and handling). To signup for your account AND order the manual, tell
the operator you'd like to signup under offer #7BM0U60.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
COMPUSERVE OFFER
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

$15 Free Credit for New subscribers of CompuServe!

If you are interested in joining the rest of your neighbors, you can do so
right now, Please send us your name and address and we will forward a
CompuServe sign up kit with 15$ credit. Please include the following
number in your request via email or postal: Z880210

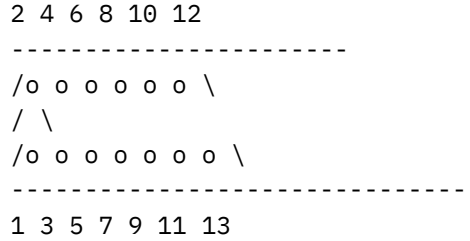
****
SX212 MODEM FIX
****
RS-232 Port of Sx-212

```
13 12 11 10 9 8 7 6 5 4 3 2 1
-----------------------------------------------------
\ o o o o o o o o o o o o o /
\ /
\ o o o o o o o o o o o o o /
\_________________________________________/
25 24 23 22 21 20 19 18 17 16 15 14
```

1-Protective Ground
2-Transmitted Data
3-Recieved Data
4- not connected
5-Clear to Send
6- not connected
7-Signal Ground
8-Carrier Detect
9-19 not connected
20-DATA TERMINAL READY

21- not connected
22-Ring indicator
23-25 not connected

Serial I/O Port sx-212



1-Clock Input
2-Clock Output
3-Data Input
4-Ground
5-Data Output
6-Ground
7-Command
8-Motor Control
9-Proceed
10-+5/Ready
11-Audio Input
12- not connected
13-Interrupt

Those two ports, a hole to adjust the volume, a telephone jack, an on/off switch, a dc power jack, and some indicator lights are all you get with this baby. Not really a lot to play with, no nice confusing dip switches to messup, also no nice dip switches to set dtr to always on.

Therefore to use Shadow backgound Terminal Program to it's fullest some method must be found to keep the DTR line voltage up during a system reset, so that you can get out of that game or heaven help us, crash, so that you can keep from loosing the file you are downloading.

The way to do this is to get an RS232 jumper box and connect pin 1 on SX-212 to pin 1 on st, and connect pin 2 to 2, pin 3 to 3, 5 to 5, 7 to 7, 8 to 8 and 22 to 22. Then make up a jumper wire that will reach from the jumper box pin 20 on the modem side to the no.5 pin on the 8-bit SIO port of the SX-212. to get a connector to fit on the pin of the SIO port you can tear apart a Radio Shack 276-1538 that cost $2.49 for one connector to solder on the end of the jumper wire, or hand roll one from an old HO guage track connector like I did.

Once this is done you will have to use +++ ath0[return] to hang up the modem, but it wont hang up when you don't want it to.

If anyone knows a way to make the SX212 have DTR always on by sending an s register command, Please leave me E-mail on Genie to: T.LAMPARTY1

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
ZMAG HARDWARE DEPARTMENT
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Author Unknown

Connecting the Tandy 3 1/2 inch drive to the Atari ST

To connect the Tandy 3 1/2 inch external drive to the ST, the following connections must be made:

ST Floppy Port Pin Function Tandy Drive Pin
1 Read Data 30
2 Side 0 Select 32
3 Ground Any Odd
4 Index 8
5 Drive 0 Select 10
6 Drive 1 Select 12
7 Ground Any Odd
8 Motor On 16
9 Direction In 18
10 Step 20
11 Write Data 22
12 Write Gate 24
13 Track 00 26
14 Write Protect 28

These connections may be made using two methods. The easiest would be to take an ST drive cable, cut off one connector, and connect the cable directly to the 34 pin header on the drive itself. This will directly bypass the circuit board inside the Tandy drive case. The major drawback to this method is the fact that you will not be able to unplug the cable from the drive.

The other method, although more complicated, will allow you to utilize the 30 pin edge connector mounted in the back of the Tandy drive case. First remove all paths leading to the upper pads of the edge connector and all paths on the bottom side that do not lead to ground. Wire all connector pads on the bottom side together so that they all are connected to ground. At the point where the ribbon cable from the drive is attached to the circuit board, wire the necessary connections to the pads of the 30 pin edge connector. Remember, any odd number pin on the drive itself is ground, so connect one to the bottom connector pads of the circuit board being modified. Be sure to note each connector pad you are using, and it's corresponding function. Now attach the ST drive cable to a 30 pin edge plug in accordance with the wiring accomplished on the circuit board.

Once wiring has been completed, place the jumper on the drive mechanism to the A0 position. If your computer won't recognize the drive, try the A1 position.

The drive requires 12V 230mA and 5V 240mA for power. I use a standard PC power supply using either connectors P10 or P11.

~~~~~~

Weatherman's Wisdom-October 1988
By:Lawrence R. Estep

INTRODUCTION

This month I begin what I hope will become a monthly feature of this newsletter. In this article each month, I will review the new and old (classic) Atari 8-bit programs, talk about rumors, Online services news, etc. I will also try to keep you up to date with the latest happenings in the world of Atari itself. I hope you enjoy this article each month, and I would greatly appreciate any comments, questions, complaints, or suggestions you have about it!

NEW APPLICATION PROGRAMS FOR THE 8-BITS

In the past few months, several new application programs for the Atari 8-bits have been released. Among them, are Newsroom from Springboard, and Video Title Shop from Datasoft/Electronic Arts, which we will review this month!

Newsroom
Springboard Software,Inc.
Catalog Sales
7808 Creekridge Circle
Minneapolis,MN 55435-9805
Suggested retail price:$39.95

Equipment Needed: Atari 800XL, 65XE, or 130 XE & Dot-matrix printer.
Optional Equipment: Joystick, 2nd Disk drive.

Yes, Atarians! Finally, we have got a program for publishing purposes for the 8-bit! After a long write-in campaign by Antic magazine readers, Springboard finally has developed Newsroom for the Atari, along with 3 data disks ($39.95 for all).

I have found Newsroom a very simple program to use, and it produces great looking results! The production of a newspaper is simple. You begin in the banner area to create the banner for your paper (the area on the top of the first page that includes the title, date, etc.), and then you proceed to the photo lab, where you choose the graphics you are going to need, and you take electronic photos of them. After taking your photos, you then proceed to the copy desk, where you add text, and arrange your panels to be placed on a page.

After you have arranged your panels, you then go on to the layout area, where you arrange your pages. The final step in the production is the press, where you do the actual printing of the paper. An inexperienced user can produce a 3-page paper in a little over an hour, if they read the directions before they begin.

Here is what I thought of the program:
~~~~~~

-Advantages: Use of joystick to speed layout procedure, ease of use, etc.
-Disadvantages: Slow speed without the use of joystick, inability to convert and import other graphics into the program, limitation of 2 small,and 3 large fonts,etc.
-Overall rating: ***+- (3 1/2 stars-slightly above average- This program definitely needs to be revised upon users suggestions to include the option to import other graphics, and fonts,etc.).

Video Title Shop
Datasoft
19808 Nordhoff Place
Chatsworth,CA 91311
(818) 886-5922
Suggested retail price:$29.95

Requirements: Atari 64k+ home computer, compatible disk drive, TV or monitor, joystick, blank formatted single-density disks, VCR, videotape.

Video Title Shop for the 8-bits is a rather unique program that allows you to use your computer to produce titles and introductions for your videos, or credits for your productions. This program really does not need a lot of explaination, so we will just get right to the point!

Video title shop lets you use several different fonts from large to small, which you can add to Micropainter (62-sector) pictures, either included on the disk, or your own, to produce a stunning graphics display for your home video productions. This program includes the Micropainter program & instruction guide, along with the Graphics Companion I disk, which includes over 30 full screen canvases. An additional disk is available for $14.95 with more graphics.

Here is what I thought of the program:
-Advantages: Special effects abilities, ability to use other pictures in production, ease of use,etc.
-Disadvantages: Inability to take advantage of 130XE extra memory, very slow in loading procedure of graphics, etc.
-Overall rating:***-- (3 stars-Average- as with Newsroom, this program needs to be revised upon the users suggestions, but I believe that both programs are worth the money, and that we should buy, and support them!)

HIGH-TECH MOVES

High-Tech Expressions, makers of Printpower, Awardware,etc. has moved! Their new information is as follows:

High-Tech Expressions
584 Broadway
Suite 1105
New York,NY 10012
(212) 941-9703

IN OUR NEXT ISSUE

<*>Information on 130XE Nickelprint keyboard problem/exchange program.
<*>High-Tech Expressions programs reviewed
<*>And much,much more!

AEL TALK

There will be a special halloween program disk for the 130XE, and regular 8-bits, at the October AEL business meeting in the PD library for $3. For more information contact Jason Dickens, or Lawrence Estep. We also hope to have special holiday disks for Thanksgiving and Christmas in the coming months.

Also,watch for the NEW edition of THE BBS GAZETTE, coming to the Atari Scene!, and CompuServe soon! It will have complete details on the changes in THE BBS REPORT, and much, much more!

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1481. SpeedScript 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-05 03:27:00 UTC
From: JEO065@ALBNY1VX.BITNET
Message-ID: <8810050458.AA12157@ucbvax.Berkeley.EDU>
Source record: 116635

Hello all,

I just finished typing in speedscript 3.0 out of Compute May 1985
vol. 7, No. 5. And I was wondering has anyone used it? If so, could
you give me a clew as to how to exit it without turning off the computer?
I am using it on an Atari 800xl with Spartados and a percom dd/ds drive.
I would like to use it with cc8, but I cant get out of it. I read through
the article and I see only one way to get back to dos, and that is if you
are useing os/a+ which I dont have.. Any suggestions? Please reply to
me as I am not able to get the news group here.

Jim Otto..

1482. CC8 Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-05 18:23:43 UTC
From: smk@cbnews.ATT.COM
Message-ID: <1449@cbnews.ATT.COM>
Source record: 116636

[This is a repost of the V2.3 CC8 documentation with notes appended
for V2.3b, the last posted version of the compiler. I won't be
reposting the compiler itself (no time to figure out how to get it
to this machine). - Steve]

CC8 DOCUMENTATION

This compiler is an upgraded version of the Deep Blue C (DBC) compiler
which supports more features of standard C and is much faster. It
generates the same kind of pseudo code as DBC and ACE C and can
be used with either's linker and runtime engine. I recommend using ACE
C for its speed and expanded features. This document gives a brief
overview of the extended features of the compiler along with its
limitations.

This document is not intended as a C tutorial, nor is it intended
as a tutorial for DBC or ACE C. Features such as assembly language
protocol, built-in routines, and floating point depend solely upon the
type of linker and runtime system you are using, and NOT upon this compiler.

PREPROCESSING

CC8 supports all preprocessor functions except for #line. This
includes macro functions, #ifdef, #ifndef, #if, and #undef. In addition,

o #include files may be nested (currently only 2 deep)

o no restriction on placement of comments

o the TAB character may be used as white space.

o predefined symbols __LINE__ (replaced by current line number) and
__FILE__ (replaced by current file name).

o #ifdef, #ifndef, and #if may be nested (5 deep maximum).

Caveats:

- "bizarre" usage of #define macros may not work as expected (or
at all)

- in the "skipped" section of an #ifdef-#else-#endif group, comments
are not processed. Thus it is not a good idea to "comment out"
#else's or #endif's.

VARIABLE DECLARATIONS

CC8 supports more complex type constructions than DBC or ACE C, e.g.,
pointers to pointers. In addition, the types struct, union, and enum

have been added and variables can be declared static.

o multidimensional arrays may be declared.

o functions may be declared as returning char, int, or pointer
to anything. Pointers to functions, arrays of pointers to
functions, etc, may be declared. Note: a pointer to a
function must now be used correctly:

(*pf)();

not

(pf)();

o variables declared as type "enum x" are really declared as
type "int"; the name "x" is ignored. Note that user
assignment of numbering scheme is implemented, e.g.,

enum colors $(red = 2, white = 0, blue $);

assigns red = 2, white = 0 and blue = 1.

o external array declarations of the form

extern int array_name[];

are now valid.

o in expressions, the sizeof and type cast operators may be
used.

Caveats:

- no float/double declarations (but a limited floating point is
available when ACE C's linker and runtime engine are used)

- all struct/unions must have a tag name

- all global symbols, struct/union tags and components are drawn
from the same name pool.

- no bit fields

- identical declarations of a variable neither cause an error
nor do they work reasonably. For example,

int a; int a;

will silently declare "a" twice and confuse the linker.

COMPILE TIME EVALUATION OF CONSTANT EXPRESSIONS

CC8 supports a limited form of compile time evaluation of
constant expressions. A constant expression is defined as
any expression containing integer constants, character constants,
sizeof, or a constant expression separated by one or more operators

in one of the following groups, "|", "^", "&", "==", "!=", ">> <<",
"+ -", "* / %", or prefixed by one of the unary operators, "-",
"!", "$-". Evaluation follows normal rules of operator precedence
and can be overridden by parentheses. Examples:

x = 12*24 + 13; => x = 301;

x = 12 + 13 + y; => x = 25 + y;

x = y + 12 + 13; => x = y + 12 + 13; (1)

x = y + 12*13; => x = y + 156; (2)

x = y + (12 + 13) => x = y + 15; (3)

1. compiler "gives up" after finding non-constant 'y'.

2. '*' is in a different precedence group than '+' and thus "12*13"
appears to the compiler as a separate expression.

3. Parentheses force compiler to treat "12 + 13" as a subexpression.

Constant expressions may be used in array declarations, initializers,
and #if.

INITIALIZERS

CC8 supports initialization of global variables of type char, int,
pointer, array, struct/union, and enum. The syntax is a subset of that
allowed by standard C.

Rules:

1. Simple types (char, int, pointer) can be initialized by
a constant expression. The constant expression must not
be enclosed inside $($). Absolutely no type checking is
done. The definition of constant expression is extended
to include:

o address of static variable
o static array names
o function names
o "character string"

2. Aggregate types can be initialized by the following
construct:

$(init-element-1, init-element-2, ..., init-element-m $)

a. if fewer initializers than elements appear, the rest of
the aggregate is initialized to zero.

b. if the number of elements of an array is not specified,
then it will be set to the number of initializers.

c. a character array may be initialized by a string.

Examples:

```
int x = 23*22;

char *p = "hello";
char q[10] = "hello"; /* q[6] ... q[9] are set to '\0' */

int f();
int (*pf)() = f;

/* array bound set to 5 */
char *weekdays[] = $( "Mon", "Tues", "Wed", "Thu", "Fri" $);

struct x $(
char *symbol;
int value;
$);
struct x tab[] = $(
$( "word1", 4 $),
$( "word2", 8 $),
$( "word3", 13 $)
$);
```

Caveats:

- local variables cannot be initialized (bad programming practice anyway)

- unions cannot be initialized (properly, that is)

GOTOS AND LABELS

CC8 supports the dreaded goto statement and labels. Note: the compiler cannot distinguish between labels and local variables.

ERROR HANDLING

Error messages are printed in the typical Unix C fashion:

file-name, line #: error message

In addition, the line causing the error is printed. Note: if the error occurs near the end of a line, the compiler will usually flag the next line.

This compiler, like DBC and ACE C, does not know how to intelligently recover from syntax errors. For this reason, the compiler will halt compilation after 8 errors.

The compiler no longer exits directly to DOS on fatal errors (e.g., too many errors) so that the user may jump directly to an editor using the command line feature described below.

I would appreciate knowing if the compiler hangs after finding an error or a certain sequence of errors.

INTERNAL LIMITS AND TABLE SIZES

Lest we forget this is a 48K 8 bit implementation of C, here are some of the more important limits:

1. 7000 bytes of "global space" -- shared by:

- macro definitions
- each unique non-macro symbol name (15 bytes + length of symbol)
- global symbol type info

2. 256 bytes of "local space"

- local symbol type info
- only 128 local symbols may be declared.

3. A source line may not be longer than 254 characters after macro expansion. WARNING: this limit is not checked!

4. An expression cannot generate more than 512 bytes of p-code instructions. An expression violating this limit would be ridiculously huge. WARNING: this limit is not checked!

5. 512 bytes of "string space"

- This table was 3000 bytes in DBC and probably ACE C too.
- A way around the size constraint is to use initializers:

```
char dummy1[] = " ... ";
char dummy2[] = " ... ";
...
```

6. 2300 bytes of stack space

The compiler has been written to conserve stack space, so stack overflows should be a rarity. This is fortunate because -- WARNING: this limit is not checked! Stack overflow will overwrite screen memory (but it's possible compilation will complete normally).

7. #define macros may have up to 128 arguments.

CC8 uses memory from MEMLO to MEMTOP and locations $480 to $6FF. MEMLO must not exceed $2BFF.

SPEED

CC8 is much faster than DBC and slightly faster than ACE C (15% - 30% depending on type of program). Compilation time is affected most by the presence of #defines. You should expect compilation times of 15 to 30 seconds for small programs, and up to 2:00 for large programs with many #defines. Larger source files are possible, but run the risk of running out of internal table space. Some sample times:

Program Description	SC	ACEC	DBC
238 lines, no #defines	58	80 (1)	551
same, one #define	66 (2)	77 (1)	-

482 lines + 222 #include'd
many #defines + comments 107 - -

Note: these timings were made on an 800xl with a 1050 running DOS 2.5
with write verify on.

(1) I can't explain this anomaly.

(2) The reason one #define makes so much difference is that the compiler
takes advantage of the zero #defines to skip part of the pre-
processing phase.

COMMAND LINE FEATURES

For users of DOS' that take a long time to reload (such as DOS 2.X), a
way to load and run files directly from the command line has been
provided.

o ^L<RETURN> runs file called "D1:LINK.COM"
o ^Lfilename<RETURN> runs file called "filename"
("D1:" and ".COM" default)
o ^E<RETURN> runs file called "D1:EDIT.COM"

Note this feature is in its infancy.

1. The control characters print as their equivalent graphic characters.

2. ^L runs the ACE C and DBC linkers, and ^E runs SpeedScript. Nothing
else has been tested.

3. "Theoretically" the load routine understands INIT addresses.

MISCELLANEOUS

Switch statement handling has been reworked. The last clause need not
end in "break", "continue", or "return". In addition, the "default"
clause need not be the last (this was a bug in DBC). On the down side,
you are limited to 100 "case"s per switch statement, and switch statements
may be safely nested only four or five deep. I'll wait until someone
complains before I attempt to fix this.

More efficient code is now generated for the && and || operators.

Local variables must be declared at the beginning (not just anywhere
as in DBC) of compound statements. However no two local variables
declared inside a function may have the same name (this is a
departure from standard C). Variables declared with a storage class of
"register" are the same as "auto".

All C reserved words are recognized by the compiler. Thus a variable
cannot be named "float" or "entry."

Characters with the 8th bit set that are not part of character constants,
strings, or comments will cause the compiler to crash.

FASTC.COM should work on CC8 output.

I have been told that the compiler also works with the LightSpeed C linker and runtime engine.

FUTURE

1. Improve error handling

2. Add ability to pass files to compile in command line for SpartaDOS and compatible DOS.

ACKNOWLEDGEMENTS

Thanks to Harald Striepe and Marc Appelbaum for their beta testing.

Thanks to Mark VandeWettering and Greg Koolbeck for their input.

AUTHOR

Steve Kennedy

2551 Westmont Blvd.
Columbus, OH 43221

cbnews!smk

The following is a list of fixed bugs, enhancements, and known problems:

Bug fixes:

1. Empty expressions in for statement accepted, i.e.,

for(;;;) $($)

2. Constant expression are now valid after "case", i.e., "case 2*3." (fixes "case -1:" problem)

3. "*a" if a is an array no longer generates an error.

4. A function argument declaration of "type var[]" is now converted to "type *var." Previously, the compiler generated bad code which caused a lock-up when the resulting program was run (e.g., programs using "getname()" in ACECIO.C).

Enhancements:

1. The expressions "a[x]" and "x[a]" are both valid and equivalent provided one of x or a is a pointer or array.

2. structs without explicit tag names are now legal, i.e.,

"struct $(.... $) y;"

3. The compiler now recognizes the keywords "short" and "long." Note that "int" = "short" = "short int" = "long" = "long int" = 2 bytes. "Long" declarations produce the warning "long == short."

4. The compiler now recognizes the keyword "unsigned" and
will generate unsigned comparison code for <, <=, >, or >=
when one or both operands are unsigned.

Caveats:

- You'll have to write your own routines to print these
correctly (no %u in ACE C or DBC printf).

- I'm not sure *, /, or % work properly on unsigned numbers.

Known problems (send mail or post if you want to add to the list):

1. Not all escape sequences recognized by ACE C are recognized by
CC8. (\u, \d, \l, \r, \e)

2. Compiler doesn't like "register x" although it will accept
"register int x." Note that "register" doesn't do anything
special anyway.

1483. Kermit 65 and XM301 (was Re: (none))

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-05 21:16:43 UTC
From: hans@umd5.umd.edu
Message-ID: <4109@umd5.umd.edu>
Source record: 116637

In article <4178@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:
>In article <8810030427.AA27417@ucbvax.Berkeley.EDU>, edi@WISDOM.BITNET (Edi Almer)
writes:
>> [asks about using Kermit65 with his setup, an 800XL, 1050, and XM301]
>
>Yes, Kermit65 is available; ...
> ...
>As for whether it works with your setup, I'm not 100% sure, but am about 90%,
>that it WILL. There's a special modem handler required -- I think it's
>"SMARTT.COM," can anyone else doublecheck me on this? -- that makes the
>XM301 "look like" a Hayes-compatible modem to Kermit65. Or you could invest

Yes, SMARTT is indeed the handler you need. Unfortunately, last time I looked
there was a small address overlap between SMARTT and KERMIT, and I was not
able to get a copy of SMARTT based at a lower address. On the other hand
I think I remember someone reporting that the combination works, so perhaps
nothing serious is getting trashed.

If needed I can send a copy of SMARTT.

1484. XF551 Drive <> Flight Sim II incompatible

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-06 16:11:25 UTC
From: conklin@eecae.UUCP
Message-ID: <12295@eecae.UUCP>
Source record: 116638

A word of warning to you folks considering a purchase of the XF551 and or Flight Simulator II from Sublogic. These two products are NOT compatible. I have tried multiple copies of Flight Sim II (fortunately, friends have it too) and my XF551 simply wont boot them. It's not just a matter of booting the disks. Switching back to my 810 drive, they (of course) work just fine.

If I boot with the 810, and then switch drives, it will fail anyhow, on the next disk access.

It's my impression that this has something to do with a protection scheme on the disk. Being that my 810 has trouble reading the high tracks on diskettes (which is why I wanted a decent drive in the first place) I _need_ to be able to use my good drive.

Being as I started flight school last week, I'm rather miffed.

I have yet to call Sublogic about the problem. But I will.

Terry Conklin
{msudoc|frith|eecae}!conklin
conklin@egr.msu.edu
The Club (517) 372-3131

1485. Kermit65 is coming

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-06 16:43:18 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4221@bsu-cs.UUCP>
Source record: 116639

Hello again.

Wow, what a response! I've received quite a number of requests for Kermit65 for various hardware configurations, and since I have the whole darn thing sitting here, all UUencoded and ready to go, I may as well post it. I'll wait a respectful period in case someone wishes to present a compelling reason NOT to post it (size, maybe?), and also to make sure that it actually works with the various configurations -- ONE friend here is having trouble using Kermit65 with the SX212 connected directly to SIO, and yet another friend with, as far as we can tell, the SAME hardware, is NOT having the problem, so we're trying to track it down before posting it so that we can tell YOU how to not have problems.

If someone out there is DEFINITELY SUCCEEDING in using direct-SIO-connected SX212 with RVERT212 for Kermit file-transfer, please send me E-mail so we can compare notes. Likewise if you are using this configuration and NOT succeeding!

Thanks,

Chris Chiesa
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1486. Message

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-07 03:27:00 UTC
From: LISTSERV@MARIST.BITNET
Message-ID: <8810070954.AA09864@ucbvax.Berkeley.EDU>
Source record: 116640

```
Error 2013 from LSVFWR1 while logging mail for INFO-A8 into INFO-A8 88-00389
I. An incomplete copy of the message might be present in the notebook. List
is being held with current mailing being postponed. Your file (1173) has
been transferred to HARRY@MARIST.
```

1487. Re: XF551 Drive <> Flight Sim II incompatible

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-07 16:22:37 UTC
From: jwt@atari.UUCP
Message-ID: <1185@atari.UUCP>
Source record: 116641

In article <12295@eecae.UUCP>, conklin@eecae.UUCP (Terry Conklin) writes:
>
>
> A word of warning to you folks considering a purchase of the XF551 and
> or Flight Simulator II from Sublogic. These two products are NOT
> compatible.

There was a problem with the protection scheme used on early copies of
Flight Simulator II that would keep it from working with the XF551.
Sublogic is aware of the problem and can provide you with a fix.

I am told the same thing can apply to some copies of the "Scenery Disks."

Jim Tittsler, Systems Engineer, Atari Corp. {ames, portal}!atari!jwt

1488. Re: XF551 Drive <> Flight Sim II incompatible

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-07 17:34:34 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3610@ihlpe.ATT.COM>
Source record: 116642

>
>
> A word of warning to you folks considering a purchase of the XF551 and
> or Flight Simulator II from Sublogic. These two products are NOT
> compatible. I have tried multiple copies of Flight Sim II (fortunately,
> friends have it too) and my XF551 simply wont boot them. It's not just
> a matter of booting the disks. Switching back to my 810 drive, they (of
> course) work just fine.
>
> It's my impression that this has something to do with a protection scheme on
> the disk. Being that my 810 has trouble reading the high tracks on diskettes
> (which is why I wanted a decent drive in the first place) I _need_ to be able
> to use my good drive.
>
The September issue of Current Notes (the Washington area user group
magazine/newsletter) had a review of the XF551 by Curt Sandler. He had
the same problem with FS II that Terry did. It turns out that Atari
set the disk drive speed on the XF551 at 300 rpm instead of the old 288
rpm speed. This is ok for most software, but FS II is very sensitive
to drive speed. This may be part of their protection scheme. They didn't
offer any solution, but it would seem to me that the speed could be
changed to 288 rpm. With this information, maybe you could experiment
some and report back to the net.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

1489. Zmag

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-07 18:35:05 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <2407@ihlpm.ATT.COM>
Source record: 116643

(I am only posting this because mail to the recipient failed)

gdtltr@vax1.acs.udel.EDU (Gary D Duzan):

Thanks for posting the ZMAGs. I pass them on to fellow Atari user(s) when
I am finished reading them, and we enjoy them. (I am glad you post them here,
because I have had only bad luck trying to get a good d/l of them from Delphi!)

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1490. uudecode, kermit, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-08 19:15:13 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8810081915.AA13277itre-bedford.ARPA>
Source record: 116644

From your comments it sounded as though you might not be aware of the excellent uuencode/uudecode software available for the Atari 8-bitters. It is entirely practical to download uuencoded files to your Atari and decode them there, if you don't have kermit or xmodem available.

I wrote a uudecoder awhile ago in BASIC with assembly language subroutine to do the dirty work. It can be shipped over the net in .LST format and downloaded with an ASCII file capture program. Then you can use it to uudecode whatever you like. UUDECODE.LST (or .BAS) is so fast that speed is not much of a reason to wish for something better. But if you get tired of booting up in BASIC to use it, you may want to download John Dunning's assembly language uudecoder and matching uuENcoder, uudecode them using my BASIC version, and then retire the BASIC program to be used only for helping other people get started.

Let me know if you need copies of UUDECODE.BAS or "YAU", Yet Another Uudecoder, the assembly language version.

Also, there is another pretty decent vt100 emulator called OmniCom, which is Shareware -- the author requests $10 if you plan to keep using it. I can forward or post a copy of that also if anyone needs it.

-John Sangster, jhs

1491. uudecode, kermit, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-08 19:15:13 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8810081915.AA13277@mitre-bedford.ARPA>
Source record: 116645

From your comments it sounded as though you might not be aware of the excellent uuencode/uudecode software available for the Atari 8-bitters. It is entirely practical to download uuencoded files to your Atari and decode them there, if you don't have kermit or xmodem available.

I wrote a uudecoder awhile ago in BASIC with assembly language subroutine to do the dirty work. It can be shipped over the net in .LST format and downloaded with an ASCII file capture program. Then you can use it to uudecode whatever you like. UUDECODE.LST (or .BAS) is so fast that speed is not much of a reason to wish for something better. But if you get tired of booting up in BASIC to use it, you may want to download John Dunning's assembly language uudecoder and matching uuENcoder, uudecode them using my BASIC version, and then retire the BASIC program to be used only for helping other people get started.

Let me know if you need copies of UUDECODE.BAS or "YAU", Yet Another Uudecoder, the assembly language version.

Also, there is another pretty decent vt100 emulator called OmniCom, which is Shareware -- the author requests $10 if you plan to keep using it. I can forward or post a copy of that also if anyone needs it.

-John Sangster, jhs@mitre-bedford.arpa

1492. Re: SpeedScript 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-08 19:26:59 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8810081927.AA13477@mitre-bedford.ARPA>
Source record: 116646

Jim Otto asks about SpeedScript 3.0... I started typing it in a couple of years ago, and then found out about OMNIVIEW and OmniWriter, which is a much-enhanced version of the old SpeedScript. Most of the commands are the same, but 80 column screen displays make it just like a "real" word processor.

I suggest you look into OMNIVIEW for your 800XL and run OmniWriter, which comes on a disk included with OMNIVIEW (which is a replacement O/S ROM).

-John Sangster / jhs@mitre-bedford.arpa

1493. Posting the ZMAG/ST Report

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-10 19:57:34 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2062@udccvax1.acs.udel.EDU>
Source record: 116647
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have gotten a lot of mail about how they enjoy these magazines. Also, there have been several complaints about having ads and opinions like the ones in the mags posted to the net. There has been enough dispute to prompt me to take some kind of action. I have decided that since USENET is a public domain network and we live in a democratic society, I will put it up to a vote. If you have any interest either way please send me private mail with the following information:

Which publications do you read? (ZMAG/ST Report/both/none)

Would you rather have it/them posted to the net or mailed? (net/mail)

Would you like to be added to a future mailing list? (yes/no)

Please keep answers brief and put any comments at the end. Please note that our mailer here at Vax1 isn't perfect. There is a chance that it may not be able to find some of you. Hopefully, this will solve the problem.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

p.s. For uupc people, try ...uunet!louie!vax1 as part of your path.
BITNETers should go through CUNYVM.CUNY.EDU .

1494. Wanted - Atari and Amiga info in Rochester, NY

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-11 02:03:57 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4261@bsu-cs.UUCP>
Source record: 116648
Cross-posted to: misc.wanted,comp.sys.amiga,comp.sys.atari.8bit

I am soon to move from my school habitat of Muncie, IN, to my former hometown and future workplace of Rochester, NY. I have an Atari 800, an Atari 800XL , and an Amiga 1000 computer. I've had pretty good support (service, other users, information) out here, but am very out of touch with the corresponding support in Rochester.

I would like to receive information on BOTH types of system (Atari 8bit, and Amiga of any flavor), i.e. stores that carry associated products -- hardware and software, user groups and clubs, BBS's, individual enthusiasts in the area, and whatever else one can think of.

I recently visited Rochester for a few days, and stopped into Leon's Computer Mart, where in the Good Ol' Days one could find virtually ANYTHING, but the situation there was pretty pitiful -- one small, whimpering shelf of old stuff comprised the entire Atari AND Amiga collection.

Now, come on, gang, if a small town in Indiana (great support in Marion) can support both these brandnames, surely a supposedly-sophisticated (last time I checked) city "back East" ought to be able to. Please E-mail me ASAP, as I am not a regular reader of this group and will be reading my mail by long-distance telephone, if at all, after the 22nd !

Thanks in advance, and am looking forward to quite possibly MEETING some of you when I get to Rochester!

Chris Chiesa
Atari and Amiga enthusiast, programmer, and computer fanatic!
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1495. Re: Mandelbrot

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-11 08:39:33 UTC
From: rzimbins@umn-d-ub.D.UMN.EDU
Message-ID: <521@umn-d-ub.D.UMN.EDU>
Source record: 116649

I've been trying to write a decent program to display the M-set since the first
Scientific American article, but then I found a really nice one from Analog
(I think). It allows you to zoom in on any section of the displayed set with
a joystick. Real nice.
I liked yours because it used graphics 10 though, the program I have only uses 4 colors.
Someone out there versed in ML should write a speedy version of this program!
I hate waiting a day or more just to get one graphics screen displayed (I do it
a lot though!).
Bla bla bla...
Anyway, why don't you post your new modified program. I, even if noone else is,
am interested in seeing it.

Bob Zimbinski

1496. Re: Wanted - Atari and Amiga info in Rochester, NY

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-11 18:28:29 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4277@bsu-cs.UUCP>
Source record: 116650
Cross-posted to: misc.wanted,comp.sys.amiga,comp.sys.atari.8bit

In article <4261@bsu-cs.UUCP>, I wrote:

> Please E-mail me ASAP, as I
> am not a regular reader of this group [...]

Oops. Yes I AM a regular reader of this group! I forgot I had sent that to three groups, TWO of which I am not a regular reader of.

I'll be posting Kermit65 and drivers here shortly; been having some questions raised on this end, but to h*ll with 'em, you guys have been waiting long enough!

Chris

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1497. Re: Mandelbrot

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-11 23:05:01 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Oct.11.19.04.59.1988.5548@topaz.rutgers.edu>
Source record: 116651

Robert Zimbinski writes:

>Why not post your updated version. I, if no one else would be
>interested in seeing it.

I would too. (I'd also be interested in a machine language version
if anybody is so inclined to write one :-)

-Ray

1498. new software?

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-11 23:18:18 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Oct.11.19.18.03.1988.6049@topaz.rutgers.edu>
Source record: 116652

It just occurs to me that it's been quite a few months since I've bought any new software for my trusty old 800xl. Not because I'm not interested in doing so, but because I just haven't heard of anything "new and exciting" software-wise in a while. So I call on any of you out there with any info about recent (last 6 months or so) software that you'd recommend, to pass that recommendation along this way...

Also, while on this topic, a few questions :

Which of the old major 8-bit software companies are still producing new software for us at the moment? (ie- Datasoft, Infocom, Microprose, SSI, Epyx, etc). I've heard rumor that Infocom has now dropped us... is it true?

Has anybody here actually seen this GEOS desktop DOS I've been hearing about lately? Is it really as good as what I've been hearing? (and who sells it and for how much?)

And finally...my favorite Atari 8-bit game is Alternate Reality. I've been hooked on it for 2 1/2 years now (first the City, more recently the Dungeon). I know the next installment isn't out yet - that's one thing I *know* I would have heard about if it was. Anybody hear anything about when it's *due* to be released, or if Datasoft even *is* still planning to continue the series???

Much thanks in advance...

-Ray

wilmott@topaz.rutgers.edu

1499. ALF/ARC

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-12 14:32:45 UTC
From: euloth@dalcsug.UUCP
Message-ID: <148@dalcsug.UUCP>
Source record: 116653

I have seen a newer ARC and UNARC utility. The ARChiver isn't available yet except as a Beta test version. Will advise as soon as I can. The UNARC program which goes with is apparently will do both ALF and ARC files and FAST. I haven't used it yet. But will advise as soon as I can. There is also a GIF Viewer program which is in ALF format as well as some Daisy Dot programs in ALF format. Both of these are around 20K UUEncoded. Enough responses will get a posting. I have found that about HALF of the requests that I had for the ALF utilities got bounced back to me so, I will entertain Mail requests, but NO guarantees. I will try.

The file names are :

SUPERARC.ARC - This is a Beta Copy so I can't send around.
UNARC.ARC - This is the Unarchiver
BAILEY.ALF - Daisy Dot Fonts
GIFVIEW.ALF - Graphics Interchanger Format Viewing program.

.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

1500. Kermit-65, SmartT, and program archives (!)

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-12 14:34:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8810121820.AA05237@ucbvax.Berkeley.EDU>
Source record: 116654

Well, looks like the annual run of terminal program questions has started.
I was asking all these sort of questions last year about this time.
But I eventually survived and found a workable configuration, so I figured
I'd let everybody know what I'm using.

I'm running Kermit-65, SmartT, and DOS 2.5 on an unmodified 130XE and a
SMM301 (I think) modem. (It's the one that came out about the same time
as the XE line, if I remember rightly, before the latest one. Tiny gray
box, direct Atari connect, 300 baud.)
I haven't had any problems in simply running that particular combination
(i.e., no apparent memory conflicts), but a few interesting things turned
up (none of which I'm complaining too loudly about -- it's a great way
to do VT100 emulation on an Atari!):
(1) There is an immediately fatal memory conflict with the keypad driver.
I have the source code to it, so I could recompile it if only I had the
time to sit down and look at everything.
(2) The reason I mention the keypad driver is because I'm not exactly
thrilled with Kermit-65's key bindings. But it DOES have keypad
mode, i.e., all VT100 keypad keys are emulated.
(3) If you hit the BREAK key accidentally, the system locks up. This
can sometimes be fixed by pounding on OPTION and/or ENTER. I don't
know if there's an exact sequence; I just mess with it each time
it happens. John Dunning (the author of Kermit-65) says he's
aware of this.
(4) Occasionally the system locks up unrecoverably after an hour or
two of use. This doesn't happen consistently and I'm not blaming
it on any of the programs I'm running. It very well could be my
hardware. I'm only mentioning it here in the remote possibility
that it's the software.

Now, the part that I'm sure you've all been waiting for after reading the
subject line: the Atari 8-bit Program Archives!

First, I don't have any idea if the archives are available somewhere on
the Internet for FTP. If they are, then this message concerns only Bitnet
users and the rest of you can skip it.

There is an attempt being made to put the program archives from this
mailing list/newsgroup/whatever on a server on Bitnet. Here they would
be available to any Bitnet site, or for that matter to any Internet
site, by merely sending a message by Mail or interactive facilities.
No TCP/IP required :-) [Flame for the day: RSCS s*cks.]

However, there is a definite impediment to rapid progress in the fact that
the only site willing to let us use their machine and the only person willing
to take care of maintaining the archives are a considerable number of nodes

away. For those of you on the Internet, this means that the travel time of a message or file can be rather long if the network is congested, and that there's a high probability of short-term system failure somewhere on the path.

Nevertheless, the program archives WILL be available on Bitnet! Hopefully, most of them will be in place before the end of this year. Right now things are still in a sort of testing (read: maintainer getting used to the weird IBM system) stage. Programs should start appearing on the server in about a week. I'll notify everyone when it would be worthwhile to grab a copy of the filelist. UUDECODE.LST will be the first thing up, of course :-)

For those of you who know about such things, the address is LISTSERV@TCSVM and the filelist is ATARI8-F. For those of you who don't know about such things, I'll explain later when it's actually worthwhile to get the filelist.

Jim

1501. Re: new software?

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-12 14:51:22 UTC
From: rjung@sal7.usc.edu
Message-ID: <1610@nunki.usc.edu>
Source record: 116505

In article <Oct.11.19.18.03.1988.6049@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>It just occurs to me that it's been quite a few months since I've
>bought any new software for my trusty old 800xl. Not because I'm
>not interested in doing so, but because I just haven't heard of
>anything "new and exciting" software-wise in a while.

Neither have I. But then, I haven't been following the software scene as rigorously as I used to (for Ataris of any kind). I've just been too busy.

> So I call
>on any of you out there with any info about recent (last 6 months
>or so) software that you'd recommend, to pass that recommendation
>along this way...

I got FOOD FIGHT last month, and it's great. B-)

>I heard rumor that Infocom has now dropped us...
>is it true?

Infocom hasn't "officially" dropped Atari ST/XE support, but they have a new policy of "only the _really good_ [their words] material will be translated". Eg, unless they can guarantee it'll go over big, ferget it.

>Has anybody here actually seen this GEOS desktop DOS I've been hearing
>about lately? Is it really as good as what I've been hearing? (and who
>sells it and for how much?)

I saw it at the Glendale Atari Faire, and posted about it here about a month ago. It does look like the ST desktop, and the author claims complete compatability (eg, can run from the desktop) almost all Atari software. It sits in a piggyback (aka ICD) ROM cartridge, and takes up only 4K RAM. It should have started shipping at the first of October.

And by the way, it's the "GOE" (Graphics Operating Enviroment).

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

1502. 8-bit Program archives

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-12 21:35:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19881012213543.1.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116506

Since Jim Shaffer's announced that his end of things is almost ready to go, I might as well announce mine.

The Internet version of the Atari 8-bit program archives is ready to go. It lives in Score.Stanford.EDU:PS:<INFO-ATARI.8-BIT>, and can be accessed via anonymous FTP. There's a file called -READ-.-ME-; please read it first for hints about what's where and how to use it.

As things get more organized, I'll be coordinating with Jim to make sure that everything's available in both archives.

Enjoy!

1503. Re: Mandelbrot

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-13 01:06:24 UTC
From: Thufir@cup.portal.com
Message-ID: <10002@cup.portal.com>
Source record: 116507

Believe it or not, I considered doing an action conversion of the simple Mandlebrot program that got posted to the net. I tried out Analog's program, but gave up after the first 10 minutes and first few lines. If the newer version of the program is posted and many people request that I do do a conversion, I might very well do so, providing that I have the time.

1504. ZMAG, ST Report, Vote

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-13 02:49:51 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2085@udccvax1.acs.udel.EDU>
Source record: 116508
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well, I have had a good bit of feedback on my vote request. While most replies said that they wanted them posted to the net, many didn't want them posted, some preferred mail, and very few were actually opposed to getting them through the mail. This and the fact that my posting of the mags to the net take up a full 2% of net activity (I made the top 20 :-]) led me to decide to try mailing them. I have never tried a mass mailing of this magnitude, so I would appreciate any tips (I am using a Vax running BSD 4.3). If you would like to be added to the mailing list, send me mail with a good return path and (ZMAG/ST Rep/both). If you have send me a vote, you don't need to send another request. If this doesn't work out, I may have to go back to a net posting. I hope this is a satisfactory solution for everyone.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

p.s. I should be getting the new issues any time now, so get the requests in.

GD,TL,TR,AEE

1505. Re: New Software..?

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-13 05:22:00 UTC
From: BobR@cup.portal.com
Message-ID: <10015@cup.portal.com>
Source record: 116509

Ray Wilmott asks:

>Has anybody here actually seen this GEOS desktop DOS I've been hearing
>about lately? Is it really as good as what I've been hearing? (and who
>sells it and for how much?)

The Graphics Operating System, from Total Control Systems is *BETTER* than
anything you've heard about it...! Our user group was treated to a demo
of GOE this week, courtesy of programmer David Sullivan and the Michigan
Atari Magazine (MAM).

The version we showed was a disk based demo version of the finished system,
which will be released as a "double ended" cartridge. (You can plug another
cart in on top of GOE). According to David, he's received the cartridges
and GOE should be ready to ship very soon.

I'm an 8-bit user from Waaay back, but my old brown tank 800 hasn't gotten
much use since my shiny new ST came home... GOE could go a long way toward
revitalizing the 8-bit scene though, much as GEOS did for the Commodore-64..

When GOE boots, you are treated to a VERY close "workalike" to the ST desktop.
Your disk drives are represented as icons, and the ubiquitous Trash Can
is present for deleting files... at the top of the screen is a "Menu Bar"
virtually identical to the ST desktop's. Using the Keyboard, Joystick or
an ST Mouse, you can "double-click" on a disk icon, which opens up a
window and displays the disk directory.. in *either* text, or icons!

Running an .EXE or .COM program is as easy as double-clicking on it, and
you can copy files or disks by simply "dragging" them, just like on an
ST... deleting is as easy as dragging the file to the Trash Can...

The menus "drop down", and you can do many of the ST desktop functions
from them... the demo we saw even had "desk accessories" like a system
Control Panel and a Calculator!

The cartridge itself will allow 40, 64 or 80 column displays, and there will
soon be a "Developers' Kit" to allow GOE features to be used within your
own programs.

Other products in the GOE line will include a "Paint" program which will
reportedly allow up to 128 colors, and will be "NeoChrome-like", and an
80 column wordprocessor (David asked Atari to loan him an XEP-80 so he
could test his program on it, but they refused... XEP-80 owners will be
happy to know that his word processor *DOES* work with it though)

Future products include Desktop Publishing, Communications Terminals and
DataBase programs, all using the GOE window environment...

A few years ago, Commodore Business Machines revitalized the C-64 by packaging a copy of GEOS with every machine sold... apparently there had been talks with Atari to do the same kind of thing with GOE and the 8-bit Atari line, but Atari has apparently decided not to do it...

For more info on GOE, contact: Total Control Systems, 4156 Tolowa St., San Diego, CA 92119 (619) 270-0111 (Ask them about the special user group purchase plan!)

Disclaimer: I've got no connection with TCS, other than being an Atari 8-bit computer owner who's excited about this great new program..!

BobR

1506. Re: Kermit-65, SmartT, and program archives (!)

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-13 05:22:45 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4300@bsu-cs.UUCP>
Source record: 116510

In article <8810121820.AA05237@ucbvax.Berkeley.EDU>, SHAFFERJ@BKNLVMS.BITNET ("Jim Shaffer, Jr.") writes:
>
>
> Now, the part that I'm sure you've all been waiting for after reading the
> subject line: the Atari 8-bit Program Archives!
>
> First, I don't have any idea if the archives are available somewhere on
> the Internet for FTP. If they are, then this message concerns only Bitnet
> users and the rest of you can skip it.
>
> There is an attempt being made to put the program archives from this
> mailing list/newsgroup/whatever on a server on Bitnet. Here they would
> be available to any Bitnet site, or for that matter to any Internet
> site, by merely sending a message by Mail or interactive facilities.

Major question: would they be accessible from UUCP? That's where *I* live and boy, I'd sure love to get at the archive!

Second point: even though this wonderful service may soon be available, I think I'll still post Kermit65 and handlers as originally intended.

Lastly, Jim, I'm glad to hear you're successfully using Kermit65 with SmartT handler! On your fourth point, however --

> 4) Occasionally the system locks up unrecoverably after an hour or
> two of use. This doesn't happen consistently and I'm not blaming
> it on any of the programs I'm running. It very well could be my
> hardware. I'm only mentioning it here in the remote possibility
> that it's the software.

I've seen similar things happen, most notably on my own 800 before I moved up a bit to an 800XL... The 800 experienced a progressive worsening of performance under prolonged exposure to high (90+ degrees F) operating environmental temperatures. I know it was NOT software because even a VERY SHORT (1 sector) ML graphics demo I wrote, bunged up when run for several hours; therefore it had to be a hardware problem. However, the service place couldn't find any problem -- but they were air-conditioned and my apartment was at 100+ degrees most of the spring and summer, so that probably explains it.
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1507. Help

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-13 12:51:59 UTC
From: merlin@bsu-cs.UUCP
Message-ID: <4304@bsu-cs.UUCP>
Source record: 116511

Does anyone know an answer to these to questions?

1. Can a ST mouse be used through the joystick port on a 8bit? And be controled
by normal joystick comands or paddle comands?

2. Is there a way to binary load a file from basic using like an XIO comand?

3. Is there an XIO comand for the regular load and list comands?

Thank you for any help with these questions..You can E-mail
an answer or post it if you like....

```
*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*
* Scott McPheeters *
* Ball State U. UUCP: <backbones>!{iuvax,pur-ee}!bsu-cs!merlin *
* Munice, In merlin@bsu-cs.UUCP *
*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*
```

1508. Downloading files from the net

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-13 15:16:17 UTC
From: rzimbins@umn-d-ub.D.UMN.EDU
Message-ID: <522@umn-d-ub.D.UMN.EDU>
Source record: 116512

This may be a question for experienced Net-ers to groan over, but I need to know the answer.

When a file is posted here, HOW DO I DOWNLOAD IT TO MY COMPUTER?
Obviously, an ASCII capture won't work because of phone noise, and I'm not aware of any transfer protocols here. Anything anyone can tell me would be helpful.

Bob Zimbinski

1509. Downloading with PCP

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-13 15:21:37 UTC
From: rzimbins@umn-d-ub.D.UMN.EDU
Message-ID: <523@umn-d-ub.D.UMN.EDU>
Source record: 116513

I've been having trouble successfully downloading 8-bit files since I began using PC Pursuit. It doesn't seem to matter what transfer protocol I use. 80-90% of the time, the transfer will apparently go just fine, but the program only half-loads then crashes, or doesn't work at all. Local DLs work just fine.

I'm using Amodem 7.5 and a 300bps modem.
Anyone know anything about this??

Bob Zimbinski

1510. Re: BASIC Atari 8-bit uudecoder

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-13 16:31:18 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8810131631.AA04776@mitre-bedford.ARPA>
Source record: 116514

Because of renewed interest in uudecoding, and because my attempt to reply to arrom@aplcen.apl.jhu.edu (Ken Arromdee (600.429)) failed, I have decided to post the uudecoder in Atari BASIC again. (Last posted earlier this year.) The program should be self-explanatory but documentation is available.

If you get tired of running BASIC to do UUDECODING, or you want to ENCODE something, I suggest you get John Dunning's assembly language encoder YAUE and matching decoder YAU (Yet Another Uudecoder). You can decode them using UUDECODE.BAS and then retire the BASIC version until someone else needs it to bootstrap themselves into using YAU/YAUE.

If you don't expect to do much UUDECODEing, UUDECODE.BAS by itself will give a good account of itself -- it appears to run at just about the same speed as Dunning's all-assembly-language version, a result that Dunning seems to concur with. Apparently all that sweat to avoid overhead in the BASIC calling program was well spent!

-John Sangster / jhs@mitre-bedford.arpa

```
---------------c-u-t---h-e-r-e---f-o-r---UUDECODE.LST---(BASIC)---------------
1 GOTO 100:REM jump around time-critical stuff to start up program.
2 M=USR(UUDADR)
10 IF M=0 THEN 2090
20 IF M>OBUFDIM THEN ? "Error at line 20, M=";M:GOTO 3000
30 PRINT #2;OBUF$;:BYTES=BYTES+M
40 INPUT #1,IBUF$:L=LEN(IBUF$)+1:IF L<62 THEN IBUF$(L)=" ":IBUF$(L+1)=IBUF$(L)
50 GOTO 2
100 ? "Uudecode Ver. 1.2a":? "Report errors to John Sangster at"
101 ? "(617) 235-8753/jhs@mitre-bedford.arpa":?
102 POKE 6,1:REM Turn BASIC flag ON.
105 DIM OBUF$(80),IBUF$(62),OFILE$(16),IFILE$(16),A$(1)
110 DIM UUDECODE$(400)
120 UUDADR=ADR(UUDECODE$):IBUF=ADR(IBUF$):OBUF=ADR(OBUF$)
130 OBUFDIM=80:UUDDIM=400:BEEP=150:RETRY=500
140 GOTO 200
149 REM BEEP Subroutine:
150 SOUND 0,85,10,15:FOR I=1 TO 80:NEXT I:SOUND 0,0,0,0:RETURN
199 END
200 ? "Loading uudecode subroutine..."
201 RESTORE 4000:POKADR=UUDADR:MAXADR=POKADR+UUDDIM-1:PRGTOP=UUDADR-1
202 READ X:IF X=255 THEN READ X:IF X=255 THEN 204
203 ? "BAD LOAD FILE FOR UUD":END
204 READ LO1,HI1,LO2,HI2:BYTES=HI2*256+LO2-(HI1*256+LO1)+1:PRGTOP=PRGTOP+BYTES
205 IF BYTES<0 OR BYTES>UUDDIM THEN ? "BYTE COUNT ERROR FOR UUD":END
206 FOR I=1 TO BYTES:READ X:POKE POKADR,X:POKADR=POKADR+1:IF POKADR>MAXADR THEN ? "UUD
```

```
STRG OVFLOW!":END
207 NEXT I
208 TRAP 209:READ LO1,HI1,LO2,HI2:BYTES=256*HI2+LO2-(256*HI1+LO1)+1
209 PRGTOP=PRGTOP+BYTES:IF LO1<>224 OR HI1<>2 THEN 206
500 REM COMMAND DISPATCHER
530 ? :? "INPUT FILE";:INPUT IFILE$:IF LEN(IFILE$)=0 THEN 530
540 ? :? "OUTPUT FILE SPEC OR":? "DEFAULT DEVICE ID";:INPUT OFILE$
550 L=LEN(OFILE$):IF L=0 THEN OFILE$="D1:":? :? "Output to D1: assumed.":?
2000 ? "Beginning uudecode processing..."
2011 IBUF$(1,1)=" ":M=USR(UUDADR,IBUF,OBUF):IF M<>0 THEN ? "Error in initializing
UUDECODE, line 2011; M=";M:? :END
2019 TRAP 2020:CLOSE #1:OPEN #1,4,0,IFILE$:GOTO 2030
2020 ? "INPUT FILE NOT FOUND":GOSUB BEEP:GOTO RETRY
2030 INPUT #1,IBUF$:BYTES=0
2035 L=LEN(IBUF$):IF L>5 THEN L=5
2036 IF L=0 THEN L=1:IBUF$=" "
2040 TRAP 2095:IF IBUF$(1,L)<>"begin" THEN 2030:REM skip header
2042 ? IBUF$:REM Print "begin" line to screen & get OFILE$ if default case.
2043 L=LEN(OFILE$):IF L<=0 OR OFILE$(L)=":" THEN 2046
2044 TRAP 2050:CLOSE #2:OPEN #2,8,0,OFILE$:TRAP 2095:GOTO 40
2046 L=LEN(IBUF$):FOR I=L TO 1 STEP -1
2047 IF IBUF$(I,I)<>" " THEN 2049
2048 OFILE$(4)=IBUF$(I+1,L):GOTO 2044
2049 NEXT I
2050 ? "OUTPUT FILESPEC":INPUT OFILE$:IF LEN(OFILE$)=0 THEN 2050
2052 GOTO 2044
2090 INPUT #1,IBUF$:IF IBUF$(1,3)="end" THEN PRINT IBUF$:GOTO 3000
2095 NERR=PEEK(195):IF NERR=136 THEN PRINT "EOF unexpected!":GOTO 3000
2097 ? "Error Code=";NERR
3000 ? "Done!":CLOSE #1:CLOSE #2:? "Output byte count = ";BYTES:? :?
3010 ? "More files to decode (Y/N)";:INPUT A$:IF A$="Y" OR A$="y" THEN 500
3020 DOS
4000 DATA 255,255,8,6,3,7
4010 DATA 104,240,67,170,56,233
4020 DATA 2,240,14,104,104,202
4030 DATA 208,251,169,254,133,212
4040 DATA 169,255,133,213,96,104
4050 DATA 141,1,6,104,141,0
4060 DATA 6,104,141,3,6,104
4070 DATA 141,2,6,165,6,240
4080 DATA 100,165,134,133,203,165
4090 DATA 135,133,204,173,2,6
4100 DATA 56,229,140,133,208,173
4110 DATA 3,6,229,141,133,209
4120 DATA 162,128,208,2,240,72
4130 DATA 160,0,177,203,201,129
4140 DATA 208,42,160,2,177,203
4150 DATA 56,229,208,208,33,200
4160 DATA 177,203,229,209,208,26
4170 DATA 165,203,141,6,6,165
4180 DATA 204,141,7,6,160,6
```

```
4190 DATA 177,203,141,4,6,200
4200 DATA 177,203,141,5,6,24
4210 DATA 144,22,24,165,203,105
4220 DATA 8,133,203,144,2,230
4230 DATA 204,202,208,192,169,255
4240 DATA 133,212,133,213,96,234
4250 DATA 173,0,6,133,204,173
4260 DATA 1,6,133,205,160,0
4270 DATA 132,213,177,204,56,233
4280 DATA 32,41,63,133,212,208
4290 DATA 24,165,6,240,19,173
4300 DATA 6,6,133,208,173,7
4310 DATA 6,133,209,160,4,169
4320 DATA 0,145,208,200,145,208
4330 DATA 96,165,6,240,43,173
4340 DATA 4,6,56,229,212,173
4350 DATA 5,6,229,213,16,9
4360 DATA 169,255,133,212,133,213
4370 DATA 32,54,185,173,6,6
4380 DATA 133,208,173,7,6,133
4390 DATA 209,169,0,160,5,145
4400 DATA 208,136,165,212,145,208
4410 DATA 230,204,208,2,230,205
4420 DATA 173,2,6,133,206,173
4430 DATA 4,7,108,7,3,6
4440 DATA 133,207,166,212,160,1
4450 DATA 177,204,56,233,32,133
4460 DATA 203,6,203,6,203,136
4470 DATA 177,204,56,233,32,6
4480 DATA 203,42,6,203,42,145
4490 DATA 206,202,240,68,169,0
4500 DATA 133,208,160,2,177,204
4510 DATA 56,233,32,41,63,74
4520 DATA 102,208,74,102,208,5
4530 DATA 203,136,145,206,202,240
4540 DATA 41,160,3,177,204,56
4550 DATA 233,32,41,63,5,208
4560 DATA 136,145,206,202,240,24
4570 DATA 24,165,204,105,4,133
4580 DATA 204,144,2,230,205,24
4590 DATA 165,206,105,3,133,206
4600 DATA 144,162,230,207,176,158
4610 DATA 96,224,2,225,2,0
```

1511. Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-13 17:25:11 UTC
From: swillden@wsccs.UUCP
Message-ID: <736@wsccs.UUCP>
Source record: 116515
Cross-posted to: comp.sys.atari.8bit,misc.wanted

I need an interface for a cassette tape for an atari 800XL. I don't know if I need just an interface or an atari tape recorder too. I might be interested in getting a disk drive instead, if the price is low enough. I can probably build my own interface to a tape drive if it is not too incredibly complicated and if someone can tell me where to get a 13-pin male connector.

Could someone please point me in the right direction, or at least tell me what I need? If you're considering junking your old atari or have an extra interface lying around somewhere, I would be willing to pay for it. e-mail your responses to me.

swillden@wsccs

1512. Re: Help

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-13 18:45:31 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2095@udccvax1.acs.udel.EDU>
Source record: 116516

In article <4304@bsu-cs.UUCP> merlin@bsu-cs.UUCP (Scott McPheeters) writes:
>
> Does anyone know an answer to these to questions?
>
I'll se what I can do.

>1. Can a ST mouse be used through the joystick port on a 8bit? And be controled
> by normal joystick comands or paddle comands?
>
I can be hooked in, but I don't think it has a standard input format. In
other words, you would probably have to write your own handler to read it.

>2. Is there a way to binary load a file from basic using like an XIO comand?
>
In MyDOS and SparaDOS (these are the ones I know about) there is an XIO
command to binary load a file. Check your manual. As far as Atari DOS's, it
would be tricky. You would have to read the header data and do a block load.
You probably would have to write at least enough ML code to set up and exec
a CIO call.

>3. Is there an XIO comand for the regular load and list comands?
>
No, these are basic functions. You might try printing the command to the
screen and going into screen input mode (Poke 832,13;Poke 832,12 to return
to keyboard mode.) You will need to experiment with it for a bit to get it
to do what you want, so practice with a disposable program.

> Thank you for any help with these questions..You can E-mail
>an answer or post it if you like....
>
No sweat.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1513. Re: Help

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-13 20:27:59 UTC
From: slackey@bbn.com
Message-ID: <30806@bbn.COM>
Source record: 116517

>In article <4304@bsu-cs.UUCP> merlin@bsu-cs.UUCP (Scott McPheeters) writes:
>>1. Can a ST mouse be used through the joystick port on a 8bit? And be controled
>> by normal joystick comands or paddle comands?

Some time ago, I posted a trak-ball handler which sits in page 6 and
is controlled by a timer interrupt. I was told that the ST mouse
works the same as the trak-ball, so my program might work. Maybe some
kind soul will re-post it from archives, as I have changed computers
and would have to re-type it in.

>>2. Is there a way to binary load a file from basic using like an XIO comand?

I have a simple assem routine appended to the trak-ball handler in
page 6. It is called by BASIC USR() commands, and just copies all the
parameters off the stack, sticks them into the right IOCB and calls
CIO. It passes status back to BASIC by putting it into memory
locations 212/213. This gives BASIC a lot more functionality, such as
copying binary data to&from disk without SLOW! single-byte PUTs and
GETs.

I just keep that page 6 stuff there all the time; I use the trak-ball
as a mouse. One button is not enough, though.

1514. Re: light gun?

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-14 02:22:07 UTC
From: phantom@olivej.atc.OLIVETTI.COM
Message-ID: <30669@oliveb.olivetti.com>
Source record: 116518

I read awhile ago in an ANTIC or ANALOG magazine an
article that explains how to hookup a Nintendo light
gun to the Atari system. I believe the article says
that the gun costs about $25.00.

This is of course for those who don't want to wait
for Atari to market their gun separately.

Scott Cozzo {ucbvax,etc.}!hplabs!oliveb!olivej!phantom
Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

1515. Re: Help

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-14 03:44:42 UTC
From: jjung@nunki.usc.edu
Message-ID: <1636@nunki.usc.edu>
Source record: 116519

In article <4304@bsu-cs.UUCP> merlin@bsu-cs.UUCP (Scott McPheeters) writes:
>
> Does anyone know an answer to these to questions?
>
>1. Can a ST mouse be used through the joystick port on a 8bit?

Yes the 8-bits can use the ST mouse. I don't know how you get the coordinates, but I used the mouse with the G.O.E. at the Atari Glendale Faire.

>2. Is there a way to binary load a file from basic using like an XIO comand?

It depends on the DOS. If the DOS is something like DOS 2.0 or DOS 2.5 (from Atari), I don't think there is any. If there is, I sure as heck don't know about it. (Then again, I don't go looking for valid XIO commands everyday.)

>3. Is there an XIO comand for the regular load and list comands?

I don't think so, because you can use those commands from within BASIC code.

John

1516. Re: Help

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-14 03:55:11 UTC
From: conklin@eecae.UUCP
Message-ID: <12418@eecae.UUCP>
Source record: 116520

The Atari ST mouse is identical to the Atari TRUE trackball
device. We realized this one day when we discovered we could
play missle command in true trackball mode (press CNTRL-T)
with the mouse. The votes were not in as to what worked better
but there was certainly some dissent as some preferred the mouse
for city defense.

I'm not sure, un the other hand, what pin the right hand
mouse button activates. Obviouly, it doesn't cause ay
trouble.

Terry Conklin
(517) 372-3131 The Club Atari Nut? Hardly. I have lots
(313) 334-8877 The Club II of computers. Some are Ataris.
Zmags now archived on Club II Some are Amigas. Same thing,
different word size.

1517. Re: Mandelbrot

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-14 15:20:43 UTC
From: slackey@bbn.com
Message-ID: <30829@bbn.COM>
Source record: 116521

In article <10002@cup.portal.com> Thufir@cup.portal.com writes:
!Believe it or not, I considered doing an action conversion of the simple
!Mandlebrot program that got posted to the net. I tried out Analog's
!program, but gave up after the first 10 minutes and first few lines.
!If the newer version of the program is posted and many people request
!that I do do a conversion, I might very well do so, providing that
!I have the time.

OK! OK ! I'll post the %^&* thing! On Monday, though... I don't
have the listing with me today.

I just need to convert it from its currently hacked-up form which
includes some features I thought might be cute but weren't. BTW, I'm
not sure what can be done to speed it up without going to a LOT of
trouble. The only thing I can think of is to go from floating point
to fixed point, with a lot of scaling. This would at least make the
addition go faster; ther inner loop does something like 4 multiplies
and 7 add/sub's.
-Stan

1518. Re: New Software..?

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-14 16:47:50 UTC
From: jjung@sal42.usc.edu
Message-ID: <1644@nunki.usc.edu>
Source record: 116522

In article <10015@cup.portal.com> BobR@cup.portal.com writes:
>Ray Wilmott asks:
>
>>Has anybody here actually seen this GEOS desktop DOS I've been hearing
>>about lately? Is it really as good as what I've been hearing? (and who
>>sells it and for how much?)

It should cost about $70 from TCS. At the Glendale Faire, David Sullivan
(author) was taking advanced orders for $50.

>The menus "drop down", and you can do many of the ST desktop functions
>from them... the demo we saw even had "desk accessories" like a system
>Control Panel and a Calculator!

(The calculator works because I told him there was a bug with it! :-)

>The cartridge itself will allow 40, 64 or 80 column displays, and there will
>soon be a "Developers' Kit" to allow GOE features to be used within your
>own programs.

Actually, GOE v. 0.9 (the one at the Glendale Show again) only had 40 and
64 columns. The author might have changed something since...

>Future products include Desktop Publishing, Communications Terminals and

David told me that he was going to write the Desktop Publishing program
himself.

>For more info on GOE, contact: Total Control Systems, 4156 Tolowa St.,
>San Diego, CA 92119 (619) 270-0111 (Ask them about the special
>user group purchase plan!)

Yes, call this place and order. When I saw it, I liked it very much.

>Disclaimer: I've got no connection with TCS, other than being an Atari
>8-bit computer owner who's excited about this great new program..!

Me too.

John

1519. Terminal programs

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-15 01:35:29 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2115@udccvax1.acs.udel.EDU>
Source record: 116523

I am in need of Amodem 7.4 or later. I understand it has something like Ymodem batch transfers. It might be a good idea to put it up on score as well. Any help would be appreciated.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1520. Re: First ZMAG/ST Report mailing

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-15 15:44:11 UTC
From: jpdres13@usl-pc.usl.edu
Message-ID: <65@usl-pc.usl.edu>
Source record: 116524

```
----------------------

Gary please include me on your mailing list !
(sorry I had to post, I could not get through "r" or reg mail)
-------------------------------------------------------------------------------
John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/
-------------------------------------------------------------------------------
```

1521. Re: Downloading with PCP

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-15 19:00:18 UTC
From: arthur@pnet02.cts.com
Message-ID: <7795@gryphon.CTS.COM>
Source record: 116525

There is trouble with downloading on PCP to commercial networks (Compu$erve, DELPHI) as well. Apparantly PCP's packet switching does something funny when your packet sizes are larger than its. Timeouts occur freqently. I haven't heard of download being complete but incorrect unless you have a bad download program. I use 850 Express! (shareware) and I haven't had any XMODEM downloads which completed normally but wrere incorrect.

Arthur L. Rubin (home) (818)286-1121 (818)286-0981
PO Box 2437 (work) (818)287-1422 (213)450-2412
San Gabriel, CA 91778 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453 DELPHI: RUNNINGTRTLE
INET: arthur@pnet02.cts.com

1522. Re: St Mouse

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-17 06:18:58 UTC
From: BobR@cup.portal.com
Message-ID: <10087@cup.portal.com>
Source record: 116526

Scott McPheeters asks:
>1. Can a ST mouse be used through the joystick port on a 8bit? And be control
> by normal joystick comands or paddle comands?

The ST mouse *can* be used on an 8-bit Atari, but it requires the *TRAK-BALL*
handler... it can't be used with the normal Joystick or Paddle commands..

Darryl May of Atari Corp. had offered to upload it to GEnie... it may be
there now, but I can't say for sure...

Perhaps one of the Atari Corp. reps reading the Net can send the handler
over the net...

Just for fun, try using the ST mouse with the "Missile Command" cartridge,
after hitting CTRL T to enable the "hidden" TrakBall mode... it's a blast..!

BobR

1523. ZMAG distribution

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-17 18:44:25 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <2472@ihlpm.ATT.COM>
Source record: 116527

```
This is the second time I have tried to mail to G. Duzan about ZMAG
and once again, it has failed.

------(unsent mail follows)--------

From uucp Sun Oct 16 04:02 CDT 1988
>From uucp Sun Oct 16 04:01:41 1988 remote from att
Received: by att.ATT.COM (smail2.6 att-mt)
id AA05978; 16 Oct 88 04:01:41 EDT (Sun)
Subject: Warning From uucp
Message-Id: <8810160401.AA05978@att.ATT.COM>
Date: 16 Oct 88 04:01:41 EDT (Sun)
From: uucp@att.ATT.COM (Hermes Trisgesmis)
To: ihlpm!njd
Status: R

We have been unable to contact machine 'snark' since you queued your job.

snark!mail cbmvax!udel!udccvax1!gdtltr (Date 10/14)
The job will be deleted in several days if the problem is not corrected.
If you care to kill the job, execute the following command:

uustat -ksnarkN34bf

Sincerely,
att!uucp

##############################################################
###### Data File: ##############################
>From ihlpm!njd Fri Oct 14 12:42:25 1988 remote from att
Received: by att.ATT.COM (smail2.6 att-mt)
id AA24597; 14 Oct 88 12:42:25 EDT (Fri)
Received: by att.ATT.COM (smail2.6 - att-cb)
id AA17329; 14 Oct 88 12:35:45 EDT (Fri)
To: att!rutgers!njin!princeton!udel!udccvax1!gdtltr
Subject: Re: ZMAG, ST Report, Vote
In-reply-to: your article <2085@udccvax1.acs.udel.EDU>

Ok, I'll try mailing again. Please add me to your mailing list for ZMAG.
Thanks!

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
( | this is an accent mark, supposed to replace the dot over the 'i')

------(end of unsent mail)------
```

I never even saw the 'original' article asking for votes on mailing
vs. posting of ZMAG. I would have no objection to receiving ZMAG by
e-mail, except that I don't have a path to "the source" that works,
much less a return path. The path(s) generated by news' R command
don't work. If the ZMAGs will not be posted here anymore, could
someone help me devise a path from "att" to "udccvax1" where Mr. Duzan
receives his mail as "gdtltr"?

Thanks!

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1524. trAkbAll

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-17 20:02:10 UTC
From: sdy@croaker.cs.odu.edu
Message-ID: <6437@xanth.cs.odu.edu>
Source record: 116528

I have asked this same question MANY places.... only to get ABSOLUTELY NO response.... at all. I am interested in finding out OTHER programs that use the standard Atari trAkbAll (or, now, the ST mouse). My current list is: Missile Command, and GOE (I have two trAkbAlls and missile command). Does Atari CENTIPEDE use the trAkbAll? I like to use the trAkbAll, but I can't seem to find any other programs that allow its use.

Scott D. Yelich sun!xanth!sdy
Old Dominion University sdy@cs.odu.edu
Rogers Hall East 105 sdy@xanth.uucp
1055 West 50th Street sdy@xanth.cs.odu.edu
Norfolk, VA 23508 [128.82.8.1]
Scott D. Yelich sdy@cs.odu.edu [128.82.8.1]

1525. Re: trAkbAll

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-18 14:15:20 UTC
From: slackey@bbn.com
Message-ID: <30960@bbn.COM>
Source record: 116529

In article <6437@xanth.cs.odu.edu> you write:
> I have asked this same question MANY places.... only to get ABSOLUTELY
> NO response.... at all. I am interested in finding out OTHER programs
> that use the standard Atari trAkbAll (or, now, the ST mouse). My current

MC is the only one I know of. The trakball almost works as a joystick
substitute when in joystick mode - it does quite well on the 2600 as well.
It's just that the software that reads it has to read it very frequently
so forget BASIC. Unless you use a joystick driver (should I post
mine again?)
-Stan

1526. Re: Graphics Environments for 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-18 14:20:43 UTC
From: slackey@bbn.com
Message-ID: <30962@bbn.COM>
Source record: 116530

In article <158@dalcsug.UUCP> euloth@dalcsug.UUCP (Glenn Euloth) writes:
>reason I am asking is seeing the stuff in the Zmag #124 about the Turbo-816
>product from Dataque. This is another product that seems to have escaped

I'll bet you a Coke that this chip is, or is similar to, the chip used
in the AppleIIGS - 6502 mode, plus a 16-bit mode. Gee, I might get back
into programming in assembly language again!
-Stan

1527. Re: Graphics Environments for 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-18 15:10:49 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2148@udccvax1.acs.udel.EDU>
Source record: 116531

If anyone is interested, I have made a minor modification to GOS to allow its use with SpartaDos instead of MyDOS. It was a simple matter of finding the CIO calls and switching them. Binary Load and Create Dir now work properly. It is still not terribly useful, but it is amusing.

Gary Duzan
Time Lord
Third Regeneration

p.s. I have yet to get any replies about Amodem 7.4. If you have it around or at least can give me a hint on where to get it, please let me know.

GD,TL,TR,AEE

1528. Phone conversation w/ Total Control Sys.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-18 18:25:14 UTC
From: trdill@ihlpf.ATT.COM
Message-ID: <6440@ihlpf.ATT.COM>
Source record: 116532

I've just gotten off the phone with Total Control Systems and
I'm impressed with what the GOE is supposed to do. Follows is a
list of questions with the responses.

1) What is the required system configuration?
GOE needs 48k. The cartridge has 64k in it and few
things need to get loaded in.
2) is a DOS still needed?
Yes this does not take the place of DOS merely enhances
it. Also said it will work with most DOS. Specifically Atari dos
will work.

3) price now through end of october 50.00 after 79.95

1529. Re: Graphics Environments for 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-18 19:55:37 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2153@udccvax1.acs.udel.EDU>
Source record: 116533

In article <30962@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>In article <158@dalcsug.UUCP> euloth@dalcsug.UUCP (Glenn Euloth) writes:
>>reason I am asking is seeing the stuff in the Zmag #124 about the Turbo-816
>>product from Dataque. This is another product that seems to have escaped
>
>I'll bet you a Coke that this chip is, or is similar to, the chip used
>in the AppleIIGS - 6502 mode, plus a 16-bit mode. Gee, I might get back
>into programming in assembly language again!
>-Stan

A week or so ago, I was looking through the computer books in the library here at the U of D when I came across a book called "65816/65802 Assembly Language Programming". I imagined that the 65816 is what will be what is going to be used in the Turbo-816 so I checked it out. It does have a 6502 mode, but its native mode is about the same. In fact, as far I have determined, the 6502 mode does a couple setup things and then restricts the 16 bit opcodes from being used. The 65816 has a few ideas taken from the 65C02 (BRA, PHX,PHY,etc.), the ability to access 16Meg addresses, 8/16 bit selectable registers, and a movable stack (larger, too). I figure that there will not be much of a speed advantage unless the native 16-bit codes are used. Therefore, existing programs should run about the same speed except for calls to the OS (floating point should go a lot faster). What I would love to see is a SpartaDOS X-16 cartridge. Unix (or at least Minix) for the 8-bit would be nice too.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1530. More Mandelbrots!

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-19 13:59:47 UTC
From: slackey@bbn.com
Message-ID: <31017@bbn.COM>
Source record: 116534

OK, Atari fans! Here it is! New, improved Mandelbrot! No need to stand!

I think it's right.. just be on the lookout for typos.

Anyway, it has two new features, zooming and better accuracy.

When it is done drawing a screen, you will see a blinking spot in the upper left corner. You are looking at four corners of the select rectangle. Pressing the button and moving the stick causes the rectangle to change in size. Moving the stick alone will cause the rectangle to move without changing size. When you have the area you'd like to zoom in on in the rectangle, press any of the option, start, or select buttons and it will redraw the whole screen, scaling the selected region up to the full screen size.

In playing with this, I found that the approximation (quitting after 15 iterations) is too inaccurate when getting into serious zooming. So, I recoded it to go through the 15 [non-black] colors twice before giving up and drawing the pixel black. This will eventually fizzle out too, but hey give me a break. The only disadvantage of this is that in the full screen version, black takes twice as long to draw. I have a version that lets you select which algorithm to use by pressing a different button, but didn't feel like typing the whole thing in.

Oh - pressing the joystick button during the calculation causes it to immediately stop and let you zoom, before a full screen is done.

Impress your friends. -Stan

```
100 GRAPHICS 11
110 SS=0:SE=79:TS=0:TE=191
120 RS=1/20
130 ORGR=2.2:ORGI=1.2
140 GOTO 400:REM Do the first screen
150 REM Do the joystick stuff
160 X=0:Y=0:XD=1:YD=1
170 OLDX=X:OLDY=Y:OLDXD=X+XD:OLDYD=Y=YD
180 GOSUB 630:REM Show cursors
190 ST=STICK(0)
200 IF STRIG(0)=0 THEN 260:REM If button is down, change rectangle size
205 REM Button is up: move rectangle
210 IF (ST=10 OR ST=14 OR ST=6) AND Y>0 THEN Y=Y-1
220 IF (ST=9 OR ST=13 OR ST=5) AND Y+YD<191 THEN Y=Y+1
230 IF (ST=10 OR ST=11 OR ST=9) AND X>0 THEN X=X-1
240 IF (ST=6 OR ST=7 OR ST=5) AND X+XD<78 THEN X=X+1
250 GOTO 290
```

```
260 IF (ST=11 OR ST=10 OR ST=14) AND YD>0 THEN YD=YD-1
270 XD=YD*80/192
280 IF (ST=7 OR ST=5 OR ST=13) AND Y+YD<191 AND X+XD<78 THEN YD=YD+1
290 XD=YD*80/192
300 ST=PEEK(53279):REM Read buttons
310 GOSUB 630:REM Remove old cursors
320 IF ST=7 THEN 170:REM No keys pushed
330 REM
340 REM Calculate a new screen
350 REM
360 ORGR=ORGR-X*RS
370 ORGI=ORGI-Y*IS
380 RS=RS*XD/80
390 SS=0:SE=79:TS=0:TE=191
400 IS=RS/4
410 FOR S=SS TO SE
420 R=S*RS-ORGR
430 FOR T=TS TO TE
440 I=T*IS-ORGI
450 C=1
460 COLOR 1:PLOT S,T:REM Show point being calc'ed
470 R1=R:I1=I
480 IF ABS(R1)<1.0E-49 THEN R1=0
490 IF ABS(I1)<1.0E-49 THEN I1=0
500 R12=R1*R1:I12=I1*I1
510 IF R12+I12>4 THEN 570
520 R2=R12-I12+R:I2=2*R1*I1+I
530 C=C+1:IF C>31 THEN C=0:GOTO 570
540 IF C=16 THEN C=17:REM Skip black if in the middle
550 R1=R2:I1=I2
560 GOTO 480
570 COLOR C
580 PLOT S,T
590 IF STRIG(0)=0 THEN 170:REM Quit if button is pushed
600 NEXT T
610 NEXT S
620 GOTO 170
630 REM
640 REM Subr "exors"-in the cursors
650 REM
660 XX=OLDX:YY=OLDY:GOSUB 710
670 YY=OLDYD:GOSUB 710
680 XX=OLDXD:GOSUB 710
690 YY=OLDY:GOSUB 710
700 RETURN
710 LOCATE XX,YY,C
720 COLOR C+8:PLOT XX,YY
730 RETURN
```

1531. vt100 emulator???

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-19 15:20:38 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8810191520.AA18013@mitre-bedford.ARPA>
Source record: 116535

"Tony R. Diller" where are you? The mailer here at MITRE-bedford was unable to unscrew the inscrutable return address on your message, so I am unable to send you the requested vt100 emulator. Also, do you want OmniCom or Kermit65? Or both?

-John Sangster

1532. Phone conversation w/ Total Control Sys.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-19 15:24:01 UTC
From: trdill@ihlpf.ATT.COM
Message-ID: <3f26e2a7.14b1a@rake.UUCP>
Source record: 116536

I've just gotten off the phone with Total Control Systems and
I'm impressed with what the GOE is supposed to do. Follows is a
list of questions with the responses.

1) What is the required system configuration?
GOE needs 48k. The cartridge has 64k in it and few
things need to get loaded in.
2) is a DOS still needed?
Yes this does not take the place of DOS merely enhances
it. Also said it will work with most DOS. Specifically Atari dos
will work.

3) price now through end of october 50.00 after 79.95

1533. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-19 16:57:00 UTC
From: RIPR@rsre.mod.UK
Message-ID: <19.OCT.1988.09
Source record: 116537

```
info
help
```

1534. Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-19 18:53:38 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4408@bsu-cs.UUCP>
Source record: 116538
Cross-posted to: comp.sys.atari.8bit,misc.wanted

In article <736@wsccs.UUCP>, swillden@wsccs.UUCP (Shawn Willden) writes:
> I need an interface for a cassette tape for an atari 800XL. I don't
> know if I need just an interface or an atari tape recorder too. I might
> be interested in getting a disk drive instead, if the price is low
> enough. I can probably build my own interface to a tape drive if it
> is not too incredibly complicated and if someone can tell me where to
> get a 13-pin male connector.

1) You don't need an 'interface' if you obtain an Atari cassette drive - they are made to plug right into the SIO port, although they have only ONE SIO connector and therefore "terminate" any daisy chain. (This implies that you can't have the cassette unit and any OTHER terminating peripheral (the SX212 modem in SIO-direct mode, for example) connected at the same time.) There are two units in existence that I know of, the 410 and (someone correct me if I'm wrong) the 1010. The 410 is of the 400/800 generation, and the 1010 is of the XL generation, but EITHER should work with ANY 8-bit Atari. I personally have a 410 that I rarely use, but have just recently thought of an interesting use for cassette storage, so am loath to sell... sorry.

2) Disk drives are infinitely better: faster, random-access, more space. I HAVE heard, however, from a friend who got the new XM551 drive and does NOT like it... (Ooh, I can feel the flames already... ask 'aegnor@bsu-cs' about Mike W's experience; 'aegnor' is the one who was telling ME.)

3) I don't imagine the interface to a standard tape recorder should be too complicated; data is stored and retreived as audio tones on, I believe, the LEFT channel of a standard stereo recording, with capability to play right-channel audio through the TV/monitor speaker! You should be able to simply connect the audio inputs, outputs, and ground, to the appropriate SIO pins, as well as using some kind of control circuit (I do NOT recommend direct connection here) to turn the cassette player's MOTOR on and off in response to the appropriate SIO signals. (On the other hand, you could probably get away with leaving it ALWAYS on, in some if not all cases. There ARE cases where the computer NEEDS to start and stop the tape, however.)

4) Alas, I don't know where to get an SIO plug, but there must be SOMEPLACE since there is a continuing flow of SIO cables etc. Scavenge a cable if you have to. Probably the easiest way of obtaining one, when you get right down to it.

Hope this is helpful; good luck! If you DO hack together an interface to a standard cassette recorder, let me know; I have a reel-to-reel I'd like to try using...

Chris Chiesa
almost gone from
Ball State University

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1535. Spreadsheets?

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-20 02:29:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19881020022935.9.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116539

Anybody got any PD spreadsheets for the 8-bitters?

1536. Re: Graphics Environments for 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-20 02:32:59 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <10220@cup.portal.com>
Source record: 116540

Yes, the DataQue 816 is the 65816 chip and that chip is used in the Apple IIgs. It is an excellent chip and the developers package includes MAC/65 macros to allow use of the new commands.

1537. Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-20 02:49:01 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2170@udccvax1.acs.udel.EDU>
Source record: 116541

In article <4408@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:
>In article <736@wsccs.UUCP>, swillden@wsccs.UUCP (Shawn Willden) writes:
>> I need an interface for a cassette tape for an atari 800XL. I don't
>> know if I need just an interface or an atari tape recorder too. I might
>> be interested in getting a disk drive instead, if the price is low
>> enough. I can probably build my own interface to a tape drive if it
>> is not too incredibly complicated and if someone can tell me where to
>> get a 13-pin male connector.
>
>2) Disk drives are infinitely better: faster, random-access, more space. I
> HAVE heard, however, from a friend who got the new XM551 drive and does NOT
> like it... (Ooh, I can feel the flames already... ask 'aegnor@bsu-cs'
> about Mike W's experience; 'aegnor' is the one who was telling ME.)
>
Agreed about drives. I think tape recorders hate me (I, naturally enough,
reciprocate). There are a couple problems with the XF551, but nothing that
can't be overcome with a little hacking.

>3) I don't imagine the interface to a standard tape recorder should be too
> complicated; data is stored and retreived as audio tones on, I believe,
> the LEFT channel of a standard stereo recording, with capability to play
> right-channel audio through the TV/monitor speaker! You should be able
> to simply connect the audio inputs, outputs, and ground, to the appropriate
> SIO pins, as well as using some kind of control circuit (I do NOT recommend
> direct connection here) to turn the cassette player's MOTOR on and off in
> response to the appropriate SIO signals. (On the other hand, you could
> probably get away with leaving it ALWAYS on, in some if not all cases. There
> ARE cases where the computer NEEDS to start and stop the tape, however.)
>
I think you will find it more complicated than you think. Remember that all
I/O devices attached to the SIO port MUST BE INTELLIGENT!!! I believe the
1050 drive has a microprocessor almost as powerful as the 6502 (not a great
statement, but it is better than nothing). An SIO call sends data to the
processor on the device and the device responds with the proper data, not just
some sounds. There is a pin on the SIO to allow an audio signal to pass though
the computer and out through your monitor speaker and a motor on/off pin, so
you could probably get it to play, but reading data off it is out of the
question without a processor chip.

>4) Alas, I don't know where to get an SIO plug, but there must be SOMEPLACE
> since there is a continuing flow of SIO cables etc. Scavenge a cable if
> you have to. Probably the easiest way of obtaining one, when you get
> right down to it.
>
If necessary, you could probably tap lines in an existing cable. I know

a couple people who built a voice synthesizer called Cheap Talk (it fits in a cassette tape box). The synthesizer was controlled through one of the joystick ports, but instead of hooking the output to an external speaker, he stole the audio in line from an existing SIO cable and send the output there, routing the sound through his monitor. If you want to look at the pinouts of the SIO interface, they are in Mapping the Atari XL/XE version p.198.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1538. Re: Spreadsheets?

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-20 18:26:33 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2180@udccvax1.acs.udel.EDU>
Source record: 116542

In article <19881020022935.9.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>Anybody got any PD spreadsheets for the 8-bitters?

I have one called SpeedCalc. I never use spreadsheets, so I can't really
say very well if it is any good. It seems to do the job, though.
One catch: I don't have a doc file anywhere. All I have is printed.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1539. Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-20 19:54:47 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4417@bsu-cs.UUCP>
Source record: 116543

In article <2170@udccvax1.acs.udel.EDU>, gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
> In article <4408@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:
[disk preferences over cassette, deleted...]

> >3) I don't imagine the interface to a standard tape recorder should be too
> > complicated; data is stored and retreived as audio tones on, I believe,
> > the LEFT channel of a standard stereo recording, with capability to play
> > right-channel audio through the TV/monitor speaker! You should be able
> > to simply connect the audio inputs, outputs, and ground, to the appropriate
> > SIO pins, as well as using some kind of control circuit (I do NOT recommend
> > direct connection here) to turn the cassette player's MOTOR on and off in
> > response to the appropriate SIO signals. (On the other hand, you could
> > probably get away with leaving it ALWAYS on, in some if not all cases. There
> > ARE cases where the computer NEEDS to start and stop the tape, however.)
> >
> I think you will find it more complicated than you think. Remember that all
> I/O devices attached to the SIO port MUST BE INTELLIGENT!!! I believe the
> 1050 drive has a microprocessor almost as powerful as the 6502 (not a great
> statement, but it is better than nothing).

Alas, I have a bone to pick with you on this information, Gary. Are you sure you're not confusing the CASSETTE drive (and interface) with a DISK drive and interface? I don't quite see the connection between the original question of creating a cassette interface, and the microprocessor in the 1050 disk drive. The original posting had nothing to do with the 1050 or any other DISK drive; the poor fellow simply stated that he wanted to build an interface for CASSETTE.

Normally, you would be quite correct in stating that such a project would be complex because the resulting SIO device "MUST BE INTELLIGENT" -- but in the case of the cassette drive and interface, that is NOT so. To wit:

OS Listing, page 42 (line 1736, within the SIO Controller code):

"All devices EXCEPT CASSETTE are inteligent."

OS User's Manual, section 3, under "Program Recorder":

"The ATARTI 410 [TM] Program Recorder is a special peripheral. It uses the serial bus to send and receive data, but does not conform to the protocol of the other peripherals that use the serial bus."

That pretty well defeats the argument that the interface is complex in terms of its requiring INTELLIGENCE; however, you may still have a point, which I implicitly conceded in my first posting, that the data MAY or MAY NOT be transmitted back and forth as audio tones.

> An SIO call sends data to the
> processor on the device and the device responds with the proper data, not just
> some sounds.

I'm sure this is true, in most cases, but the CASSETTE as noted is treated differently. Section 11 of the OS User's Manual, under "SOUND GENERATION," refers obliquely to "... cassette FSK tone generation," and chapter II, section C, page II.26 (my God, I sound like a lawyer; forgive me!) of the Hardware Manual states that "Output data is normally transmitted as logic levels (+4V=true 0V=false). Data can also be transmitted as two tone information. ... In this mode audio channel 1 is transmitted in place of logic true, and audio channel 2 in place of logic zero."

Taken together, it sure SOUNDS (no pun intended) as though the cassette WRITE operation, at least, is performed in two-tone mode. Unfortunately, there is no corresponding informaition implying or stating ANYTHING about cassette READ operations.

> There is a pin on the SIO to allow an audio signal to pass though
> the computer and out through your monitor speaker and a motor on/off pin, so
> you could probably get it to play, but reading data off it is out of the
> question without a processor chip.

Au contraire; it seems rather likely that he could get it to RECORD data, and that PLAYING BACK data is at worst still "up in the air." I'd say he still has a shot at it.

And if he succeeds and tells us how he did it, ya know what I'm gonna do? I'm gonna develop some really cool software here at home, at leisure, then save it to cassette as a casette-bootable binary, make a special adapter for my Walkman to connect to the Atari SIO port, take the whole shootin' match to the local department store's Atari XEGS display area, and quickly upload a sharp-looking showoff demo! They won't know where the heck it came from, unless I specifically tell 'em. Hehehe.

Chris Chiesa
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1540. Re: Help

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-20 20:07:46 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270005@hpclkms.HP.COM>
Source record: 116544

/ hpclkms:comp.sys.atari.8bit / merlin@bsu-cs.UUCP (Scott McPheeters) / 5:51 am Oct 13, 1988 /

> Does anyone know an answer to these to questions?
>
>2. Is there a way to binary load a file from basic using like an XIO comand?
>
Yeah. In DOS 2.0 and 2.5, you can make a USR call to an undocumented address in the File Management System. I don't remember the address right now, but can mail (or post) the 1 line of Atari BASIC that is required. You can also do binary saves with a similar one line routine. Of course, it isn't very portable across different DOS's, so use it appropriately.

I will probably post the USR calls tommorow after I find it. (I still don't know where any of my software is after moving four months ago :-))

Kenneth Sumrall
ken%hpclkms@hplabs.hp.com
...!hplabs!hpclkms!ken

1541. Here Comes Kermit65 and the Means to Get It Working!

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-20 21:07:07 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4421@bsu-cs.UUCP>
Source record: 116545

Hello, all!

Finally, the last obstacle to my posting Kermit65 has been removed; to wit, I verified that I *CAN* perform Kermit file-transfers while using the SX212 modem connected directly to SIO. (In fact, I'm using that configuration with Kermit65 to TYPE this!)

In the next few minutes I will queue for posting the following files:

- UUDECODE.BAS -- probably John Sangster's version; I think I saw it go by a few days ago, but will send it again "for completeness." ASCII capturable BASIC listing; capture it, and use the ENTER command to pull it in and execute it under Atari BASIC. It will let you UUDECODE the file which follows;

- YAU.UUE -- UUencoded YAU.COM (Yet Another UUdecoder) binary; you'll want/need this to uudecode what follows

- YAUE.UUE -- just for completeness; this is the Yet Another UUEncoder which lets you encode YOUR stuff for transmission.

- KERMITNR.UUE -- UUencoded binary of John Dunning's terrific Kermit65 program, with *NO* R: handler -- lets you "add in" whichever handler you need for your configuration, from those which follow. This was ported from the C64, and I just happen to have finally SEEN the original version for the first time; my professional (?) opinion is that John has IMPROVED on the original. Thanks John!

- KERMIT.UUE -- UUencoded binary of Kermit65 *WITH* the "standard" Atari R: handler, the one used with the Atari 850 Interface Module. Load-'n'-Go right from this file, if you have an 850 or compatible hardware.

- KERMITSX.UUE -- a homebrewed combination of KERMITNR.COM and the RVERT212.BIN R: handler that lets you use the SX212 modem connected directly to the SIO bus. Would not have posted this -- would have let you all "roll your own" from KERMIT.COM and RVERT212.BIN, below, 'cept we've had some awkward munging here lately and I want to make sure you get something that works. Oh yeah, this is UUencoded too.

- RVERT212.UUE -- UUencoded binary of the RVERT212.BIN R: handler that lets you use the SX212 modem as though it were the Atari 850 Interface Module. Seems to support all XIO operations allowed for the 850, either in actuality or with stubs. Included independently for those who'd like to use it in other contexts (should work with ANY software that looks for the R: device, providing said software doesn't overwrite RVERT212 with its OWN handler).

- SMARTT.UUE -- UUencoded binary of the "SMART T:" handler that lets your XM301 look like the standard R: device -- as far as I know! I may just possibly be mis-describing this, as I have never had occasion to use it myself.

- KERMIT.DOC -- ASCII text of the documentation for Kermit65 -- bet you almost thought I forgot it?! I almost DID...

Each of these postings-to-come will contain a brief description of the file contained, including the byte-count and checksum that you should get upon UUdecoding it.

I would like to request that if you know any of the following people, you make sure they know of these postings' appearance, as these individuals asked me to E-mail them everything, which I have NOT done in preference to just posting for everyone.

Keep your eyes open, and let me know if you miss a piece!

Chris Chiesa
almost gone from
Ball State University

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1542. Oops.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-20 21:12:54 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4422@bsu-cs.UUCP>
Source record: 116546

In the last posting, I asked that specific individuals be notified that this posting series had begun, and then I neglected to include their names! Duh.

Here they are.

sale5312@fredonia (Marty Saletta)

hauck@postgres.berkeley.edu (Scott Hauck)

sanford@ssurf.ucsd.edu (Mike (?) Sanford)

rjg88f@duke.cs.duke.edu (Robert J. Greenberg)

iuvax!ames!rochester!cornell!calvin!phil (Phil Erickson)

edi%wisdom.bitnet@rutgers.edu (Edi Almer)

Thanks to all!

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1543. Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-20 21:13:42 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270006@hpclkms.HP.COM>
Source record: 116547

/ hpclkms:comp.sys.atari.8bit / gdtltr@vax1.acs.udel.EDU (Gary D Duzan) / 7:49 pm Oct 19, 1988 /
>>
>>3) I don't imagine the interface to a standard tape recorder should be too
>> complicated; data is stored and retreived as audio tones on, I believe,
>> the LEFT channel of a standard stereo recording, with capability to play
>> right-channel audio through the TV/monitor speaker! You should be able
>> to simply connect the audio inputs, outputs, and ground, to the appropriate
>> SIO pins, as well as using some kind of control circuit (I do NOT recommend
>> direct connection here) to turn the cassette player's MOTOR on and off in
>> response to the appropriate SIO signals. (On the other hand, you could
>> probably get away with leaving it ALWAYS on, in some if not all cases. There
>> ARE cases where the computer NEEDS to start and stop the tape, however.)
>>
>> I think you will find it more complicated than you think. Remember that all
>I/O devices attached to the SIO port MUST BE INTELLIGENT!!! I believe the
>1050 drive has a microprocessor almost as powerful as the 6502 (not a great
>statement, but it is better than nothing). An SIO call sends data to the
>processor on the device and the device responds with the proper data, not just
>some sounds. There is a pin on the SIO to allow an audio signal to pass though
>the computer and out through your monitor speaker and a motor on/off pin, so
>you could probably get it to play, but reading data off it is out of the
>question without a processor chip.
>

You can make an interface to connect a standard tape recorder to the Atari. However, you must first build a little circuit. The reason is that the Atari uses FSK modulation of the signal when it stores it on the tape, and you must add this FSK circuitry between the Atari and a standard tape recorder. Someone designed such a circuit and published it in the now defunct magazine Popular Electronics. I don't remember when it was published, but it was at least three years ago. If you can't find it, I will go through my back issues and find the issue for you.

Also, even though the SIO bus is intelligent, and the 1050 disk drive has a 6507 CPU, (which is a limited addressing, limited interrupts version of the 6502), the tape recorder is a dumb device. It uses the motor start stop to control the tape deck, and has no feedback as to whether the data was written properly. The ONLY time I ever use my tape recorder is when I get old software on tape, and I want to move it to disk. I then junk the tape, and put the tape drive back in the closet. (I used to play Pink Floyd tapes through the TV speaker before I had a stereo in the same room as the Atari, but that was 8+ years ago.)

Hope this helps.

Kenneth Sumrall
ken%hpclkms@hplabs.hp.com
...!hplabs!hpclkms!ken

1544. UUDECODE.BAS - posting 1 of 10 in Get Going With Kermit

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-20 21:54:38 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4423@bsu-cs.UUCP>
Source record: 116548

The following is the straight ASCII "List" format program UUDECODE.BAS, which should be identical to that seen here a few days/weeks ago (depending on where you are). It is included here "for completeness."

Strip off all non-numbered lines before and after the listing, ASCII-capture it onto your Atari as an ATASCII text file, and ENTER it into Atari BASIC, where it will function as a UUdecoder sufficient to decode the UUencoded binaries which will follow. The UUencoded binaries should be ASCII-captured onto your Atari as ATASCII text files; then run UUDECODE.BAS on them to turn them into the original executable binaries. A binary-executable UUdecoder follows in the next posting, and should be the first (perhaps only) thing you need to use UUDECODE.BAS on.

----- CUT HERE AND ASCII-CAPTURE ---

```
1 GOTO 100:REM jump around time-critical stuff to start up program.
2 M=USR(UUDADR)
10 IF M=0 THEN 2090
20 IF M>OBUFDIM THEN ? "Error at line 20, M=";M:GOTO 3000
30 PRINT #2;OBUF$;:BYTES=BYTES+M
40 INPUT #1,IBUF$:L=LEN(IBUF$)+1:IF L<62 THEN IBUF$(L)=" ":IBUF$(L+1)=IBUF$(L)
50 GOTO 2
100 ? "Uudecode Ver. 1.2a":? "Report errors to John Sangster at"
101 ? "(617) 235-8753/jhs@mitre-bedford.arpa":?
102 POKE 6,1:REM Turn BASIC flag ON.
105 DIM OBUF$(80),IBUF$(62),OFILE$(16),IFILE$(16),A$(1)
110 DIM UUDECODE$(400)
120 UUDADR=ADR(UUDECODE$):IBUF=ADR(IBUF$):OBUF=ADR(OBUF$)
130 OBUFDIM=80:UUDDIM=400:BEEP=150:RETRY=500
140 GOTO 200
149 REM BEEP Subroutine:
150 SOUND 0,85,10,15:FOR I=1 TO 80:NEXT I:SOUND 0,0,0,0:RETURN
199 END
200 ? "Loading uudecode subroutine..."
201 RESTORE 4000:POKADR=UUDADR:MAXADR=POKADR+UUDDIM-1:PRGTOP=UUDADR-1
202 READ X:IF X=255 THEN READ X:IF X=255 THEN 204
203 ? "BAD LOAD FILE FOR UUD":END
204 READ LO1,HI1,LO2,HI2:BYTES=HI2*256+LO2-(HI1*256+LO1)+1:PRGTOP=PRGTOP+BYTES
205 IF BYTES<0 OR BYTES>UUDDIM THEN ? "BYTE COUNT ERROR FOR UUD":END
206 FOR I=1 TO BYTES:READ X:POKE POKADR,X:POKADR=POKADR+1:IF POKADR>MAXADR THEN ? "UUD
STRG OVFLOW!":END
207 NEXT I
208 TRAP 209:READ LO1,HI1,LO2,HI2:BYTES=256*HI2+LO2-(256*HI1+LO1)+1
209 PRGTOP=PRGTOP+BYTES:IF LO1<>224 OR HI1<>2 THEN 206
500 REM COMMAND DISPATCHER
```

```
530 ? :? "INPUT FILE";:INPUT IFILE$:IF LEN(IFILE$)=0 THEN 530
540 ? :? "OUTPUT FILE SPEC OR":? "DEFAULT DEVICE ID";:INPUT OFILE$
550 L=LEN(OFILE$):IF L=0 THEN OFILE$="D1:":? :? "Output to D1: assumed.":?
2000 ? "Beginning uudecode processing..."
2011 IBUF$(1,1)=" ":M=USR(UUDADR,IBUF,OBUF):IF M<>0 THEN ? "Error in initializing
UUDECODE, line 2011; M=";M:? :END
2019 TRAP 2020:CLOSE #1:OPEN #1,4,0,IFILE$:GOTO 2030
2020 ? "INPUT FILE NOT FOUND":GOSUB BEEP:GOTO RETRY
2030 INPUT #1,IBUF$:BYTES=0
2035 L=LEN(IBUF$):IF L>5 THEN L=5
2036 IF L=0 THEN L=1:IBUF$=" "
2040 TRAP 2095:IF IBUF$(1,L)<>"begin" THEN 2030:REM skip header
2042 ? IBUF$:REM Print "begin" line to screen & get OFILE$ if default case.
2043 L=LEN(OFILE$):IF L<=0 OR OFILE$(L)=":" THEN 2046
2044 TRAP 2050:CLOSE #2:OPEN #2,8,0,OFILE$:TRAP 2095:GOTO 40
2046 L=LEN(IBUF$):FOR I=L TO 1 STEP -1
2047 IF IBUF$(I,I)<>" " THEN 2049
2048 OFILE$(4)=IBUF$(I+1,L):GOTO 2044
2049 NEXT I
2050 ? "OUTPUT FILESPEC":INPUT OFILE$:IF LEN(OFILE$)=0 THEN 2050
2052 GOTO 2044
2090 INPUT #1,IBUF$:IF IBUF$(1,3)="end" THEN PRINT IBUF$:GOTO 3000
2095 NERR=PEEK(195):IF NERR=136 THEN PRINT "EOF unexpected!":GOTO 3000
2097 ? "Error Code=";NERR
3000 ? "Done!":CLOSE #1:CLOSE #2:? "Output byte count = ";BYTES:? :?
3010 ? "More files to decode (Y/N)";:INPUT A$:IF A$="Y" OR A$="y" THEN 500
3020 DOS
4000 DATA 255,255,8,6,3,7
4010 DATA 104,240,67,170,56,233
4020 DATA 2,240,14,104,104,202
4030 DATA 208,251,169,254,133,212
4040 DATA 169,255,133,213,96,104
4050 DATA 141,1,6,104,141,0
4060 DATA 6,104,141,3,6,104
4070 DATA 141,2,6,165,6,240
4080 DATA 100,165,134,133,203,165
4090 DATA 135,133,204,173,2,6
4100 DATA 56,229,140,133,208,173
4110 DATA 3,6,229,141,133,209
4120 DATA 162,128,208,2,240,72
4130 DATA 160,0,177,203,201,129
4140 DATA 208,42,160,2,177,203
4150 DATA 56,229,208,208,33,200
4160 DATA 177,203,229,209,208,26
4170 DATA 165,203,141,6,6,165
4180 DATA 204,141,7,6,160,6
4190 DATA 177,203,141,4,6,200
4200 DATA 177,203,141,5,6,24
4210 DATA 144,22,24,165,203,105
4220 DATA 8,133,203,144,2,230
```

```
4230 DATA 204,202,208,192,169,255
4240 DATA 133,212,133,213,96,234
4250 DATA 173,0,6,133,204,173
4260 DATA 1,6,133,205,160,0
4270 DATA 132,213,177,204,56,233
4280 DATA 32,41,63,133,212,208
4290 DATA 24,165,6,240,19,173
4300 DATA 6,6,133,208,173,7
4310 DATA 6,133,209,160,4,169
4320 DATA 0,145,208,200,145,208
4330 DATA 96,165,6,240,43,173
4340 DATA 4,6,56,229,212,173
4350 DATA 5,6,229,213,16,9
4360 DATA 169,255,133,212,133,213
4370 DATA 32,54,185,173,6,6
4380 DATA 133,208,173,7,6,133
4390 DATA 209,169,0,160,5,145
4400 DATA 208,136,165,212,145,208
4410 DATA 230,204,208,2,230,205
4420 DATA 173,2,6,133,206,173
4430 DATA 4,7,108,7,3,6
4440 DATA 133,207,166,212,160,1
4450 DATA 177,204,56,233,32,133
4460 DATA 203,6,203,6,203,136
4470 DATA 177,204,56,233,32,6
4480 DATA 203,42,6,203,42,145
4490 DATA 206,202,240,68,169,0
4500 DATA 133,208,160,2,177,204
4510 DATA 56,233,32,41,63,74
4520 DATA 102,208,74,102,208,5
4530 DATA 203,136,145,206,202,240
4540 DATA 41,160,3,177,204,56
4550 DATA 233,32,41,63,5,208
4560 DATA 136,145,206,202,240,24
4570 DATA 24,165,204,105,4,133
4580 DATA 204,144,2,230,205,24
4590 DATA 165,206,105,3,133,206
4600 DATA 144,162,230,207,176,158
4610 DATA 96,224,2,225,2,0
```

--

UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1545. Re: Help

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-20 22:02:26 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <435@stag.math.lsa.umich.edu>
Source record: 116549

In article <12418@eecae.UUCP> conklin@eecae.UUCP (Terry Conklin) writes:
>
>The Atari ST mouse is identical to the Atari TRUE trackball
>device. We realized this one day when we discovered we could

Hate to disagree with you, Terry, but it ain't so. I bought an Atari trackball for my ST. (Hate the little mouse. The buttons feel awful, and the plastic nubs on the bottom of the mouse scratch the hell out of tabletops...) In true trackball mode, without any modification, the trackball would only move the cursor in the -X and -Y directions. I.e., after rolling the ball every which way for a few turns, the cursor vanished somewhere in the upper left corner of the display.

Granted, it's a really simple mod to make it work perfectly on an ST. But it's not identical, right out of the box.

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

1546. KERMIT.DOC - #9 of 10 in Get Going With Kermit

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-20 22:52:58 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4431@bsu-cs.UUCP>
Source record: 116550

Neither last nor least, here is the doc file for Kermit65. It should work exactly as described regardless of which version or handler you are using.

----CUT HERE AND PRINT----------

Kermit-65 Manual and bug list Page 1

Kermit-65 for Atari 800s

By John Dunning. Bug reports to me (JRD@Symbolics.COM) via Arpanet. Other net users will have to find some way of getting mail to Arpanet, then use the above address.

Kermit-65 is a port of the kermit-65 available for Commodore frobs. It runs on 48K Atari 800 family machines. Current version (second release) is 3.3.

Capabilities:

File transfer, text and binary:

Without going into excruciating detail here, Kermit-65 is a fairly complete implementation of a user side, using the KERMIT protocol. It's been tested against Kermit-11 under RSX, and C-Kermit under VMS and Un*x, and seems to work fine. For a description of what the KERMIT file protocol is all about, and something about how the it works, see the 'Kermit protocol' section at the end of this document.

Terminal emulation:

Glass tty, Vt52, or Vt100. Supports 3 flavors of screen configuration; Atari standard screen, 80-column pannable (40-column visible) like VTERM, and 80-column graphics, like V10SQR. Terminal emulation modes may be used in any combination with screen configurations, though some combinations won't work real well; for instance trying to do full-screen Vt100-style editting when using the Atari screen is a good way to lose.

Local file management:

Kermit-65 includes Directory, Erase, and Rename commands, allowing the user to do most kinds of maintainance operations without leaving the program. It also allows you set set the default drive to any value 1 thru 8, so you're not stuck using a single drive for everything.

Typing at Kermit-65:

The command processor accepts command lines, consisting of a keyword, optionally some more keywords, and optional values. Things in command lines are delimited by spaces, and terminated by <CR>. At any time, you may type '?' to get a list of valid completions for the word you're typing. You need not type keywords completely; however much uniquely identifies the word you want is enough. At any time, <ESC> will attempt to complete what you've

typed so far. Note that if you've typed a word, but haven't hit a <space> or <ESC> yet, so that the cursor's at the end of the word, '?' will tell you that there's only the one possibility. Hit a space, then '?', for a list of possibilities for the next word. Some commands are 'defaults' in the sense that if you type something non-unique, and hit escape, and one of the possibilities is a 'default', it will win over the other possibilities. One example of this is 'Send'.
Example: The following illustrates a typical interaction between you, the user, and Kermit-65. The stuff that Kermit types (prompts, echos of partial commands, and help) is on the left, stuff typed by the user is in the middle, and commentary is on the right.

Kermit types:	You type:	Comments:
"Kermit-65>"		Kermit prompts.
"s?"		User starts typing a command starting with "s", then hits "?" for help.
"Keyword, one of the following: Kermit prints possible set show for "s"... send Kermit-65>s"		and reprompts, with the partial command.
"et?"		User finishes the "set" command, and asks for help again.
"Keyword, one of the following: Kermit prints the (one) set possible completion. Kermit-65>set"		
" ?"		User hits a space, then asks for help again.
"Keyword, one of the following:" (various subcommands of 'set' here)		Kermit prints possible completions for words that can follow "set"

Kermit-65 commands:

Bye
Tells the kermit on the other side to log out, and exits Kermit-65.

Finish
Tells the kermit on the other side to exit server mode, but stay logged in.

Connect
Puts Kermit-65 in terminal mode, using whatever parameters are currently set for Terminal and Screen configuration. See 'Set Terminal' and 'Set screen' for more details.

Quit
Exit from Kermit-65 back to Atari DOS.

Exit
Same as Quit.

Get
<file spec>
Ask the kermit on the other side to send the named file, using whatever file and protocol parameters are currently in effect. See 'Set' for more details. Note that <file spec> may be wildcarded; assuming the serving kermit allows that. In that case the serving kermit may send several files; Kermit-65 will try to receive all of them.

Send
<file spec>
Send the named file to the kermit on the other side. If the file spec is wildcarded (using DOS FMS wildcard rules) all matching files are sent. In the latter case, the Kermit on the other side should be in Server mode, so that it can deal with a whole sequence of incoming files.

Receive
<file name>
Attempt to receive into the named file. Assumes the other kermit is already trying to send it. If no file name is given, Kermit-65 will attempt to get the name from the file-header information coming from the other side. This is the command to use after telling the other kermit "Send <something>".

Set
Baud

(50..9600)
Sets baud rate on the comm port to the supplied value.

Parity
Even, Odd, Mark, Space, None
Sets specified parity for the comm port. See the Atari 850 man for more details on the behaviour of the various parity options.

Word-size
Seven, Eight
Set frame size used for comm port. The default is eight-bit. The preferred value for this depends on what the parameters of the serial line are set to on the other side. In my experience, older systems will tend to use seven-bit configurations, more modern ones will tend to use eight-bits. If you're not sure, it usually works to use eight-bit.

Default-disk
<1..8>
Sets the default disk for all file operations. Legal values are 1 to 8, inclusive.

Rs232-registers
<16-bit hex number>
Directly sets some of the the values used when configuring the serial port. Specifically, the high byte is used as the AUX1 parameter for the XIO 38 (configure translation and parity) and the low byte is used as the AUX1 parameter for the XIO 36 (configure baud rate and word size). This allows settings to be used that aren't covered by the supplied keywords in Baud, Parity, and Word-size.

Debugging
Off, Terse, Verbose
Turns on/off various debug msgs strewn around in the code.

Eight-bit-quoting
On, Off
Turns on/off eight-bit mode quoting in the kermit protocol. The default is off.

File-warning
On, Off
When this mode is on, Kermit-65 will refuse to overwrite files when receiving. When it attempts to receive a file that's already present, it will alter the filename of the incoming file so as not to

overwrite the old version. The algorithm for altering the filename is to replace the extension field of the name with a 2 digit hex number, and retry. If the file still exists, the number is incremented. This repeats until a free name is found, or the extension reaches "FF", at which time the receive is aborted. (I think it's never possible to get that far anyway, as you can't put 256 files on one of these disks)

File-type
Atascii
This is a standard atari text file, and is the default mode. End of line is signalled by the ATEOL character ($9B). When sending, other ATASCII characters are translated to their ASCII equivalents, ie ATTAB ($7F) -> Tab ($09), ATRUB ($7E) -> Rubout ($7F). The file header info generated indicates that a text file is being sent. Receiving one does the opposite transformation.

Ascii
Files are sent/received as ordinary ascii-text. Line terminators are assumed to be CR ($0D) followed by LF ($0A), and are handled in the usual kermit fashion. No translation of data happens. This mode isn't the right thing for regular old text files, but is useful for sending around files that are output in plain ascii from various utilities. For example, I have a word processor program which produces formatted output files in ascii, intended to be dumped directly to a printer. This mode gets them over to my pdp-11's print spooler.

Binary
Data is sent in kermit binary form, no line terminators etc.

Flow-control
On, Off
Turns ^S^Q flow control on/off for the incoming line. See 'Com port handling', below, for more details.

Ibm-mode
On, Off
Turns on/off 'IBM mode'. This is apparently a standard thing in kermit implementations, made necessary by the wierditudes designed into the blue equipment. This code has been left as is, so it's got some chance of working, but has not been tested.

Local-echo
On, Off
Controls echo mode in terminal emulator. Default is off.

Send
End-of-line, Padding, Timeout, Pad-char, Quote-char, Eight-bit-quote, Packet-length
Sets one of the listed parameters for the transmitting side of the kermit protocol. Padding, timeout (seconds), and packet-length are in decimal, the others (character codes) are in hex. This command is primarily used when talking to a kermit that can't or won't use the standard set of protocol characters for beginning-of-frame, end-of-frame, etc. As such, it's not generally useful, at least I've never seen a kermit that required it. There are things that might come in handy, though. For instance, if you've got an exceptionally dirty phone connection, you might want to set the frame size down from the default of 94. In that case, you might say "Set Send Frame-size 30". Note that Send parameters can be reset by the other Kermit sending one of the kinds of packets that request certain values, so you may have to tell him directly, to get the effect you want.

Receive
All parameters settable same as 'Send'

Screen-driver
Atari
The standard 24x40 Atari screen driver. This mode does its output to the internal E: device. This isn't very useful for complicated things, but is supplied in case kermit's running someplace where there's not enough memory to do anything better. (Besides, I had to have all the code for it lying aound for other reasons, so why not?)

40-column
A 24x80 screen, using the character CTIA mode. Since that mode only allows 40 visible columns, the screen is pannable left to right, allowing any 40-column chunk to be displayed. The terminal code will attempt to keep the cursor visible by panning around while output is happening. You can also pan manually using the Start and Select keys. In this mode, reverse- video output works, but none of the other highlighting types.

80-column
A 24x80 screen, using the hi-res (320 bits/raster)
graphics CTIA mode. In this mode, both reverse video
and underlining are supported. This is the default
setting for screen mode.

Terminal-emulation
Vt100, Vt52, None
Sets the terminal emulation mode to the specified va-
lue. The default is Vt100.

Show
any of the same keywords as 'Set', or 'All'
Display the value(s) of the specified thing(s). 'All'
displays the values of everything in sight.

Status
Dump various goodies about the last file transfer; characters
in, out, naks, timeouts etc.

Directory [<filespec>]
Display a directory list from the default drive. <filespec>
is optional, if omitted, it defaults to "*.*".

Rename <from-filespec> <to-filespec>
Does a rename operation on files on the default drive. Either
filespec may be wildcarded, in which case the rename operation
happens according to the rules described in the ATARI OS FMS
documentation.

Erase <filespec>
Erases files on the default drive. Filespec may be wild-
carded, in which case the erase operation happens according to
the rules described in the ATARI OS FMS documentation.

Save
Dump Kermit-65 parameters such as screen settings, send/re-
ceive parameters, etc to an init file "KERMIT.INI" on the
default disk.

Restore
Read parameters from "KERMIT.INI" back into the running
Kermit-65.

Help
Gives a summary of the above command list.

Other interesting things about terminal modes:

Depending on what terminal you're using, there are several things
which may be of interest. In 40 or 80 column modes, there's a
status line under the 24 data lines. It displays what special
keys are active, and the status of the comm port. In 40 column

mode, Start pans the screen right, and Select pans left. In both
40 and 80 col modes, Option is used to get the kermit's attention.
In Atari mode, c-Y is used instead.
Once you have kermit's attention, it wants a character; one of:

C Break the connection
B Send a break (approx 1/4 sec)
S Display status

Function keys:

Kermit-65 can generate function key sequences ala VT100. The cur-
rent function key bindings are as follows: (c-sh- means
control-shift...)
c-sh-0..c-sh-9 keypad 0 thru 9
c-sh-. keypad dot
c-sh-backspace keypad minus
c-sh-, keypad comma
c-sh-return Enter
c-sh-q..c-sh-r PF1..PF4
c-sh-- Up arrow
c-sh-= Down arrow
c-sh-< Left arrow
c-sh-> Right arrow

Other key bindings for things not on the Atari keyboard:
sh-< { (left brace)
sh-> } (right brace)
sh-backspace ~ (tilde)
c-sh-backspace, or c-7 ` (backquote)

These key bindings aren't quite what I had in mind, but the OS rom
won't let me get at all the control-shift keypresses, so they'll
have to do for now. I encourage any feedback about how these
feel. I've been using them for a while now, and they don't seem
as bad as I expected. In particular, they work passably well when
using EDT (I'm typing this document with it), which I think is an
indication that they're useable, as it's a real keypad hog.

Other special keys:

The Atari key (/|\ on 800 vintage dinosaurs like mine, |/| on
newer 800XL vintage equipment) behaves in a special fashion when
using Kermit-65. It toggles a flag that causes input from the
comm port to be held up, rather than processed as soon as possi-
ble. This is useful for causing the screen to hold up temporarily
when in terminal mode. If flow control is enabled, it behaves in
the expected fashion; it'll tell the other side to shut up until
you press the Atari key again, to let pending input be processed
again.

The status line:

When in 40-column or 80-column terminal modes, there's a 25th line below the usual 24 lines of terminal screen. This is the status line. It will look something like this:

K65: Option + o v Rs ok

There are several interesting things displayed here: At the left side, after "K65", is a list of which special keys (option, select, start) are active at the moment. If you press Option, this will change to a prompt for the special characters that can follow Option. In column 22 ('+', above) will appear '+' or '-', or space. This indicator shows you the state of the flow-control logic; + means incoming traffic is enabled, - means it's disabled. Note that it when flow-control is turned on (see commands, above) this flag will toggle back and forth between + and - as the flow-control logic does its thing. If flow-control is turned off, it will just sit on + all the time. Column 24 ('o' above) will contain a blot if comm-port reading is suspended, space otherwise. In column 26, ('v') above, is the caps lock indicator. It will display an up-arrow if caps are locked, or a down-arrow if not. In column 32 is a message describing the last known state of the comm port.

Com port handling:

In its current configuration, Kermit-65 expects to talk thru an Atari 850. In principal, that ought not to be a restriction, but I (JRD) only have an 850 to test with, and don't know what requirements there are for other devices. I've tried to be scrupulous about sticking to the documented interfaces to things, however, so I'd expect any driver that adheres to the spec to work.

The port's opened and closed a lot; you'll hear it, as I've left the 'noisy bus' option turned on. It uses page 6 ($600) as an IO buffer. Since that's only 256 bytes, there's the possibility of overruns at high baud rates. When flow-control's on, Kermit will attempt to shut off the other side when it sees more than 50 bytes pending; it will turn it back on when there's less than 10.

As of this writing, Kermit-65 has been out in the field for a while, and seems to work ok with things other than 850s. One word of caution; I've gotten some feedback to the effect that the default timeout values I chose are too short for reliable operation at low baud rates. I've decided not to change the defaults, as you can easily change them in your KERMIT.INI file, and because most folks seem to have access to 1200 bps modems and things these days. However, if you're running at 300 bps and seeing reliability problems, try pushing the timeouts up to say 15 sec or so.

Other ramblings:

Version 3.3 loads at $2D20, and uses up thru about $B000. That means it'll only run on 48K machines. It appears to run fine on XL and XE equipment, but most of my testing has been on an 800, so there may be some problems. BTW, that load address was chosen because the latest version of DOS XL for Indus GT's uses up thru $2D14 when it's configured for two drives, and the 850 driver is loaded. Older versions of DOS XL take up less memory, as does DOS. I don't know what the requirements are for things like Spartados. If anyone comes up with a conflict, let me know, and I'll assemble you a version that's org'ed somewhere else.

On XLs and XEs, kermit-65 will require that the machine be booted with BASIC disabled, as it's not yet bright enough to detect that that's where it is and map out the cart. (if anyone knows how to do that, and feels like saving me some work...) Kermit-65 is available in 'bare' form, or with an autoloader for the 850 driver prepended to it. The bare version requires that you load whatever rs232 driver you're going to use first, then run kermit. The autoloader equipped version does that for you.

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For those of you who have YAU (posted separately) the byte count and checksum values for KERMIT.COM and KERMITNR.COM respectively are 24622, #x5F17; and 24408, #x1560.

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Credits

I blew it when distributing the first version of this document, and forgot to include this section. Mea culpa.

Many thanks to my beta testers, in particular Marshall Abrams, for his patience in dealing with initial versions of this thing, and for aid in making this document clearer. Thanks also to John Sangster for helping nail down my obscure terminal emulator bugs, and miscellaneous kibutzing. (Sorry John, I still haven't gotten in the key defining util. Maybe next version).

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Bugs and misfeatures:

There's no way to set the comm port to other than R1:. Does anyone care?

The help processor doesn't deal properly with upper-case, and thinks there are no completions.

Vt100 mode is missing still missing insert/delete character.

Blinking fields, bright fields, double-high, double-wide, and 132-col mode are not supported. (Reverse vid and underline are)

There's currently no way to set the screen colors.

It's possible to confuse yourself by hitting c-1 in terminal mode, as my screen drivers ignore it, but Atari's doesn't. You're fine until you break the connection, then everything appears to wedge up.

Flow control for the incoming side of the connection isn't implemented. This can cause problems when trying to send at high baud rates to a host that's got a stupid serial driver, or a small typeahead buffer.

The part of the command parser that deals with pathnames is completely bankrupt (that's what I get for using old code), and doesn't work properly unless it's told that a null pathname is legal. The result of all this is that when entering pathnames and asking for help before entering any data, it will tell you "input file spec or confirm with <cr>". Pay no attention to the man behind the curtain; you really do have to put a pathname in there for anything to happen.

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Bugs fixed for v 3.1

Save and Restore now actually do something, instead of being effectively no-ops.

Rename and Erase commands are now implemented. This means that virtually all file operations one cares about (while up/downloading) can be done without leaving Kermit.

File-warning mode has been fixed so that it really does something useful, instead of just bitching about the file conflict.

The pathname parsing substrate has been installed, so that defaulting and merging can be done in a reasonable fashion, instead of by ad hoc kludgery.

The screen hacking code has been cleaned up a good bit, so as not to be continually clearing the screen when doing transfers.

Logging code has been added to tell the user what files are being sent and received.

Status and help commands in terminal mode are now working.

The directory command now takes an optional filespec parameter.

Bugs fixed for v 3.2

Binary mode now works again. (Sheesh!)

Rename and Erase routines now make sure the comm port's closed before attempting to hack the disk.

The user interface has been cleaned up some; all numeric values other than character codes and some debugging info is now displayed and entered in decimal, rather than hex.

Bugs fixed for v 3.3

Fixed a dumb bug in terminal code that caused graphics mode to be entered at unexpected times.

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Fixed file reading code so as not to get confused and generate an extra byte when running under non-standard things like SpartaDos.

Cleaned up Directory code; using new pathname-mapping substrate.

Added support for wildcarded pathnames in Send code.

Fixed packet-dumping debug code to not mask off top bit of char, and quote everything to keep from interpreting screen hacking chars.

Fixed init code to look for an init file on D1, and read it if found.

Fixed flow control code so as not to wedge up unexpectedly.

Re-enabled the suspend-input capability, using the Atari (/|\) key.

Break (Option-B) in terminal mode has been fixed.

Cleaned up the font used in 80-col mode.

Removed Speedscript file type, as Speedscript apparently just uses plain vanilla text files. Changed default file type to Atascii.

Added caps lock functionality, similar to standard Atari kbd driver.

Fixed a bug in terminal mode that was trashing the stack.

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The Kermit Protocol

The following a brief description of the Kermit file protocol, excerpted from one of the many documents kicking around. If you already know what it is, or don't care, skip this section.

The Kermit protocol allows many (if not most) types of computer systems to effect, at minimum, error free file transfer with other systems and microcomputers over asynchronous lines.

Introduction

With the widespread use of personal computers the need for file exchange between systems has become of foremost concern among

users and managers alike. There are many commercial products available which meet this need, some of which may offer more advanced functions such as transparent record oriented file access. Networks that do this, such as DECnet, can be expensive, and if your computer or microcomputer is not on the network your needs won't be met. Transfer of files with removable disks can work, but generally only when the computers are of the same type, it's not very useful when the systems are removed in location. Rarely will a larger mini or supermini be able to read a microcomputer's disk.

A more realistic approach, from both cost and convenience, is to find a way to use ordinary telecommunications and/or in-house PBX systems to connect computers and microcomputers together. If a local connection using a PBX or front end switch is not available, there is always dialup access with standard 103/212 modems. Data can be transferred with very simple methods, such as TYPING a file on one system and capturing it on the other system, but this gives no protection from noise and overrun of data. It is not very user friendly either. What is really needed is a protocol to accomplish file transfer reliably and efficiently.

The first obvious use of any program or protocol designed to accomplish file transfer is to be able to provide the ability to support file uploads and downloads from minis and superminis such as the VAX and PDP-11 to remote personal computers, such as the Atari 800. It should also be widely available for many different micros and mainframes. File transfer from micro to micro, as well as from a larger central host, should be possible. The command interface should be easy to learn, and require no intervention from a central site operator or other user. The many implementations of Kermit follow these lines, and all versions allow some form of transfer in either direction. More advanced versions,

such as those found on the PDP-11, DEC10/20 and VAX, offer what is known as server operation, which allow the remote (connected) Kermit system to completely control the file exchanges from their system. Since as of this writing (October 9, 1985) there are available over 160 versions of Kermit available for numerous micro, mini and mainframe configurations, Kermit addresses this need quite well.

While the primary use of Kermit will likely be to support file transfer from microcomputer to mini/supermini and mainframe connections, there are many uses for Kermit for connections from mini to mini and so on.

The Kermit protocol

The Kermit protocol is designed to operate over normal asynchronous terminal lines. All data and commands are transferred with a packet oriented protocol, basically consisting of a start of packet character (normally SOH), followed by length, control, data and checksum fields. Communication is half duplex, in that for every packet sent, the sender must wait for either an acknowledgement packet (ACK) or a negative acknowledgement packet (NAK). Transmission is in ascii, with no requirements for the transmission of eight bit characters or control characters other than control-A for marking the start of a packet. All 'control' characters imbedded in the data are prefixed to convert them to printable characters, the same applying to eight bit characters if required by the characteristics of the line. Since there are many different implementations of Kermit, the protocol provides a mechanism by which the capabilities of two connected Kermits can be negotiated to allow for differences in the level of protocol support. Examples of protocol features that not all Kermits understand include data compression and transfer of file attributes.

The packet format is

```
+------+-----+-----+------+---------------+-------+
| MARK | LEN | SEQ | TYPE | DATA... | CHECK |
+------+-----+-----+------+---------------+-------+
```

where all fields consist of ASCII characters, and the char function converts a number in the range 0-94 (10) to a printable ASCII character by adding 32 (10). The MARK, LEN, SEQ and TYPE fields are one byte, the DATA field is variable in size, and the CHECK field is one to three bytes in size.
The MARK (normally control A) signifies the start of a packet. The length field tells how long the rest of the packet is. The SEQ field is used to insure synchronization used to detect lost or

duplicate packets. The SEQ number wraps around every 64 packets due to the need to encode it as a printable ascii character in the range 32 (10) to 126 (10). The TYPE field specifies whether the packet is a DATA or CONTROL packet. The DATA section is used for the actual transfer of data or informative messages from a Kermit server, this field can be up to 90 characters in length. Any character whose low seven bits fall in the range of 0 to 37 (8), ie, char and 177 (8) is less than 40 (8), will have the value 100 (8) exclusive or'ed (xor'ed) with itself and be prefixed by a shift character, '#'. Other shift characters may be use for eight bit characters if the line characteristics require such. Data compression may also occur in the data field, this is done with yet another shift code and byte count sequence. The CHECK field is a checksum, either a one character, two character or three character CRC check; the sender computes it and the receiver must compute it and compare. A checksum mismatch will result in the receiver sending a NAK packet (negative acknowledgment) which di-

rects the sender to resend the NAK'ed packet. The packet may be following by a terminator (likely an ascii 13). This terminator is NOT part of the protocol and is sent only to tell the receiver that a 'line' is present. Not all Kermit implementations require this; all Kermits will discard data outside of a packet in any event.

Error detection and recovery is by checksum, as noted, and by packet read timeouts. If the packet should be corrupted the checksum will be incorrect, the receiver will NAK the packet. If an expected packet never arrives within the timeout period, or if the received packet is not the expected one (as determined by the SEQ field) the packet will also be NAK'ed. There are limits as to how many times an expected packet will be NAK'ed without aborting the current operation.

Packet types

D Data
Y Acknowledgement (ACK), test may be in DATA field
N Negative Acknowledgement (NAK)
S Send initiate (Send-Init)
R Receive Initiate
B Break (EOT, end of transmission)
F File name header
Z End of file (EOF, end of current file)
E Error packet, text may be present in DATA field
G Generic SERVER command. The first character in the data field will be a command to a server, arguments may follow that character.
I Login, user and password follow in data field
C CWD, change working or default directory.

L Bye, Logout server
F Finish, Exit server, but do not log out
E Erase, delete files on server system
D Directory query
U Disk space usage query
T Type a file onto local kermit
R Rename file(s) on server system
K Copy file(s) on server system
W Who's logged in, as in sho sys, sy/s, dev tt
M Send a terminal message to a user
H Help, the server responds with commands it can do
Q Server status query
P Program, run a program
J Journal
V Variable, alter a Kermit setting

C Execute host command. The host command follows in
the data field.

Note that some of the generic server commands, as well as the C packet, may not be feasible for a given environment. For instance, the REMOTE LOGIN command, which sends the generic I command to the server, can only be done under systems that allow you to dial up and start a Kermit without logging in; the generic U command (disk space) is meaningless under some systems (like RSX) unless one wants the free space on the entire volume. No Kermit server will abort on receiving a packet it can't execute, it will simply send an error packet with an informative message saying it can't process the requested function.

An example of a Kermit-65 kermit telling a PRO Kermit-11 server to expect a file follows. The Kermit-65 command was "Send foo.txt"

(0)Atari sends: * S~# @-#Y(
(0)Pro sends: 0 Y~* @-#Y1~* ~T
(1)Atari sends: *!FFOO.TXTE
(1)Pro sends: #!Y?
(2)Atari sends: S"DThis is a test file#M#J
containing two lines.#M#JU
(2)Pro sends: #"Y@
(3)Atari sends: ##ZB
(3)Pro sends: ##YA
(4)Atari sends: #$B+
(4)Pro sends: #$YB

In packet zero, the Kermits exchanged information regarding their capabilities. The Atari sent an 'S' packet with the data for its

maximum packet length, default time out, number of pad characters to follow a packet (none, hence the space), use a null for padding, end of line terminator (a CR + 32), the prefix character for control characters, and a 'YES' to say the it can prefix eight bit characters with the default. It doesn't send any of the extension fields, like indicators for multi-byte CRCs, file header info etc. In packet 1, the Atari sends the filename the Pro should use for the file it creates. The Pro then sends the acknowledgement. In packet three, the Atari sends the first (and only for this file) packet of data. Note that the sequence #M#J is a carriage return/line feed sequence with 100 (8) xored into each character. The '#' character informs the other Kermit that it must xor the next character with 100 (8). In packet three the Atari sends an EOF packet, the Pro acks it. In packet four, the Atari sends a break packet which tell the Pro that no more files (of a possibly wildcard group) are coming and the Pro Kermit acks the break packet. The Pro kermit then enters the server idle state. More specific information regarding Kermit packets and state transitions can be found in the references listed at the end of the

article.

Future directions

With the advent of packet switched networks and satellite communications the Kermit protocol will likely be extended to increase efficiency over such links. The main problem is the half duplex nature of Kermit, the packet acknowledgements can take up to several seconds in transit thus drastically reducing the throughput. There are several possibilities under discussion and a standard should be appearing shortly.

Summary

With the knowledge that there are Kermit implementations for most personal computers in use it becomes apparent that the Kermit standard is well worth looking in to.

(End of protocol description)

For more documentation on what Kermit protocol is all about, see the extensive doc available from the Kermit folks at CU20B.ARPA.

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References:
Kermit: A File-transfer Protocol for Universities
Frank da Cruz and Bill Catchings
BYTE Magazine, June/July 1984

The Kermit Protocol Manual, version 5
Frank da Cruz April 1984
Columbia University Center for Computing Activities

Information on obtaining Kermit:

KERMIT Distribution
Columbia University Center for Computing Activities
7th Floor, Watson Laboratory
612 West 115th Street
New York, N.Y. 10025

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1547. SMARTT.DOC - #10 of 10 in Get Going With Kermit

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-20 22:54:58 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4432@bsu-cs.UUCP>
Source record: 116551

Some of the sharper-eyed of you may have noticed that I posted a list of 9 files, and have since been posting other files as "#xxx of 10" rather than "...of 9". Well, I forgot I had a doc file for the Smart T: handler posted just a few messages ago!

Here's the doc for that handler.

----CUT HERE and PRINT----------

SMARTT.COM - by Joe Hitchens July 86

(This version compiled at $2400, which seems to work with K65 Kermit/VT100 emulator)

SMARTT is a smart-modem emulating handler for the Atari 1030 modem.

Its commands may seem awkward, compared to the handlers for the Atari modems. But bear in mind it is pretending to be a hardware box outside your computer. If you have actually used a smart-modem these commands will be familiar.

Most programs expecting the 850 or similar device handlers should work with this handler. For serial I/O do close R: and reopen R: when finished like the 850.

The first time your program tries to open R:, you should see the SMARTT: prompt. At other times, it may be necessary to hit the "+" key 3 times quickly to raise the prompt. When at the SMARTT: prompt, the following Hayes smart-modem commands are accepted.

SMART T command summary:

atdt - pulse dial a number, for example ATDT7296046<return> dials and connects to NCAUG.

atdp - pulse dial, like atdt is tone dial.

ato - if you are at the SMARTT: prompt but you just want to go back online, get connected by saying ATO

atb - send a .5 second break signal

ata - put modem into Answer mode, to pick up the phone

ath - hang up the phone

atf - set full/half duplex toggle

That is the limited set of smartmodem commands supported by SMARTT. In practice, SMARTT does not seem to work with some programs. However, it does work with some R: telecom programs when R.BIN doesn't.
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1548. Re: Sheet Feeder for Citizen MSP 15, 15E, or 25 For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-21 02:19:22 UTC
From: polsen@luna.UUCP
Message-ID: <204@luna.UUCP>
Source record: 116552

Sheet Feeder for Citizen MSP 15, 15E, or 25 For Sale

It's brand new in the box. I believe that it fits all of the above
models even though the box is labeled MSP15. I use an MSP10 so I
cannot use it myself. It's a long story.
I only need $75 (or a brand new sheet feeder for a MSP10).

Paul work 213-606-1190
evenings 213-973-5154

1549. Re: Re: Graphics Environments for 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-21 12:48:15 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3659@ihlpe.ATT.COM>
Source record: 116553

```
>
> Yes, the DataQue 816 is the 65816 chip and that chip is used in the Apple
> IIgs. It is an excellent chip and the developers package includes MAC/65
> macros to allow use of the new commands.

Has anyone sent for and actually received any additional information on
the DataQue product? If so, please post it to the net.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes
```

1550. Re: Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-21 12:58:57 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3660@ihlpe.ATT.COM>
Source record: 116554

```
>
[much deleted info]
>
> Au contraire; it seems rather likely that he could get it to RECORD data, and
> that PLAYING BACK data is at worst still "up in the air." I'd say he still
> has a shot at it.
>
I have kept out of this discussion basicly because I am lazy. I know I have
a circuit somewhere that shows how to make just such an interface. Lazy is
one reason but unnecessary in another reason. I have seen NEW Atari cassette
devices for about $25 and I'm sure you could pick up an used one for a lot
less. However, one company used to sell such an interface for about $40
(which is way too high even if you could find one) to use with a regular
tape recorder/player. I say don't bother, but a used Atari.
>
> And if he succeeds and tells us how he did it, ya know what I'm gonna do? I'm
> gonna develop some really cool software here at home, at leisure, then save
> it to cassette as a casette-bootable binary, make a special adapter for my
> Walkman to connect to the Atari SIO port, take the whole shootin' match to
> the local department store's Atari XEGS display area, and quickly upload a
> sharp-looking showoff demo! They won't know where the heck it came from,
> unless I specifically tell 'em. Hehehe.
>
This is the first practical use I have heard for the above mentioned
interface. A real stroke of genius! Good luck Chris.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes
```

1551. 8-bit for sala

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-21 14:46:19 UTC
From: 871110j@aucs.UUCP
Message-ID: <1321@aucs.UUCP>
Source record: 116455
Cross-posted to: comp.sys.atari.8bit,misc.forsale

Priced to sell quickly!

Hi all! I have the following items I'd like to sell:
(all prices are in CDN dollars)

- 65XE (less than a year old) $100
- 800XL $100
- 1050 disk drive $150
- Epson Homewriter 10 printer (hardly used) $200
- Magnasonic 14" colour TV (less than a year old) $200

Atariwriter plus
MAC/65 cartridge
disk games
cartridge games

If you would like to have a PACKAGE DEAL, I will sell either keyboard, disk drive, printer, TV and Atariwriter for $500.

1552. Mail Order for Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-21 15:36:08 UTC
From: cwm@mirkwood.LBP.HARRIS.COM
Message-ID: <6341@galbp.LBP.HARRIS.COM>
Source record: 116456

I dug up my old Atari 800 a couple weeks ago and got interested in finding a modem and disk drive for it. I was wondering if anyone knows a good / cheap mail order house that I can call to get some of this stuff? If so, I'd appreciate it if you could either post or email me some info. Thanks.

Tripp.

1553. Wanted Old Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-21 21:44:25 UTC
From: besc@druco.ATT.COM
Message-ID: <3261@druco.ATT.COM>
Source record: 116457

I would like to purchase an Atari 800. Does anyone know of
a place which is still selling these. If so could you post
address and/or phone number. Also any other information
you might have. The reason I would like to have one of these
is because they are on of the only computers with 4 joystick
ports and I am addicted to the 4-person game of M.U.L.E.
Thanks in advance for your information.

Bruce E. Shaver
AT&T Bell Labs
Denver, CO 80234
druco!besc

1554. help

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-21 22:12:00 UTC
From: RIPR@rsre.mod.UK
Message-ID: <21.OCT.1988.15
Source record: 116458

```
help
info
ripr%rsre.mod.uk@relay.mod.uk
```

1555. Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-21 23:51:12 UTC
From: hans@umd5.umd.edu
Message-ID: <4162@umd5.umd.edu>
Source record: 116459

There have been some confusing ideas thrown about lately regarding cassette interfaces, so I would like to clear some of this up. (Of course, I don't know why anybody should believe my version over anybody else's!)

Atari cassette recorders are dumb. I have seen the inside of one myself, and there is almost nothing in them. Also I understand that the 1010 is no better than the 810, just repackaged.

Data is recorded serially (obviously), I believe at 600 baud. For recording the computer generates the tones (for two tone, of FSK recording mode), and the cassette drive simply records the audio signal. For playback the cassette drive converts the tone to a logic level, which is fed back to the computer. The circuit is primitive, nothing so fancy as a PLL. But you do need stuff beyond what a tape recorder will give you.

The early issues of Antic had a column just on stuff such as this. I would encourage to try to find some, they make interesting reading.

1556. AARGH! Keyboard problems!

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-22 01:21:48 UTC
From: jsf@psueclb.BITNET
Message-ID: <1300@PSUECLB>
Source record: 116460

The keyboard on my Atari 130 XE is shot. Took it apart to figure out why, and it turned out one of the little 'lines' on that plastic sheet inside the keyboard was broken (partially). Well we rubbed over it a few times with a big fat soft pencil and it worked! well, temporarily. After a while it stopped working again, so we tried various other remedies, none of which has helped any.

So the question is:

Where can I get one of those plastic sheets that goes inside the keyboard and looks like a pc board? Or, just as useful, where can I get a (cheap) keyboard that will fit in the case and is connector-compatible? The general deisgn of that keyboard is very flimsy, so i'd prefer a REAL type.

Please reply via e-mail if at all possible since I don't read this group regularly.

Thanks in advance,
John Faber

jsf@ecl.psu.edu (internet)
jsf@psuecl.bitnet (bitnet)
jsf%psuecl.bitnet%psuvax1.uucp

1557. Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-22 03:42:29 UTC
From: BobR@cup.portal.com
Message-ID: <10327@cup.portal.com>
Source record: 116461

Just to add to the discussion of how the cassette drive (C:) works on the 8-bit Atari...

As Chris Chiesa indicated, the cassette device is a "special case", and does not operate as a normal SIO device. The POKEY chip translates the logic data into "two tone" audio (much like a modem does), then sends it to the cassette, which records it as regular audio. Reading data is the re

1558. Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-22 03:58:32 UTC
From: BobR@cup.portal.com
Message-ID: <10329@cup.portal.com>
Source record: 116462

Oops... sorry about that... "macro fingers" hit "done" rather than "edit"..!

Just to add to the discussion of how the cassette drive (C:) works on the 8-bit Atari...

As Chris Chiesa indicated, the cassette device is a "special case", and does not operate as a normal SIO device. The POKEY chip translates the logic data into "two tone" audio (much like a modem does), then sends it to the cassette, which records it as regular audio. Reading data is the reverse process, with the audio "two tone" signal being translated back into logic data. Addressing the C: device with a LOAD "C:" or SAVE "C:" is what puts this method into action.

A normal audio cassette recorder *will* work, but not very well. The problem is that most audio recorders have too *good* a frequency response, and are designed to work with sine waves... the Atari data recorder has circuitry to clip the audio, square it off, and restrict the frequency response to the narrow range of tones coming from the computer. Thus, using a Walkman *may* work, but not as well as a 410/1010... I used to sell Atari software and experimented for a time with multiple recorder set-ups to do mass duplication, and the results were never very satisfactory with audio recorders... (but what the heck... give it a try..!)

In answer to the original request for information about obtaining an Atari cassette recorder, there is a company called B&C ComputerVisions which advertises in the Atari magazines, I see their ad in the November '88 ANTIC magazine. They used to list the cassette drive very cheaply, and may still have them. Other ads in the magazines may be worth calling too...

BobR

1559. errors, trouble, help, advice

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-22 04:32:14 UTC
From: sdy@amon-re.cs.odu.edu
Message-ID: <6485@xanth.cs.odu.edu>
Source record: 116463

Now that I have spent the last four hours working on this, I feel that I should at least pass along some of what I encountered.

I need kermit... I need at GOOD TERMINAL PROGRAM that will emulate a smart terminal AND also go 2400 baud... and I know that is asking a lot for an atari.

Ok, I saved the uudecoder in basic and the binary one. Then I saved the kermitnr because I have a Rverter and that would be the appropriate one.

Next, I ran emacs on those files and removem the extra pre and post lines. Then, I trapped the text to my atari using express 850. WRONG! 850 doesn't get the DIAMONDS (the reverse single quote....) and so UUdeCODE.BAS went nuts. I found that error and called the system again... this time I did a XMODEM transfer of the edited files.... now the files had control-m control-j for EOLNs... and that is another problem... so I wrote a simple program to convert those controls into atascii 155.... then I entered UUdeCODE.BAS AGAIN.... to make sure I got the correct file... (ie: text trap vs. xmodem crc transfer) Ok, then I ran that on UUdeCODE.BIN. THAT CAME OUT... or so it appears. THEN I ran that on KERMITNR.UUC and it said that there was a BOGUS LINE.... an error. GREAT-- after hours of work. I tried running the UUdeCODE.BAS on KERMITNR.UUC to see if it was just the UUdeCODE.BIN (YAU.COM) that had the problem. GREAT! the basic program didn't report an error. I tried loading the KERMITNR.COM-- guess what? Yes, I got an error-- 136. I tried appending it to a handler to see if that would make any difference at all..... nope. I tried making it an autoload file because if there is an error 136 they usually load anyway. WRONG, it still gave me an error (this was all MYDOS) so I remembered that my vt100 terminal that I can't use anyway... only RUNS off of DOS 2.5 so I moved the file with the handler in front of it to a dos 2..5 disk. I booted it. At least the screen flashed BLACK before it went to DOS and gave me an error. I don't have an xl or an xe that works anymore so I couldn't try any of my special programs on it to look at it.

I am stuck with this piece of trash 800 and about 20 useless files that have something to do with KERMIT65.

CAN SOMEONE LEND A HELPING WORD or TWO???

Scott D. Yelich sdy@cs.odu.edu [128.82.8.1]

1560. TURBO BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-22 11:45:26 UTC
From: alderaan@netmbx.UUCP
Message-ID: <1561@netmbx.UUCP>
Source record: 116464

Hi,

I would like to know if there in U.S. the TURBO BASIC interpreter is known.
TURBO BASIC is a very fast PD interpreter, a Compiler is also going away
with it. The author of this program (written in 1986) is Frank Ostrowski,
the same person who wrote GfA Basic !!!
If TURBO BASIC is known is the U.S., I wonder why nobody uses it (never seen a
TB-source here) ...

--

alderaan
OP RKOpdp (RSTS/E)
FB Mathematik/Informatik
RKO Berlin

Dieffenbachstrasze 60-61
1000 Berlin 61

1561. Re: New Software..? [Info-Atari8 Digest V88 #99]

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-22 14:16:45 UTC
From: Fleysher.wbst@XEROX.COM
Message-ID: <881022-071650-7098@Xerox>
Source record: 116465

Our user group in Rochester NY also had a disk-based demo of GEOS recently.
Not bad! I was almost tempted to sign up for a version 1 copy. I believe
it will retail for $59.95 (onesies). The ROM cartidge saves most of your
existing RAM space. It uses the ST mouse or a joystick - we didn't see a
mouse demo'd, but it's got to be better than using a joystick. It's based
upon SpartaDOS (making use of files within folders/subdirectories support).

Didn't see the paint program or the text editor demo'd.

Dan

1562. Tape Recorder Mistake

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-22 17:31:27 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2199@udccvax1.acs.udel.EDU>
Source record: 116466

Well, anyone can make a mistake. Since I don't own the operating system manual, I was unaware of the exception to the rule. My main sources of info at the moment are "Your Atari Computer" and "Mapping the Atari". Can anyone suggest any other good references and where to find them? We don't have much in the way of local vendor support (nearest Atari 8-bit dealer is some 40mi).
Thanx.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1563. ZMAG/ST Report

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-23 00:47:41 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2201@udccvax1.acs.udel.EDU>
Source record: 116467
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have just sent out the latest issues of ST Report and ZMAG. If you requested to be put on a mailing list and don't get it soon, send me another note and I'll try to sort things out.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1564. Help on Delphi

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-23 06:09:24 UTC
From: merlin@bsu-cs.UUCP
Message-ID: <4456@bsu-cs.UUCP>
Source record: 116468

I was on Delphi last night and was going to join but got nothing but confused...I looked at all the menus and they didn't help my situation very much. This is what I would like to have help on..

1) I am going to be useing Tymnet .. Is there a monthly charge for using Tymnet even if I don't connect to Delphi every month?

2) Are there any other costs other than the 7.20 per hour during home time for downloading programs?

3) How do you get to the Atari SIG, I had 5 analog magazines in front of me and none of them helped.

Please E-mail or post if you can help..Thanks..

Scott McPheeters
UUCP: <backbones>!{iuvax,pur-ee}!bsu-cs!merlin
merlin@bsu-cs.UUCP

1565. Re: Wanted Old Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-23 19:30:43 UTC
From: BobR@cup.portal.com
Message-ID: <10410@cup.portal.com>
Source record: 116469

Bruce E. Shaver asks:
>I would like to purchase an Atari 800. Does anyone know of
>a place which is still selling these.

Try calling American Techna-Vision at 1-800-551-9995 or
B&C ComputerVisions at (408)-749-1003

Actually, you could use an upgraded Atari 400 (48K) to play MULE... it's
virtually identical to the 800, and can be obtained for about $50

BobR

1566. Re: Tape Recorder Mistake (documentation)

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-23 19:35:46 UTC
From: BobR@cup.portal.com
Message-ID: <10411@cup.portal.com>
Source record: 116470

The very best source of info on the Atari 8-bit systems is the "Atari Technical Users Notes"... it covers both the hardware and the O.S. software, including source code..!

It was originally published by Atari, and may still be available from a few sources... try calling Best Electronics.

BobR

1567. Terminal programs for XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-23 21:51:52 UTC
From: knutsen@athos.rutgers.edu
Message-ID: <Oct.23.17.51.51.1988.8745@athos.rutgers.edu>
Source record: 116471

OK, the XEP-80 has been available for some months now, are there any good terminal programs for it yet? I want vt-52 or vt-100 emulation, and xmodem at the very least. Ymodem and kermit would be nice.

--

Mark Knutsen, Esq. Student and Employee, Rutgers University
knutsen@rutgers.edu -or- {..}!rutgers!knutsen

1568. Re: Tape Recorder Mistake

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-23 23:31:36 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <10420@cup.portal.com>
Source record: 116472

Ok, for sources of documentation etc try B&C Computervisions, American Techna-Vision, or Atari itself. For other docs try: De Re Atari, Inside Atari Dos, and The Atari Basic Source Book. There is also a couple of OS listings but you need to ask Atari if they sell them.

1569. trAkbAll

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-24 01:48:26 UTC
From: sdy@hail.cs.odu.edu
Message-ID: <6495@xanth.cs.odu.edu>
Source record: 116473

```
Does anyone have a BASIC listing of
an atari trAkbAll handler...?

Scott D. Yelich sdy@cs.odu.edu [128.82.8.1]
```

1570. Re: TURBO BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-24 20:45:44 UTC
From: slackey@bbn.com
Message-ID: <31299@bbn.COM>
Source record: 116474

In article <1561@netmbx.UUCP> alderaan@netmbx.UUCP (Thomas Cervera) writes:
>I would like to know if there in U.S. the TURBO BASIC interpreter is known.

I have used TURBO BASIC on and off for some time, mostly for its speed. I cannot use its added features, as I contribute stuff to mags, local user group, etc. and lots of them don't like the compatibility problems. If a feature is needed, such as fast binary I/O, I will add the little M/L routine it takes to implement it. Also, the way it handles I/O is slightly different in some cases, so I must always check anything I do to make sure it works in the other environment.

The last problem is that it won't work with SpartaDOS - both use RAM under the ROM. I use SpartaDOS because it is the only other OS I have that supports the XF551 DSDD mode, plus handles subdirectories.

As for the compiler - I have never been able to get anything to compile and run right, large program OR small. The last thing I tried was the Mandelbrot program I posted a little while ago. Sometimes I get an error message, such as DIM error, others just bad results and once the system hung. What gives?
-Stan

1571. Was: Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-24 20:55:10 UTC
From: slackey@bbn.com
Message-ID: <31302@bbn.COM>
Source record: 116475

In article <1270006@hpclkms.HP.COM> ken@hpclkms.HP.COM (Kenneth Sumrall) writes:
>written properly. The ONLY time I ever use my tape recorder is when I get
>old software on tape, and I want to move it to disk. I then junk the

Do you really know how to do this? I tried once (from bootable tapes,
that is) and was unsuccessful at reverse-engineering the formats. I
would really like to move my tapes onto disk! The tapes have games
and stuff that I'm not too interested in (pool, rubik's cube, etc) but
my kids would be. Then I can throw the tapes into your pile.
-Stan

1572. Re: TURBO BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-24 23:54:13 UTC
From: Thufir@cup.portal.com
Message-ID: <10452@cup.portal.com>
Source record: 116476

There are 2 reasons why I don't use Turbo Basic..

a) I use Basic Xe when I must use Basic.
b) I *always* use SpartaDOS. Turbo Basic doesn't
work with SpartaDOS. The new SpartaDOS X-Cart.
will work with Turbo Basic though, so whenever
it arrives, perhaps I will start using Turbo
Basic.

1573. Re: Help on Delphi

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-25 00:53:50 UTC
From: BobR@cup.portal.com
Message-ID: <10455@cup.portal.com>
Source record: 116477

Scott McPeeters says:
>I was on Delphi last night and was going to join but got nothing but
>confused.

>1) I am going to be useing Tymnet .. Is there a monthly charge
> for using Tymnet even if I don't connect to Delphi every month?

There's *no* extra charge for accessing Delphi through Tymnet or Telenet...
any communications charges are included in the regular basic connect rate.

>2) Are there any other costs other than the 7.20 per hour during
> home time for downloading programs?

No... there are only a few "premium" services which cost more, like the
Financial services an

1574. Atari Light Gun - Available

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-25 01:22:00 UTC
From: PARSONS@KSUVM.BITNET
Message-ID: <8810250125.AA17985@ucbvax.Berkeley.EDU>
Source record: 116478

This straight from the Nov/Dec issue of Atari Explorer:

(on page 17) LIGHT GUN $34.95 Operates with the following cartidges:

RX8088 Crossbow (coming soon)
RX8104 Crime Busters (coming soon)
RX8086 Barnyard Blasters

Hoorah! Atari does intend to market the gun separately.
Also, looking through their list of available carts, I did not
come across one called Flight Simulator II (maybe they will
market this separately SOMEDAY).
Acknowledge-To: Scott Parish <PARSONS@KSUVM>

1575. Re: AARGH! Keyboard problems!

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-25 06:31:23 UTC
From: conklin@eecae.UUCP
Message-ID: <12723@eecae.UUCP>
Source record: 116479

There is a way to FIX your keyboard, but not well known. Keyboard problems come from little micro-hair trace cracks. The crack is essentially meaningless but is a gap, enough to cause trouble.

You can purchase special silver-based conductive paint. If you know where the crack is (which I thought you inferred) then clean it up with a little alcohol and PAINT it closed.

Beats nothing. And a new sheet of plastic breaks eventually too.

Terry Conklin "Drawn to the castles that float in the sky,
conklin@egr.msu.edu Learn to resist the temptation."
{msudoc|frith}!conklin -Slayer, Altar of Sacrifice
The Club (517) 372-3131 3/12/2400 I was there when it was CTIA
The Club II (313) 334-8877 3/12/2400 Now it's "extra halfbrite"

1576. Re: Atari Light Gun - Available

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-26 03:49:42 UTC
From: BobR@cup.portal.com
Message-ID: <10499@cup.portal.com>
Source record: 116480

Scott Parish mentions:
>Hoorah! Atari does intend to market the gun separately.
> Also, looking through their list of available carts, I did not
>come across one called Flight Simulator II (maybe they will

My understanding is that part of the licensing agreement is that Atari
cannot sell the FSII cart separately from the XE-GS.

Would anyone from Atari Corp. care to comment..?

BobR

1577. Re: 8 bit archives...

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-26 21:06:04 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270007@hpclkms.HP.COM>
Source record: 116481

```
/ hpclkms:comp.sys.atari.8bit / JEO065@ALBNY1VX.BITNET / 4:29 am Oct 26, 1988 /
>A while back someone mentioned that the atari 8bit stuff would be archived at
>score.stanford.edu in the dir <info-atari.8bit>, I have tried ftp'ing there a
^^^^

Try reading the article more carefully. The directory is:
PS:<INFO-ATARI.8-BIT>
Note the hyphen in the work 8-BIT.
I checked out the directory, and it has quite a lot of stuff in it. Check it
out. Its nice to finally have an archive site.

Kenneth Sumrall
ken%hpclkms@hplabs.hp.com
...!hplabs!hpclkms!ken
```

1578. Keyboards and fileserver

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-26 23:58:53 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8810270518.AA13759@ucbvax.Berkeley.EDU>
Source record: 116482

I heard that a bitnet fileserver was going up somewhere for the Atari 8-bit. Can someone tell me where it is? Are posting guidelines available? I'd like to contribute to the library, but I've never done anything like that before, so any help on this will be helpful and appreciated.

Also, my 130 XE keyboard went kaputz. I saw someone asking for help with it, and I would like to urge whoever answers the other guy to post it to the net so I can get some insight into my problem. Basically, the computer works fine, but all of the keys from 6 thru BREAK on the top row do not work at all. We suspect a torn run which should be easily fixed, but just haven't got around to it. Suprisingly, this is the third XE keyboard I've heard of with this problem, and I heard about all of them within two weeks of each other.

Well, that's my two cents worth. It's nice to post to the net again (after a rather lengthy absence), but then again, I never was a regular poster anyway.... Big deal, right? Right....

David F. Murphy
University of Alaska Anchorage

--- What? Only twenty-two inches of snow in October???? I can't believe
--- it! Where did all the snow go? AXDFM@ALASKA%BITNET ---

1579. Re: Was: Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-28 08:35:05 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4525@bsu-cs.UUCP>
Source record: 116483

In article <31302@bbn.COM>, slackey@bbn.com (Stan Lackey) writes:
> In article <1270006@hpclkms.HP.COM> ken@hpclkms.HP.COM (Kenneth Sumrall) writes:
> >written properly. The ONLY time I ever use my tape recorder is when I get
> >old software on tape, and I want to move it to disk. I then junk the
>
> Do you really know how to do this? I tried once (from bootable tapes,
> that is) and was unsuccessful at reverse-engineering the formats. I

Hmmm... why "reverse-engineer" anything, when it is all thoroughly documented in the OS User's Manual? I know, I know, you DON'T HAVE the OS User's Manual... I was just pointing out that it should be possible. If the original poster doesn't "come through" for you on this, I am sure I could write something; I hacked a transfer the other way, from disk to bootable tape, all by my lonesome a couple years ago; even got it to work with multi-stage load files, after a fashion... could be considerably improved, but by the time I got the kludge version working, the need had passed...

> would really like to move my tapes onto disk! The tapes have games
> and stuff that I'm not too interested in (pool, rubik's cube, etc) but
> my kids would be.

Me too; would particularly like to see the Rubik's Cube thing, as I wrote my own version of THAT a few years ago, too (Binary is available if anyone wants to see it; source was lost).

Chris Chiesa

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1580. Re: Tape Recorder Mistake

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-28 08:38:15 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4526@bsu-cs.UUCP>
Source record: 116484

In article <10420@cup.portal.com>, Ordania-DM@cup.portal.com (Charles K Hughes) writes:
>
> [doc-source companies listed]
> ... For other docs try: De Re Atari, Inside Atari
> Dos, and The Atari Basic Source Book.

There's also COMPUTE!'s Mapping The Atari, several editions in fact; and I have a set of OS listings from a couple of years ago so they were at least available at ONE time...

I've found that "Inside Atari DOS" is virtually impossible to find unless you can convince someone to part with their copy; I've been waiting a while now (Hi Brett) to receive a copy on that basis myself...

Chris Chiesa
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1581. Re: Was: Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-28 17:35:06 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270008@hpclkms.HP.COM>
Source record: 116485

/ hpclkms:comp.sys.atari.8bit / BobR@cup.portal.com (Bob BobR Retelle) / 8:58 pm Oct 21, 1988 /
>
>A normal audio cassette recorder *will* work, but not very well. The

I really doubt it. Just as someone said in a previous note, the Atari uses FSK modulation to record on the tape. The computer modulates the signal when it sends it out, but the tape recorder de-modulates the signal before it sends back digital data to the computer.

However, if you want to build a converter for a normal cassette deck you can get the circuit out of the January 1984 issue of Computers and Electronics. (It was formerly called Popular Electronics. The magazine has since folded, so your best bet is to check with your local library.)

The article has a circuit based on the XR2211 FSK demodulator chip, ($2.95 from Jameco Electronics), and also a circuit to remodulate the signal and copy the tape on another tape deck. It also includes a short description of how it all works.

Good lock if you try building one, and let the Usenet community know how it works.

Kenneth Sumrall
ken%hpclkms@hplabs.hp.com
...!hplabs!hpclkms!ken

1582. Re: help

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-28 17:58:32 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270009@hpclkms.HP.COM>
Source record: 116486

/ hpclkms:comp.sys.atari.8bit / ken@hpclkms.HP.COM (Kenneth Sumrall) / 1:07 pm Oct 20, 1988 /
>
>> Does anyone know an answer to these to questions?
>>
>>2. Is there a way to binary load a file from basic using like an XIO comand?
>>
>Yeah. In DOS 2.0 and 2.5, you can make a USR call to an undocumented address
>in the File Management System. I don't remember the address right now, but
>can mail (or post) the 1 line of Atari BASIC that is required. You can also
>do binary saves with a similar one line routine. Of course, it isn't very
>portable across different DOS's, so use it appropriately.
>
>I will probably post the USR calls tommorow after I find it. (I still don't
>know where any of my software is after moving four months ago :-))
>
Ok, so it took me a week to post the USR call. Also, my memory didn't serve me very well in my last posting. I don't have a binary save routine because the resident DUP routines insist on calling the full DUP package once they have saved the file. They DON'T execute a simple RTS. It would be possible to POKE an RTS in the appropriate spot before the USR call and POKE it back after the call, but it is really a hack. If you really need such a routine, I will post it, so ask if you need it.

However, here's the routine to binary load in Atari DOS 2.0 (I didn't try 2.5, but there is a good chance it will work.)

```
10 DIM A$(4):A$="hLH_":POKE 736,71:POKE 737,22:OPEN #1,4,0,"D:FILENAME.EXT":
X=USR(ADR(A$)):CLOSE #1
```

The characters shown above in A$ are only approximations. The real values are:

ASCII VALUE(HEX)	DESCRIPTION
68	lower case 'h'
4C	upper case 'L'
C8	inverse upper case 'H'
15	control 'U' (it looks like a fat underscore)

Hope this helps.
BTW, this will execute any init or run vectors, so if there is a run vector, it may not return to the BASIC program that loaded it.

Kenneth Sumrall
ken%hpclkms@hplabs.hp.com
...!hplabs!hpclkms!ken

1583. Re: Using Kermit/65 with DOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-29 21:35:42 UTC
From: charles@c3sw.uucp
Message-ID: <4162@c3pe.UUCP>
Source record: 116487

No, you're not mistaken. The utility is COPY32. It sticks in my mind because OS32, which runs on Perkin-Elmer ############ Concurrent ########## Masscomp @ (whatever) minis *also* has a utility called COPY32. But it doesn't do the same thing. :-)

In article <6106@pasteur.Berkeley.EDU> c91a-ra@franny.Berkeley.EDU.UUCP (reader.john.kawakami) writes:
>Really re: converting from dos3 to dos2

>I thought there was a utility on the dos 2.5 disk to convert from dos 3 to
>dos 2. But I'm probably mistaken.
--
Charles Green charles@c3pe.UUCP {decuac,cucstud}!c3pe!charles

1584. Inside Atari DOS

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-30 05:36:42 UTC
From: dcrevier@muddcs.Claremont.EDU
Message-ID: <1078@muddcs.Claremont.EDU>
Source record: 116488

I have a copy of Inside Atari DOS that I would be willing to sell. send me mail if you are interested.

Dan Crevier
dcrevier@muddcs.claremont.edu

1585. Termcap entries.

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-30 08:02:41 UTC
From: HACKIT@AI.AI.MIT.EDU
Message-ID: <474932.881030.HACKIT@AI.AI.MIT.EDU>
Source record: 116489

Hello,

I am relatively new to unix, and I am not sure how to use a termcap entry file. I have a termcap entry file for a terminal program for the 8-bit and I am not sure how to use it... Any help would be appreciated. Thanx...

John Bunch.

John Bunch Is there life after
Hackit @ ai.ai.mit.edu 8-bits?
;-)

1586. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-30 16:33:46 UTC
From: edi@WISDOM.BITNET
Message-ID: <8810302220.AA00864@ucbvax.Berkeley.EDU>
Source record: 116490

Hi,
I seem to be having a bit of trouble using smartt with k65 (same old issue).
I downloaded them both off the net, uudecoding them on the unix system
and uploading them using xmodem binary.
The problem seems to originate with the smartt; to load it I need something
called a mem.sav. What happens is that after I load the k65 the smartt handler
seems to disappear, the symptoms being that k65 jams up when it goes into term
mode.
I tried appending k65 to smartt and making an autorun.sys out of them. BUt
what happens is that it starts to load (smartt header appears), but after a
while it goes into DOS.
My set-up is as following 800xl,xm301,1050...using DOS 2.5 on a 1050.

Thanx,
-Edi

1587. Hard drive woes

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-30 21:53:11 UTC
From: rjung@castor.usc.edu
Message-ID: <1785@nunki.usc.edu>
Source record: 116491

Help!

A friend and I have gotten a new 20 megabyte hard drive (half-height) for use with a bulletin-board system. We are using ICD's hard drive kit, and got everything assembled, partitioned, and formatted.

Problem is, no matter what we try, after a few days (maybe a week) of reading/writing to partiton #2, we end up getting "Device done" (directory scrambled) errors. It's not a physical error, since we can get the directory and files to be read if we try often enough. Still, it's a MAJOR inconvience, requiring lots of backup shuffling and code rewriting (development is a b*tch).

We're both 100% naive to the world of hard drives. Can anyone suggest a few reasons why this is happening? We've heard something about hard drive data "shifting" after lots of read/write operations; Is this it? Or is our case loose and the vibrations are causing problems? Or maybe the hard drive unit is not aligned properly?

We have NO IDEA what's going on. Plese help. (E-mail or post, as long as I can read and reply) THANKS.

--R.J.
B-)

P.S. We're using the new SpartaDOS X cartridge, if that helps.

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

1588. DataQue Turbo-816

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-31 21:19:00 UTC
From: PARSONS@KSUVM.BITNET
Message-ID: <8811010302.AA03304@ucbvax.Berkeley.EDU>
Source record: 116492

This is a summary of the latest magazine report on the DataQue 816.
Most of it is sort of a re-hash of Zmag issue #124 (thanks Gary Duzan),
so I'll try to keep it to a minimum. BTW, this is reprinted without
permission (but surely I can claim exemption under educational use).
PS: My editing is in between the [brackets].

From Computer Shopper November 1988:

''The 'Turbo 816' by DataQue, for the Atari, will be available by mid November
for a suggested retail price of $99.95 (probably discounted by most vendors).
Included is a circuit board that replaces [the 6502 and OS chip]...
A debugger for 16-bit assembly language programmers will also be included,
and a complete Assembler may be offered either separately or with the pack-
age. On the new five-chip Turbo 816 board is a powerful 65C816 processor
that retains the 8-bit instruction set but has a ful 16-bit set as well...
The Turbo 816 [can address] a fully linear decoded address space of up to
16 megabytes.
...existing upgraded memory machines will be suported by the Turbo 816,
no matter which flavor or size...Users of the new CPU system will see an
immemdiate speed increase in all their existing 8-bit software. [To quote
one of the designers] 'just enough to tell there is something different.'
The OS chip has much faster I/O routines to all devices, making disk access,
screen writes, joystick response, almost everything faster. However, the
actual 'pace' of most software will be typically unchanged...math is all
being done with new routines that will dramatically surpass computation
times of the standard system...
But the real power of DataQue's device will be in the future applications
utilizing the 16 bit mode. Machine code will be 20 percent smaller and up
to 20 times faster than that written in the 'native mode' 6502. [Here's
a goodie] what is even better, disigner Ron Shue has arranged for memory
registers and stacks to 'hold up' under a mode-shift, enabling a programmer
to code half of his application in 8-bit mode, say to make use of existing
CIO/SIO disk access, then shift to 16 bit mode for computation and processing
-then back to 8 bit for more I/O-and on and on...
As for the new operating system, as I mentioned it retains the vectors,
flag, and entry points of the Atari OS, but is virtually 100 percent re-
written for optimized function with the new CPU. Included is a much
improved floating point package, a real resident R: device handler...and
room for lots of exciting things to come...[See Zmag issue #124 or back
issue #92 of Info-Atari8]
More about compatibility: Ron Shue [co-designer] has bent over backwards
to be certain that Spartados, Real-Time-Eight, MIO, and hard disk users
will have no ugly surprises after adding the Turbo 816. Only a tiny percent
of programs ([ones with illegal calls]) have had problems with the new
operating system. Chuck Steinman [co-designer] says that later upgrades

in the operating system chip will be offered to all users at virtually
postage costs, and Ron is expecting to offer a piggyback system software
control, for those who want to be able to shift between their old chip and
the new one [Omniview/Omnimon users].
[And last but not least, but the *most* interesting tid-bit] DataQue is
looking for qualified developers to be the first owners of Turbo 816, and
are looking for ways to add incentive for rapid application developement...
What does Atari Corp say about all this? [They have talked with Atari
through out developement fearing a blockade like the one involving the
ST 8-bit emulator. The article says that Atari has been 'generally
supportive and helpful ths for, although DataQue is still waiting for
written clearances on their operating system.' So they won't get sued
later. They had hoped to convince Atari to put the 816 in new XE's, but
Atari says 'Why would we want to redesign the 8-bit machine to be competitive
with our own ST anyway?' But Apple did it! (Sen. Bentsen: Atari you're
no Apple computer.)]

Developers and other interested users can contact:

DataQue ONLINE at: Chuck's BBS 'Master 800'
3306 Bank Avenue West or 419-529-5197
PO Box 134 GEnie: R.SHUE
Ontario, OH 44862 GEnie, DELPHI,
Compuserve: DataQue
Acknowledge-To: Scott Parish <PARSONS@KSUVM>

1589. Update: Graphic Interfaces for 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-31 22:58:00 UTC
From: PARSONS@KSUVM.BITNET
Message-ID: <8811010211.AA02417@ucbvax.Berkeley.EDU>
Source record: 116493

In the same article from the Computer Shopper was information on the pending graphic interface (yes, only one) for the 8-bit.

Some history: As far back as I can remember (a couple of months) there had been two separate graphic interfaces planned for the 8 bits. One was the 'STjr' (aka GOE?) by Merrill Ward and Associates and the other was Diamond OS by Alan Reeve of Reeve Software. Both of course, were to use an interface simalar to the ST/MAC etc.

The present: Merrill Ward has had trouble with the developer of Stjr, and has teamed up with Mr. Reeve to produce Diamond. Beta versions of Diamond OS were sent to DataQue, and run 'fine.' So only one graphic interface is going to be produced presently. Which, at least, will be a standard in a market with so many non-standard things.

The future: Is here. Diamond was supposed to start shipping in November I don't know if it will be the 1st or the 30th, but November is here!

The Diamond OS sells for $29.95. You can get additional 'modules' for use with Diamond. These 'modules' are Diamond Paint, Diamond Write, Diamond Publish, and the Diamond Programmer's Kit. All retail for $29.95 and require the Diamond OS cart to work.

For more information: Reeve Software
29W150 Old Farm Lane
Warrenville, IL 60555
(312) 393-2317

Sources: From faint memories of what I've read in various articles, Computer Shopper, and Antic Magazine.
Acknowledge-To: Scott Parish <PARSONS@KSUVM>

1590. Atari Program Archives

Newsgroup: comp.sys.atari.8bit
Date: 1988-10-31 23:07:28 UTC
From: langbein@topaz.rutgers.edu
Message-ID: <Oct.31.18.07.24.1988.681@topaz.rutgers.edu>
Source record: 116494
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Could someone tell me the FTP location I can access to get archives of the Atari Program Postings (Midi, anything, ect). Mail responses directly to me. Thanks.

John Langbein
--
==========PHONE=1=201=878=0006==========
| Address: LPO 12647 P.O. BOX 5064 New Brunswick, N.J. 08903-5064 |
| Arpa: langbein@topaz.rutgers.edu Uucp:...!rutgers!topaz!langbein |
| Quote: "Holy Cow!" - The Scooter Bitnet: langbein@zodiac.bitnet |
| DISCLAIMER: Why? I don't know, and he's on third. |
==========

1591. RE: Info-Atari8 Digest V88 #101

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-01 01:04:16 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8811010122.AA01425@ucbvax.Berkeley.EDU>
Source record: 116495

Ok.... So what's the verdict on SpartaDOS X? I've been using it for about
337quit
y
a week now, and I won't give it up! (Something like "I'd rather fight than
switch

1592. SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-01 01:27:42 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8811010213.AA02463@ucbvax.Berkeley.EDU>
Source record: 116496

General ruminations on the new SDX cart from ICD:

Despite initial hestitation, I ordered it from ICD about a week ago, and received my cart about four days after the order was placed. Well-deserved praise goes to the shipping department for filling the order promptly (and correctly).

Remember all the lame excuses you used to offer before you didn't have to offer them? For example, before I got my first disk drive, I used to say "Why go to disk? The cassette is cheaper, albeit slower, but it still works." Then I finally went to a disk drive, and chucked that little 410. I said the same thing about two disk drives (eg = "Who needs two when one does the job just fine?"), but after I got my second drive, I changed my tune again. Same story with RAM expansion. And, you guessed it, the exact same thing has happened with SDX.

It is so nice to have all it all on ROM! Now I have greater control over my extra ram and my Indus. I've been using it for just a little while, but I'm sold. If you can afford it, you can't afford to be without it. It just isn't the same!

I'd be happy to answer what questions I can on SDX, but I'm not the real expert. I have seen a few names on GEnie that are also around here, and I'm sure somebody can come up with an answer....

David F Murphy

-- University of Alaska Anchorage -- Yes, some UAA folks helped save the whales!

1593. Re: DataQue Turbo-816

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-01 10:23:06 UTC
From: c91a-ra@franny.Berkeley.EDU
Message-ID: <7004@pasteur.Berkeley.EDU>
Source record: 116497

In article <8811010302.AA03304@ucbvax.Berkeley.EDU> PARSONS@KSUVM.BITNET (Scott Parish) writes:
About the Turbo-816 upgrade:
> later. They had hoped to convince Atari to put the 816 in new XE's, but
> Atari says 'Why would we want to redesign the 8-bit machine to be competitive
> with our own ST anyway?' But Apple did it! (Sen. Bentsen: Atari you're
> no Apple computer.)]
>
> Developers and other interested users can contact:
> DataQue ONLINE at: Chuck's BBS 'Master 800'
> 3306 Bank Avenue West or 419-529-5197
> PO Box 134 GEnie: R.SHUE
> Ontario, OH 44862 GEnie, DELPHI,
> Compuserve: DataQue
>Acknowledge-To: Scott Parish <PARSONS@KSUVM>

"COMPETITIVE"?!?! give me a break! Since when would a somewhat faster 130XE be competitive with an ST? I feel Atari is being foolish for not helping this product along. This could give another boost to XE sales in new foriegn markets, where the C64 is king. One feasable possiblity would be to socket any parts that would have to be moved to install this upgrade, then give a discount if you buy the Dataque and the 8-bit at the same time.

"Why would we want to improve the 2600 to be competitive with the 7800 anyway?" --No One

John Kawakami / c91a-ra@franny.berkeley.edu / I'm sorryyyy, I'm sorryyyy,
/ / I'm sorryyyy, I'm sorryyyy.
/ / -S. Central Rain (REM)

1594. Re: Info-Atari8 Digest V88 #101

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-01 15:54:09 UTC
From: rjung@sal42.usc.edu
Message-ID: <1805@nunki.usc.edu>
Source record: 116498

In article <8811010122.AA01425@ucbvax.Berkeley.EDU>
<AXDFM%ALASKA.BITNET@Forsythe.Stanford.EDU> writes:
> Ok.... So what's the verdict on SpartaDOS X? I've been using it for about
>a week now, and I won't give it up! (Something like "I'd rather fight than
>switch)

Well, I've never been a big fan of SpartaDOS, but having used the X-cart for over two months now, it *seems* like a solid performer.

HOWEVER...I've been using SpartaDOS X those two months with a brand-new Seagate hard drive. And if anybody saw my earlier post, I'm having the most MYSTERIOUS problems with said drive (anybody care to re-read that post and tell me what is going on?). I'm not sure if SpartaDOS X is to blame for this, but...

Just a caevat, I suppose.

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

1595. Re: Atari Program Archives

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-01 21:06:16 UTC
From: pa1132@sdcc15.UUCP
Message-ID: <677@sdcc15.UUCP>
Source record: 116499
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <Oct.31.18.07.24.1988.681@topaz.rutgers.edu> langbein@topaz.rutgers.edu (John E. Langbein) writes:
>
>Could someone tell me the FTP location I can access to get archives of
>the Atari Program Postings (Midi, anything, ect). Mail responses
>directly to me. Thanks.
>
>John Langbein
>--
Please send the list to me also. thanks for your help.

1596. SDX and Turbo

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-01 22:46:31 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8811012323.AA26430@ucbvax.Berkeley.EDU>
Source record: 116500

I have been asked by a couple of people if SDX does work with Turbo BASIC. The answer is yes. If you have an expanded memory machine (greater than 128K not including 128) then it works without any special handling. If you want optimum use of your extra banks or are using a stock 128K XE, then you will be forced to use a different configuration. This is done by creating a CONFIG.SYS file on D1: with the line USE BANKED in it. Others and/or the manual explain it better, but the bottom line is SDX and Turbo are a working combination....

David Franklin Murphy
University of Alaska Anchorage

-- Earthquake? Nah.... Earthquake? Earthquake!!!! --

1597. Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-02 01:56:01 UTC
From: charles@c3sw.uucp
Message-ID: <4216@c3pe.UUCP>
Source record: 116501
Cross-posted to: comp.sys.atari.8bit,misc.wanted

In article <4408@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:

>1) You don't need an 'interface' if you obtain an Atari cassette drive - they
> are made to plug right into the SIO port, although they have only ONE SIO
> connector and therefore "terminate" any daisy chain. (This implies that

The Atari 1010 program recorder (I have one) has two SIO connectors.

> I HAVE heard, however, from a friend who got the new XM551 drive and does NOT
> like it...

I have the Atari 1050 disk drive, and DO like it, although I wish it did "true"
double density, with twice the data storage of single-density, rather than
half again. And imagine what 512-byte sector support could do for program
interchange: "Sure, I can read that PC-DOS diskette!" (Happy Computers Inc,
are you listening?).

> about Mike W's experience; 'aegnor' is the one who was telling ME.)
> complicated; data is stored and retreived as audio tones on, I believe,
> the LEFT channel of a standard stereo recording, with capability to play
> right-channel audio through the TV/monitor speaker! You should be able
> to simply connect the audio inputs, outputs, and ground, to the appropriate
> SIO pins, as well as using some kind of control circuit (I do NOT recommend

As already pointed out, the Atari uses the Pokey two-tone mode to output FSK
on the serial output pin. (This FSK is, alas, apparently not phase-coherent,
which may be why we are limited to 600 bauds.) Thus, you can *record* Atari
tapes, with no further electronics, on a standard cassette deck.

To read them back, however, you must present the decoded data to the serial
input pin. That requires an FSK demodulator, the only "magic" in the Atari
program recorder. Before I bought my Atari 1010, I bought an Exar XR2211 FSK
Demodulator chip, and got excellent results writing and reading tapes. In
fact, the 1010 gave much *worse* performance than my simple one-chip solution!

One of these days, I'll do some serious experimenting with some custom tape
I/O software and the XR2206 (phase-coherent) FSK modulator. If a Bell 103
can do 300 baud in 1.5kHz bandwidth, 12kHz on a tape deck would give 4800bps
and using all four tracks in a stereo deck will yield 5 Megabytes on a C-90.
--
Charles Green charles@c3pe.UUCP {decuac,cucstud}!c3pe!charles

1598. I bought a MIDI board for my 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-02 02:30:09 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270010@hpclkms.HP.COM>
Source record: 116502

Hi there,

Well, I finally did it. I ordered a MIDI board for my 800XL this morning.
It is sold by Hybrid Arts, and it is comes with the MIDI board and Miditrack III
software. (For those of you with out 256K XL'x, or 130XE'x, you can only get
Miditrack II) The whole setup should arrive in about 4 days, and I will post
a review after I have played with it.

BTW, price is ~$185. I personally think that it is a bit steep, but I will
know more when I get it.

Kenneth Sumrall
ken%hpclkms@hplabs.hp.com
...!hplabs!hpclkms!ken

1599. I NEED the Atari BASIC Source Book

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-02 02:34:02 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270011@hpclkms.HP.COM>
Source record: 116503

Hi,

I have been trying to get the book Atari BASIC Source Book for quite some time know. Unfortunately, I can't seem to find a copy. However, someone mentioned it in a recent posting of Atari books that are quite useful. I have every other book mentioned, but not the source book. So, if anyone knows where I can get one, I would really appreciate.

Thanks a million.

Kenneth Sumrall
ken%hpclkms@hplabs.hp.com
...!hplabs!hpclkms!ken

1600. Re: Update: Graphic Interfaces for 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-02 04:18:16 UTC
From: BobR@cup.portal.com
Message-ID: <10769@cup.portal.com>
Source record: 116504

Just to update the information contained in Scott Parish's article about Graphics Interfaces for the Atari 8-bit systems...

My understanding is that David Sullivan, the designer of the "GOE" (Graphics Operating Environment) system, had some problems with Merril-Ward, the company which was to have distributed the system.

When negotiations fell apart, Merril-Ward (now re-named USA Media) contacted Reevesoft about distributing the Diamond graphics operating system.

BOTH new operating systems are alive and well. Diamond is indeed shipping, but only a disk version for the present, with a "demo" of the full cartridge system on the back of the disk. The Michigan Atari Magazine has Diamond now, and I'll probably be working with it soon, so I can review it...

MAM also has a pre-release version of the GOE cartridge, also on disk, which I've worked with, and the resemblance to my ST is uncanny..!

From other reports about Diamond, it seems, just on the basis of hearsay, as if Diamond may be the more powerful of the two systems, but as I said, I'll be checking them both out soon...

Film at 11...!

BobR

1601. Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-02 15:02:56 UTC
From: slackey@bbn.com
Message-ID: <31750@bbn.COM>
Source record: 116405
Cross-posted to: comp.sys.atari.8bit,misc.wanted

>In article <4408@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:
>One of these days, I'll do some serious experimenting with some custom tape
>I/O software and the XR2206 (phase-coherent) FSK modulator. If a Bell 103

In my pre-atari, pre-sinclair days, I was fooling around with a
home-built 6800-based system. I built a simple mod-demod with a 555
(voltage controlled osc) and 556(?) phase locked loop. I connected a
UART to the 6800, and connected the serial I/O from the UART into my
widget. I used freq's like 3000Hz for a 1 and 3300 for a 0 or so. It
worked totally reliably at 1200 baud! I guess I should have tried it
at higher baud rates... I had fun anyway.
-Stan

1602. Re: DataQue Turbo-816

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-02 19:30:56 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <2533@ihlpm.ATT.COM>
Source record: 116406

In article <7004@pasteur.Berkeley.EDU>, c91a-ra@franny.Berkeley.EDU (john kawakami reader) writes:
> ...
> "COMPETITIVE"?!?! give me a break! Since when would a somewhat faster 130XE
> be competitive with an ST? I feel Atari is being foolish for not helping
> this product along. This could give another boost to XE sales in new foriegn
> markets, where the C64 is king. One feasable possiblity would be to socket
> any parts that would have to be moved to install this upgrade, then give a
> discount if you buy the Dataque and the 8-bit at the same time.
>
I agree with John - a Turbo-816 upgraded 130XE would not be very competitive with an ST. Not without a lot of s/w that would take advantage of the 16-bit mode. And even then, the 68000 would still prevail. (With the T-816, 8-bit progs. would see only enough speedup to make a perceptible difference, unless they do a lot of floating-point calculations. Chuck, if you are around, correct me if I'm wrong.) I was in the 8-bit conference on Delphi last night, and Matt Ratcliff pointed out that the T-816 has another problem: it requires h/w hacking. It takes special skill and/or tools to remove a chip from a 130XE board and install a socket - I know, I tried it myself and burned the board. (My 2nd XE went to a repair shop, where they had no problem socketing the OS ROM.) It would be nice if Atari would socket the 6502 and OS ROM, but I don't think they could be convinced to do this. Sockets cost extra, and they are extremely cost-conscious. Chips sometimes come loose from sockets.

But if my XE had the 6502 in a socket, I would seriously consider the T-816.

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1603. Re: SmartT:/Kermit65 combo

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-02 19:36:54 UTC
From: tpcharron@dahlia.waterloo.edu
Message-ID: <9454@watdragon.waterloo.edu>
Source record: 116407

In article <8810302220.AA00864@ucbvax.Berkeley.EDU> edi@WISDOM.BITNET (Edi Almer) writes:
>I seem to be having a bit of trouble using smartt with k65 (same old issue).
.
.
>The problem seems to originate with the smartt; to load it I need something
>called a mem.sav. What happens is that after I load the k65 the smartt handler
>seems to disappear, the symptoms being that k65 jams up when it goes into term
>mode.

I had the same trouble with about the same system (I had an upgraded 400).
After trying every possible combination I could think of, I checked up on the
addresses of smartT: and k65. I don't have the addresses here, but I found
that SmartT: loaded after Dos, and K65 at $2300. SmartT: finished loading at
$22FE (now I remember). _However_, somewhere in transporting the file, some
bytes were appended to the SMartT: handler. On loading, DOS decided to
load these bytes too (despite the fact that the first 6 bytes of the file tell
DOS what to load where). This would be fine if SmartT: were prepended to K65,
but Kermit didn't like that (the mem.sav) problem. So, the solution I found
was to strip the bytes off of SmartT: which were appended, and then append
the new SmartT: to Kermitnr.com. I think this should work...

```
10 OPEN #1,4,0,"D:SMARTT.COM"
20 OPEN #2,8,0,"D:SMARTT2.COM"
30 FOR I=1 TO 1680: GET #1,A : PUT #2,A : NEXT I
40 CLOSE #1: CLOSE #2
```

Then, Go to DOS, append SMARTT2.COM to a copy of KERMITNR.COM, binary load the
result, and hope for the best. I don't have my system here to verify this, but
I'm 99% sure this will work. If there's any trouble with this, I'll check my
system in a couple of weeks when I get home. Good Luck.

1604. Flight Sim II <=> XF551 incompatible forever

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-02 22:16:04 UTC
From: conklin@eecae.UUCP
Message-ID: <12907@eecae.UUCP>
Source record: 116408

In a previous posting, I mentioned that I had discovered the new XF551 was incompatible with the Flight Simulator II program's copy protection, and that I could no longer read FS II, which is exceptionally inconvienent since I am now in Flight School, but do almost everything in double density

There was a follow up message to the effect that SubLOGIC was aware of the problem and they had a fix disk.

As I have an exam tonight, I was again reminded that I would really like to put some of this stuff to practice, and remembered the posting. So I picked up my Flight Sim II box and called the number on the back, (217) 359-8482:

"Hello, I'd like to speak to customer service please"

"Well, perhaps I can help. What program do you have?"

"I have Flight Sim II for the Atari 8-bit"

"Thank you, I'll switch you to customer service"
...
"Hello, how can I help you?"

"I have Flight Sim II for the Atari 8-bit, but it wont work on my XF551 drive and I was told that you have an upgrade/fix for it"

"No, we do not support the Atari"

"Excuse me?"

"We do not support the Atari 8bit computers. If you have an 810 or 1050 it will work fine."

"Ok, was there a fix for the XF551 before you dropped 8-bit support?"

"No sir."

"What about the cartridge, will it read scenery disks?"

"If you purchase the game system, you can get the cartridge, but it will not read scenery disks."

"I see. Thank you very much."

Well f@%k me...

Terry Conklin, who, perhaps in the face of reality, still thinks his 8bit is
conklin@egr.msu.edu one of his most useful machines, regardless of the
The Club (517) 372-3131 40 Meg Amiga 2000 or Unix workstation to either side.

Club II (313) 334-8877 <still has 8-bit files. Get'em before I "drop support""

1605. Software for SIO SX212 wanted

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-02 22:44:00 UTC
From: brian@caen.engin.umich.edu
Message-ID: <3f6ed4d2.142c4@retina.engin.umich.edu>
Source record: 116409

Is there any good communications software that supports the
SIO-connected SX212 modem? E.g.,
do the latest versions of Backtalk support it? And were I ever to
get the uudecoded Kermit65 to
work, pace Chris's instructions, what would I see?

1606. Re: Was: Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-02 22:48:43 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270012@hpclkms.HP.COM>
Source record: 116410

/ hpclkms:comp.sys.atari.8bit / charles@c3sw.uucp (Charles Green) / 5:56 pm Nov 1, 1988 /
In article <4408@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:

>> I HAVE heard, however, from a friend who got the new XM551 drive and does NOT
>> like it...
>
>I have the Atari 1050 disk drive, and DO like it, although I wish it did "true"
>double density, with twice the data storage of single-density, rather than
>half again. And imagine what 512-byte sector support could do for program
>interchange: "Sure, I can read that PC-DOS diskette!" (Happy Computers Inc,
>are you listening?).^^
^^^^^^^^^^^^^^^^^^

Yes, they have listened. If you format an IBM PC disk single sided, 9 sector
double density, you can convert files back and forth between the atari and the
IBM PC. Unfortunately, you cannot format IBM disks on the Atari since the
1050 ignores the sector hole, and the IBM doesn't.

BTW, on MS-DOS 3.x, to format a disk single sided with 9 sector tracks, type:
format /1 a:

It works quite nicely. I use it to move lots of software from usenet to
my atari. (Save the file to my workstation, walk over to the vectra, and FTP
the file to the vectra. Take disk home, and convert file to Atari disk. No
more fighting with Xmodem, Kermit and other stuff!)

Kenneth Sumrall
ken%hpclkms@hplabs.hp.com
...!hplabs!hpclkms!ken

1607. Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-03 04:50:10 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <4577@bsu-cs.UUCP>
Source record: 116411
Cross-posted to: comp.sys.atari.8bit,misc.wanted

In article <31750@bbn.COM>, slackey@bbn.com (Stan Lackey) writes:
> >In article <4408@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:
> >One of these days, I'll do some serious experimenting with some custom tape
> >I/O software and the XR2206 (phase-coherent) FSK modulator. If a Bell 103
>

No, I DIDN'T write that. That was written by the person who quoted part of
my earlier posting.

Chris
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

1608. Re: Was: Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-03 05:42:38 UTC
From: BobR@cup.portal.com
Message-ID: <10814@cup.portal.com>
Source record: 116412

I just went back over my Tech notes and early issues of ANTIC magazine, and it appears that Kenneth Sumrall is right... the 410 cassette recorder does contain FSK demodulating circuitry to decode the audio tones into logic level data streams... (must be the mists of time fogging my memory, but I thought I remembered being able to input data from a regular recorder... after thinking about it though, I think I *did* have to use the 410 to actually LOAD the cassettes back in... but I was able to record the output from the SIO port successfully (more or less) on a regular audio recorder, which was my goal anyway, in trying to mass-duplicate cassettes...)

What's even more interesting was a note I found in ANTIC, Volume 1, No. 1, which refers to a "Tape Operating System", which they abbreviate as "TOS"..

Now where have I heard those letters before...? :)

BobR

1609. Re: Flight Sim II <=> XF551 incompatible forever

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-03 06:54:07 UTC
From: cptpower@bsu-cs.UUCP
Message-ID: <4578@bsu-cs.UUCP>
Source record: 116413

In article <12907@eecae.UUCP>, conklin@eecae.UUCP (Terry Conklin) writes:
> In a previous posting, I mentioned that I had discovered the new XF551 was
> incompatible with the Flight Simulator II program's copy protection, and
> that I could no longer read FS II...

Well, first a bit about the FSII disk and cartridge. There IS a way to make the disk work with the XF551. But about the cartridge, SUBLogic is aware of the problem and they are fixing the cartridge version. I worked at Toys R Us this summer and talked to them extensively about it. The cartridge version comes with the new Atari game system and due to all the complaints, they ARE updating it.

Now about FSII and every other disk on the XF551 drive. My room got hit by lightning this summer and it fried all my old computer equipment. After a long hassle with the Insurance companey, I got my money and purchased my new equipment - among which was the new "top o' the line" XF551 Drive. As any other XF551 owner knows - all the stuff on the 1050 is not compatible if you notched and wrote on the back of your disk. (The XF551 writes on the back of the disk BACKWARDS - leave it to Atari to make unnecessary improvements.) But, there is a way to fix it. I subscribe to Antic Magazine (as EVERY Atari user should) and among the mail order ads, an ad caught my eye called the "XF551 ENHANCER." What it is is a chip with a switch on it that you must install on the inside of your XF551 drive and it makes everything compatible. It onlly costs $30 and it's well worth it (in fact, it's a MUST for every XF551 owner). The installation instructions are very good and I had no problems. So, look in a recent issue of Antic for the ad. If anyone wants, I will post the ad/address on this board (it's 2 A.M. right now and I don't have it handy.)

\ Mike Wildridge - Nude Model Extraordinaire / DJ Wannabe \
\ Menk Hall Box 102 ____ \ POWER ON!
\ Muncie, IN 47306-1082 \ / "This is Power, \ /
\ (317) 285-6777 \/ Captain Jonathan Power!" \/
/ UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cptpower /

1610. Was: Flight Sim II <=> XF551 incompatible forever

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-03 17:03:55 UTC
From: slackey@bbn.com
Message-ID: <31836@bbn.COM>
Source record: 116414

I'm so confused.

In article <4578@bsu-cs.UUCP> cptpower@bsu-cs.UUCP (Mike Wildridge) writes:
>... As any
>other XF551 owner knows - all the stuff on the 1050 is not compatible if you
>notched and wrote on the back of your disk. (The XF551 writes on the back
>of the disk BACKWARDS - leave it to Atari to make unnecessary improvements.)

I have seen references to this several times now. Why does anybody care what
the back of a 1050 disk looks like? Is there a way on the 551 to access the
back of a 1050-formatted disk without turning it over? Under Atari DOS?
Please explain using no more than 2-syllable words.
-Stan

1611. Re: Was: Re: Need a cassette tape drive.

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-03 17:38:58 UTC
From: car@pte.UUCP
Message-ID: <311@pte.UUCP>
Source record: 116415

In article <1270008@hpclkms.HP.COM>, ken@hpclkms.HP.COM (Kenneth Sumrall) writes:
> get the circuit out of the January 1984 issue of Computers and Electronics.
> The article has a circuit based on the XR2211 FSK demodulator chip, ($2.95 from
> Jameco Electronics), and also a circuit to remodulate the signal and copy the
> tape on another tape deck. It also includes a short description of how it all
> works.
> Good lock if you try building one, and let the Usenet community know how it
> works.

The article also listed the name of a company which sells (sold) a complete
kit for the cassette interface. I bought it and got it to work with a normal
cassette recorder. I used it with my Atari 400 to save BASIC programs.

car.
--
Christopher A. Rende Multics,DTSS,Shortwave,Scanners,StarTrek
uunet!edsews!rphroy!pte!car TRS-80 Model I: Buy Sell Trade
Motorola VME1131 M68020 SVR2 Precise Technology & Electronics, Inc.

1612. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-04 00:35:50 UTC
From: edi@WISDOM.BITNET
Message-ID: <8811040007.AA23062@ucbvax.Berkeley.EDU>
Source record: 116416

Subject: need help seting-up kermit

It seems my previous posting was misunderstood. I guess it wasnt too clear.
Ill try to make ammends;
I recently got kermit65 and smartt off the net and tried to run them together
on my 800xl under dos 2.5. But it didnt work out. These are the results of my
experiments:

a) kermit65 without smartt loads and runs fine but the moment it goes to the R:
port it jams. This is expected because
without smartt there is no R: handler.
b) to load smartt I need a mem.sav . I am not really sure what that is. I guess
c) when I create a mem.sav lo, load smartt and then kermit it doesnt work.
d) when I prepend smartt to kermit and turn it into an autorun.sys, it boots loa
loads and then goes into dos. In such not working at all.

COuld someone who has a similar set-up (800xl,dos2.5,xm301) and has get kermit
running please contact me. Or anyone whohas encountered a similar problem do the
same.

I am not sure what it is that I am doing wrong.

BTW I am running the correct version of kermit (kermitnr.com).

Thanx
-Edi

1613. Pc files to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-04 05:47:06 UTC
From: arrom@aplcen.apl.jhu.edu
Message-ID: <204@aplcen.apl.jhu.edu>
Source record: 116417

>>I have the Atari 1050 disk drive, and DO like it, although I wish it did "true"
>>double density, with twice the data storage of single-density, rather than
>>half again. And imagine what 512-byte sector support could do for program
>>interchange: "Sure, I can read that PC-DOS diskette!" (Happy Computers Inc,
>>are you listening?).^^^

1614. SpartaDOS X bug found

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-04 16:06:39 UTC
From: rjung@sal13.usc.edu
Message-ID: <1834@nunki.usc.edu>
Source record: 116418

Since SpartaDOS X is one of the newer (and more exciting) products to come out for the Atari 8-bit in a while, I feel this warning is appropriate:

Some background: My friend and I have gotten a new 20 megabyte hard drive. We plan to use it in a new (rewritten) bulletin-board system. Since DOS 2.0 and most compatables were not made to handle heavy storage, we decided to switch to SpartaDOS 3.2. Fine and danday, lots of late-night weekend programming sessions.

SpartaDOS X: We went to the Glendale Atari Faire v.3, saw the new ICD SpartaDOS X cartridge, and bought it. We went bananas over the extra RAM, the increased directory capabilities, the built-in ARC, and other fun stuff. We switched from SpartaDOS 3.2 to SpartaDOS X with no efforts.

The bug: After a week of using the hard drive with SpartaDOS X, read/write errors would be generated. Any attempts to read or write would generate a "Device done" error, and the only way to get anything done was to rebuild the directory of the partition and drag out the backups. Needless to say, weekly (or even daily -- It appears to be based on the number of disk operations) backups is not a lot of fun.

The solution: After a few cross-country phone calls, the hard drive distributor suggested switching back to SpartaDOS 3.2. "If the hardware was at fault, you wouldn't have been able to format/partition in the first place". So, we went back to SpartaDOS 3.2, moved the backups over, and -- surprise! Everything works (at least, so far -- I'll check the system tonight).

Sorry for the long details, but the message seems to be clear:
*** SPARTADOS X can and WILL cause problems with hard drives ***

Now the questions are:

1. Does ICD know about this? The product is excellent in every other way, but this is a _really_ nasty bug...

2. Is this bug only in the "prelimiary" versions? If so, then why did me and my pal, and every other SpartaDOS X owner on the .net, pay money for the product?

3. Does ICD care?

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #

(rjung@nunki.usc.edu?) ## ## ##
#####

1615. Re: Was: Flight Sim II <=> XF551 incompatible forever

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-04 17:09:36 UTC
From: cptpower@bsu-cs.UUCP
Message-ID: <4593@bsu-cs.UUCP>
Source record: 116419

In article <31836@bbn.COM>, slackey@bbn.com (Stan Lackey) writes:
>
> > ... (The XF551 writes on the back of the disk BACKWARDS - leave it to
> > Atari to make unnecessary improvements.)
>
> I have seen references to this several times now. Why does anybody care
> what the back of a 1050 disk looks like? Is there a way on the 551 to
> access the back of a 1050-formatted disk without turning it over? Under
> Atari DOS?
> Please explain using no more than 2-syllable words.
> -Stan

OK, let's see if I can relay this through my experience. I bought the XF551.
It seemed like there was nothing major different about it. On the 1050, when
I filled disks, I formatted the front, notched a hole on the left side,
formatted the back, and then filled both sides of the disk with whatever.
Well, when I tried this with the XF551, it wouldn't work. It formatted the
front fine, everything seemed the same. But, when I notched the left side,
turned the disk over, and tried to format the back, it crashed. I'm not
sure how it all works, but when reading the ad for the XF551 Enhancer, it
said that the XF551 writes to the back of the disk BACKWARDS! So, apparently
while we don't really care what a 1050 formatted disk looks like, it does.
I just know that before I bought this chip I couldn't do everything I used to
be able to do with the 1050. Now that I have it, 98% of everything is back
to normal (I'd say it was a well-spent $30).

\ Mike Wildridge - Nude Model Extraordinaire / DJ Wannabe \
\ Menk Hall Box 102 ____ \ POWER ON!
\ Muncie, IN 47306-1082 \ / "This is Power, \ /
\ (317) 285-6777 \/ Captain Jonathan Power!" \/
/ UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cptpower /

1616. 8bit archives

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-04 18:21:29 UTC
From: LMG102@PSUVM.BITNET
Message-ID: <59716LMG102@PSUVM>
Source record: 116420

I would be grateful to anyone who can tell me exactly how to access the atari 8 bit archives. Please be very specific, since I am new to this.

1617. Re: Update: Graphic Interfaces for 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-04 23:54:19 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <2553@ihlpm.ATT.COM>
Source record: 116421

In article <10769@cup.portal.com>, BobR@cup.portal.com (Bob BobR Retelle) writes:
> Just to update the information contained in Scott Parish's article about
> Graphics Interfaces for the Atari 8-bit systems...
> .....
> From other reports about Diamond, it seems, just on the basis of
> hearsay, as if Diamond may be the more powerful of the two systems, but
> as I said, I'll be checking them both out soon...
> .....

I got in on the Atari SIG conference on Delphi this past Tues, and Matt Ratcliff made a rare appearance there (he is on Delphi often, but not in the Conference). He said that he has tried out the disk version of Diamond you refer to, and that it wasn't all that great. Among other things, he mentioned that it took _40 swaps_ to do a disk copy. Also, it sounded like he had some reliability problems (I don't recall the details). He summarized by saying something like, "If the cartridge version isn't a whole lot better, I would give this a less-than-rave review." Also, it sounds like GOE is ready to go on cartridge, besides being more capable (again I can't recall more details).

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1618. This week's ZMAG/ST Report

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-05 03:17:06 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2274@udccvax1.acs.udel.EDU>
Source record: 116422
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have decided to put off distribution of this week's mags until next
week due to the virus that has been shutting down systems. A week should
give most systems enough time to clear things up. I see no sense in sending
out the files and having half of them bounce back here. I will send both this
week and next week's files next week.
A few back issues are now available. If you made requests for back issues
more than 2-3 days ago, please resend them as soon as possible.
New members for the list are always welcome. Just send me a message with
the names of the mag(s) you want and a good path (preferably Internet) back
to you. Please keep the request as short as possible to avoid clutter on my
end. Thanx.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1619. Re: Was: Flight Sim II <=> XF551 incompatible forever

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-05 06:58:55 UTC
From: BobR@cup.portal.com
Message-ID: <10907@cup.portal.com>
Source record: 116423

Stan Lackey asks:
>I'm so confused.

>In article <4578@bsu-cs.UUCP> cptpower@bsu-cs.UUCP (Mike Wildridge) writes:
>>... As any
>>other XF551 owner knows - all the stuff on the 1050 is not compatible if you
>>notched and wrote on the back of your disk. (The XF551 writes on the back
>>of the disk BACKWARDS - leave it to Atari to make unnecessary improvements.)

>I have seen references to this several times now. Why does anybody care what
>the back of a 1050 disk looks like? Is there a way on the 551 to access the
>back of a 1050-formatted disk without turning it over? Under Atari DOS?
>Please explain using no more than 2-syllable words.
>-Stan

Sigh... I'm afraid I'd use up the entire Net bandwidth trying to explain this... I'll try to hit the "high" points, but for more "in-depth" info about the *supposed* XF-551 incompatibilities, watch for an article by Matt Ratcliff in an upcoming issue of (I think) ANALOG magazine.

First of all... THERE IS NO COMPATIBILITY PROBLEM..!

This is all a "semantics" problem, a massive misunderstanding of the way disk drives work...

The XF-551 is a *standard* Double Sided disk drive. It has a read/write head on BOTH sides of the disk, so it can write to both sides. A "single sided" drive, like the 1050 has a head on only ONE side, and it IS NOT supposed to write to the other side..! Atari owners have found ways to get around this by manually turning the disk over, and using the other side as if it was a *second* SINGLE SIDED disk... BUT... these "Flippy disks" ARE NOT "true" Double Sided disks.

Actually, it is the *1050* which "writes backwards" on the back side of a disk, because it is writing the back as if it was the "front" of another disk. When you put a "flippy" in an XF-551, the back side has been written in a *non-standard* way, and thus cannot be read, UNLESS you manually turn it over, just like on a 1050... in that case, it will read just fine..!

It's awfully hard to explain without some kind of illustrations to go along with the text... but the bottom line is, there is NOTHING wrong with the XF-551, it just can't read the back side of the NON-STANDARD "Flippy" disks without turning them over manually.

If you've been "flipping" your disks, you'll still have to flip them in an XF-551. Any disks you write as "true" Double Sided disks with an

XF-551 will not be able to be read by "flipping" them in a 1050...
these are not "bugs", it's just the way it works..!

BobR (Can you believe it..? I'm actually defending Atari! :)

1620. Re: I NEED the Atari BASIC Source Book

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-05 07:04:33 UTC
From: BobR@cup.portal.com
Message-ID: <10909@cup.portal.com>
Source record: 116424

Kenneth Sumrall writes:
>I have been trying to get the book Atari BASIC Source Book...
> ... So, if anyone knows where I can get one, I would really appreciate.

The Atari BASIC Source Book is (was?) published by Compute! Books...

Probably the best way to check on its availability would be to call them
at 1-800-334-0868..

BobR

1621. Re: Was: Flight Sim II <=> XF551 incompatible forever

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-05 09:17:26 UTC
From: c91a-ra@franny.Berkeley.EDU
Message-ID: <7108@pasteur.Berkeley.EDU>
Source record: 116425

I thought the 551 is a double sided drive. I don't have one, so I don't know.

RE: writing the flip side backwards.
Does that chip let you turn the disk over to read side B or does it let you
read side B without flipping the disk? Can the chip be disabled?

John
John Kawakami / c91a-ra@franny.berkeley.edu / I'm sorryyyy, I'm sorryyyy,
/ / I'm sorryyyy, I'm sorryyyy.
/ / -S. Central Rain (REM)

1622. More about SpartaDOS X...

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-05 18:40:58 UTC
From: rjung@nunki.usc.edu
Message-ID: <1841@nunki.usc.edu>
Source record: 116426

Earlier I posted a message about the possibility of SpartaDOS X causing problems when used with a hard drive, and gave a long account of my personal experiences with the problems.

Well...Woops. Turns out SpartaDOS X is _not_ at fault for the problems I'd been getting -- it was the hard drive formatting software instead. I want to apologize to everybody who I panicked(?) with my earlier post, and especially to ICD for making an illogical leap of logic.

Sorry 'bout that, folks. Now will the e-mail flames stop?

--R.J.
B-)

"The trouble with experience is that it gives the test before the lessons."

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

1623. Re: SpartaDOS X bug found

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-05 23:47:16 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <10949@cup.portal.com>
Source record: 116427

For the SDX users: HOW IN THE WORLD DO I USE WINDOWED RAM?????
I have the SDX and I have the config file set to:
USE WINDOWED
DEVICE SPARTA
DEVICE SIO
DEVICE ATARIDOS
DEVICE CLOCK

Everything works fine except the stupid thing keeps defaulting to OSRAM.
Does anyone know how to force it to use the WINDOWED ram?
My setup: 130xe, SDX, RT8, MIO 256K, XF551, Supra2400 modem

Ok, now for some more bugs....
1) Under my current setup SDX interferes with 2400 baud Captures. I use
DeTerm, and it normally works fine (under Sparta 3.2).
2) The X command only searches the current directory.
For example: X TEXTPRO
That command will disable the SDX and any Cart plugged into it, and then
attempt to load the file "TEXTPRO.COM" FROM the current directory. It should
search every directory listed in the PATH command and THEN search the current
directory.

Those are the only 2 bugs I know of so far...but I am collecting info on
others, so send me mail if you find any. Also, anyone who knows how to fix
that stupid WINDOWED problem, please send me the fix....

Thanx
Charles K Hughes

1624. Re: Was: Flight Sim II <=> XF551 incompatible forever

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-06 01:09:26 UTC
From: cptpower@bsu-cs.UUCP
Message-ID: <4620@bsu-cs.UUCP>
Source record: 116428

In article <7108@pasteur.Berkeley.EDU>, c91a-ra@franny.Berkeley.EDU
(john kawakami reader) writes:
> I thought the 551 is a double sided drive. I don't have one, so I don't
> know.
>
> RE: writing the flip side backwards.
> Does that chip let you turn the disk over to read side B or does it let you
> read side B without flipping the disk? Can the chip be disabled?

Well, the 551 IS a double sided drive. But, just as Atari did when they
made the new XL series (way back when) they made some improvements on those
that made some stuff not compatible from the old 400/800 series. When
I inserted a disk and formatted it in the usual way, I saw no difference
in disk space. So, I naturally just turned the disk over (like with the
old 1050) and tried to format it. It wouldn't even format. I went
through all kinds of routines and frustrations and just got down-right
ticked. Then I found out that they made some wierd changes. I bought
this chip and installed it and now it's all gret. Yes, the chip can
be disabled. There is a switch attached to it that you stick out the
back of your 551. One way makes it like the 1050 and the other way makes it
stay like it was made. I can vouch for this addition and still think it's
a necessity for any XF551 owner.

\ Mike Wildridge - Nude Model Extraordinaire / DJ Wannabe \
\ Menk Hall Box 102 ____ \ POWER ON!
\ Muncie, IN 47306-1082 \ / "This is Power, \ /
\ (317) 285-6777 \/ Captain Jonathan Power!" \/
/ UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cptpower /

1625. Re: Was: Flight Sim II <=> XF551 incompatible forever

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-08 03:59:24 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270013@hpclkms.HP.COM>
Source record: 116429

/ hpclkms:comp.sys.atari.8bit / cptpower@bsu-cs.UUCP (Mike Wildridge) / 5:09 pm Nov 5, 1988 /
>
>Well, the 551 IS a double sided drive. But, just as Atari did when they
>made the new XL series (way back when) they made some improvements on those
>that made some stuff not compatible from the old 400/800 series. When
>I inserted a disk and formatted it in the usual way, I saw no difference
>in disk space. So, I naturally just turned the disk over (like with the
>old 1050) and tried to format it. It wouldn't even format. I went
>through all kinds of routines and frustrations and just got down-right
>ticked.

I've been told that the XF551 uses the same drive mechanism as the MS-DOS world does. These drives use the index hole in the disk when they format the disk. Therefore, it is not possible to flip a disk over and format the backside since the index hole isn't lined up with the sensor.

This is really no a problem however, since Spartados and others will let you format the disk as true double sided, double density and give you 360K on one disk. A much better alternative to flippy disks.

Also, I think the FSII incompatibility with the XF551 is not related to this problem. It has to do with the copy protection scheme that FSII uses. (Terry, am I right? Enquiring minds want to know :-) That's what happens when software is copy protected.

Ken Sumrall +----------------------------+
ken%hpclkms@hplabs.hp.com |Your Kung-Fu is no good here!|
...!hplabs!hpclkms!ken +----------------------------+

1626. Re: Pc files to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-08 04:06:01 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270014@hpclkms.HP.COM>
Source record: 116430

/ hpclkms:comp.sys.atari.8bit / arrom@aplcen.apl.jhu.edu (Ken Arromdee) / 9:47 pm Nov 3, 1988 /
>
>So, how do I convert files between the PC and Atari? (And for that matter, can I
>copy Atari disks on a PC?) In other words, please, please, please supply the
>details...

Details, details. Just look up the ad for Happy Computers in any issue of Antic magazine, (or look for ads from B&C computervisions or American Techna-vision, they also sell the Happy upgrades) What you want is the Happy enhancement. It cost me ~$100.00. Copies any disk, has full track buffering, hi speed SIO, True double density on a 1050, and also reads single sided MS-DOS disks on the 1050. A good investment for any Atari owner.

Installation is quite simple, just requires you pull two chips and put a board in one of the vacated sockets.

Kenneth Sumrall
ken%hpclkms@hplabs.hp.com
...!hplabs!hpclkms!ken

1627. Re: Update: Graphic Interfaces for 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-08 06:33:01 UTC
From: BobR@cup.portal.com
Message-ID: <11057@cup.portal.com>
Source record: 116431

Nick DiMasi mentions that Matt Ratcliff reported in Conference on Delphi that he'd tried Diamond (one of the two imminent "GEM-lookalikes" for the Atari 8-bit systems), and found it somewhat lacking.

Tonight I had my first opportunity to work with Diamond somewhat briefly, and I too found some drawbacks. Just for contrast, we also booted up the "pre-release" version of GOE we have (*NOT* the "demo" version that had been circulated some time ago).

A full review of both systems will be forthcoming at a later date, but my initial impressions are that both systems have many strong points, and some weaknesses... I would *love* to see a GEM-like system that took the best of *both* Diamond *and* GOE...

BobR

1628. Re: Was: Flight Sim II <=> XF551 incompatible forever

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-08 15:32:54 UTC
From: slackey@bbn.com
Message-ID: <31988@bbn.COM>
Source record: 116432

In article <4620@bsu-cs.UUCP> cptpower@bsu-cs.UUCP (Mike Wildridge) writes:
>In article <7108@pasteur.Berkeley.EDU>, c91a-ra@franny.Berkeley.EDU
> (john kawakami reader) writes:
>> RE: writing the flip side backwards.
>> Does that chip let you turn the disk over to read side B or does it let you
>> read side B without flipping the disk? Can the chip be disabled?
>... So, I naturally just turned the disk over (like with the
>old 1050) and tried to format it. It wouldn't even format. ...

It seems that the 551 can read and write the back of a disk, but cannot FORMAT it.
I have done this.

OK, here's my theory, which is mine and mine alone:

I have read that the 551 uses the little hole near the center of the disk. Perhaps
it uses it, even in 1050 mode, when formatting. Note that when a disk is backwards,
the access holes in the sleeve are in a different place.

My theory continues:

The respectable? company that sells the tweek changes the formatting procedure to
use soft formatting instead of hard. They tell you that the drive turns backward;
if they told you that a paper punch would solve the problem, they wouldn't sell
very many widgets, would they!? I AM GOING TO TRY THIS TONIGHT!! And I bet half
the Atari net as well...

Stay tuned!
-Stan

1629. Atari 8bit version

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-08 16:43:44 UTC
From: merlin@bsu-cs.UUCP
Message-ID: <4661@bsu-cs.UUCP>
Source record: 116433
Cross-posted to: rec.games.moria,comp.sys.atari.8bit

Is there a version of moria that can be run on the Atari 8bit? If so could someone tell me where to get it.

Thanks in advance,

Scott McPheeters
UUCP: <backbones>!{iuvax,pur-ee}!bsu-cs!merlin
merlin@bsu-cs.UUCP

1630. Programs

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-09 18:28:35 UTC
From: merlin@bsu-cs.UUCP
Message-ID: <4673@bsu-cs.UUCP>
Source record: 116434

Can you please send me public domain programs for the 8bit? I
am trying to get some good programs for the 8bit on a BBS. Any type of
program would help(Utlities,games,productivity)

Thanks.

Scott McPheeters
UUCP: <backbones>!{iuvax,pur-ee}!bsu-cs!merlin
merlin@bsu-cs.UUCP

1631. Re: Pc files to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-09 21:47:58 UTC
From: arrom@aplcen.apl.jhu.edu
Message-ID: <225@aplcen.apl.jhu.edu>
Source record: 116435

I tried to send this directly to charles@decuac.dec.com but the mailers
bounced it...

I wasn't trying to use MSDOS to write on the Atari disks. What I did was
to use a MSDOS copy program to copy an Atari disk onto a blank, unformatted
disk. This was a program whose normal function is to copy a copy-protected
MSDOS disk. Although sector size and the like certainly differ between
Atari and MSDOS disks, sector size, etc... on a copy-protected MSDOS disk
are also often different from a standard MSDOS disk; I was wondering if the
copy program would be able to copy the Atari disk, thinking it was actually
a copy-protected MSDOS disk and trying to copy the different size sectors
(and so forth) using the same routines it uses to copy the unusual layouts
of copy-protected MSDOS disks.

As I noted, I was partially successful. The MSDOS copy program managed to copy
some, but not all, of the Atari disk onto the blank disk. It copied enough that
some complete files on the (formerly blank) disk were readable and executable,
and I could do a directory of the disk and find that DOS XL thinks the disk
contains the same files that were on the original.
--
"I don't care if you _did_ do it in a movie once, Gilligan is not breathing
through that reed!"

--Kenneth Arromdee (ins_akaa@jhunix.UUCP, arromdee@crabcake.cs.jhu.edu,
g49i0188@jhuvm.BITNET) (not arrom@aplcen, which is my class account)

1632. GOE, Total Control Systems.

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-10 07:53:13 UTC
From: jac423@leah.Albany.Edu
Message-ID: <1231@leah.Albany.Edu>
Source record: 116436

Hello,

I just finished playing around with the GOE demo from Total control Systems and I found it very impressive. For anyone interested I can upload an alfed uuencoded copy of it, so that you may see what it is like. I am going to write to TCS to get more info on GOE and I will post whatever they send me. Well, just thought I would spread the news...

Jules...

--
What about technology, computers, .------------------. J.A.Cisek
nuclear fusion? I'm terrified of |Spectral Fantasies| jac423@leah.albany.edu
radiation, I hate the television. `------------------' jac423@rachel.albany.edu

1633. Re: Pc files to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-10 13:35:27 UTC
From: stekas@whuts.att.com
Message-ID: <5023@whuts.att.com>
Source record: 116437

In article <225@aplcen.apl.jhu.edu>, arrom@aplcen.apl.jhu.edu (Ken Arromdee) writes:
> I wasn't trying to use MSDOS to write on the Atari disks. What I did was
> to use a MSDOS copy program to copy an Atari disk onto a blank, unformatted
> disk. ... I was partially successful.

The PC's disks turn at 300 RPM vs. 288 RPM for the Atari. I have found it
impossible to write enhanced density disks on the PC without having the
last sector on a track overlap the first. The just isn't enough "room" to
fit all those 128 byte sectors.

I have no trouble reading and writing 256byte formats, e.g. PERCOM.

Jim

1634. hard drives

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-10 16:41:00 UTC
From: 89_LOZIE@UNION.BITNET
Message-ID: <8811110338.AA03901@ucbvax.Berkeley.EDU>
Source record: 116438

I am trying to find out how to hook up a hard disk drive to my system.
The system configuration is:
Atari 1200xl
1050 unmodified drive
850 interface
1200 baud modem
Okimate 10 printer
I would apprieciate the information if anyone can help. please either post here
or send email to 89_lozierp@union. I was told by the ICD company that there is
no way to do it, but I thought i would ask the people who also might have tried
it or might have the knowhow to perform this function.

1635. Re: Re: Was: Flight Sim II <=> XF551 incompatible forever

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-10 19:29:32 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <2567@ihlpm.ATT.COM>
Source record: 116439

```
>
> / hpclkms:comp.sys.atari.8bit / cptpower@bsu-cs.UUCP (Mike Wildridge) / 5:09 pm Nov 5,
1988 /
>>
>>Well, the 551 IS a double sided drive. But, just as Atari did when they
>> ....
>>ticked.
>
> I've been told that the XF551 uses the same drive mechanism as the MS-DOS world
> does. These drives use the index hole in the disk when they format the disk.

So do the Percom drives for Atari. I know that I'm not the only user
of those drives (why not? mine still work fine after 4 or 5 years, and
they are decent single-sided, single/double density drives.). In
fact, as I recall Percom (and possibly others) were the first to
_market_ double-density drives for the Atari 8-bit computers. (Atari
developed _but never marketed_ their double- density drive. It was a
dual drive, too. I wonder if it was any good?) Other makes of 8-bit
drives may or may not use the index hole when formatting; does anyone
know about Indus, Trak, Rana, Astra, ?

> Therefore, it is not possible to flip a disk over and format the backside
> since the index hole isn't lined up with the sensor.
>
This is what I've been told by Bob Retelle (who posted an excellent
article here about the '551), who has tried with Percoms, too. I
would have to get creative with a paper punch (or dig up one of those
Nibble Notch II gadgets, that punches a write-notch and index hole for
the 2nd side). I also found out (my ignorance is showing on this one)
that disks labelled "single sided" will usually work this way, i.e. they
are really double sided. Perhaps they are just not "certified" to work
on the 2nd side. (I usually find "single sided" disks are cheaper, but
then again I don't shop _everywhere_ for them.)

> This is really no a problem however, since Spartados and others will let you
> format the disk as true double sided, double density and give you 360K on
> one disk. A much better alternative to flippy disks.

Yes, and you can still read and even write flippy disks by turning them over
as in any other 8-bit drive. (You just can't format them, without punching
a 2nd index hole, maybe a disadvantage to an 8-bit club librarian but not
most of us, since you can format it "true" double-sided.)
>
> Also, I think the FSII incompatibility with the XF551 is not related to this
> problem. It has to do with the copy protection scheme that FSII uses. (Terry,
```

> am I right? Enquiring minds want to know :-) That's what happens when
> software is copy protected.
>

The 8-bit gurus on DELPHI (and I believe I saw this here too) said that the problem with FSII indeed stems from the protection scheme: sensitivity to disk speed is at least part of it. The '551 reportedly runs at about 300 rpm, instead of the usual 288 or so for other 8-bit drives. Does anyone have a _definitive_ answer to the question, "will Sublogic [ever] support the '551?" As far as other copy protection, ask me sometime what happened when I tried to boot the first copy of Synfile+ my wife and I bought (for use with the Illinois chapter of her professional association). That is, if you really want to know :-)

> Ken Sumrall +-----------------------------+
> ken%hpclkms@hplabs.hp.com |Your Kung-Fu is no good here!|
> ...!hplabs!hpclkms!ken +-----------------------------+

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1636. ZMAG/ST Report

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-10 22:53:54 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2319@udccvax1.acs.udel.EDU>
Source record: 116440
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The mailing for this and last week's ZMAG & ST Report went out about an hour ago. If you are supposed to be getting one or both of them and don't get them soon, let me know & I will check on it.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1637. Re: Pc files to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-11 00:37:55 UTC
From: rac@jc3b21.UUCP
Message-ID: <493@jc3b21.UUCP>
Source record: 116441

From article <1270014@hpclkms.HP.COM>, by ken@hpclkms.HP.COM (Kenneth Sumrall):
< / hpclkms:comp.sys.atari.8bit / arrom@aplcen.apl.jhu.edu (Ken Arromdee) / 9:47 pm Nov 3, 1988 /
<>
<>So, how do I convert files between the PC and Atari? (And for that matter, can I
<>copy Atari disks on a PC?) In other words, please, please, please supply the
<>details...
<
< Details, details. Just look up the ad for Happy Computers in any issue of
< Antic magazine, (or look for ads from B&C computervisions or American Techna-
< vision, they also sell the Happy upgrades) What you want is the Happy
< enhancement. It cost me ~$100.00. Copies any disk, has full track buffering,
< hi speed SIO, True double density on a 1050, and also reads single sided
< MS-DOS disks on the 1050. A good investment for any Atari owner.
<
< Installation is quite simple, just requires you pull two chips and put a
< board in one of the vacated sockets.
<
< Kenneth Sumrall
< ken%hpclkms@hplabs.hp.com
< ...!hplabs!hpclkms!ken

I have the program that was posted awhile back by Charles
Marslett (author of MyDOS) that does a fair job of reading/writing
Atari disks in a PC.

It claims to also be able to format Atari disks, but my experience
was that it left the drive in a strange mode, and I couldn't read a
PC formatted disk again until doing a reboot.

Note this will only read/write to Atari disks formatted in true
double density, although the source (asm and C sources included)
makes references to enhanced density. With a little work you
might be able to use it with single density disks.

It doesn't do as much as the happy, but then it's free. I'll
send a (uuencoded) copy to anyone that wants it (Email me).

Roger Cornelius ...!uunet!pdn!jc3b21!sherpa!rac

1638. Re: Was: Flight Sim II <=> XF551 incompatible forever

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-11 09:01:48 UTC
From: jac423@leah.Albany.Edu
Message-ID: <1243@leah.Albany.Edu>
Source record: 116442

I too have a percom drive, but alas mine is also capable of formatting
double sided disks. I have had it for about 5 years and have not had
any problems with it. On a similiar note, does anyone know if it is
possible to program the percom drive to handle enhanced format? If it
can handle ss/sd, ss/ds, ds/sd, ds/dd, then why not the enhanced density
used by the 1050? From what I understand the percom has a programable
drive controler.

Jules...

--
What about technology, computers, .------------------. J.A.Cisek
nuclear fusion? I'm terrified of |Spectral Fantasies| jac423@leah.albany.edu
radiation, I hate the television. `------------------' jac423@rachel.albany.edu

1639. Re: Pc files to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-11 15:13:24 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <6082@killer.DALLAS.TX.US>
Source record: 116443

In article <493@jc3b21.UUCP>, rac@jc3b21.UUCP (Roger A. Cornelius) writes:
> I have the program that was posted awhile back by Charles
> Marslett (author of MyDOS) that does a fair job of reading/writing
> Atari disks in a PC.
>
> It claims to also be able to format Atari disks, but my experience
> was that it left the drive in a strange mode, and I couldn't read a
> PC formatted disk again until doing a reboot.

I have done some cleanup on the format code (may still cause problems
on some machines, like my Premium/286 AT clone) -- and I am looking at
doing the single density I/O version. That will be much less portable,
so it may come in AT and XT version (or even brand name stuff like real
OSs, who says the IBM world is really standardized, . . . (:->).

> It doesn't do as much as the happy, but then it's free. I'll
> send a (uuencoded) copy to anyone that wants it (Email me).

And if I am closer (Texas) I'll do the same.

> Roger Cornelius ...!uunet!pdn!jc3b21!sherpa!rac

Charles Marslett
chasm@killer.dallas.tx.us

1640. Re: SpartaDOS X bug found

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-11 18:18:00 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <468@stag.math.lsa.umich.edu>
Source record: 116444

In article <1834@nunki.usc.edu> rjung@sal13.usc.edu (Robert allen Jung) writes:
% Now the questions are:
%
%1. Does ICD know about this? The product is excellent in every other way, but
% this is a _really_ nasty bug...
%
%2. Is this bug only in the "prelimiary" versions? If so, then why did me and
% my pal, and every other SpartaDOS X owner on the .net, pay money for the
% product?
%
%3. Does ICD care?

A question or two for you - you called the hard drive distributor, fine. Did
you ever bother to call ICD? I've had good experiences with them in the past,
I'm sure they'd listen to you if you actually told them what kind of problems
you were encountering. You can get responses to questions particularly quickly
by calling their BBS. (Don't have the number handy, but both their voice line
and BBS numbers should be in the docs of every package you buy from them...)
It's awful hard for someone to fix a bug in a package when no one tells them
it exists. Maybe it's odd that they didn't discover it themselves before the
release, maybe it's only a bug in the version you have. You owe it to yourself
and to them to call up and find out, particularly since you seem to like so
much about it anyway...
[standard disclaimers, etc...]
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

1641. Re: Re: Re: Was: Flight Sim II <=> XF551 incompatible forever

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-11 18:45:04 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3762@ihlpe.ATT.COM>
Source record: 116445

```
>>
>> I've been told that the XF551 uses the same drive mechanism as the MS-DOS world
>> does. These drives use the index hole in the disk when they format the disk.
>
> So do the Percom drives for Atari. I know that I'm not the only user
> of those drives (why not? mine still work fine after 4 or 5 years, and
> they are decent single-sided, single/double density drives.).

I also have a Percom drive (the first SS/SD -AT88?) but it doesn't use the
index hole while formatting. I can notch the disk, put it in backwards and
format it fine. Guess that was before they worried about how to handle
DS disk drives.
>
>> Therefore, it is not possible to flip a disk over and format the backside
>> since the index hole isn't lined up with the sensor.
>>
Can you still buy soft sectored disks with two index holes? If so that
should solve your problem provided they aren't too expensive.
>

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes
```

1642. Re: hard drives

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-11 19:20:43 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3763@ihlpe.ATT.COM>
Source record: 116446

> I am trying to find out how to hook up a hard disk drive to my system.
> The system configuration is:
> Atari 1200xl
> 1050 unmodified drive
> 850 interface
> 1200 baud modem
> Okimate 10 printer
> I would apprieciate the information if anyone can help. please either post
> here or send email to 89_lozierp@union. I was told by the ICD company that
> there is no way to do it, but I thought i would ask the people who also might
> have tried it or might have the knowhow to perform this function.

I'm surprised that someone at ICD would tell you that since they have about
the only setup I know of that will work. HOWEVER, you are a long way price
wise from your goal. You need a hard disk of some kind (IBM type).
Then you have to buy ICD's MIO box ($239.95 for 256K model) and
their 8bit hard drive kit ($289.95 with MFM controller, $339.95 with RLL
controller). As you can see, you are talking about $530 without a hard
drive. Of course you have some side benefits. The MIO is a printer buffer,
256K RAMdisk, and has a built-in RS232 port for your modem. You could sell
your 850 interface and subtract that amount from the $530. :-)

There was another company that advertized briefly that had an interface
that was supposed to work. They had a funny name like Irata Verga or
something like that. I don't know if they are still in business.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

1643. Re: Pc files to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-11 19:53:09 UTC
From: arrom@aplcen.apl.jhu.edu
Message-ID: <233@aplcen.apl.jhu.edu>
Source record: 116447

>The PC's disks turn at 300 RPM vs. 288 RPM for the Atari. I have found it
>impossible to write enhanced density disks on the PC without having the
>last sector on a track overlap the first. The just isn't enough "room" to
>fit all those 128 byte sectors.
>I have no trouble reading and writing 256byte formats, e.g. PERCOM.

It was a true double density disk I tried it with, and not an enhanced
density disk. And it still gave partial success...
--
"I don't care if you _did_ do it in a movie once, Gilligan is not breathing
through that reed!"

--Kenneth Arromdee (ins_akaa@jhunix.UUCP, arromdee@crabcake.cs.jhu.edu,
g49i0188@jhuvm.BITNET) (not arrom@aplcen, which is my class account)

1644. Re: hard drives

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-12 00:37:55 UTC
From: DAVISM@kcgl1.eng.ohio-state.edu
Message-ID: <1039@accelerator.eng.ohio-state.edu>
Source record: 116448

[blah!]

In message <3763@ihlpe.ATT.COM> Kim Kimes reiterates:

>> I am trying to find out how to hook up a hard disk drive to my system.
>> The system configuration is:
>> Atari 1200xl
>> 1050 unmodified drive
>> 850 interface
>> 1200 baud modem
>> Okimate 10 printer
>> I would apprieciate the information if anyone can help. please either post
>> here or send email to 89_lozierp@union. I was told by the ICD company that
>> there is no way to do it, but I thought i would ask the people who also might
>> have tried it or might have the knowhow to perform this function.

And Kim Kimes writes:

>I'm surprised that someone at ICD would tell you that since they have about
>the only setup I know of that will work. HOWEVER, you are a long way price
[specifics of using hard disk with 8-bit deleted]

Unfortunately, a 1200XL has neither an XL-type Parallel Bus Interface,
nor an XE-type Enhanced Cartridge Interface. Therefore, it is probably the
ONLY 8-bit Atari that CANNOT support a hard disk. Even the venerable 400/800
series could use a rather awkward setup from Corvus and Dave Small.

>There was another company that advertized briefly that had an interface
>that was supposed to work. They had a funny name like Irata Verga or
>something like that. I don't know if they are still in business.

I believe the company name is Irata Verlag, and the only disk inter-
face I know of from them allows an XL/XE owner...except for a 1200XL owner...
to use standard FLOPPY disk drives. There is another company which manu-
factures a hard disk interface for the 8-bit line, but the name escapes me,
but its initials are BTL (e.g. BTL Hard Disk Interface).

Mike

| THE InterNet address> "KCGL1::DAVISM"@eng.ohio-state.edu |
| or _maybe_> davism@kcgl1.eng.ohio-state.edu |

| These are my thoughts and do not necessarily reflect those of |
|The Ohio State University, IRCC-Facilities Management, Koffolt Computer |
|Graphics Lab, The OSU Chemical Engineering Department, or anyone else...|
|**|

| "Daddy, Daddy!! Why's Mommy running across the field?" |

```
| "Shut up Son, and reload." |
--------------------------------------------------------------------------
```

1645. Re: Re: Was: Flight Sim II <=> XF551 incompatible forever

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-12 01:50:30 UTC
From: BobR@cup.portal.com
Message-ID: <11202@cup.portal.com>
Source record: 116449

Nick DiMasi writes, regarding formatting the "back" side of a disk by "flipping" it manually in an XF-551 drive:

>I would have to get creative with a paper punch (or dig up one of
>those Nibble Notch II gadgets, that punches a write-notch and
>index hole for the 2nd side).

Exactly right..! When I was helping a friend who owned a Percom drive, I eventually made up a small cardboard "jig" to help me mark the spot opposite the existing timing hole, so I could then *very carefully* insert the business end of a paper punch into the central hub hold of the disk jacket and punch the new timing hole (through both the top and bottom of the disk jacket... ONE SIDE AT A TIME...! You DON'T want to punch through the disk itself..!!) I finally ended up just taking his disks home and formatting them on my Atari 810 drive for him...

There used to be special "Flippy" disks available, with timing holes pre-punched on both sides... these would be ideal for anyone who seems to feel they still must "flip" their disks in an XF-551... they may be hard to find now though...

BobR

1646. Re: ZMAG/ST Report

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-12 02:05:44 UTC
From: Jan@cup.portal.com
Message-ID: <11203@cup.portal.com>
Source record: 116450
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Please add me to your list for ZMAG. Thank you

1647. SpartaDos X?

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-13 18:20:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19881113182001.6.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116451

I've heard a lot of good stuff about this SpartaDos X cart, so I decided to buy it. Unfortunately, all the mail-order places I try either say it's not yet available, was available but is no longer, or they've never heard of it. Anybody know where I can lay hands on this mythical beast?

1648. Re: SpartaDOS X bug found

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-13 19:34:20 UTC
From: rjung@nunki.usc.edu
Message-ID: <1908@nunki.usc.edu>
Source record: 116452

In article <468@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>A question or two for you - you called the hard drive distributor, fine. Did
>you ever bother to call ICD?

Of course. Several long-distance calls, and even a few messages sent via
GEnie. No definite answers.

(Now it looks like the problem is related with illegal POINTing in SpartaDOS
in general...Have to conduct some tests to make sure. Still, no help from ICD.
Maybe they're more concerned with selling to the ST market?)

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

1649. Re: Was: Flight Sim II <=> XF551 incompatible forever [Info-Atari8 Digest V88 #110]

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-14 13:58:39 UTC
From: Fleysher.wbst@XEROX.COM
Message-ID: <881114-091853-1100@Xerox>
Source record: 116453

re: "if they told you that a paper punch would solve the problem, they wouldn't sell
very many widgets, would they!? I AM GOING TO TRY THIS TONIGHT!!"

My Percom SSDD drive (RFD-40) has the same characteristic: it takes more than a notch to enable formatting the back of a floppy. You have to punch an additional start-of-track sensor hole on both faces of the floppy jacket. To mark the position of the hole, I use a template consisting of another floppy, placed back-to-back with the floppy I want to "fix".

Also, I insert a bit of tissue inside the jacket through the hub hole to protect the floppy surface from being scratched by the hole punch.

Dan

1650. Re: Was: Flight Sim II <=> XF551 incompatible forever

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-14 16:57:15 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3720@druhi.ATT.COM>
Source record: 116454

in article <1243@leah.Albany.Edu>, jac423@leah.Albany.Edu (Julius A Cisek) says:
> On a similiar note, does anyone know if it is
> possible to program the percom drive to handle enhanced format? If it
> can handle ss/sd, ss/ds, ds/sd, ds/dd, then why not the enhanced density
> used by the 1050? From what I understand the percom has a programable
> drive controler.

The Percom controller will work with any disk format with sector
sizes less than 256 bytes. Enhanced format will work, you just have to
reprogram the controller. PERCOM drives have 2 or 3 special SIO
commands that allow you to set the number of sectors per track, the
sector size and the encoding method (FM or MFM). The drives support
"any" number of sectors per track, limited only by how fast the drive is
spinning and sector sizes up to 1024 bytes, though only the first 256
bytes are actually readable.

I don't have an 8 bit or my doc's on 8 bit hardware anymore or
I'd post the commands that were used by PERCOM.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

1651. Re: Pc files to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-14 21:49:12 UTC
From: arrom@aplcen.apl.jhu.edu
Message-ID: <246@aplcen.apl.jhu.edu>
Source record: 116355

>Note this will only read/write to Atari disks formatted in true
>double density, although the source (asm and C sources included)
>makes references to enhanced density. With a little work you
>might be able to use it with single density disks.
>It doesn't do as much as the happy, but then it's free. I'll
>send a (uuencoded) copy to anyone that wants it (Email me).
>Roger Cornelius ...!uunet!pdn!jc3b21!sherpa!rac

Please send me one. (I tried mail and it bounced.)
--
"I don't care if you _did_ do it in a movie once, Gilligan is not breathing
through that reed!"

--Kenneth Arromdee (ins_akaa@jhunix.UUCP, arromdee@crabcake.cs.jhu.edu,
g49i0188@jhuvm.BITNET) (not arrom@aplcen, which is my class account)

1652. Re: SpartaDos X?

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-15 00:02:35 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <2584@ihlpm.ATT.COM>
Source record: 116356

> I've heard a lot of good stuff about this SpartaDos X cart, so I decided
> to buy it. Unfortunately, all the mail-order places I try either say
> it's not yet available, was available but is no longer, or they've never
> heard of it. Anybody know where I can lay hands on this mythical beast?

It's not mythical, but it's hard to get... At the last [11/5/88]
Suburban Chicago Atarians (SCAT) meeting, I asked an Atari dealer if
ICD had shipped him any SDX carts. He said that he has back-orders
dating from June! (And we're in the same state [IL] as ICD :-)

So, I gave up on asking for it for Christmas :-(

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1653. XF551

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-15 01:53:55 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8811151952.AA02245@ucbvax.Berkeley.EDU>
Source record: 116357

I don't have an XF-551, but would like one. What about software like Printshop that comes on a two-sided disk? Does the XF551 reject it, or does it allow you to use it? As I gather (I think), it works okay when reading the back side, but it can't write to it? This means that PS should work, right?

Frank Murphy
OIT, Univ of Alaska Anchorage

1654. SDX availability

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-15 02:00:49 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8811151354.AA26329@ucbvax.Berkeley.EDU>
Source record: 116358

ICD is the only people shipping SDX right now. They are waiting until the final version is completed. Basically, the cart is done, but the manual is is being printed (the sign of true programmers -- docs ALWAYS finished WAYYY after the program!). So until all the components of SDX are complete, ICD is the only one shipping. They just want to give the hungry ones like us an oppurtunity to get our hands on it earlier than normal.

Until the final, all you get from ICD when you buy from them is a prelim manual and the cart. The policy is this: You'll get the final copy of the manual for free (they'll send it to post. paid IF YOU SEND IN YOUR REG. CARD!) and you also get the first ROM update at less than 1/2 price. This is an excellent way to get in on the ground floor without getting stuck with the buggy early versions.... I don't have ICD's address around here, but you should be able to find it on a BBS or in Antic/Analog....

BTW, the price (if you buy from them) is $79.95.

Frank Murphy
OIT, Univ of Alaska Anchorage

1655. Rumored Atari 68000 Game Machine

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-15 02:05:56 UTC
From: al710@unh.UUCP
Message-ID: <761@unh.UUCP>
Source record: 116359
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video

Has anyone heard anything about Atari producing a 68000 based
home video game system? Rumors flew several weeks back, but
I've heard nothing new lately.

Specifically, if such a machine does/will exist, I was hoping to get
answers to these questions, before I settle on buying a Nintendo
or Sega:

* How does it compare to the Sega, Nintendo, and Atari XE systems
available now? What are the specs for these 3 machines,
and what are they for the new, rumored Atari box? Along these
lines, what kind of input devices (light gun, 3D specs, etc.)
will be available?

* When will it be released? (Rough guesses -- plus or minus
1/2 year -- are welcome).

* How about cost and projected game availability (within, say,
1 year of release)?

Post or e-mail replies. I'll summarize if the response warrants it.

```
/*
** What, you wanted something funny?
** --- Anthony Lapadula (...uunet!unh!al710)
*/
```

1656. HELP

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-15 04:04:29 UTC
From: merlin@bsu-cs.UUCP
Message-ID: <4764@bsu-cs.UUCP>
Source record: 116360

I am having trouble using a program called Speedcalc which is
a speedsheet. Does anyone have any docs. for it if not does anyone know
how to enter formula's? I figured out most of the control keys except
control-d. Does anyone know what that does?? I get some disk movement then
a blank screen. Any help will be greatly appreciated!! Thanks in advance.

Please E-mail responses so that everyone doesn't have to read the reply's

---
Scott McPheeters
UUCP: <backbones>!{iuvax,pur-ee}!bsu-cs!merlin
merlin@bsu-cs.UUCP

1657. Spinnaker software wanted

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-15 18:27:33 UTC
From: david1@mhuxu.UUCP
Message-ID: <8655@mhuxu.UUCP>
Source record: 116361
Cross-posted to: misc.kids,comp.sys.atari.8bit,comp.sys.atari.st

Does anyone have the Spinnaker FaceMaker software for the Atari 800 that they would like to sell? Contact me at:

mhuxu!david1
or
215-939-6871 (day)
or
215-779-9648 (night)

thanks
rd nelson

1658. Okimate 10 printer and Broderbunds print shop

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-15 23:03:00 UTC
From: AIN1496E@merrimack.EDU
Message-ID: <8811161349.AA19112@ucbvax.Berkeley.EDU>
Source record: 116362

Hi, Can anyone tell me if they have been able to use the Okimate 10 printer
with Broderbunds printshop, and if so how they did it.

any information would be most appreciated.

you can send mail to me directly at AIN1496E@Merrimack.edu
or you can leave me a message here

Thanks for any info
David E. Sheafer

1659. Re: SpartaDos X?

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-15 23:48:57 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <11356@cup.portal.com>
Source record: 116363

If you want the SpartaDos X cart then call ICD themselves. Their number is (815)968-2228.
Currently they are shipping it with a preliminary manual which has a major bug in it. Wherever you see the word "WINDOWED" substitute the word "BANKED". That is the bug, took me days to figure out.

1660. Re: Atari 800 SIO port pin-out, protocol?

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-16 19:27:07 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <2592@ihlpm.ATT.COM>
Source record: 116364

> Does any1 know what the pin-out and protocol for the Atari 800 is?
> I bought an Atari 800 for the FMOTAS's Christmas present, but the system
> seems to crash frequently. The system consists of the Atari 800 console
> with 48K RAM, OS ROM, an 850 disk drive. I would like to put 2gether a
> replacement for the drive, but I don't know anything about the protocol,
> bit rate, etc. Also, I have a printer module I would like 2 add 2 the
> system.
> ....
> Port'naybl @ The Three Gadgeteers

If you don't like the 810 (not 850) disk drive, why not just buy a new one. It's a h*** of a lot easier than building one, unless you are a h/w masochist. (Or so I gather, I don't hack on h/w.) The new XF551 Atari drive would be a good choice. Since you have an IBM / other computer background (it seems), you should understand "true" double-sided floppy drives. (Some of us Atarians have gotten so used to flipping floppies, we flipped out when we saw a drive that deals with the 2nd side of a non-flipped floppy! [Try saying that fast, over and over again :-]) But not me, I have Percoms, and I never got into punching 2nd-side index holes...

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1661. hard drives

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-16 19:53:00 UTC
From: AIN1496E@merrimack.EDU
Message-ID: <8811171606.AA20366@ucbvax.Berkeley.EDU>
Source record: 116365

Lozier:

Check with Supra corporation for a hard drive, they manufacture(d)
hard drives for the xl/xe line.

I see that you have an Okimate 10, can you tell me what kind of software
you have found compatible with it. I have one also and have found very little.

I am particularly interested in Print Shop or a similar package.

mail can be sent to me at AIN1496E@Merrimack.edu or you leave a message here

thanks.

David

1662. hard disks and the 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-17 22:36:00 UTC
From: BIW109@URIMVS.BITNET
Message-ID: <8811180302.AA02242@ucbvax.Berkeley.EDU>
Source record: 116366

Actually, connecting a hard disk to a 1200xl should be possible
if you know a bit about hardware. 'All' you have to do is find all
of the signals that are present on the expansion bus of a 130xe,
and bring them out of the computer. the signals are all listed in
'Mapping the Atari (revised edition).' I'm not sure if all of the
signals are generated by the 1200xl, some may have to be derived, but
if I remember right, most of the extra lines you will need are
there (the high order address lines, I can't remember what else
they had). Even if this can be done (I don't have a schematic
of the 1200, so I can't say for sure) it will not be cheap..
Incidently, if anyone out there has a copy of a 1200xl schematic,
I would be interested in getting a copy. I would be willing to pay
for one..
Ray C
Bitnet: Biw109@urimvs

1663. Serial Interface

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-18 04:06:00 UTC
From: "george burdell"
Message-ID: <9657.192.forumexp@mts.rpi.edu>
Source record: 116367

I have an Atari 400 and an old Hayes Smartmodem 300 that I want
to put on speaking terms. A friend once showed me a little box
that plugged into a joystick port to turn it into a serial port.
Can anybody help me find out where to get such a device or else
a schematic for it? I don't think building one would be a problem
as long as components can be had. Also, what kind of software
driver would be necessary to make something like kermit work
with a smartmodem and this type of interface?
(I would rather not spend the $$ for an 850 since I just need a
modem port, not a printer or anything)

1664. 1050 Format

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-18 09:58:36 UTC
From: i14@nikhefh.hep.nl
Message-ID: <576@nikhefh.hep.nl>
Source record: 116368

Is it possible to partially format an atari disk or do you always have to
format the entire disk?
I have heard that the 1050 'is intelligent' ,can you program the 1050
so you can write your own DOS?

please,if somebody has an answer to these questions (perhaps a low level
SIO call that i haven't discovered yet can do the job????) email me
at i14@nikhefh.hep.nl
thanks in advance,
Martin
P.S :the 8bit atari's are very bad supported in holland,
i seem to be the only one with an 800xl !

1665. Re: SDX availability

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-18 13:21:30 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3801@ihlpe.ATT.COM>
Source record: 116369

> Frank Murphy writes:
>
> I don't have ICD's address around here, but you
> should be able to find it on a BBS or in Antic/Analog....
>
> BTW, the price (if you buy from them) is $79.95.
>

ICD, Inc.
1220 Rock St.
Rockford, Il. 61101

Phone order number: (815)-968-2228
phone lines are open 8AM to 5PM Mon-Fri. CST

BBS phone number: (815)-968-2229
24 hrs/day 300-9600

Hope this helps...

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

FACT: Your cat has more muscles in its tail than you do in your head.

1666. Re: Serial Interface

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-18 14:59:02 UTC
From: rbrown@svax.cs.cornell.edu
Message-ID: <22722@cornell.UUCP>
Source record: 116370

In article <9657.192.forumexp@mts.rpi.edu> george burdell writes:
>
> a little box that plugged into a joystick port to turn it into a serial port.
> I don't think building one would be a problem ... components can be had.

This can be done with a single chip. There is a nifty little chip called the MAX232CPE which allows you to convert RS232 voltage levels to TTL levels with no extra power supply (i. e. with just the five volts available on the joyport). This can be hooked up to two of the PIA pins in the joyport, as well as the voltage lines. Only problem with this approach is that it may require a prohibitive amount of onboard software - I don't know how much the device handler which would have to be written would entail, or how much of the work which has to be done can be abstracted to the handler. It may be that you would also need to add shift-registers and an external clock, but these are all still non-proprietary chips.

Russell G. Brown

1667. TurboBASIC runtime package

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-18 17:30:47 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8811181907.AA01080@ucbvax.Berkeley.EDU>
Source record: 116371

I am looking for a copy of the TB runtime package. I used to have it, but due to a little stupidity, I really messed up the runtime loader. I have a couple of compiled programs (w/o source), that I would like to use, but just can't do it with Mr. Runtime. It isn't on the bitnet fileserver at tcsvm, so if someone could either put it there, or get it for me and mail it to me, I'd be really grateful. But don't worry about me, I'll be happy until I can get my hands on it.

I would also like FrOst BASIC (the 800 version of Turbo BASIC). That is much less of a priority, but it sure would be nice. Again, this one is in the Atari8 library, but not the bitnet fileserver. If someone would get them from the library and mail them to me, I'd be even more grateful!

Frank Murphy
University of Alaska Anchorage
AXDFM@ALASKA

In the immortal words of Gribben Plubonth: "Xrysdd kgwtlrs phcoora wystzrd"
~
This should actually be a captial asterisk~

1668. Ape Link

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-18 17:40:13 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8811181936.AA01737@ucbvax.Berkeley.EDU>
Source record: 116372

For those of who you have an SIO direct-connect modem (ala XM-301 or SX-212) and a SIO-centronics parallel printer cable, you know that you can't use your printer and modem at the same time. It was always a real pain not being able to dump a screen to the printer while on-line, but it really got annoying everytime I wanted to print a listing or a text file (had to manually swap the cables around, etc).

I found a little thing in Best Electronics' latest catalog that got around all of that! It is Digital Device's "Ape Link" kit. It gives you up to three extra SIO ports on your Atari! If you buy it in kit form (instead of each individual part -- there is no fully assembled version), then you'll have a little soldering to do (not much). The procedure is simple and straight-forward. I've got it configured as three SIO ports, but I can easily add another SIO in, so I can use all three ports for SIO for perireprials ((as of now, one of the ports connects the Ape Link to the daisy chain).

The bottom line is this: It's easy and awesome. If you are in the same boat as I was, then I hearitly recommend it. Best Electronics was very helpful too. Good place to order from....

Frank Murphy
OIT, University of AK Anchorage

---- "Nobody paid me nothing to say something for them."
Frank Murphy
Nov. 18, 1988

1669. Re: 1050 Format

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-18 20:32:47 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2360@udccvax1.acs.udel.EDU>
Source record: 116373

In article <576@nikhefh.hep.nl> i14@nikhefh.hep.nl (Martin Los) writes:
>
>Is it possible to partially format an atari disk or do you always have to
>format the entire disk?

As I understand it, the 1050 is intelligent only in the fact that it doesn't have to be completely run from the computer. The Atari sends a format command through the SIO port. Your DOS will then normally wait until the drive is finished with the physical format so that it can write the DOS info to the disk. You may have noticed that if you start formatting a disk and then hit the break key a few times, you would be returned to a DOS menu, but the drive would keep formatting. A drive would have to implement a "format track" command in addition to a "format disk" command to partially format a disk. I understand that this is one of the things that the Happy upgrade does. Other upgrades may do this, but I'm not sure. I don't think my US Doubler will do it.

>I have heard that the 1050 'is intelligent' ,can you program the 1050
>so you can write your own DOS?

It is not a matter of programming the drive, but the computer. Your DOS will have to patch into HATABS (I think that's the name), set MEMLO, trap RESETs to initialize it, and write the code. Machine Language is the only real way to go for writing a handler. A real C compiler might hack it, and Action! might barely do it, but ML is best. Inside Atari DOS gives you full ML source code for Atari Dos 2.0s and is a real help. Mapping the Atari is a necessity for any true Atari hacking.

>
>please,if somebody has an answer to these questions (perhaps a low level
>SIO call that i haven't discovered yet can do the job????) email me

I think $E459 is the address for the SIO call vector. Better check Mapping the Atari on this, but if you set up the device control block (DCB. Note that CIO/IOCB calls require a handler while SIO/DCB calls access the SIO port hardware directly [though I think you can patch in a pseudo-serial device {i.e. SpartaDOS UltraSpeed I/O. Note: I'm not too sure about this one} by rerouting the vector]) and do a "JSR E459" it will executed an SIO call independant of any handlers.

>at i14@nikhefh.hep.nl
>thanks in advance,
> Martin
>P.S :the 8bit atari's are very bad supported in holland,
> i seem to be the only one with an 800xl !

Sounds like Delaware ;-].
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1670. Atari 800 Serial Interface

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-19 15:39:00 UTC
From: UNCSPL@UNC.BITNET
Message-ID: <8811191541.AA26640@ucbvax.Berkeley.EDU>
Source record: 116374

Well,
If you really want to interface another brand of disk drive to
your Atari 800, then it will take a lot of work. I worked on a project
where we built 3 custom computers to hang off the Atari serial bus,
but it was a big hassle. It would definately be less expensive
(esp. in the area of time) to buy one. However, if you really want
to do this, then get hold of a copy of Atari's Hardware Techinical
Reference Manual. It contains all the needed information about the
serial protocols, timing, and other such stuff. Good luck . . .
.
Scott P. Leslie (UNCSPL@UNC)
Jax

1671. Re: 1050 Format

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-20 00:12:16 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <11516@cup.portal.com>
Source record: 116375

This is actually to Gary Duzan. My mail to you was returned so I am posting here. Could you put me one your mailing list for the 8bit newsletter (Zmag).
Thanks
Charles K Hughes
Ordania-DM@cup.portal.com

1672. Re: Serial Interface

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-20 05:57:20 UTC
From: gil@limbic.UUCP
Message-ID: <394@limbic.UUCP>
Source record: 116376

In article <22722@cornell.UUCP> rbrown@svax.cs.cornell.edu (Russell Brown) writes:
>This can be done with a single chip. There is a nifty little chip called the
>MAX232CPE which allows you to convert RS232 voltage levels to TTL levels with no
|>extra power supply (i. e. with just the five volts available on the joyport).

This is, indeed, a GREAT chip. All you need is the chip, 5V, and 4 common
electrolytic capacitors and you're ready to go. The chip "generates" the
~ +/- 12 volts for the EIA RS232 using a voltage doubler circuit on the
chip! The power drain seems pretty low too :-)

|>This can be hooked up to two of the PIA pins in the joyport, as well as the
|>voltage lines. Only problem with this approach is that it may require a
|>prohibitive amount of onboard software

There used to be a modem made by MPP which worked through the joystick
port. Someone out there in net.land may have this and can slip it under
the rug to both of the askers. Also around is something that I think
was called Rhandler which was a R: device driver that would drive the
joystick port modem (or 850 I think too!) using R: as a device name (so
you could use any terminal program). Check Compu$erve or a local Atari
hacker for the latter (I think it may be public domain).

Of course, the best part about the joystick port modem idea is the fact
that you can use the disk drive and RS232 ports simultaneously without
any special suspension/resumption on the disk or RS232 port's part.

Hope this helps!

Gil Kloepfer, Jr. U-Net: {decuac,boulder,talcott,sbcs}!icus!limbic!gil
ICUS Software Systems Voice: (516) 968-6860 [H] (516) 746-2350 x219 [W]
P.O. Box 1 Internet: gil@icus.islp.ny.us
Islip Terrace, NY 11752 "Life's a ... well, you know..."

1673. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-20 06:21:00 UTC
From: "george burdell"
Message-ID: <9657.203.forumexp@mts.rpi.edu>
Source record: 116377

Thanks for the tip, Russ. I ought to be able to piece something
together if I can find the hardware manual... The setup I referred
to that a buddy had was purchased ready-made and I know he didn't
write the software for it. Anybody have any clues where I can
find a driver for serial I/O via the PIA? Thanks in advance...

1674. Re: Serial Interface

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-20 20:23:01 UTC
From: charles@c3pe.UUCP
Message-ID: <4426@c3pe.UUCP>
Source record: 116378

In article <22722@cornell.UUCP> rbrown@svax.cs.cornell.edu writes:
>This can be done with a single chip. There is a nifty little chip called the
>MAX232CPE which allows you to convert RS232 voltage levels to TTL levels with
>no extra power supply (i. e. with just the five volts available on the
>joyport). This can be hooked up to two of the PIA pins in the joyport, as
>well as the voltage lines. Only problem with this approach is that it may
>require a prohibitive amount of onboard software - I don't know how much the
>device handler which would have to be written would entail, or how much of the
>work which has to be done can be abstracted to the handler. It may be that
>you would also need to add shift-registers and an external clock, but these
>are all still non-proprietary chips.

If you wanted an all-software approach, you could use a "bit-banger", which is how I understand the ATR6000(?) box worked. To keep hardware prices down, they used its CPU to monitor the SIO line and determine what bits to load into bytes. They had a bit of work getting it to run at the 19200bps SIO port speed, but 300bps, and maybe 1200bps, should be doable by stealing some Pokey channels to use as a real-time clock. The interrupt code for the timer samples the TTL line for the receive data line (and sends a bit out on the transmit data line when appropriate), and every N (which must be more than 2X the incoming bit rate with this approach; I believe 3X can do it, but 4X is more reasonable) samples, makes a decision on what the incoming bit is. (Since there is no data clock which, I understand, intelligent devices on the SIO port use, your "software UART" needs to oversample in the same way that a real UART does in hardware, to find the start bit and properly track data transitions.)

But when I got my Atari Technical Reference Manual and learned that the two interrupt lines are unused, I got an idea for an even lower-overhead idea: Present the TTL Receive Data line to one interrupt pin and, using an inverter, its mirror image to the other interrupt pin. On each interrupt, you check the video processor's scan counter and the low-order part of the 3-byte system clock to determine how much time has elapsed; all the intervening N bit times have the same value (1 or 0). But with this scheme you still need a "watchdog" timer, probably a Pokey channel interrupt, which is set when each start bit is received, and tells you when the end of the byte is, since you can't rely on a transition just before the stop bit.

But perhaps the simplest solution would be to use the same technique the program recorder uses: turn on the motor control line, send data out without clock or attention signals (so the intelligent devices don't get excited), and use Pokey's own UART circuitry to decode the incoming async characters at whatever baud rate you specify. Of course, if you want the capability of writing the incoming data to disk, you need to XOFF the communications line, temporarily shut down your driver (turning off the motor control line, which keeps the SIO line transitions from going through the device and into the

modem - an AND gate may do the job here), and write to disk. When done, raise
the motor control line and send an XON.
--
Charles Green, C3 Inc charles%c3pe@decuac.dec.com
ex::!echo Gotcha: (vi modeline test - is your system secure?)

1675. PC files to Atari (again)

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-20 21:50:43 UTC
From: arrom@aplcen.apl.jhu.edu
Message-ID: <271@aplcen.apl.jhu.edu>
Source record: 116379

I tried to mail this but it bounced.... (I am getting tired of having this happen to me).

BTW (completely unrelated), does anyone know what POKEs turn your cassette player on or off? (I know they're in Mapping the Atari, but I don't have one of those with me at college)...

From MAILER-DAEMON Sun Nov 20 15:41:54 1988
Date: Thu, 17 Nov 88 15:07:57 est
From: MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: Cannot send message for 3 days
To: arrom
Status: R

----- Transcript of session follows -----
451 chasm%killer.UUCP@mimsy.umd.edu... reply: read error
chasm%killer.UUCP@mimsy.umd.edu... reply: read error

----- Unsent message follows -----
Received: by aplcen.apl.jhu.edu (1.2/Ultrix2.0-B)
id AA00863; Thu, 17 Nov 88 15:07:57 est
Date: Thu, 17 Nov 88 15:07:57 est
From: arrom (Ken Arromdee (600.429))
To: chasm%killer.UUCP@mimsy.umd.edu
Subject: PC files to Atari

The program has a bug in it; if you try to copy a file from an MS-DOS disk to an Atari disk, in binary mode (/B), you get problems; although the MSDOS file is opened in binary mode, the program forgets to turn off translation. Therefore your binary file on yourAtari disk has all its tabs converted to 0x7F's, etc.... Also, after I copy files (I used "util /b /w filename a:") I get the message Invalid path <<a:>>

--Kenneth Arromdee (ins_akaa@jhunix.UUCP, arromdee@crabcake.cs.jhu.edu, g49i0188@jhuvm.BITNET) (not arrom@aplcen, which is my class account)

1676. Re: XF551

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-21 04:24:20 UTC
From: cptpower@bsu-cs.UUCP
Message-ID: <4838@bsu-cs.UUCP>
Source record: 116380

In article <8811151952.AA02245@ucbvax.Berkeley.EDU>, AXDFM@ALASKA.BITNET (gbloo Grebo) writes:
> I don't have an XF-551, but would like one. What about software like
> Printshop that comes on a two-sided disk? Does the XF551 reject it, or
> does it allow you to use it? As I gather (I think), it works okay when
> reading the back side, but it can't write to it? This means that PS should
> work, right?

As everyone knows, I got one of the XF551's and I also got Print Shop. Yes, there ain't no prob with it at all. It works just fine. Happy Trails!!

Power

\ Mike Wildridge - Nude Model Extraordinaire / DJ Wannabe \
\ Menk Hall Box 102 ____ \ POWER ON!
\ Muncie, IN 47306-1082 \ / "This is Power, \ /
\ (317) 285-6777 \/ Captain Jonathan Power!" \/
/ UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cptpower /

1677. Broken Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-21 16:06:48 UTC
From: at1r+@andrew.cmu.edu
Message-ID: <8XW3wMy00V4=MEh19P@andrew.cmu.edu>
Source record: 116381

I have an Atari 800 that has been sitting in
a closet at home for about 5 years now.

The problem is this: When I turn the unit on it behaves
normal for about a minute and then crashes spectacularly
with brightly colored moving text and graphics on the
screen and random noise. I suspect a loose connection
somewhere--- has anyone had this problem? How would
I go about getting the thing fixed? does atari still repair 800's?

any info would be greatly appreciated!

---- Angelo Trivelli
at1r@andrew.cmu.edu

1678. Re: XF551

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-21 16:19:28 UTC
From: slackey@bbn.com
Message-ID: <32554@bbn.COM>
Source record: 116382

In article <8811151952.AA02245@ucbvax.Berkeley.EDU>
<AXDFM%ALASKA.BITNET@Forsythe.Stanford.EDU> writes:
> I don't have an XF-551, but would like one. What about software like
>Printshop that comes on a two-sided disk? Does the XF551 reject it, or
>does it allow you to use it? As I gather (I think), it works okay when
...

I think what we have determined is that the only function a 551 cannot do
is FORMAT the back of a standard disk, unless you do one of the following:

Get a special kind of disk whose sleeve has an extra hole so that the
timing hole can be "seen" when the disk is upside down;

Furnish those extra holes with a paper punch;

Buy and install a hardware upgrade from Scammers Unlimited (or whatever
that company calls themselves);

Keep an old drive around (what I do);

Use SpartaDos or some other OS that lets you use both sides of the disk
by using the drive in its native mode.

In any case, pretty much all existing SW will work in the way it was
intended on the 551.
-Stan

1679. Re: Broken Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-22 20:33:53 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <11650@cup.portal.com>
Source record: 116383

I would suggest that you remove the cover of the 800 and pull out and reseat all the boards (memory & OS). Also try testing it with a game cartridge.

1680. Don't Panic!

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-23 17:35:05 UTC
From: shafferj@amethyst.bucknell.EDU
Message-ID: <8811231735.AA04633@amethyst>
Source record: 116384

Yes, I know that a lot of things in the archives aren't on LISTSERV@TCSVM.
I'm working on that. John Dunning and I have started transferring files, but
I'm afraid that it's going to be a slow process due to various problems that
Bitnet is having lately.

For those of you who don't know how LISTSERV works, I'll post the instructions
in a week or two when there's actually enough stuff there to bother with.

Jim

1681. Thanks

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-23 23:07:33 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8811232305.AA27016@ucbvax.Berkeley.EDU>
Source record: 116385

I tried to reply to John Sangster for his help, but I keep getting
an "Undeliverable message" error, so I hope nobody minds my thanking
John on the net....

Thanks for your help, John....

Frank Murphy
UAA -- Home of the Great Alaska Shootout

1682. New Atari Home Video Game (Just a rumor?)

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-23 23:26:01 UTC
From: al710@unh.UUCP
Message-ID: <773@unh.UUCP>
Source record: 116386
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.atari.8bit

I posted this message about one week ago, and received exactly
one response. Unfortunately, that response was not very helpful -- it
said only 'expect it with six months.' So, in the hopes that
the message was never fully distributed, let's try it again....

/****************** Original Message ****************************/

Has anyone heard anything about Atari producing a 68000 based
home video game system? Rumors flew several weeks back, but
I've heard nothing new lately.

Specifically, if such a machine does/will exist, I was hoping to get
answers to these questions, before I settle on buying a Nintendo
or Sega:

* How does it compare to the Sega, Nintendo, and Atari XE systems
available now? What are the specs for these 3 machines,
and what are they for the new, rumored Atari box? Along these
lines, what kind of input devices (light gun, 3D specs, etc.)
will be available?

* When will it be released? (Rough guesses -- plus or minus
1/2 year -- are welcome).

* How about cost and projected game availability (within, say,
1 year of release)?

Post or e-mail replies. I'll summarize if the response warrants it.

/****************** Original Message ****************************/

Any information regarding the machine's existence is greatly appreciated.

/*
** What, you wanted something funny?
** --- Anthony Lapadula (...uunet!unh!al710)
*/

1683. Re: Was: Flight Sim II <=> XF551 incompatible forever

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-23 23:59:52 UTC
From: hans@umd5.umd.edu
Message-ID: <4269@umd5.umd.edu>
Source record: 116387

In article <2567@ihlpm.ATT.COM> njd@ihlpm.ATT.COM (DiMasi) writes:
>>
>> Also, I think the FSII incompatibility with the XF551 is not related to this
>> problem. It has to do with the copy protection scheme that FSII uses. (Terry,
>> am I right? Enquiring minds want to know :-) That's what happens when
>> software is copy protected.
>>
>
>The 8-bit gurus on DELPHI (and I believe I saw this here too) said that the
>problem with FSII indeed stems from the protection scheme: sensitivity to
>disk speed is at least part of it. The '551 reportedly runs at about 300 rpm,
>instead of the usual 288 or so for other 8-bit drives. Does anyone have a
>_definitive_ answer to the question, "will Sublogic [ever] support the '551?"
>
This is indeed one of the aspects of copy protection which give it a bad name.
Since Sublogic seems unresponsive, I would pursue one of the following
three approaches, if I encountered this problem:
1. Adjust the drive speed to 288 rpm permanently, and hope that everything
else keeps on working.
2. if (1) does not work out, install some "enhancement" to the drive's
speed-regulating circuitry, so that the speed can be switched between
288 and 300 rpm.
3. Work on a software solution (i.e. crack the copy protection).
I am well aware that both (2) and (3) require a substantial investment of
time.

I am also quite appalled that any copy protection scheme should fail over a
4% increase in drive speed.

1684. Re: Pc files to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-24 00:07:32 UTC
From: hans@umd5.umd.edu
Message-ID: <4270@umd5.umd.edu>
Source record: 116388

In article <5023@whuts.att.com> stekas@whuts.att.com (STEKAS) writes:
>The PC's disks turn at 300 RPM vs. 288 RPM for the Atari. I have found it
>impossible to write enhanced density disks on the PC without having the
>last sector on a track overlap the first. The just isn't enough "room" to
>fit all those 128 byte sectors.
>
>I have no trouble reading and writing 256byte formats, e.g. PERCOM.
>
>Jim

This is indeed a problem. Even 18 256 byte sectors requires much shorter
gaps than what the original IBM specs call for.

So here is my question: We are told elsewhere that the SX551 disk drive spins
at 300 rpm, which leads to all kinds of other problems. How does it handle
enhanced density, or even the standard 18 sector formats? Does it run
the clock slightly faster? Does it cut other corners? Or is some black
magic involved?

While we are on the subject, does anybody know what the guts of a SX551
contain (cpu, rom, ram, floppy controller)? With all the reviews I have
never seen any answer to any of these.

1685. Re: 1050 Format

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-24 00:13:32 UTC
From: hans@umd5.umd.edu
Message-ID: <4271@umd5.umd.edu>
Source record: 116389

In article <576@nikhefh.hep.nl> i14@nikhefh.hep.nl (Martin Los) writes:
>
>Is it possible to partially format an atari disk or do you always have to
>format the entire disk?

There is no way to program a standard 1050 to format parts of a disk, although some of the enhancements may let you do so. If you want to format only the first n tracks of a disk, you can start a format, listen to the sound of the stepper motor, and open the door when you think it has gone far enough. Even with a disk drive which displays the track number, that takes a bit of practice to get it right.

1686. Re: Broken Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-24 00:19:45 UTC
From: hans@umd5.umd.edu
Message-ID: <4273@umd5.umd.edu>
Source record: 116390

In article <8XW3wMy00V4=MEh19P@andrew.cmu.edu> at1r+@andrew.cmu.edu (Angelo Trivelli) writes:
>I have an Atari 800 that has been sitting in
>a closet at home for about 5 years now.
>
> ... details deleted ...
>

With most electronic equipment, it is a good idea to theck the power supply first. Ataris are no exception. Beyond that it is very hard to diagnose such a problem from its symptoms. You might try to re-seat all cards and connectors, since the machine has been sitting around for such a long time.

1687. Re: hard disks and the 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-24 00:22:19 UTC
From: hans@umd5.umd.edu
Message-ID: <4274@umd5.umd.edu>
Source record: 116391

Given the price of hard drive and related items, it would only be a minor perturbation to replace the 1200xl with an 800xl or a 130xe.

1688. Re: XF551

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-24 00:28:03 UTC
From: hans@umd5.umd.edu
Message-ID: <4275@umd5.umd.edu>
Source record: 116392

In article <32554@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
-
-I think what we have determined is that the only function a 551 cannot do
-is FORMAT the back of a standard disk, unless you do one of the following:
-
- ...
-
-Buy and install a hardware upgrade from Scammers Unlimited (or whatever
-that company calls themselves);
-
- ...
-

Does anybody know what that hardware upgrade actually does? Inquiring minds
want to know.
(For lack of that information, a description of the parts involved might
shed some light on it, too).

1689. Re: Atari 8-bit disk drive WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-24 03:00:36 UTC
From: Xorg@cup.portal.com
Message-ID: <11703@cup.portal.com>
Source record: 116393
Cross-posted to: misc.wanted,comp.sys.atari.8bit

I may have a Percom DD drive for sale - its currently on hold
for someone but I haven't from from him in a while so if I don't
hear from him soon its up for grabs again.

Peter Szymonik

1690. Re: Broken Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-24 04:12:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <11708@cup.portal.com>
Source record: 116394

Angelo Trivelli asks: >does Atari still repair 800's?

Atari lists the 800 as part of its exchange program. I don't have the list of the fees involved in front of me right now, but I don't believe it was very expensive. Essentially you return your equipment to Atari with the proper fee, and they'll send you a replacement unit. Try calling Atari's Customer Service department at: (408) 745-2367 and ask for details...

Before you do that though, you may want to check the connections on the main board... it the 800 has been unused for so long a time, there may be problems with corrosion on some of the contacts...

Turn the unit over and remove the screws holding the case closed, then remove the top of the computer. There are several screws securing the heavy metal shielding to the printed circuit board. Remove them, then remove the shielding (carefully!). Inside the shielding there are several smaller boards mounted vertically in sockets. Gently remove and replace each board to break any corrosion on the contacts and to reseat them in their sockets. Gently press any Integrated Circuits which are in sockets back down firmly into their sockets.

Reassemble the shielding and case, and try the computer again. It might be necessary to clean the contact edges of the smaller boards with a solvent to get the best contact.

If you're uncomfortable working inside the machine, you might be able to find someone at a local Atari user group who'd be willing to help out...

BobR

1691. Re: hard drives

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-25 03:20:26 UTC
From: Eric_Stewart_Plent@cup.portal.com
Message-ID: <11753@cup.portal.com>
Source record: 116395

To Kit:

Yes, ICD sells one of the few hard disk interface systems for the 8 bit, but they were correct when they said it would not work with the 1200XL. The 1200XL does not have the BUS on the rear, so the MIO unit would have no way of connecting to the computer. Nor would the Supra system work for the same reasons. It is too bad, really, since the 1200XL had THE best keyboard Atari ever made (in my opinion...)

Eric
(Sorry, no fancy company name to append)

1692. Re: Update: Graphic Interfaces for 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-25 03:26:39 UTC
From: Eric_Stewart_Plent@cup.portal.com
Message-ID: <11754@cup.portal.com>
Source record: 116396

Just a note: if the demo version of Diamond is anything like the final version, no thanks! I run an Atari BBS in New Jersey, and I have had users upload both the demo version of Diamond and GOE. I found the GOE version to be MUCH better looking, and smoother running, than the Diamond demo. Perhaps this is due to memory limitations (which should be removed with the cartridge), or perhapthat is just how Diamond will turn out. I hope either one of them makes it, however, since it might spark more interest in the 8 bit computers as "Serious" machines.

1693. Re: XF551

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-25 03:48:27 UTC
From: Eric_Stewart_Plent@cup.portal.com
Message-ID: <11755@cup.portal.com>
Source record: 116397

To Frank Murphy:

The XF-551 drive, in Double Sided mode, writes the information on the back side of the disk in reverse. This means that if you flipped the disk over, it could not read side 2 as side 1. It also means that a disk that ha information on both sides would still have to be flipped over to work properly. Sorry!

1694. System for sale

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-27 06:29:21 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <493@stag.math.lsa.umich.edu>
Source record: 116398

Howdy... Got a good collection of stuff here:
800XL w/256K RAM (Newell upgrade), OmniMon, Omniview
1050 w/US Doubler
P:R:Connection and 2 serial cables (4 ft each, 25 pin)
R-Time 8 clock cart

Lots and lots of software, including Action! cart + toolkit,
SpartaDOS contruction set, MyDOS 4.1, 850 Express, etc.
A few InfoCom games, (Hacker, WishBringer, fresh out of the box.)

800XL has modified heavy duty power supply (new capacitors
and diodes, much heavier service rating.)

All hardware is in good working order. Most units have original
packaging, all have docs.

Also a couple books, including Mapping the Atari (with XL/XE info),
all of the Tech Ref book, designers notes, De Re Atari, others.

The entire collection is easily worth $800. E-mail to this address if
interested, or write me at:
1851 Lake Lila Lane, #C7
Ann Arbor, MI 48105

It's a very practical, useful system; I've just let it sit around ever
since I got my ST. If you like working with 8-bits, this system is ideal
for program development...

I'd like to sell everything at once (makes it easier for me) but if you
only want to know about a few items, make me some offers. Otherwise $500
seems a fair price for the whole shebang.
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

1695. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-28 06:26:00 UTC
From: "george burdell"
Message-ID: <9657.231.forumexp@mts.rpi.edu>
Source record: 116399

Re: modem via joyport
Summary: Thanx, now can anybody help me ...

Gil Kloepfer <Gil@Limbic.uucp> stated that a program called
"Rhandler" exists and is a driver using device name "R:"
to perform serial I/O via the joyports on Atari 800 etc.
I am trying to locate this program or anything similar so
that I can connect a modem thru the joyport. Is this program
public domain and if so does anyone have a copy of the
thing? Thanks in advance.

Also, thank you, Gil for your clue.
Charles Green also suggested a way to do this via the SIO port without
extra hardware but I prefer to do a little soldering if it lets me use
an existing driver and thus avoid writing a lot of code which I am
not set up to do at the moment.

George Burdell "The difference between
genius and stupidity
is that genius has its
limits"

1696. Learning with Leeper

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-28 15:59:44 UTC
From: jeepcj2a@tc.fluke.COM
Message-ID: <6117@fluke.COM>
Source record: 116400

I am looking for the "Learning with Leeper" cartridge for the 8 bit Atari's.
Does anyone have one for sale or know where I can get one?

--
jeepcj2a@tc.fluke.COM Dale Chaudiere (206) 356-5894
. John Fluke Mfg. Co., Inc.
/! _. P.O. Box C9090, M/S 272G
'o"""o` Everett, WA 98206 USA

1697. "Deadstick" Space Shuttle Landing Simulation

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-28 16:05:26 UTC
From: sandro@nlm-mcs.arpa
Message-ID: <8483@nlm-mcs.arpa>
Source record: 116401
Cross-posted to: comp.sys.atari.8bit,rec.games.programmer

Several years ago, a computer games magazine entitled "Softside" published a listing for a game entitled "Deadstick" which was written in Atari Basic. "Softside" no longer exists, and I would be interested in obtaining a copy of the "Deadstick" listing so that I could translate it from Atari Basic over to a generic Microsoft Basic so it could run on the Mac and the PC. Now I know there are excellent shuttle simulators available (Orbiter for the Mac, for example) but I would still like to translate "Deadstick" over to my Mac, so that I can learn how one of these simulators is designed. Naturally, once my translation is finished I would make available to any and all gratis.

So, if you have a copy of the "Softside" issue containing "Deadstick" I would really appreciate it if you would contact me.

Thankyou,

Michael

--
Michael D'Alessandro
The National Library of Medicine
Lister Hill National Center for Biomedical Communications
Educational Technology Branch Internet: sandro@mcs.nlm.nih.gov

1698. Dead 810 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-28 19:11:25 UTC
From: jdonsbac@santa.prime.com
Message-ID: <392@cvbnet2.UUCP>
Source record: 116402

While we're on the subject of dead equipment, I've got an 810 that hasn't been working for over a year now. The problem is that it just isn't getting power. When you turn it on, nothing happens. I know the power supply is ok, because it works with my 850 interface. I also did a continuity check on the on/off switch and that was ok too.

Does anyone have any clues as what to look at next? I don't have much of a clue when it comes to hardware, but my roomate is a hardware hacker and could probably help me out. Any help would be appreciated. I would rather not pay Atari $$$ for an exchange when I could probably get a new XF551 for almost the same amount.................

-Jeff

==========
Jeff Donsbach, Computervision Division, PRIME Computer, Inc. , Bedford, MA
UUCP: {decvax|linus|sun}!cvbnet!jdonsbac | Internet: jdonsbac@cvbnet.prime.com
"They are not 'the hell' your whales." - Spock, STIV: TVH

1699. Re: Re: XF551

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-28 19:43:46 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <2627@ihlpm.ATT.COM>
Source record: 116403

>
> To Frank Murphy:
>
> The XF-551 drive, in Double Sided mode, writes the information on the
> back side of the disk in reverse. This means that if you flipped the disk
> over, it could not read side 2 as side 1. It also means that a disk that ha
> information on both sides would still have to be flipped over to work
> properly. Sorry!

This is somewhat misleading to anyone who has no understanding of
double-sided disk drives. From the standpoint of "true" double-sided
operations, the XF551 does NOT write the 2nd side in reverse; flipping
a floppy writes it in "reverse." Flipping floppies has been the
method used by 8-bit Atarians for using the 2nd side of a floppy,
but it is only a standard (sort of) in the Atari world. (Unless
"Commodorians" and/or "Applites" or other single-sided drive users
do this too? I don't know about other 8-bit-computer disk drives.)

If one has an XF551 drive, and wants the 2nd side of a floppy to be
usable in other drives, then the solution is to flip the floppy as if
the drive were a 1050, except that the floppy needs to be punched with
a 2nd set (1 on each side of the jacket) of timing holes (I recall
reading that the XF551 uses those timing holes when formatting
floppies, just as the Percoms do. No, I never got into punching new
holes in my floppies to use the 2nd side in my Percoms, but now that I
know it will work.... maybe I'll try it, carefully!)

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1700. GOE vs Diamond (Graphics OS)

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-28 22:21:00 UTC
From: PARSONS@KSUVM.BITNET
Message-ID: <8811290110.AA20637@ucbvax.Berkeley.EDU>
Source record: 116404

Over the weekend, I downloaded transcripts of two real-time conferences held on GEnie. One was with David Sullivan (aka Total Control Systems--about GOE), and the other was with Allen Reeve (aka Reevesoft--about Diamond)

For anyone interested in getting a graphics os I suggest reading these files (I'll be happy to send them to anyone--they are fairly long for posting. I also have the demo for GOE; which, at this time, only works with Sparta-Dos--I didn't/couldn't download the DOS 2.x driver)

Anyway, 1) Does anyone have the DOS 2.x driver for the GOE demo? and...
2) Does anyone know of, heard of, or seen more information about these two beasts?
3) Anyone review both and have a favorite?
Acknowledge-To: Scott Parish <PARSONS@KSUVM>

1701. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-29 02:41:18 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Nov.28.21.41.10.1988.12161@topaz.rutgers.edu>
Source record: 116255

Well it's been well over a year since I tried to do *any* programming on my 800xl, and now that I decided to try something, I find I need some major help from all you bright people out in netland. In its simplest terms my problem is this - how can I *read* data coming over the modem. Sounds like a dumb question? Okay, here's my dilemma. I need to have the modem answer the phone, connect to the machine that's calling me, and then wait for that other machine to send a specific string of text. When it does, I want my machine to send a reply. At this point, I have 2 out of 3 parts to the problem solved. I borrowed a subroutine from a BASIC term program that answers the phone and connects just fine. After playing around with XIO calls and consulting "Your Atari Computer", I found the way to send data just fine (or so my friend at the other end says :-), namely:

```
OPEN #3,13,0,"R:"
XIO 40,#3,0,0,"R:"
PRINT #3; "Here's my Data!"
```

Okay all you Atari guru's...how do I READ data now. "INPUT #3,A$" doesn't do anything (I can see by the modem lights that data is being sent, but the string always ends up empty). "GET #3, A" results in either nothing, or the letter "Q" (ascii #81) no matter what data was being sent.

I realize that I must be overlooking something with the XIO stuff, but that cryptic XIO command has me so confused! I also realize that the slowness of Basic is probably a factor, but I only need this to work at 300 baud, and if need be I would hope that compiled Turbo Basic would be enough to cover it since the *only* thing the machine needs to do is sit and read characters being *typed* over the line. Any help is both desperately needed and *greatly* appreciated. Thanks a lot all.

-Ray

wilmott@topaz.rutgers.edu

1702. Remove me. pls

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-29 21:14:00 UTC
From: JTL3767@RITVAX.BITNET
Message-ID: <8811300747.AA04957@ucbvax.Berkeley.EDU>
Source record: 116256

please remove me from your mailing listing.
Thank you.

John Lytle JTL3767@RITVAX

1703. Re: Serial Communication (was: HELP!)

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-30 03:32:25 UTC
From: gil@limbic.UUCP
Message-ID: <406@limbic.UUCP>
Source record: 116257

In article <Nov.28.21.41.10.1988.12161@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
|>how can I *read* data coming over the modem.

You are reading properly. You can use GET or INPUT to get data from a port opened in concurrent I/O mode (this is what the XIO 40 and the mode 13 in the OPEN statement do).

|>OPEN #3,13,0,"R:"
|>XIO 40,#3,0,0,"R:"
|>PRINT #3; "Here's my Data!"

This looks fine.

However, saying you saw the modem lights blink doesn't necessarily mean you sent the data out the proper way. The baud rate needs to be set for the port, as well as stop bits, etc. This is a group of XIO's that you can get from "Your Atari Computer" (good book, BTW) or from the 850 interface manual.

|>Okay all you Atari guru's...how do I READ data now. "INPUT #3,A$"
|>doesn't do anything (I can see by the modem lights that data is
|>being sent, but the string always ends up empty). "GET #3, A" results
|>in either nothing, or the letter "Q" (ascii #81) no matter what data
|>was being sent.

You might be getting something back, but if the interface is at the wrong baud rate, you'll get garbage. Check this out.

Next thing you will ask (as I did) is how to check if there are characters waiting in the input buffer to be read. This is so you can go off and do something else until characters are ready to be processed. The following code will check this:

```
STATUS#3,X
A=PEEK(747)+256*PEEK(748)
```

A will contain the number of characters in the receive buffer, or zero if none have been received yet. The STATUS command is important. This is in my 850 manual page 29.

Getting serial I/O to work on the Atari is almost like an art -- there's lots of restrictions and options to deal with -- getting them all to work the right way requires patience, and a locally connected terminal handy. I hope this gets you (and others) started, but it's not nearly enough to solve the problem.

Gil Kloepfer, Jr. U-Net: {decuac,boulder,talcott,sbcs}!icus!limbic!gil

ICUS Software Systems Voice: (516) 968-6860 [H] (516) 746-2350 x219 [W]
P.O. Box 1 Internet: gil@icus.islp.ny.us
Islip Terrace, NY 11752 "Life's a ... well, you know..."

1704. Re: Dead 810 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-30 07:27:09 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <11937@cup.portal.com>
Source record: 116258

Jeff Donsbach asks about a Dead 810 disk drive that doesn't seem to be getting power.. power supply tests OK...

You might want to (carefully) remove and replace the "side board" in the 810... it's the PC board mounted vertically on the left side of the drive mechanism (it's secured by a screw in the front, and another in back). The power flows from the jack in back of the drive, through the sideboard to the power switch, then back to the powersupply in the back of the drive. The contacts on the sideboard may have oxidized since the drive hasn't been used in some time... removing and reinstalling the connectors may help...

Incidentally, the Exchange fee for an 810 is quite low (can't remember exactly what it is just now, but it's nowhere near the cost of a new XF-551), but you would probably be far more happy with the XF-551... it's faster, smaller, and stores four times as much on a single disk..!

BobR

1705. Re:Broken 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-30 16:09:15 UTC
From: Hugh_E._Wells.ElSegundo@XEROX.COM
Message-ID: <881130-082209-1908@Xerox>
Source record: 116259

11/30/88

Some of the early 800's had solder instead of gold on the board edge connectors. An attempt was made to slow the oxidation period by placing Lubriplate grease in the connectors. Starting and other intermittant problems have been traced to oxidation on board contacts.

To alleviate the oxide problem, open up the computer and look at the contacts to determine if they are solder coated. That includes the CPU board which is buried under the casting. Whether solder or gold coated contacts, scrub the contacts with a dry facial tissue and re-insert the boards.

If the problem is not related to oxidized contacts, then try a couple of things in an attempt to isolate the problem. I will assume that 64K of memory chips is installed.

Pull the two high memory boards and turn off the disk drive. Turn on the computer with BASIC installed and type in a simple program to set up a "RUN" routine. If everything goes well, install the next memory board and repeat the test. If the first test failed, switch the memory board with another and repeat the test. Should this test fail the problem lies in one of the following areas: CPU board; 10K ROM; BASIC cartridge, or chips on the main board. Each would have to be checked by substitution with others.

Parts for 800 machines are available from sources listed in Analog and Antic.

I hope this discussion leads you to a solution to the problem.

Hugh Wells

1706. Wanted 800 XL & drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-11-30 18:39:23 UTC
From: usenet@cps3xx.UUCP
Message-ID: <1205@cps3xx.UUCP>
Source record: 116260

Wanted - 800 XL (with the Rev B keyboard. Has "tall" keys and a sort of pebbled surface on the keycaps) and a clean, working 1050 drive.

This is for a friend, strictly for entertainment. No "extras" are needed/ wanted.

Will pay around $160 for both (the going rate in mid-michigan)

Additional features, again, while not wanted, will help make the sale at that price. The "crummy keyboard" machines are going to need to have something really wonderful to make up for the awful keyboard.

Speaking of good keyboards - Howard's XL he has for sale has one: I know, I went through a bunch of BS to get it for him!
(Howard: Hpope you like the J.T. keys better! Personally, this Amiga 2000 kicks. All it takes is money...)

Interested parties should leave a message on my Lansing BBS, The Club, at (517) 372-3131. Uninterested parties should call the Club II in Detroit, as I just received the usage reports and the 8 bit crew there is well managed and hoppin' (313) 334-8877. The Club II still has the life history of memory upgrade software online, including 1 huge ARC file that is the combination of everything we've ever recieved.

With memory prices the way they are, will upgrades ever be the same?
Still, well worth it to stick Japan for it's insane trading policies.

Terry Conklin
uunet!frith!conklin
conklin@egr.msu.edu

1707. Re: Dead 810 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-01 01:50:15 UTC
From: roy@lakesys.UUCP
Message-ID: <152@lakesys.UUCP>
Source record: 116261

Re: dead drive but power supply test ok.
The problem on my 810 was the 40pin socket between the powerboard and
the driver board was bad. My question was and still is how can a
connector/socket go bad if you didn't take them apart? But it fixed
the no power problem! How this helps. -roy y

1708. Re: Dead 810 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-01 15:49:09 UTC
From: dave@sun.soe.clarkson.edu
Message-ID: <1785@sun.soe.clarkson.edu>
Source record: 116262

From article <152@lakesys.UUCP>, by roy@lakesys.UUCP (Roy Duvall):
> Re: dead drive but power supply test ok.
> The problem on my 810 was the 40pin socket between the powerboard and
> the driver board was bad. My question was and still is how can a
> connector/socket go bad if you didn't take them apart? But it fixed
> the no power problem! How this helps. -roy y

If you've ever taken the connectors apart (and probably if you haven't),
you may have some corrosion on the pins. This happened a number of times.
A combination of contact cleaner and a little sandpaper cured it.

-dg-

Internet: dave@sun.soe.clarkson.edu or: dave@clutx.clarkson.edu
BITNET: dave@CLUTX.Bitnet uucp: {rpics, gould}!clutx!dave
Matrix: Dave Goldblatt @ 1:260/360 ICBM: 75 02 00W 44 38 12N

1709. Re: Serial Communication (was: HELP!)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-01 16:04:05 UTC
From: rjung@sal43.usc.edu
Message-ID: <2057@nunki.usc.edu>
Source record: 116263

In article <406@limbic.UUCP> gil@limbic.UUCP (Gil Kloepfer Jr.) writes:
>In article <Nov.28.21.41.10.1988.12161@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>|>Okay all you Atari guru's...how do I READ data now. "INPUT #3,A$"
>|>doesn't do anything (I can see by the modem lights that data is
>|>being sent, but the string always ends up empty). "GET #3, A" results
>|>in either nothing, or the letter "Q" (ascii #81) no matter what data
>|>was being sent.
>
>Next thing you will ask (as I did) is how to check if there are characters
>waiting in the input buffer to be read. This is so you can go off and
>do something else until characters are ready to be processed. The following
>code will check this:
>
> STATUS#3,X
> A=PEEK(747)+256*PEEK(748)
>
>A will contain the number of characters in the receive buffer, or zero if
>none have been received yet. The STATUS command is important. This is in
>my 850 manual page 29.

Okay, a related question: I'm trying to print out a large string through the modem, while scanning for any keys that the reciever might send in during the process (sort of like a "hot keys" feature on some BBS's). I use the following code:

```
10 READ A$:IF A$="***" THEN RETURN
20 ? #3; A$
30 STATUS #3,X:IF PEEK(747) THEN GET #3,X:RETURN
40 GOTO 10
```

Now, by your explainations (and all the documentation I've seen), this should work fine -- When someone presses a key, the information will stop after the last string, and X will contain the ATASCII value of the key pressed.

Problem is, when the reciever presses a key, it gets "buffered". If you whack a key when the first line is displayed, the character won't get processed until several lines further down. Also, the slower the baud rate, the worse the situation gets -- 300 baud is almost non-responsive, 1200 baud requires a few seconds, and 2400 baud is acceptable.

What am I doing wrong, and how do I fix it?

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

1710. Re: New Atari Home Video Game (Just a rumor?)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-01 20:07:09 UTC
From: mkazmier@bonnie.ics.uci.edu
Message-ID: <1027@paris.ics.uci.edu>
Source record: 116264
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.atari.8bit

>Has anyone heard anything about Atari producing a 68000 based
>home video game system? Rumors flew several weeks back, but
>I've heard nothing new lately.

The only new thing that I have seen from Atari lately is the 7800. I saw this at a Federated, selling for $150 or so. It had a real joystick as opposed to the touchpads that Nintendo has. Federated also had a good supply of cartridges for it. Can't recall any names off hand but there was at least ten different names. What I liked about it is that the 7800 would also take the cartridges for the 2600. So now I can use all those old games that have been sitting around. I haven't bought it yet. I'm not quite sure if I want to or not.

I was wondering if anyone out there has already bought one and can tell what it is like. Any rumors? Comparisions to Nintendo or Sega would be good.

Thanks,

Mike Kazmierczak
mkazmier%bonnie.ics.uci.edu@OIRON.CF.UCI.EDU

1711. Re: New Atari Home Video Game (Just a rumor?)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-02 05:24:26 UTC
From: cptpower@bsu-cs.UUCP
Message-ID: <4934@bsu-cs.UUCP>
Source record: 116265
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.atari.8bit

In article <1027@paris.ics.uci.edu>, mkazmier@bonnie.ics.uci.edu (Michael Kazmierczak) writes:
>Has anyone heard anything about Atari producing a 68000 based
>home video game system? Rumors flew several weeks back, but
>I've heard nothing new lately.

The newest game system Atari has out right now is the new XE game system. It's called that because it's based on the XE computer. In fact, what it really is is a 65XE CPU with a detachable keyboard. They rearranged a few things outside, but it's the exact same internal stuff. In fact, if you open it up, you can see where the 4 function keys went because the "ports" are still there. It can use a drive and everything. What they did was to market their computer line but sell it as a game so the younger crowd will buy it up more. They have them at Toy's R Us and such and they're not to bad. It's a home computer in a video games clothing...

Power

\ Mike Wildridge - Nude Model Extraordinaire / DJ Wannabe \
\ Menk Hall Box 102 ____ \ POWER ON!
\ Muncie, IN 47306-1082 \ / "This is Power, \ /
\ (317) 285-6777 \/ Captain Jonathan Power!" \/
/ UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cptpower /

1712. Re: Re: New Atari Home Video Game (Just a rumor?)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-02 13:45:30 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3863@ihlpe.ATT.COM>
Source record: 116266
Cross-posted to: rec.games.video,comp.sys.atari.8bit

```
>
>>Has anyone heard anything about Atari producing a 68000 based
>>home video game system? Rumors flew several weeks back, but
>>I've heard nothing new lately.
>
> The only new thing that I have seen from Atari lately is the 7800. I saw
> this at a Federated, selling for $150 or so. It had a real joystick as
> opposed to the touchpads that Nintendo has. Federated also had a good supply
> of cartridges for it. Can't recall any names off hand but there was at
> least ten different names. What I liked about it is that the 7800 would
> also take the cartridges for the 2600. So now I can use all those old games
> that have been sitting around. I haven't bought it yet. I'm not quite
> sure if I want to or not.
>
The 7800 was designed while Warner Brothers still owned Atari and almost
never saw the light of day. Tramiel inherited 100,000 or so of them when
he bought the company. They sat for a year or more and were only released
because Atari wanted to clear them out and make a little money (my opinion).
They caught it just right though, because video games took an upswing about
then. The 7800 has even better graphics than the 8bit computer (and XE Game
System) because it was designed with graphics in mind and with a better
graphics handling chip. I think they compare very favorably with the
Nintendo and Sega systems, but have only a limited number of cartridges (if
you don't count the 2600 games). What irks me is that some games like
EPYX's Winter Games are available for the 7800 and not for the XE GS.

BTW, $150 is way too much. I don't remember the exact price but Toys R Us
and Child's World are selling them around here for under $100.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

FACT: Your cat has more muscles in its tail than you do in your head.
```

1713. Re: PC files to Atari (again)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-03 01:27:00 UTC
From: sac90286@uxa.cso.uiuc.edu
Message-ID: <115200027@uxa.cso.uiuc.edu>
Source record: 116267

Pardon my butting in, but what is this program you're discussing? Which types of Atari formats will the program transfer to PCs? Old single density, 1050 "Enhanced" density, true double density, or some other, newer format? I have an 800XL, Indus GT, and also a PC compatible, and it would be VERY nice to be able to transfer files just by copying to disk. What is this program called?

1714. tcsvm Question

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-03 01:39:00 UTC
From: sac90286@uxa.cso.uiuc.edu
Message-ID: <115200028@uxa.cso.uiuc.edu>
Source record: 116268

I have seen a file server called 'tcvsm' mentioned. What is it? How do I access it from a UNIX system?

1715. Re: Re: New Atari Home Video Game (Just a rumor?)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-03 06:30:37 UTC
From: rjung@nunki.usc.edu
Message-ID: <2074@nunki.usc.edu>
Source record: 116269
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

(Cross-posted to rec.games.video because it's relevant, comp.sys.atari.8bit
because the 8-bits are involved, and comp.sys.atari.st to address Atari's
US image problems) :

In article <3863@ihlpe.ATT.COM> kimes@ihlpe.ATT.COM (Kit Kimes) writes:
> [Questions about the Atari 7800 game system deleted]
>
>The 7800 was designed while Warner Brothers still owned Atari and almost
>never saw the light of day. Tramiel inherited 100,000 or so of them when
>he bought the company. They sat for a year or more and were only released
>because Atari wanted to clear them out and make a little money (my opinion).
>They caught it just right though, because video games took an upswing about
>then. The 7800 has even better graphics than the 8bit computer (and XE Game
>System) because it was designed with graphics in mind and with a better
>graphics handling chip. I think they compare very favorably with the
>Nintendo and Sega systems, but have only a limited number of cartridges (if
>you don't count the 2600 games).

I agree, the 7800 would (have been?) be a great system if there was more
software for it. As it is now, Sega and Nintendo seem to have a deadlock on
the "hot" game titles, which seems to hamper Atari's chances to penetrate
the market.

In relation to all this, who else thinks as I do that Atari is spreading
itself reeeeeeeeeeeally thin with three game systems? Why the 7800, the 2600,
and the XEGS -- all at once? If all the software was compatable, then it'd
be okay (sort of like Nintendo's Basic System and Deluxe System, etc.). But
with incompatable games, it's like a lot of waffling from Sunnyvale...
Maybe just the XEGS and/or the 7800.

Then, of course, this all ties in to the problem of Atari's "Pac-Man"
image problems in America. When will we see a serious drive for promoting
the ST in America? Us ST owners know the machine blows the doors off most
other machines in its price category, but all we get are silly looks from
the die-hard IBM/Macintosh pinstripes crowd...

Anybody want to add anything to this mess?

--R.J.
B-)

(I shouldn't be reading the net, I should work on my Sun/ST emulator)

Disclaimer: These are my views, and mine alone.
#

Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

1716. Re: Re: New Atari Home Video Game (Just a rumor?)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-03 18:10:21 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <7973@pasteur.Berkeley.EDU>
Source record: 116270
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

In article <2074@nunki.usc.edu> rjung@nunki.usc.edu (Robert allen Jung) writes:
>
>(Cross-posted to rec.games.video because it's relevant, comp.sys.atari.8bit
>because the 8-bits are involved, and comp.sys.atari.st to address Atari's
>US image problems) :
>
>
>In article <3863@ihlpe.ATT.COM> kimes@ihlpe.ATT.COM (Kit Kimes) writes:
>> [Questions about the Atari 7800 game system deleted]
>>
>>The 7800 was designed while Warner Brothers still owned Atari and almost
>>never saw the light of day. Tramiel inherited 100,000 or so of them when
>>he bought the company. They sat for a year or more and were only released
>>because Atari wanted to clear them out and make a little money (my opinion).
>>They caught it just right though, because video games took an upswing about
>>then. The 7800 has even better graphics than the 8bit computer (and XE Game
>>System) because it was designed with graphics in mind and with a better
>>graphics handling chip. I think they compare very favorably with the
>>Nintendo and Sega systems, but have only a limited number of cartridges (if
>>you don't count the 2600 games).
>
> I agree, the 7800 would (have been?) be a great system if there was more
>software for it. As it is now, Sega and Nintendo seem to have a deadlock on
>the "hot" game titles, which seems to hamper Atari's chances to penetrate
>the market.

Yes, the 7800 has a great architecture because it was designed with coin-op
mentality, making it terribly difficult to program, which is why Super
titles haven't exploded onto the market. It has great potential to beat
Sega, and give Nintendo a run for it's money. Yes, if you want
"Arcade" titles, you can buy a Sega/Nintendo, but if you want new, neat,
good graphics, good playability games, the 7800 _should_ be the machine,
it just doesn't have the software base yet. Ideally, the new popular
7800 titles would become the Arcade Games of the future, becuase they'll
have been desgined on a machine that permits _somewhat_ easier portability
to an upright (at least, that's an idea). (Did you know that the ST was
used to design the shapes in Gauntlet II??)

>
> In relation to all this, who else thinks as I do that Atari is spreading
>itself reeeeeeeeeeeally thin with three game systems? Why the 7800, the 2600,
>and the XEGS -- all at once? If all the software was compatable, then it'd
>be okay (sort of like Nintendo's Basic System and Deluxe System, etc.). But
>with incompatable games, it's like a lot of waffling from Sunnyvale...

>Maybe just the XEGS and/or the 7800.
>

No, Atari isn't spreading itself thin with 2600/7800 & XE systems, remeber that the 2600 is still selling like mad, along with the games, and Atari doesn't have to do much to make money there. The 7800 is it's "new" machine, which _is_ backward compatible, so you buy the 7800 and you get _all_ the hundreds of 2600 games (which is the Basic/Deluxe idea).
Now the XE system is the logical extension for the 8bit Atari line, which already has a huge installed base (like the 2600, although not nearly in the same numbers), and the XE _Game_ system plays / uses all the older Atari computer software, hardware, and cartridges. So by bringing out the XE (which used to be the 400/800 looong ago), Atari can make use of all sorts of existing machines out there that people are selling, or have sitting in the colset, as publicity and perifs. The XE Game system is a Computer & a Game Machine, an a _proven_ computer (i.e. education and fun).

So really, you've just go two lines, the Computer Line, and the Game line, both marketed under the Game image, because now Atari's selling the ST as it's flagship computer.

> Then, of course, this all ties in to the problem of Atari's "Pac-Man"
>image problems in America. When will we see a serious drive for promoting
>the ST in America? Us ST owners know the machine blows the doors off most
>other machines in its price category, but all we get are silly looks from
>the die-hard IBM/Macintosh pinstripes crowd...

Someday, someday... For now, just sell Games in the US, Computers in Europe.

--Kenneth Soohoo (soohoo@cory.Berkeley.Edu)
Atari 400/800/600xl/800xl/1200/130xe/65xe, 1040ST hacker
Sometime Berkeley Student, othertimes...
My opinions are my OWN, not necessarily Atari's

1717. Programming Languages

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-05 15:41:50 UTC
From: robby@vax1.acs.udel.EDU
Message-ID: <2449@udccvax1.acs.udel.EDU>
Source record: 116271

Does anyone know were I can obtain any programming languages for the Atari?
I currently am using Turbo BASIC XL(boo hiss) and I've TRIED a little Assembly.
I am interest in other programming languages such as C, Fortran, and Pascal.
My other concern is that I don't what to spend tons of $$$$ for them. I have
heard that ANTIC mag others a C compiler for around $25. Has anyone else heard
different?

Rob

---------- ** ** **
** ** **
*** ** *** Not Finished!!!
*** ** ***
*** ** ***

1718. Re: Re: New Atari Home Video Game (Just a rumor?)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-05 15:55:45 UTC
From: keithj@ux1.lbl.gov
Message-ID: <1374@helios.ee.lbl.gov>
Source record: 116272
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

Say BJ,

If you need a beta tester for your SUN/ST Emulater, I'll be more
than willing to work out an arrangement with you.
Now, in reference to your article, I agree with you on the image Atari
hasn't been able to shake yet. I can't stand it when some IBM/Mac user
refers to the ST (being an Atari product) as a game machine due to
Atari's advertising strategy with it's games division. I for one will
surely be glad when the ST commercials hit the airwaves. I've seen a
few on the local cable channels, but there's not much of an audience
there.
Keith

1719. os-listing

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-05 15:56:02 UTC
From: i14@nikhefh.hep.nl
Message-ID: <589@nikhefh.hep.nl>
Source record: 116273

Can anyone surprise me with a (part of the) os ROM listing for my 800 xl?
the only real low level book for atari out here in holland seems to be
'Mapping the atari' from Compute Books
Thanks in advance,
Martin
REPLY TO : i14@nikhefh.hep.nl

1720. Re: Programming Languages

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-05 16:00:40 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2450@udccvax1.acs.udel.EDU>
Source record: 116274

In article <2449@udccvax1.acs.udel.EDU> robby@vax1.acs.udel.EDU (Robert Spotts) writes:
>
> Does anyone know were I can obtain any programming languages for the Atari?
>I currently am using Turbo BASIC XL(boo hiss) and I've TRIED a little Assembly.
>I am interest in other programming languages such as C, Fortran, and Pascal.
>My other concern is that I don't what to spend tons of $$$$ for them. I have
>heard that ANTIC mag others a C compiler for around $25. Has anyone else heard
>different?
>
Don't bother with Deep Blue C (the one offered by Antic); it is an antique.
Since it came out there have been two public compilers, Ace C and CC8, that are
much superior. Ace C comes with a complete linker package, but CC8 is a much
better compiler. You best bet is to get CC8 to compile your C programs and
Ace C to link them. There is also Lightspeed C, but I haven't seen it and it
costs money.
Don't bother with Fortran. I have never seen it for the 8-bits and it is
an awful language anyway.
A friend of mine gave me his copy of the Atari Pascal Development System,
and I quickly found out why: it is a piece of junk. Compile a 5 line program
and you end up with an 80-some block file which you then have to plug into a
runtime environment. It just isn't worth it. You might look into Kyan.
If you want to do Atari-specific programs, you might try Action!. I have
never used it, but I have heard lots of good things about it.
A while back, the author of CC8 contacted me. Since then, I seem to have
lost his address. If you (the author) are reading this, please drop me a line.
I would like to talk to you about something. Thanx.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1721. I need to contact DataQue

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-05 22:12:09 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2451@udccvax1.acs.udel.EDU>
Source record: 116275

I have recently found that I need to contact DataQue, the makers of MTOS and the Turbo 816. I don't think they are directly on the net, but if you are fairly close to the company and would be willing to forward Email to them for me, I would be eternally grateful. I would hate to discard all my principles and use (gasp!) US Mail. (:-]) Thanx a lot!

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1722. Re: New Atari Home Video Game (Just a rumor?)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-06 01:46:07 UTC
From: good@atari.UUCP
Message-ID: <1253@atari.UUCP>
Source record: 116276
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.atari.8bit

in article <4934@bsu-cs.UUCP>, cptpower@bsu-cs.UUCP (Mike Wildridge) says:
>
> In article <1027@paris.ics.uci.edu>, mkazmier@bonnie.ics.uci.edu (Michael Kazmierczak) writes:
>>Has anyone heard anything about Atari producing a 68000 based
>>home video game system? Rumors flew several weeks back, but
>
> The newest game system Atari has out right now is the new XE game system.
> It's called that because it's based on the XE computer.
> [deleted]
> It's a home computer in a video games clothing...

It's also got some pretty reasonable games, plus built-in BASIC etc.
And right now there's a $50 refund from Atari going on, so you can get
the whole she-bang for under $100 - includes light-gun, a couple or more
games etc etc. What really hurts is that I bought one at employee (ie dealer)
price for my littl'uns and now Price Club (a local discount store) and
Toys r Us have it for much less!

FYI, and to correct an earlier posting I saw, the other two game systems are
the 7800 which retails officially at around $79.95, and the 2600 at around
$49.95. Both can be discounted (and are!).

Note also that Atari cartridges tend to be much lower cost than some of
the "others", which means that you get more variation for a fixed amount
of 'pocket money'.

Roy Good/Atari

1723. Re: Wanted 800 XL & drive

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-06 03:24:57 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <505@stag.math.lsa.umich.edu>
Source record: 116277

In article <1205@cps3xx.UUCP> conklin@frith.UUCP (Terry Conklin) writes:
%Wanted - 800 XL (with the Rev B keyboard. Has "tall" keys and a sort of
%pebbled surface on the keycaps) and a clean, working 1050 drive.
%
%This is for a friend, strictly for entertainment. No "extras" are needed/
%wanted.
Geeze Terry, mebbe we could've wheeled and dealed and got the system
sold that way. Ah well...

By the way, I seem to have takers for the CPU & 1050 already, so I'm
no longer offering up the system here.

%Speaking of good keyboards - Howard's XL he has for sale has one: I know, I
%went through a bunch of BS to get it for him!
%(Howard: Hpope you like the J.T. keys better! Personally, this Amiga 2000
% kicks. All it takes is money...)
%
(Well y'know, my Mega-4 ain't too shabby neither... }-)
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

1724. Re: Programming Languages

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-06 19:21:02 UTC
From: billk@meph.UUCP
Message-ID: <00022@meph.UUCP>
Source record: 116290

Reply to: <2449@udccvax1.acs.udel.EDU>
>
>
> Does anyone know were I can obtain any programming languages for the Atari?
>I currently am using Turbo BASIC XL(boo hiss) and I've TRIED a little Assembly.
>I am interest in other programming languages such as C, Fortran, and Pascal.
>My other concern is that I don't what to spend tons of $$$$ for them. I have
>heard that ANTIC mag others a C compiler for around $25. Has anyone else heard
>different?
>
> Rob

I think that's "Deep Blue C", which I have a copy of. For $25, its a pretty
good deal. It's a subset of real K&R C, and has some draw backs (comments are
some non-standard character combos that I can't even remember). And it compiles
slower than anything. But, as far as I know its the only C game in Ataritown.

There was a language that was kind of a cross between Pascal and C called
Action! from (I think) Software Tools, Inc. That was BY FAR the best language
product I ever saw for the 8 bitters. The language was on a cartridge.
If you can find a copy of Action!, by all means grab it.

Fortran? I don't think so. Whocaresanyway?

Good luck.

"Sorry Venkman, I'm terrfied beyond the capacity for rational thought."
-- Egon Spengler

Disclaimer: I meant what I said and I said what I meant,
responsibility is mine 100%.

1725. Re: New Atari Home Video Game (Just a rumor?)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-06 19:32:00 UTC
From: billkatt@caen.engin.umich.edu
Message-ID: <401926c9.1285f@maize.engin.umich.edu>
Source record: 116278
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.atari.8bit

In article <1253@atari.UUCP> good@atari.UUCP (Roy Good) writes:
>in article <4934@bsu-cs.UUCP>, cptpower@bsu-cs.UUCP (Mike Wildridge) says:
>>
>> In article <1027@paris.ics.uci.edu>, mkazmier@bonnie.ics.uci.edu (Michael Kazmierczak) writes:
>>>Has anyone heard anything about Atari producing a 68000 based
>>>home video game system? Rumors flew several weeks back, but
>>
>> The newest game system Atari has out right now is the new XE game system.
>> It's called that because it's based on the XE computer.
>> [deleted]
>> It's a home computer in a video games clothing...
>
>It's also got some pretty reasonable games, plus built-in BASIC etc.
>And right now there's a $50 refund from Atari going on, so you can get
>the whole she-bang for under $100 - includes light-gun, a couple or more
>games etc etc. What really hurts is that I bought one at employee (ie dealer)
>price for my littl'uns and now Price Club (a local discount store) and
>Toys r Us have it for much less!
>
>FYI, and to correct an earlier posting I saw, the other two game systems are
>the 7800 which retails officially at around $79.95, and the 2600 at around
>$49.95. Both can be discounted (and are!).
>
>Note also that Atari cartridges tend to be much lower cost than some of
>the "others", which means that you get more variation for a fixed amount
>of 'pocket money'.
>
>Roy Good/Atari

No video game that only supports one-button joysticks is worth $100.
You need at least two to play reasonably complex games.

-Steve

1726. User groups...

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-06 19:51:00 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <12235@cup.portal.com>
Source record: 116279

I am looking for members of Atari user groups outside the United States. I want to trade newsletters (Bay Area Atari User Group is my group) with other user groups. If you belong to a user group, please send me your presidents name along with the address of your User Group. A telephone number would be nice also. Thanks.

Ordania-DM@cup.portal.com

1727. Was Re: New Atari Home Video Game

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-06 21:01:19 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <8060@pasteur.Berkeley.EDU>
Source record: 116280
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.atari.8bit

In article <401926c9.1285f@maize.engin.umich.edu> billkatt@caen.engin.umich.edu (Steve Bollinger) writes:
>
>No video game that only supports one-button joysticks is worth $100.
>You need at least two to play reasonably complex games.
>
>-Steve

The Atari 7800 system has two buttons. The XE system has one button, which seems to work just fine, and has never bothered me -- does anyone else care to comment on the merits of more buttons? How about the merits of different control mechanisms...

--Kenneth Soohoo (soohoo@cory.Berkeley.Edu)
Atari 400/800/600xl/800xl/1200/130xe/65xe, 1040ST hacker
Sometime Berkeley Student, othertimes...
My opinions are my OWN, not necessarily Atari's

1728. Back Issues of Zmag/ST Report

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-07 00:18:02 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2465@udccvax1.acs.udel.EDU>
Source record: 116281
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Handling the mailing list has turned out to be ok, but handling requests
for back issues has turned out to be a royal pain.

Partial solution: back issues will now be made available for anonymous FTP
at louie.udel.edu in the directories pub/strp and pub/zmag, respectively.
I know this won't help the UUCP and BITNET (I think) people (which probably
make up half the list), but it will help.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

p.s. All the back issues I have should be there now. I am told that it is
ok to put them there, but I'm not sure. If anyone looks there and can't
find them, let me know. Thanx.
GD,TL,TR,AEE

1729. SpartaDOS X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-07 01:57:18 UTC
From: ChaseRunner@cup.portal.com
Message-ID: <12252@cup.portal.com>
Source record: 116282

I am a SpartaDOS 3.2 user, and run the Carina II BBS software for my board, Freestyle. I am interested in the develoment of ICD's SpartaDOS X cari specifically, how compatible it will be with Sparta 3.2 (not very, I am afraid!).

[Freestyke runs on a 130XE (unmodified), 256K MIO, two 10meg Tandon hard disks and a hayes-compat. modem.]

Any news on the cartridge, or any of ICD's other products, would be much appreciated!

-Ric Helton aka ChaseRunner
(Fast_Forward on Freestyle, at 404/546-8256)

1730. Re: New Atari Home Video Game (Just a rumor?)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-07 02:15:15 UTC
From: cc@valhalla.cs.ucla.edu
Message-ID: <18615@shemp.CS.UCLA.EDU>
Source record: 116283
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.atari.8bit

In article <401926c9.1285f@maize.engin.umich.edu> billkatt@caen.engin.umich.edu (Steve Bollinger) writes:
>In article <1253@atari.UUCP> good@atari.UUCP (Roy Good) writes:
>>
>> [stuff about the XEGS, the 2600, and the 7800]
>>
>>Roy Good/Atari
>
>No video game that only supports one-button joysticks is worth $100.
>You need at least two to play reasonably complex games.
>
>-Steve

That remark certainly does not apply to any of Atari's systems, since they do have the capability to support much more complex game controllers. I have been collecting parts to build myself an analog stick with up to _5_ buttons! Of course, it won't work without software to support it. So, when (or if) I finish that stick I will write my own games for it. Along the same line, I'm sure if some manufacturer markets a new type of stick, there would be enough incentive for writers to develop games for it. Now all we have to do is to find enough incentive, as in software support, to produce the stick in the first place. (catch-22!)

One solution is to bundle some initial set of software with the hardware, a la Koala Pad. Just start the ball rolling and watch it go.

On another note, for those who prefer digital sticks with multiple buttons, the analog pins could simply be fed digital button-down signals. They can't be latched (at least not on the XEGS), but that's not that serious, is it? Also, the second stick port could be used exclusively for the extra buttons. This has been done already, I believe, on Star Raiders, using a keypad. The possibilities go on and on...

Now, tell me again about not supporting multiple-button complex games.

Mark Wang ||| Our club prez has an Amiga, so his opinions
cc@cs.ucla.edu ||| don't count. Other members don't post news.
UCLA Computer Club / | \ Therefore, these opinions must be mine.

1731. Re: New Atari Home Video Game (Just a rumor?)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-07 15:01:32 UTC
From: rbrown@svax.cs.cornell.edu
Message-ID: <23192@cornell.UUCP>
Source record: 116284
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.atari.8bit

In article <401926c9.1285f@maize.engin.umich.edu> billkatt@caen.engin.umich.edu (Steve Bollinger) writes:
>In article <1253@atari.UUCP> good@atari.UUCP (Roy Good) writes:
>>
>> [stuff about the XEGS, the 2600, and the 7800]
>>
>>Roy Good/Atari
>
>No video game that only supports one-button joysticks is worth $100.
>You need at least two to play reasonably complex games.
>
>-Steve

My thought on the matter (admittedly I haven't tried any of the newer game systems) is that I don't see that you can have too complex a control system in a handheld unit (doesn't include keypads (as per star-raiders)). I mean, a few years ago I bought the Atari trackball, but later took it back. It just didn't seem to work well from my lap, nor did it have enough mass to sit still on the table. The joystick is going to have the same problem-how do you do a good job of dealing with multiple buttons if you've gotta hold the thing at the same time. I realize that some of the newer game setups have all sorts of fancy consoles, but don't a number of these come with the game, not the system? And that spells money. Not trying to be cheap, but I AM a grad student.

Russell G. Brown No employer, no opinion

1732. COMDEX

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-07 15:08:00 UTC
From: HABKE@ccm.UManitoba.CA
Message-ID: <8812071515.AA08452@ucbvax.Berkeley.EDU>
Source record: 116285

HAS ANYONE POSTED INFO ON THE ATARI PRESENCE AT COMDEX.
I HAVEN'T SEEN ANYTHING ON THIS LIST YET.
I THOUGHT IT WAS IN NOVEMBER.

THANKS
BILL

1733. re: broken 800

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-07 17:10:25 UTC
From: at1r+@andrew.cmu.edu
Message-ID: <4XbKM1N38k-0Q4W14G@andrew.cmu.edu>
Source record: 116286

Thanks to all who responded about my broken atari 800 !!!!
I will follow your suggestions.

---Angelo Trivelli
at1r@andrew.cmu.edu

1734. Re: Was Re: New Atari Home Video Game

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-07 20:27:52 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Dec.7.15.27.48.1988.5716@topaz.rutgers.edu>
Source record: 116287
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.atari.8bit

---

Sure, I'll make a comment. I definitely prefer the feel of the old "standard" one-button stick that's been around for years. I find it much more useable than the control pads of most game systems. As for the one-button argument, it's true that some games need more than one button for good game play.....but that's no problem (or shouldn't be) ....the XEGS comes with a keyboard. It's been the standard with Atari 8-bit software for years and years to use the stick for direction and firing, and including the tap of the space bar for smart bombs or whatever.

-Ray

wilmott@topaz.rutgers.edu

1735. Using the list

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-08 00:06:00 UTC
From: RNIGH@HMCVAX.BITNET
Message-ID: <0091CFC37449A18020401E31@YMIR.BITNET>
Source record: 116288

If you mean "Do I read this" then sure, whenever I get it. It has been rather infrequent lately. Actally, now that I think about it, I do have a couple of questions on the tried but trusted 8-bit...
1) Does the Dataque 816 upgrade support the 800? If so, when will it be released, how much, and will I be able to have a huge box of about 8 meg of ram sitting behind my 8-bit?
2) How does one go about setting up any graphics mode above gr.4 in OSS' 'C65'? I get a function implemented return, but no constant screen display. It's annoying.
3) Where can I find data about the Indus GT disk drive? It has a Z80 cpu inside it, and the potential of redefining disk stats and running small programs, but I don't have the faintest idea of what the various locations do, nor indeed, where they are. Does any one know anything about it?

Thanks in advance,
Bob Nigh

RNIGH@HMCVAX

1736. Re: Was Re: New Atari Home Video Game

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-08 00:42:31 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <2679@ihlpm.ATT.COM>
Source record: 116289
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.atari.8bit

> --Kenneth Soohoo (soohoo@cory.Berkeley.Edu) writes:
>
> In article <401926c9.1285f@maize.engin.umich.edu> billkatt@caen.engin.umich.edu (Steve Bollinger) writes:
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>>No video game that only supports one-button joysticks is worth $100.
>>You need at least two to play reasonably complex games.
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> The Atari 7800 system has two buttons. The XE system has one button, which
> seems to work just fine, and has never bothered me -- does anyone else
> care to comment on the merits of more buttons? How about the merits of
> different control mechanisms...
>

Yes, I care to comment. Although I don't have much experience with multi-button joysticks to compare it to, I have found (in the 8 years [I can't believe it!] or so that I have been playing with Atari 8-bits, and briefly tried 2600 and Intellivision) that one button on a joystick is quite enough. I feel that in the "heat of battle" (assuming a fast-paced video game, which most seem to be) that I would tend to become somewhat confused with > 1 button. (3 buttons on a mouse seem to be too many for me, although I'm again not a vastly experienced "mouser". This would especially be true if there were no commonality among video games in the way that they used the joystick buttons. "Which one is the fire button in Zorgblaster, again? I forgot."

About other control devices: I am seriously thinking about spending $10 or whatever for a reconditioned Atari (or after-market) Trakball. What would I do with it? Well, maybe use GOE or Diamond in "mouse mode!" It should work, since (I have been told by Matt Ratcliff, an 8-bit "expert") Missile Command in Trakball mode works with an ST mouse! (Some people think, and they may be right, that the Trakball needs a small [?] modification to work like an ST mouse... talk/net to/with the Michigan Atari Magazine folks... I don't know for sure who's right.)

I have a Koala pad (which I bought used from a local "defector"-to-Macintosh) with one button in really bad shape - so I just use the other. It works a bit more clumsily for me, and I will fix it one of these days (sure, eh?) but overall, I like it. One can build (I read in ANALOG about 2 years ago) a Koala-pad-emulation joystick (a proportional joystick) for the 8-bits, out of a R-Snack joystick pot.

and a very few parts (resistors and ?) I have not tried it, but one of these days.... (If it would only work with Flight Simulator - I refuse to pay whatever-it-costs for a custom proport. joystick for FS2, when I can barely fly the thing [splash! or, at DuPage airport, crash! I can't land it].)

On my Christmas wish list is a light gun (probably a Sega gun modified to work with the 8-bits, better, I hear, than the Atari l-gun) and a game to use it. (So far, that == Barnyard Blaster, if only Crossbow would be out sooner!)

I've said more than enough for now (and maybe for quite a while :-). See you at your Atari dealer (:-).

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1737. Re: Programming Languages

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-08 04:02:33 UTC
From: Eric_Stewart_Plent@cup.portal.com
Message-ID: <12299@cup.portal.com>
Source record: 116291

There are several Public Domain programming languages available for
the 8 bit computer. I have one called ACE C, which is a UNIX (I believe)
type C language complete with compiler, linker and some source code files.

If you are interested in it, it is available on my bulletin board at
201-938-6906. Or, if there is some way I could upload it to you through
Portal I could do that (you would have to explain that process to me,
since I have been unable to find out how to do it on my own)

Eric Plent

Addr: Eric_Stewart_Plent@cup.portal.com

1738. Re: SpartaDOS X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-08 04:07:40 UTC
From: Eric_Stewart_Plent@cup.portal.com
Message-ID: <12300@cup.portal.com>
Source record: 116292

Ric,

SpartaDOS X should be completely compatible with SpartaDOS 3.2 in all
but very minor points. I do know that, in current form, Carina II
will NOT run with SpartaDOS X. However, Jerry Horanoff is just about to
release a new version of Carina II that will allow the use of SpartaDOS X.
One main advantage to this is that you will get approximatly 5K more
programming space in BASIC. This new update is, according to Jerry, to
be released "within 2 weeks".

I also run a Carina II BBS, and I am always interested in hearing from
other Carina II SysOps. If you are likewise interested, give my board
a call at 201-938-6906 (NJNEW through Pursuit) and we will CHAT...

1739. Re: COMDEX

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-09 18:13:08 UTC
From: rona@hpdml93.HP.COM
Message-ID: <690001@hpdml93.HP.COM>
Source record: 116293

> HAS ANYONE POSTED INFO ON THE ATARI PRESENCE AT COMDEX.
> I HAVEN'T SEEN ANYTHING ON THIS LIST YET.
> I THOUGHT IT WAS IN NOVEMBER.

There were some postings in comp.sys.atari.st

Ron Abramson

1740. 2 Problems....

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-09 18:27:00 UTC
From: gab80497@uxa.cso.uiuc.edu
Message-ID: <115200031@uxa.cso.uiuc.edu>
Source record: 116294

I recently have run into a problem, after not using my old upgraded
400 for a few months. I tried to write a program in BASIC on the
old standard BASIC CARTRIDGE. BUT! If I put a statement requiring
any mathematics at all, the program freezes up. SO what I was wondering
is if anyone else had this problem, and if so how did they fix it.

My guess is that the EPROM's on the cartridge have some how been altered.
Thus a possible fix would be to re-burn them. (Or just buy a new
cartridge)

Now Problem #2.
A few years ago, I got a good deal on a touch tablet for the atari.
It is one made by CHALKBOARD INC., I have one software cartridge
for it and wish I could develope some more. (The name of this tablet
is the Power Pad.) Of course the company folded, leaving me with no one
to contact. If anyone has an idea of how the thing might work, or
who to contact about it, I would appreciate some mail.

Greg Berry (University of Illinois)

1741. Re: SpartaDOS X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-09 19:30:23 UTC
From: ajy2208@ultb.UUCP
Message-ID: <249@ultb.UUCP>
Source record: 116295

Nice to see another Carina II SysOp on the net! I ran Carina I from two years and then went over to Carina II as soon as that came out. My MIO is currently being repaired at ICD, so my board is temporarily down. I used to run it as Phantasmal Alchemy BBS before I came to school, but I have since changed the name to Memory Alpha.

I have spoken to Jerry Horanoff many many times and know him quite well. Because I knew Jerry well, I beta-tested Carina II for him (along with a few other people). I am also Co-Author of the RoboWar II program Jerry offers with Carina II. Jerry now works for ICD and he has given me a lot of information about SpartaDos X. Jerry got his hands on a beta-version of the cartridge and he has made Carina II compatible with it. I have yet to order the Sparta X (I am a poor college student), but I do know a bit about it. It's a 64K cartridge that only takes up 8K of memory in the computer. It is in the same casing the R-Time 8 cart is in, so you can plug another cartridge on top of it. You can get a directory of the cartridge like you would of any drive.

I have a lot more information on it, if you'd like. From what I understand, Jerry has plans to make Carina II compatible with the XEP80 (which I am fortunate to have). The networking should also be finished by now (I have an earlier version of networking that only works with message areas). Jerry plans to release the new version of Carina II free for registered Carina II owners within a few months time. I'll let you know more as I hear more myself.

The system I run consist of: 256K 800XL, 256K MIO, ADaptek 4000a, Seagate ST225, Microscience 20meg drive, R-time 8 clock cart, INCOMM 2400 baud modem, and other misc. equipment (lots that isn't used on the BBS, such as 3 drives, 2 other 8-bit computers, etc.).

Albert Yarusso
ajy2208@ultb.RIT.EDU

1742. Re: 2 Problems....

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-09 21:06:00 UTC
From: sac90286@uxa.cso.uiuc.edu
Message-ID: <115200032@uxa.cso.uiuc.edu>
Source record: 116296

Re: The touch tablet and how to use it:

If this is at all like the Koala Pad, then it is read just like the paddles (i.e. one paddle corresponds to the x-direction and the other corresponds to the y direction, the left button is one paddle buttonm and the right button is (obviously) the other. If your touchpad plugs into the joystick/paddle I/O db9 connector, then it most likely works this way. Try reading it like a paddle and see.

Good luck!
(A Fellow U of Illinois Atarian)

1743. Re: New Atari Home Video Game (Just a rumor?)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-10 04:24:36 UTC
From: ChaseRunner@cup.portal.com
Message-ID: <12401@cup.portal.com>
Source record: 116297
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.atari.8bit

RE: Atari controllers... No one can tell me that with such diverse and varied controllers as the CX85 keypad, joysticks, paddles, light-pen cir BUILT IN (whatever happened to light pens?!), digitizer pads (Atari Artist, Koala, etc), joystick/keypad combos, trakball, mice (!), etc, that Atari's controller potential in unsophisticated. Add to that the possibility to send data OUT through the port (an intelligent controller?) and you have a very powerful setup.

-Ric

1744. Electronic Newsletters/Mailing Lists

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-10 04:31:42 UTC
From: ChaseRunner@cup.portal.com
Message-ID: <12402@cup.portal.com>
Source record: 116298

Anyone know of a mailing list for Atari 8-bits? I didn't see one on the most recent mailing lists file on PORTAL. Also, anyone aware of a newsletter or something (along the lines of ZMAG) distributed through the net? Much thanks.
-Ric Helton
ChaseRunner@cup.portal.com

1745. Express Pro! Nodes

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-10 22:09:09 UTC
From: Bruce_A_Webbe@cup.portal.com
Message-ID: <12431@cup.portal.com>
Source record: 116299

I represent a small, select group of indiviuals who undertaken a very large project. We are a group of hobbyists/BBS operators who have banned together to create one of the largest NETworks consisting entirely of Atari 8-bit computers.
We are looking for people who are interested in joining this group.
There are currently 14 BBSes linked together in this NETwork.
We are using BBS Express Professional which provides NETworking similar to that of FIDO net. Anyone currently using this program or thinking of using it in the near future and interested in helping us expand our boundries please contact me.

We are particularly interested in Nodes outside of the USA and over seas.
Key loacations would include the UK, Australia, New Zealand, But we're looking for Nodes from all over.
Other areas of we need contacts from are West Canada and Mid/south USA.

1746. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-10 23:49:13 UTC
From: c9c-ck@dorothy.Berkeley.EDU
Message-ID: <8210@pasteur.Berkeley.EDU>
Source record: 116300

I am having some trouble with a gemini printer hooked to an Atari 800;
the printer receives the info, but is not printing it out.
Does anyone have any suggestions for what might be happening,
or whether there are any good troubleshooters
in the Bay Area. 800s seem to be getting scarce.

Thanks in Advance,
Tomo (c9c-ck@dorothy.berkeley.edu)

:wq

Expires:
References: <9657.231.forumexp@mts.rpi.edu>
Sender:
Reply-To: c9c-ck@dorothy.Berkeley.EDU.UUCP (c9c-ck)
Followup-To:
Distribution:
Organization: University of California, Berkeley
Keywords:

1747. Re: SpartaDOS X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-11 23:44:30 UTC
From: RCH@cup.portal.com
Message-ID: <12509@cup.portal.com>
Source record: 116301

Thanks Albert, for your posting regarding Carina II. I have been running my Carina II system, Freestyle, since June. We have really been pleased. I will look forward to hearing about the new update....

ATTN: CARINA II OWNERS
RE: PROGRAM MODS
What modifications have you made to your BBS programs? What mods are your favorites? I wrot a "primetime" modifications that allows users a limited amount of their daily time limit after 6pm, so that new users calling in the evening hours can get through more easily. The full time limit resets along with their daily time rejuv after midnight... We have also snatched several mods off of GEnie, as it seems to have a loyal Carina following there.
One of the most useful mods we came across added a "wait screen" function, so that when the "s" key is pressed, the BBS displays a list of as-yet unvalidate uploads.

p

I am looking forward to hearing from other Carina II sysops!

Ric Helton
RCH@cup.portal.com
or sun!portal!cup.portal.com!RCH

Freestyle BBS 404/546-8256

1748. Re: Was Re: New Atari Home Video Game

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-12 02:14:02 UTC
From: daryl@ihlpe.ATT.COM
Message-ID: <3902@ihlpe.ATT.COM>
Source record: 116302
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.atari.8bit

In article <8060@pasteur.Berkeley.EDU> soohoo@cory.Berkeley.EDU.UUCP (Ken Soohoo) writes:
>In article <401926c9.1285f@maize.engin.umich.edu> billkatt@caen.engin.umich.edu (Steve Bollinger) writes:
>>No video game that only supports one-button joysticks is worth $100.
>>You need at least two to play reasonably complex games.
>The XE system has one button, which
>seems to work just fine, and has never bothered me -- does anyone else
>care to comment on the merits of more buttons? How about the merits of
>different control mechanisms...

One button joy sticks work just fine for any joystick controlled game.
In reference to "reasonably complex", I contend that a keyboard is
necessary for truly complex games, hence the XE is the clear winner.
In addition, you can put a disk on an XE, giving more storage (I am
playing Alternate Reality right now - six SSSD disks) and the ability
to do game SAVE, an important option for long, complex games.

Daryl Monge UUCP: ...!att!ihcae!daryl
AT&T CIS: 72717,65
Bell Labs, Naperville, Ill AT&T 312-979-3603

1749. Re: SpartaDOS X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-12 02:27:46 UTC
From: Eric_Stewart_Plent@cup.portal.com
Message-ID: <12513@cup.portal.com>
Source record: 116303

Al,

I remember seeing your name on the title screen of RoboWar, as well as on Jerry's board.

I downloaded the new Carina II update last night from Jerry's board, but could not get it to work as advertised. It kept locking up in different areas, and the functions listed in the README file were not working as they were described. I will try messing with it again, because I want to be able to use the Networking when it is FINALLY available. Do you know when Jerry is going to get it out? Now that 2.2 is out, I assume he has more time to work on Networking (which I REALLY want!)

Eric Plent

Eric_Stewart_Plent@cup.portal.com

The Sietch * 201-938-6906 * NJNEW
Voice-201-938-9365

1750. Re: SpartaDOS X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-12 02:30:11 UTC
From: Eric_Stewart_Plent@cup.portal.com
Message-ID: <12514@cup.portal.com>
Source record: 116304

Al,

I forgot to mention, if you are interested, what my system is made
up of. I have the following hardware:

1 130XE with 320K upgrade
1 256K MIO

1 Avatex 2400 modem
1 Seagate St-225 hard drive
1 Adaptec 4000a controller card
1 R-Time 8
1 BASIC XE
Running Carina 2.0 (for now, until I get 2.2 working properly.)

Eric Plent
Eric_Stewart_Plent@cup.portal.com

1751. Yet again...

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-12 03:20:23 UTC
From: arrom@aplcen.apl.jhu.edu
Message-ID: <356@aplcen.apl.jhu.edu>
Source record: 116205

Would whoever wrote the PC files to Atari program please send me
a copy of the program with the write-binary-flies-from-pc-to-atari
bug fixed? I don't have access to a way to compile the thing with
the fix myself.
--
"Unfortunately, Ultraman, the superman of Earth-3 who gains powers from
Kryptonite, fried your poor machine-gunner..."

--Kenneth Arromdee (ins_akaa@jhunix.UUCP, arromdee@crabcake.cs.jhu.edu,
g49i0188@jhuvm.BITNET) (not arrom@aplcen, which is my class account)

1752. Networking: A legal/contract question.

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-12 23:55:39 UTC
From: RCH@cup.portal.com
Message-ID: <12545@cup.portal.com>
Source record: 116206

Eric & Al, plus any others.... I use PC-Pursuit (as I am sure many of you do), and while reading on the Net Exchange board, which supports PCP, there was a note to the effect that networking through PCPursuit was illegal, oir at least went against the TELENET contract. They claim that using the net to redistribute other messages in effect forms a new network, thereby extendin a single password to all the readers of that net. Sounded strange to me...

What are the legal guidelines for networking?

-Ric Helton
RCH@cup.portal.com
sun!portal!cup.portal.com!rch

1753. Home-grown controllers/interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-13 00:05:23 UTC
From: RCH@cup.portal.com
Message-ID: <12546@cup.portal.com>
Source record: 116207

Has anyone made/built/otherwise devised, any home-grown controllers, or built interfaces for their joystick ports? I read both ANTIC and ANALOG magazines, and every now & then someone will writ an article showing how to make a parallel printer port with the joystick port. Or use your old 800 as a print buffer.

Remember the old AtariLab kits? I never saw one, or got to play with them, and wondered if 1) they were still available? 2) they were worth bothering with? 3) were improved to real-world interfacing, such as the recent X-10 remote control power modules that have long been available on the C64 and Radio Shack Coco computers....?

I am looking for something that will allow remote control, security system applications, equipment monitoring, etc... Thanks for any mail or postings!

-Ric Helton
RCH@cup.portal.com
sun!portal!cup.portal.com!RCH

1754. Atari 800 system expansion make sense?

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-13 01:12:24 UTC
From: david1@mhuxu.UUCP
Message-ID: <8845@mhuxu.UUCP>
Source record: 116208

A friend who has an 800, but no other peripherals, wants to expand his system so he can use it to keep track of his inventory of various personal items as well as wordprocessing. I told him a disk drive and printer will cost him around $600, plus more for software. What I didn't know to tell him were the following:

What printers do you think are good recommendatons?
Would he need the infamous 850 interface for one or are some direct-connect?
If they are direct connect does the cable come with the printer?
What do the recommended printers cost?
Possible suppliers? Suppliers to stay away from?

What about disk drives? I have a 1050, but which other ones are recommended? Cost? Suppliers?

I know there's not alot of software around. I guess he needs a database manager for his inventory needs. Which are available and from where? Also which word processors are good? Is Atariwriter decent?

Thanks for any info you can supply. My friends alternative is to buy an entirely new system which I thought would end up costing him $2000 for everything he wants. Am I off base on this cost estimate? He was considering an Apple 2C or an IBM type.

His 800 has 48K.

Please respond by e-mail to:

mhuxu!david1

rick nelson
reading, pa.

1755. Express Pro! Nodes, (continued)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-13 01:39:49 UTC
From: Bruce_A_Webbe@cup.portal.com
Message-ID: <12555@cup.portal.com>
Source record: 116209

My appologies, I didn't get a chance to complete my last message.
(still getting used to Portal's format)

As I was saying, We are looking for anyone Currently running BBS Express
Professional! or are thinking of running it that would be interested in
becoming a part of a NETwork.

So, if you are interested or know anyone that might be, get back to me here:
Bruce_A_Webbe@cup.portal.com
or contact me on my BBS : 408/226-2889
in San Jose, California.
I would appreciate hearing from anyone with information or leads in this
endeavor. If need be, just let me know where I can contact you.

Thanks in advance.

Bruce_A_Webbe@cup.portal.com

A.K.A

Phoenix -*-
The Bird of Flame
Arisen From the Ashes
of
The Pyre

1756. Financial aspects of new 8 bit software

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-13 02:55:43 UTC
From: daryl@ihlpe.ATT.COM
Message-ID: <3916@ihlpe.ATT.COM>
Source record: 116210

I am curious about the aspects of software production for the 8 bit ATARI machines. As we all know, there is a considerable lack of new software for the 8 bit machines. However, there seems to be continued new software for apple, C64, etc.

It seems to me that once a piece of software is developed for the other 6502 machines (especially the C64) that the conversion to the XL/XE machines would be fairly easy. Surely there are a lot of us professional types that would be interested in doing something like that.

The question I do not know the answer to is what is the pay back for converted software? How much would the original author get? How much would the converting author get? How many copies would need to be sold to at least break even for the effort?

There are a lot of 800's, XL's, XE's, and XE games out there. I can't believe the market is not there.

Daryl Monge UUCP: ...!att!ihcae!daryl
AT&T CIS: 72717,65
Bell Labs, Naperville, Ill AT&T 312-979-3603

1757. Re: SpartaDOS X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-13 14:41:12 UTC
From: ajy2208@ultb.UUCP
Message-ID: <252@ultb.UUCP>
Source record: 116211

I have done a tremendous amount of work on Carina II in the way of modifications. Jerry and I came very close to releasing a utility disk for CII but once I got to school, my MIO broke and I haven't yet received it back from ICD. Once I do, and get my board back running, I will be working full speed on the utility disk. here are some of the programs I have written already that will be on it:

o A program to automatically delete accounts by their age, in either days (say, accounts 60 days and older), or older than a certain date. Carina 2.2 (just released by Jerry) already has a few mods I have done, including the [M]ark Permanent feature that prevents anyone a SysOp marks Permanent from being deleted. What makes this program useful is that it can be run from the BACKUP.BAT file as well as interactively.

o A program to print that prints the password file to the printer in a very nice formatted ouput. I went all out on this program, and in addition to the many options you can change, it also prints two pages of BBS Statistics after printing the users (or, you can simply print the Stats by themselves if that is all you want).

o After seeing a couple of 'Top 10' programs come out, I wrote one of my own. Again, I may have added TOO many features, but just use the ones you want! You can have from the Top 5 to 30, toggle which areas it collects stats for (Posts, uploads, downloads, and Calls), and also have it print all sorts of BBS Stats. I wrote some ML routines for this program to make it as fast as the other Top 10 programs (Mine does a heckuva lot more!). This program can also be run from the BACKUP.BAT file.

o Ever want to add or delete keywords in a file area? I wrote a program that allows editing of any file area's keywords, including those areas that do not even have key words. A SysOp can change the keywords on the entire BBS, but a SigOp can change them just in his/her section.

o Ever want to delete certain voting polls? That is possible now also. It works similiar to the keyword program in that a SysOp can view the polls on the entire BBS, while a SigOp running the program in his section can only see the polls in that section. This has been implemented into the MAKEVOTE module.

o I modified the FILEVAL program so files (before they are validated) can be Moved (or copied) to another file sections. Often times, someone will upload a file to the wrong area, so this is useful. In addition, the description can be edited before the file is

validated.

o I wrote a SysMenu program which is now implemented in version 2.2 of Carina. This is a VERY flexible menu program that allows you to run any other BASIC program. It has a built in editor, and for each Basic program you set the description (as appears in the menu) and the filename (including path). SYSMOD has been modified slightly with an added keypress (M) that runs this program.

o For USEREDIT I added two new features. One, the [M]ake Permanent, I mentioned before. The second is a feature that allows you to [S]earch for new users. This is VERY useful (and fast) because New Users can occupy deleted records as well as being appended to the end of the password file and previously either the SysOp would have to keep track of which records he deleted, or go through the entire password file every once in a while to see if any new users slipped into deleted slots.

I know there are other mods, but it is too early in the morning to remember the rest of them. I used to run a Carina I BBS, Phantasmal Alchemy, in Connecticut. I had a tremendous amount of mods implemented into the BBS and available for SysOps to download. I felt kind of sad going over to Carina II and losing all that work, but I've made up for it with what I've done (so far) with CII. I intend to do more! I would guess that the utility disk will be out in late January, early February.

Oh yes, I mentioned that Version 2.2 is out. You can download that from Jerry Horanoff's board (Carina Headquarters) if you have access to his Carina II SIG. If you're a registered owner, tell Jerry and he'll give you access. The phone # is 815-874-1836. I talked to him for a while the other day (almost 2 hours Long distance! Ack!) and version 2.2 fully supports the XEP80.. If one has a TV and a monitor, you can have two different displays. One will be the Full Page user edit window, and the other will be the BBS. The Full page screen still uses 40 columns (because it uses display lists) and the other screen (what the users see) is in 80. Very impressive! (Almost looks like true multitasking)

Enough for now, I hope no one's fallen asleep.

Albert Yarusso

Usenet - ajy2208@ultb.RIT.edu
Bitnet - ajy2208@RITVAX

(I need a .signature file!)

1758. Re: SpartaDOS X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-13 14:46:33 UTC
From: ajy2208@ultb.UUCP
Message-ID: <253@ultb.UUCP>
Source record: 116212

Eric,

Jerry will be working on Networking and will hopefully have it done sometime in the next couple of months. I am pushing him for it, as he already has the most difficult part done (the actual calling of other BBSs, logging on, and sending a file). From what he told me, the message base networking is already done. I have a preliminary version of networking, but I have as of yet to try it out with another Carina II SysOp to see how well it works.

We were planning to put all the Networking mods on the utility disk, when that comes out. I am not sure if that is still Jerry's plan, although it would appear so. I'll ask next time I call him. Unfortunately, Jerry is not on USENET.

Albert Yarusso

Usenet - ajy2208@ultb.RIT.edu
Bitnet - ajy2208@RITVAX

(still need that .signature file!)

1759. Diamond Press Release

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-13 17:02:00 UTC
From: PARSONS@KSUVM.BITNET
Message-ID: <8812131713.AA17069@ucbvax.Berkeley.EDU>
Source record: 116213

Here is the latest word on Diamond, a graphical user interface for the 8-bits. This was downloaded from GEnie, and I assume that I have permission to do with it as I please as long as it is in original form.

My personal opinion is this: read the transcipts of conversations with the programmers (I will be happy to send them to anyone who asks), and wait for a cart-to-cart review (that is possible since both are in cartridge form now.) Both sound good, but the transcripts tell a lot.

December 10, 1988

Press Release: Diamond OS SuperCart

From: Alan Reeve/Reeve Software

Attention Atarians,

It has been a little over six months since our first press release for our Diamond OS. Since then a lot has changed. We initially intended to ship Diamond as a disk based product and it was to require at least 64K.
In August of 1988 we were contacted by Shelly Merrill of Merrill Ward & Associates. Originally Diamond was going to compete against their product, however, things fell apart with the developer and Shelly has been assisting us with the marketing of Diamond. We elected to unite as I felt that his marketing knowledge could greatly boost the sales of our product, and also create a resurgence of interest in the Atari computer. Shelly has since moved on, formed USA Media, and has been very helpful in the marketing of Diamond.
We shipped our disk based version of Diamond at the end of September. It did much of what we said that it would, however we have received many comments and criticisms regarding some areas. The most common complaint was that the disk version functioned solely with Atari DOS 2.0.
Since the release of our disk based version of Diamond we have spent the last ten weeks adding to it in order to create our much more powerful cartridge version of Diamond. The cartridge version adds a lot of power over

our initial disk version:

* Supports two windows on the DeskTop.

* Supports Quit to Basic and direct return to the DeskTop.

* Supports most DOS types (Atari DOS 2.X, DOS XE, and SpartaDOS).

* Supports folders (subdirectories) and time/date stamping.

* Windows have sliders, and fullers that support full reversing.

* It's on cartridge and consumes minimal system memory to function.

* Much more...

Diamond is also completely programmable. We initially intended to have a separate Programmer's Kit, however, along with the cartridge will come complete documentation for programming the environment...it can even be programmed in Atari Basic.

The disk version was also to have memory drivers and be followed up by many external applications. Due to our continued work on creating such a powerful environment we have delayed the applications until the cartridge was completed. We will now be releasing the applications and they will support the cartridge, however, Diamond Paint and Diamond Write will also include versions that support the 64K disk version.

We are now pleased to announce that the cartridge version of Diamond is 100% done and will be shipping very soon as we produce the cartridges. It will first be available to users that wish to upgrade from the 64K disk version, and will then be available in stores nationwide. Please contact us for more information:

Contact:

REEVE Software

29W150 Old Farm Lane

Warrenville, IL 60555

(312) 393-2317

or

USA Media

7810 Malcolm Road

Clinton, Maryland 20735

(301) 868-5494

GEnie ID: REEVE.SOFT

CIS ID: 71521,2200

The separate applications will be arriving shortly as Diamond acts as a very solid foundation for external programs. The first Diamond based program will be Diamond Paint. Diamond Write, News Station, Diamond Publish and more will follow. The first three are almost complete.

Lastly, we'd like to thank those of you that have been supportive of our efforts to revitalize the Atari community. I believe that Diamond is the most powerful program written for any 8-bit computer and will lead the Atari 8-bits into the 1990's.

We hope that you will join us and Diamond as your Atari 8-bit soars to new heights.

Acknowledge-To: <PARSONS@KSUVM>

1760. Re: Financial aspects of new 8 bit software

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-13 18:28:01 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3918@ihlpe.ATT.COM>
Source record: 116214

> I am curious about the aspects of software production for the 8 bit
> ATARI machines. As we all know, there is a considerable lack of new
> software for the 8 bit machines. However, there seems to be continued
> new software for apple, C64, etc.
>
Survey's that I have seen show that a typical new computer owner purchases
a great percentage of his software in the first six months with dollar
spending dropping off dramatically after that. This indicates that
there has to be a constant supply of new owners to really keep the software
market healthy. Unfortunately, that isn't the case with Atari, except
for the XE Game System, and they don't seem to be buying many disk
drives. This means the best market is for cartridge based software.
Atari seems to be the only company willing to supply this market and
even they have been slow to bring out promised cartridges. I have been
waiting for six months for (to name a few) Crossbow, Crystal Castles and
Mean 18. If anyone reading this is going to the Winter CES next month,
try to find out what happened to all the software and try to find out
what new software is promised in the next six months :-) . I have
sent private mail to a couple of people at Atari, but never received
an answer.

> It seems to me that once a piece of software is developed for the other
> 6502 machines (especially the C64) that the conversion to the XL/XE
> machines would be fairly easy. Surely there are a lot of us professional
> types that would be interested in doing something like that.
>
If you want to take full advantage of the graphic capability of the
8bit (with the GTIA chip), there is a lot of work involved. Many of the
people who know the 8bit best have moved on to the ST or Mac and seem
reluctant to spend their time on the 8bit Atari. Word was that Origin
was looking for someone to do Ultima V for the 8bit but couldn't find
anyone. They have now stated that they won't be doing an Atari 8bit
version.

> The question I do not know the answer to is what is the pay back for
> converted software? How much would the original author get? How much
> would the converting author get? How many copies would need to be sold
> to at least break even for the effort?
>
I think the pay for such a job is fairly low and is an upfront
pay with no royalities for the programmer doing the port. It is the
software company that is taking the financial risk and few seem willing
to support the Atari 8bit.

> There are a lot of 800's, XL's, XE's, and XE games out there. I can't
> believe the market is not there.
>
I can state for sure that there is a market (although I don't know how big). I belong to a Users Group and we have a merchandiser at the meetings. Many 8bitters are buying older software simply because there isn't anything new to buy. What is new (such as some of SSI's war simulations) isn't to my liking. What bothers me is why doesn't some company that does support the Atari 8bit market bring in some European software. There wouldn't be any conversion work involved (unless it was written specifically for PAL systems, as some is now) and the only risk would be the shelf space and distribution work involved. Thunder Mountain was supposed to bring in Winter Challenge for the Atari 8bit, but I have never been able to find it and my source hasn't been able to get it from his distributor. I have written several letters to Access, Accolade, BroderBund and MicroProse with few answers and what I got was pretty terse and unencouraging.

The only encouraging words I have heard came from ANTIC magazine who state that they are trying to add to the 8bit catalog by bringing back more old APX titles and adding some out of production commercial software that they can find and being a distributor for small companies or individuals who still support the Atari 8bit. If you think this is a good idea, at least drop them a note and thank them profusely. And, by the way Daryl, they have had more ACTION! typein software lately (as has Analog). The January issue has an 8bit shoppers guide with 8 pages of software/hardware and the addresses of 65 companies that still support the 8bit computer (although some of their offerings are getting pretty old now). Some of the software ANTIC is carrying in their catalog are TurboBase form MicroMiser, Super 3D Plotter II from Elfin Magic, some Infocom text games, StickyBear software for kids, MIDI Track II and III from Hybrid Arts and AdvanBASIC along with the modules such as the Optimizing Compiler for it. I applaud their efforts and hope they are successful. It will only work if we 8bit users support them though. They have also had some very good and worthwhile software on their disks lately. A subscription with disk is only $59.95 ($5 per issue). An excellent deal. When my magazine sub runs out, I am going to get the disk option.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

1761. Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-14 14:46:06 UTC
From: DDP100@PSUVM.BITNET
Message-ID: <65104DDP100@PSUVM>
Source record: 116215
Cross-posted to: comp.sys.atari.8bit,rec.games.misc

Someone...please...help me!!!
I bought journey to the planets for the atari 8bit some time
ago and there's only one planet I can't solve. I'm fairly certain I've tried
everything. It's the planet with the "flying rock" and the "flying black
box" that fall when shot. I believe the treasure is the RUBY CHAIN on
that planet. Anybody know what to do?
-ddp100@psuvm.bitnet

1762. VT100 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-14 14:54:25 UTC
From: DDP100@PSUVM.BITNET
Message-ID: <65105DDP100@PSUVM>
Source record: 116216

Anybody know of a good VT100 emulator for the MPP 1000E modem in the public domain? I have one called VT10sq, but it doesn't have the right parity or stop bit settings. Any suggestions?

-ddp100@psuvm.bitnet
life is an illusion...by definition

1763. Re: Home-grown controllers/interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-14 15:56:22 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3930@ihlpe.ATT.COM>
Source record: 116217

>
> Remember the old AtariLab kits? I never saw one, or got to play with them,
> and wondered if 1) they were still available? 2) they were worth bothering
> with? 3) were improved to real-world interfacing, such as the recent X-10
> remote control power modules that have long been available on the C64 and
> Radio Shack Coco computers....?
>
The AtariLab kit is still listed on the software list I got from Atari at
the Summer CES. It is listed as AED80013 and the Light Module is AED80014.
I don't think that any modifications have been made to it.

> I am looking for something that will allow remote control, security system
> applications, equipment monitoring, etc... Thanks for any mail or postings!
>
The latest ANTIC 8bit catalog contains the PowerManager from Terrific Corp.
for $24.95. This is the hardware and software necessary to use the X-10
controller in your home. It was reviewed in ANTIC an issue or two ago.
There was even a simple PD version in that issue of ANTIC, but the
commercial version is supposed to be much more powerful. On further
reading, I see that it says it requires the CP290 Powerhouse Interface
from X-10. I don't know what that costs or where you would get it, but
I imagine the same place you can get the X-10.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

1764. Re: Financial aspects of new 8 bit software

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-14 17:11:25 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3766@druhi.ATT.COM>
Source record: 116218

in article <3916@ihlpe.ATT.COM>, daryl@ihlpe.ATT.COM (Daryl Monge) says:
> It seems to me that once a piece of software is developed for the other
> 6502 machines (especially the C64) that the conversion to the XL/XE
> machines would be fairly easy. Surely there are a lot of us professional
> types that would be interested in doing something like that.
>
> The question I do not know the answer to is what is the pay back for
> converted software? How much would the original author get? How much
> would the converting author get? How many copies would need to be sold
> to at least break even for the effort?

I'll try and answer this since I used to write programs (SynFile+, PaperClip, BackTalk, and Sherlock) for the 8 bits. I also worked with a several people who were converting programs to/from the Atari 8 bit systems.

As a general rule an author gets about a 10% to 20% royalty on software he writes. It varies based on market size, how well know the author is, past hits, is it a game or an application, etc. That royalty is on the publisher's selling price which is usually about 45% to 55% of the the retail price. So a program that sells for $39.95 will wholesale for about $19.98. The author will get 10% of that or $2.00. On a conversion the original author and the conversion author will split the 10% royalty, usually 50-50. So each will get about $1.00 per copy sold.

Depending on the program being converted it will take between 3 and 9 months to convert a program from one 6502 machine to another. Applications usually can be converted fairly quickly since they don't have any fancy graphics, games take longer due to the graphics.

So to make a conversion worth doing the converting author must be able to make 1/4th to 3/4ths of a years income off the conversion, depending on the amount of work required. If he expects to make $30,000 a year he needs to make $7,500 to $22,500 off that conversion. So he, the publisher and the original author all have to guess whether the program will sell 7500 to 22500 copies on the Atari 8 bits. Right now there are *NO* 3rd party programs for the 8 bits that are selling that well so it doesn't make much sense to port a program from a C64 or Apple // to the Atari.

NOTE: I'm completely ignoring the publisher's expenses in the above. Ads cost about $5000 for a full page in 4 colors. Boxes, disks, labels, etc. are about $2.50 to $5.00 per copy (depending on how fancy). So the publishers break even point may be higher or lower than the converting author's break even point.

Software publishers base a lot of their decisions on what machines to support on the SPA's reporting of software sales figures. They break software sales down by machine and type of software (business, games, etc.). According to the SPA the top 4 software markets are the IBM and clones, Macintosh, Apple // family, and the C64. All the other computers (Atari 8 bits, STs, CBM Amiga, Unix(tm) boxes, etc.) are lumped together as "other". The totals for "other" are less than the totals for any of the top 4 markets.

There just isn't a lot of money to be made writing or converting program for the 8 bit systems. As long as the market is small you are going to see very few of the larger software publishers supporting the 8 bits. Small publishers or publisher/authors will support the Atari 8 bits since they can get by on smaller margins (no support staff, etc.).

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM
or
dlm@druwy.ATT.COM

1765. kermitting w/ KERMIT65

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-14 23:47:00 UTC
From: brian@caen.engin.umich.edu
Message-ID: <404246a9.1285f@maize.engin.umich.edu>
Source record: 116219

I've used kermit implementations painlessly on my 800xl, macs,
pcs, Unix workstations, and IBM mainframes, but I can't get
Kermit65 to talk kermit (specifically, to a Sun-3 under SunOS 3.4).
I tell kermit65

> send "d:hmwk5"

and it does a disk access and then silently returns its prompt.
I tell it simply

> send

and it claims to be sending out packets (containing god knows what), but it
can't get the other kermit to recognize them, no matter whether the
other kermit is in server mode

kermit -x

or simply receive mode

kermit -r

. What's the deal?

1766. GTERM.UUE

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-15 19:43:08 UTC
From: gdtltr@VAX1.ACS.UDEL.EDU
Message-ID: <8812151943.AA09468@vax1.acs.udel.edu>
Source record: 116220

I downloaded this file a couple times, and every time I got the same thing: a truncated file. The ARC file produced is ok except for the last file which also seems to be the main program. Could you fix this problem and let me know? Thanx.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1767. Re: Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-15 19:47:53 UTC
From: naiman-jeffrey@CS.YALE.EDU
Message-ID: <45765@yale-celray.yale.UUCP>
Source record: 116221
Cross-posted to: comp.sys.atari.8bit,rec.games.misc

In article <65104DDP100@PSUVM> DDP100@PSUVM.BITNET writes:
>
> Someone...please...help me!!!
> I bought journey to the planets for the atari 8bit some time
> ago and there's only one planet I can't solve. I'm fairly certain I've tried
> everything. It's the planet with the "flying rock" and the "flying black
> box" that fall when shot. I believe the treasure is the RUBY CHAIN on
> that planet. Anybody know what to do?
> -ddp100@psuvm.bitnet

It's good to know that someone still has an 8-bit! I have an 800 that still
has a CTIA in it! Too bad I can't find any good software for it anymore :-(.

Anyway, I'll just spoil it because the puzzle is SO stupid and I happened
upon it by accident.

You need to get across the 'chasm' so...

you melt the square rock, hold the green rock...

stand on the melted square rock, and (drum roll please)

push the josytick UP. Dumb.

It is possible to do all the planets without dying including the fountain
of youth. Consistently. Anyone want the trick? And it's a feature!

- Jeff Naiman (naiman@yale.arpa, @yalevm.ycc.yale.edu)

1768. geo..

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-15 20:40:00 UTC
From: BIW109@URIMVS.BITNET
Message-ID: <8812152044.AA06794@ucbvax.Berkeley.EDU>
Source record: 116222

Has anyone heard anything about GEO lately?? There is only
one good sized computer store in the area that still gets atari
8-bit stuff, and they say they havn't heard anything about it...
I am interested in getting it, when ever it comes out.. Mostly
everything I've heard has been good (someone once said something
about 40 swaps to copy a disk.. can anyone confirm/deny this??).
I don't know how far this note will get- I've heard rumors that
bitnet isn't working well, and I havn't gotten any mail for a while..

Ray C
bitnet: biw109@urimvs (when it works)
Because Its There NETwork

1769. Re: Financial aspects of new 8 bit software

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-16 03:43:43 UTC
From: RCH@cup.portal.com
Message-ID: <12629@cup.portal.com>
Source record: 116223

Kit & Daryl, plus anyone else who'd like to comment:

What and how big a role does software piracy play in the development and distribution of Atari 8bit software? What software protection schemes are the current rage, and how does that affect the ability to successfully market (and make money off of) Atari software? I had heard that piracy was the prima primary reason new titles were not being developed for the Atari 8bit.

Thanks for your replies!

-Ric
RCH@cup.portal.com
RCH%cup.portal.com@sun.com
ucbvax!sun!portal!cup.portal.com!RCH

1770. Re: Serial Interface

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-16 03:44:00 UTC
From: Albert@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <881216034421.553809@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 116224

This is being entered for someone who does not have direct access
to the net. Reply to me or the list and I will forward, or contact
Paul directly.

REGARDING THE MESSAGE AT
Date: 20 Nov 88 20:23:01 GMT
From: killer!netsys!c3pe!charles@ames.arc.nasa.gov (Charles Green)
Subject: Re: Serial Interface

In 1982 I wanted to build a serial port for my ATARI but didn't have much
money, so I investigated building one. Fortunately, I worked for a company
that had an agreement to build hardware for ATARI CORP. so I had a complete
(preliminary) copy of what became the Technical Reference Manual. I
designed and built the hardware, and software drivers, and terminal
emulator (complete with XMODEM file transfers) for a "mainly software"
serial port. It had 2 ports, hardware/software busy and baud rates of 0-9600
baud. (Due to the clock frequency of the ATARI, the margin of error at
19200 baud was a little too big). The hardware consisted of 3 chips and an
external power supply. Today it could be done with 2 chips and no external
supply using the MAX-232.

On of ATARI's best kept secrets was not so much the fact that the POKEY
chip had a serial port built in, but the fact that it was a full standard
ASYNC port! There were two problems: 1. The data was TTL not RS-232. 2.
When diskette (or other intelligent device) I/O was performed, the serial
port needed to be told not to listen.

Problem 1 was easy enough. As was stated earlier the voltage-level
translation is easily done with the MAX-232 chip. At the time however this
chip was not available, so I used the readily available 1488/1489
combination along with a -12v supply. The +12v was available from the SIO
connector, and I added the -12v with a $2.95 DC wall transformer (came from
an old calculator).

Problem 2 was a little more difficult. At first I tried using the cassette
motor control line and had no problem telling the serial port to listen. I
did have a problem telling the port to NOT listen. It seems that the motor
control line decayed too slowly after turning off. It was meant for a
device that drew more current than my tri-state buffer was using.

After a lot of thought, I decided there was no alternative, so I went ahead
and used one joystick port to give me the extra hand-shaking signals that I
needed. This also gave me enough signals to add a second serial port along
with hardware busy for both ports!

Well to make an even longer story a little shorter, I got it completely working, built a few prototypes, and had dreams of getting rich marketing it. (At the time the only game in town was the ATARI 850 at about $175). Needless to say, this didn't happen, and I still use one of my prototypes. I noticed several references to building an ATARI serial port including erroneous data, so I thought that if anyone is interested I will dig this all out of my archives and make it available.

If anyone is interested, I will make available the following:

1. Complete Hardware schematics.
2. Software driver including source for two serial
ports configured as P:, and R: (user changeable).
3. Terminal emulator capable of 110-9600 baud,
user selects type of busy i.e. Hardware/XON XOFF

Just send me a blank diskette and a SASE with enough postage to accomodate the bundle. Or, just send $5 and I will send it all to you. Or if you send me three blank disks and a SASE with postage I will include the source for the terminal emulator. Or send me $10 and I'll send you everything above with all the source. It shouldn't cost much more than about $15 in parts to build the hardware. (THE SOFTWARE AND SCHEMATIC ARE NOT PUBLIC DOMAIN THEY ARE ALL COPYRIGHT 1983 PAUL M. WALTERS)

My mailing (U.S. mail) address is:
Paul M. Walters
1140 N. Higley suite 109-310
Mesa, AZ 85205

1771. Re: VT100 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-16 04:03:59 UTC
From: RCH@cup.portal.com
Message-ID: <12630@cup.portal.com>
Source record: 116225

I would like to find a VT100 emulator that works under SpartaDOS off hard disk, with a Hayes-compatible 1200b modem. I tried VT10*2 and i work only under Atari DOS 2.0 on a boot disk.

So far, I think my favorite of all time term package is 850 Express. I wish I could find an 80-col emulation mode of it. I don't suppose there is such a beastie?

-Ric
RCH@cup.portal.com
RCH%cup.portal.com@sun.com
ucbvax!sun!portal!cup.portal.com!RCH

1772. Re: Re: Tempest "non" arcade version

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-16 18:40:17 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3958@ihlpe.ATT.COM>
Source record: 116226
Cross-posted to: rec.games.video,comp.sys.atari.8bit

```
>
>>* Some guy wrote a PD(!) version of a Tempest-clone for the Atari home computer
>> system a long while back. Was published in Antic magazine. Machine language
>> code, also simulated the 3D graphics, but boiled down to a basic
>> shoot-em-up.
>
> It was called Livewire and appeared in Analog, not Antic. If there's suffi-
> cient interest I might post it.

If you have never played Livewire, get a copy. It is a lot of fun. I used
to play it alot. You really need paddles to play it, since using a joystick
is very confusing.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes
```

1773. Re: Financial aspects of new 8 bit software

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-16 20:18:58 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <12657@cup.portal.com>
Source record: 116227

Piracy is not the reason why new 8-bit titles haven't been released for the Atari 8-bit. The reason is because it is not worth as much to CONVERT games to the Atari 8-bit. Why should a game company use 3-6 months of it's programmers time to convert a game that will sell less copies than a new game for the C64 would sell?
We Atari 8-bitters have to face the fact that until we get a larger user base willing to shell out $40 per game everytime a new game comes out, we aren't going to get any new games (or applications for that matter).
I do not often buy "converted" games, they are usually horrendous conversions. The worst example I have seen (and bought) is the Superman game. It looks nice on the C64 but is missing 1/2 the game on the Atari 8-bit. The reason the programmers gave was because the Atari has less memory! (The game requires a 130xe/800xl.) I dunno, maybe my math is wrong but I have checked out the 64 versus the 800xl and the 64 has less usable memory. Of course, the best conversions are great, anyone ever play the Ultima series? The converter for those games is known as Chuckles and he does a great job!
This leads to a fact about software companies...they are out to make a fast buck...and they don't care about the quality of their games in secondary markets. Good examples of this are the Superman game above, OGRE (the ST/Amiga/IBM version allows you to play the OGRE versus the computer). These are simply done for economic reasons, but of course, whenever a game or application doesn't sell it is attributed to piracy. The software companies may believe that but I think it has a little more to do with price versus quality. As an example I wouldn't buy a $400 Lotus 123 spreadsheet when a $99 spreadsheet does everything Lotus does and more. It is easier for software companies to scream "PIRACY" than to believe that they may have put out an inferior product.
Comments from programmers/software companies welcome.

Ordania-DM (Charles K Hughes)

1774. File Archives

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-17 01:18:09 UTC
From: LAW30003@NUSVM.BITNET
Message-ID: <8812170117.AA03355@ucbvax.Berkeley.EDU>
Source record: 116228

Does anybody know where exactly the 8-bit file archives are kept and also how to access them? I have been sending out tons of mail trying to locate them and so far I've had no luck.

Hope somebody can help (real soon!) Thanks.

1775. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-18 01:03:30 UTC
From: LAW30003@NUSVM.BITNET
Message-ID: <8812180103.AA18878@ucbvax.Berkeley.EDU>
Source record: 116229

```
DO FTP
```

1776. XEGS carts?

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-18 02:07:09 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Dec.17.21.07.05.1988.1827@topaz.rutgers.edu>
Source record: 116230

Well, Christmas time is here and I'm definitely in a game-playing
frame of mind. While taking care of all my frantic Christmas
shopping, I've been checking out the home video game scene...
and am a byte concerned. On the Atari front, I've seen plenty of
new carts for the 2600/7800 systems. BUt I have yet to see even
one new game for the XEGS - it's all the same stuff that been out
since the summer (ie - Gato, Barnyard Blaster, etc.). I know someone
posted a list of coming titles several months ago, and there were
more than a couple that I was interested in buying (Crossbow, Dark
Chambers, Desert Falcon to name a few - and by the way, those last
2 are currently on shelves for the 2600!!!). Anybody know what the
deal is? Have they dropped these games, or pushed back the release
date or what? I'd have thought Atari would have really pushed to
get some new stuff out for the holiday season of all times...

-Ray

wilmott@topaz.rutgers.edu

1777. Re: Re: Financial aspects of new 8 bit software

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-19 14:27:11 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3965@ihlpe.ATT.COM>
Source record: 116231

> Kit & Daryl, plus anyone else who'd like to comment:
>
I'm hardly the one to ask since I'm not a developer, but I'll make some comments anyway.

> What and how big a role does software piracy play in the development and
> distribution of Atari 8bit software? What software protection schemes are
> the current rage, and how does that affect the ability to successfully market
> (and make money off of) Atari software? I had heard that piracy was the prima
> primary reason new titles were not being developed for the Atari 8bit.
>
As a member of a User Group and a supporter of some local BBS's, I have to say that the majority of currently active Atari 8bit users are extremely conscience of the piracy problem. NO pirated software is allowed or even discussed at our User Group meetings. This is not to say there are no pirates. I don't know if there are or not. However, I do know that there are local boards that have some pirated software on them and, frankly, I'm glad that they do. If it weren't for this "service", some of the older software would no longer be available. Even some of the newer software that has been available in other countries but is not available in the US is available this way. Two that I have seen are Amourote (sp?) and Arkanoid. Arkanoid is a GREAT game and should be available here. I would buy a copy, even though I already have a copy.

Honestly, I don't see piracy as the major problem. As has been stated before, the number of sales determine whether a company supports a certain computer or not. Commodore and IBM piracy is rampant, but they have such a large installed base and sell so much software that the companies put up with it because they still make a handsome profit. Atari software sales are way behind any other major brand computer. Even Infocom sees that it isn't profitable to convert their games for the Atari 8bit computers and they are mostly text adventures, with little worry about the graphics conversion problems. What's the answer? I don't know for sure, but Atari has to be in the forefront of the software battle. They have stated that they will be (at least, in cartridge based software), and that is a good commitment. I just haven't seen as much in the way of results as I would like. The XE game system is selling pretty good around here (thanks in part to Nintendo selling out again this year). Atari has to build on that momentum and strike while the 'iron is hot' but releasing good quality software. Kids are fickled. If their parents buy them an XE game system and they can't get 'Super Mario Brothers' and good software like their friends have, they will be back asking for a Nintendo for their birthday. I know my son has been after me for more than a year now, but I haven't caved in.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

1778. Re: XEGS carts?

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-19 18:46:29 UTC
From: jwt@atari.UUCP
Message-ID: <1265@atari.UUCP>
Source record: 116232

In article <Dec.17.21.07.05.1988.1827@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>
> I know someone
> posted a list of coming titles several months ago, and there were
> more than a couple that I was interested in buying (Crossbow, Dark
> Chambers, Desert Falcon to name a few - and by the way, those last
> 2 are currently on shelves for the 2600!!!). Anybody know what the
> deal is?

John Skruch, our 8-Bit Product Manager, reports:

Available now: Desert Falcon, Ace of Aces, Mario Brothers
By year's end: Crystal Castles, Thunderfox, Into the Eagle's Nest

1779. Re: Home-grown controllers/interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-19 20:04:34 UTC
From: u-mderha%ug.utah.edu@wasatch.UUCP
Message-ID: <811@wasatch.UUCP>
Source record: 116233

About a year and a half ago, I purchased an X10 controller interface.
It uses RS232 to comunicate to the outside world. I Was also working on
a joystick interface. It is simple hardware. It's just a joystick
cable with a resistor. The software was simple. I had the X10 to atari
working sorta ok, but the atari to X10 had bugs. I gave up and used
an 850 interface which supports rs232 already. As far as I know there
isn't any software written for the 8bits and the X10, and I have been too
busy with other things to ever get around to doing it. I do recal that
an (ANTIC/ANALOG?) issue had an article on the X10. You might try looking
there.

1780. XL/XE CONSOLE KEY FIX

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-20 04:51:30 UTC
From: curzon@troa01.dec.com
Message-ID: <8812200451.AA18358@decwrl.dec.com>
Source record: 116234

SUPPLIED BYT THE CHAOS BBS
(517) 371-1106

XE CONSOLE KEY FIX...
... that really works.

I found that I was not alone when I started having trouble getting my console keys to work on the ATARI 130XE the CHAOS club used for its BBS. It seems that very many of the machines develop this problem. I asked around and found several others that had done as I did, opened the keyboard and cleaned the button contacts, only to get good results for a week or so before losing them again.

I then received a couple reprints of articles suggesting hardware fixes. I tried a couple that did not work, but one that worked the best came from Alan Haskell (printed in the SBACE GAZETTE, April/May '86). Heres how, with a small modification to save you the trouble I made for myself trying his recommended installation.

You will need a small phillips head screwdriver, needle nose pliers, a small soldering iron, and three 3k (3,000 ohm) resistors.
Quarter-watt rating is plenty, in fact, the smaller the resistors are physically, the better.

1. Turn over the XE computer and remove the 4 screwss that hold it together. Turn the computer over again and remove the top half of the case.

2. Lift out the keyboard and gently pull the ribbon out of its

connector. DO NOT OPEN THE KEYBOARD as cleaning internally will not help, and you may damage the carbon tracks on the baking sheet inside.

3. Remove the motherboard from the lower half of the case by removing the phillips screws holding it down.

4. Remove the top and bottom metal sheilds from the board by carefully straghtening the bent tabs that go through the board.

5. Observe the top and underside of the connector you pulled the keyboard ribbon out of. As seen from the top as you would look at the computer normally, there are 24 connections, with connection #1 at te left and #24 at the right. Connection #3 (from the left) is the ground connection. The last 4, #21, #22, #23, #24 are the START, SELECT, OPTION, and RESET connections. When a connection is made from these points to the ground, the computer will know one or several of the keys are being pushed. Due to a design problem, the console keys have a bit too much resistance to always register even when you really lean on them. So, we will install the three resitors between the connections and ground so as to "leak" a bit more ground signal to the computer. That way, not nearly so good a connection is required by the actual keys when pressed.

6. Identify the proper pins on the bottom side of the circuit board. We will install the resitors under the board.

7. Solder one end of all three resitors together. Then connect this common end to the ground connection (pin 3). Then solder the free end of the resiters, one each,

to pins 21, 22, and 23. (The reset system never seems affected, nor any other keys.)

8. Be certain that the wires on the resistors do not touch each other nor any other circuitry! Use as little solder and as short a heating time as possible. Tape the resitors to prevent shorting if needed, and press them close to the circuitboard.

9. Reassemble the shields to the board, bending back the tabs to hold it all together. Look inside to be sure the resitors do not touch the lower shield.

10. Complete the re-assembly, taking extra care not to stress or insert the keyboard ribbon too many times. The spring contacts bend easily, and the conductive coating on the ribbon, if scratched through, will cause the keyboard to be useless. Don't worry too much, thats hard to do if you are careful. (The original mod suggested pressing the resistor leads into the connector so as to make it solder-free and simpler.... but that "simplicity" ruined my connector and made hour more work! Solder it!)

11. Test the repair. Power up the machine and type in this one line basic program:

```
10 PRINT PEEK(53279):GOTO 10
```

Then type RUN. You will see a row of 7's down your screen. Push OPTION. They should turn to 3's. SELECT will give you 5's, and starts will give you 6's. Combinations will give other numbers from) to 7. If each key responds, you have finished the repair.

This has permanently fixed the problem on dozens of XE's. It has restored my keys to "feather touch" after a long siege of having to boot 5 or 6 times mashing the OPTION key trying to get a boot without BASIC. It WILL work for you.

John Nagy, SYSOP of the CHAOS BBS
(517) 371-1106

1781. Re: Home-grown controllers/interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-20 17:34:06 UTC
From: gjh@tybalt.caltech.edu
Message-ID: <8929@cit-vax.Caltech.Edu>
Source record: 116235

u-mderha%ug.utah.edu@wasatch.UUCP (Max Derhak) writes:

| About a year and a half ago, I purchased an X10 controller interface.
| It uses RS232 to comunicate to the outside world.
| As far as I know there
| isn't any software written for the 8bits and the X10, and I have been too
| busy with other things to ever get around to doing it. I do recal that
| an (ANTIC/ANALOG?) issue had an article on the X10. You might try looking
| there.

I have written an Atari BASIC program to control the X10 Computer Interface.
I have designed it in such a way that it can be run over a modem. It is
kind of like a BBS that controls your house. The user can set the clock
in the interface, read the clock, send a direct command, and program a timer
event. The only thing I need to do yet is provide a command to read timer
events from the interface memory and display them to the user.
One of my friends has also written a controller program, but his has
a Mac-like user interface. The user controls a pointer with the joystick
and selects commands , but he did not have as many functions implemented.

If anyone is interested in either of these two programs, let me know. We
can probably work something out.

+-------+ Greg Hiscott +-------+
|+-----+| gjh@ligo.caltech.edu |+-----+|
||[===]|| Phone:(818)356-2974 ||[===]||
|+-----+| USPS:Caltech, 102-33, Pasadena, CA 91125 |+-----+|
+-------+ FAX:(818)304-9834 +-------+

1782. Need catridge pinout information

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-21 00:39:28 UTC
From: markh@cvedc.UUCP
Message-ID: <650@cvedc.UUCP>
Source record: 116236
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I am not sure if this is the place to post this, but it is the closest catagories that I could find.

A couple of years ago, I bought an atari 5200 when it was the "best" game system that they put out at the time. They promptly discontinued the unit and came out with the 7800. At one time an adapter was made to run 2600 cartridges on the 5200, so I know it is possible to get new games (albeit lower quality graphics).

What I would like to know is that adapter still available (and will it work with 7800 cartridges) or better still what is the pinout for the edgecards of the cartridges for the 2600, 5200, and the 7800.

Is there any interest in addons for this game? Or am I the only one who hung on to one? Are there still suppliers of game cartridges for the 5200?

Please send replys to the address below as I do not normally read these news groups.

==========

Mark Holm ..tektronix!ogcvax!cvedc!exc!markh
Exceptions ..sun!cvbnet!cvedc!exc!markh
126 NE Grant Phone (503)648-8307
Hillsboro, Oregon 97124 Messages only until after 6:00 PM

1783. GOE

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-21 21:01:06 UTC
From: trdill@ihlpf.ATT.COM
Message-ID: <7029@ihlpf.ATT.COM>
Source record: 116237

In yesterday's mail I finally recieved the info
I had requested from TCS (company making GOE)
This was a nice vague little flyer that after all
the hype made only one thing clear. That was that
the GOE cartridge only needed 8k to run a 64k
program. The only other thing that the announcement
had was that for persons who ordered this cartridge
and had the flyer the cost was $50.00 U. S. I don't
kow how much it was without the flyer. I'll wait
for a review to be posted here before I decide to buy
but for now I'll keep the flyer. Never know this could
be just what the 8 bits need :-)

1784. GEnie -- a CP/M resource

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-21 23:07:00 UTC
From: bridger%rcc@RAND.ORG
Message-ID: <KPETERSEN.12456396195.BABYL@WSMR-SIMTEL20.ARMY.MIL>
Source record: 116238

An excellent source of CP/M information, help, and user-group software (over 4500 files) is the National CP/M RoundTable on GEnie, which is accessible in the U.S., Canada, and Japan through the GEISCO network at 300 and 1200 bps.

The Bulletin Board area has several user groups to answer machine-specific questions for the TRS-80 using CP/M, Heath/Zenith, Kaypro, Osborne, Visual-1050, Commodore C128 using CP/M, Apple using CP/M, Atari using CP/M, and a category to discuss ZCPR3, ZRDOS, and the Z-SYSTEM.

A particular strength of the CP/M Roundtable is the depth of experience that the four SysOps bring to the system. Keith Petersen, surely known to everyone on this list, guides the overall CP/M activities. He is backed up by Bill Duerr (All CP/M), Bill Juliani (Commodore C128 CP/M), and Jim Lill (Apple CP/M and Z-System).

Since late October, the normal $29.95 signup fee for U.S. users has been waived (this waiver may be terminated soon, however). This means you can sample the system at very low cost. To get this free signup you do this:

1. Set your Terminal software for LOCAL ECHO/Half Duplex at 300 or 1200 baud.
2. Dial (toll free) 800-638-8369. Upon connection, enter HHH
3. At the U#= prompt, enter XJM11890,GENIE and press RETURN.

GEnie is available without monthly charge and without any hidden extra charges for $5 per hour for both 300 and 1200 baud. You will be able to order a GEnie manual online or download one from the online manual. If you need additional assistance, call 800-638-9636 (voice).

Additional information is available in these simtel20 files:

PD2:<CPM.GENIE>GENIECPM.FRE
PD2:<CPM.GENIE>GENIECPM.INF

---bridger

1785. termcap/terminfo for Atari 800 XL wanted

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-22 21:12:38 UTC
From: tbetz@spies.UUCP
Message-ID: <298@spies.UUCP>
Source record: 116239
Cross-posted to: comp.terminals,comp.unix.xenix,comp.unix.questions,comp.sys.atari.8bit

I'm in the rather unusual position of wanting to use an Atari 800 XL
as an occasional terminal for vi on a SCO Xenix 2.3 system.

Can anyone provide termcap and/or terminfo for the Atari 800 using
the dummy terminal software in ROM in the 1030 modem?

I'd very much appreciate receipt of same.

Please cc: to e_e_cummings@philabs!citasim.UUCP as well as
tbetz@philabs!spies.UUCP, as spies may shut down for about a week
at any time in the next three, and I don't want to miss your mail.

Thanks!

--
"One of these days the Hoover factory | Tom Betz EAA#48267
is gonna be all the rage in those | ZCNY, Yonkers, NY 10701-2509
fashionable pictures" - Elvis |----------
UUCP:tbetz@spies or ...philabs!spies!tbetz | "Empty, try another." - Joni

1786. Innovative Concepts

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-22 23:42:04 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <2715@ihlpm.ATT.COM>
Source record: 116240

Does anyone have an address (e-mail or paper mail) and/or phone number
for a company called "Innovative Concepts" (sounds vaguely familiar, but...)?

I have been told that they sell a color Koala (Microillustrator) picture
dump utility that fully supports the Star Micronics NX-1000 Rainbow (because
the Rainbow is "Epson JX80 compatible").

Thanks in advance!

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1787. Re: Home-grown controllers/interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-23 06:16:34 UTC
From: RCH@cup.portal.com
Message-ID: <12863@cup.portal.com>
Source record: 116241

RE: The X10 systems.... Are there pin-outs and tech. docs included when one purchases the X10 system? I am a relatively accomplished programmer, and would love to tackle the problem as a hobby thing..... but I lack the workbench knowledge to take the gadget apart to find out which wire goes where....

-Ric
RCH@cup.portal.com

1788. Re: Financial aspects of new 8 bit software

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-23 06:22:02 UTC
From: RCH@cup.portal.com
Message-ID: <12864@cup.portal.com>
Source record: 116242

In reference to the comment on users shelling out $40 for a new "game"
[can we stick the work "program" in here? I still like app's, etc, better
than games! ;-)]: if the game or whatever is *WORTH* $40, I will gladly
buy it. I will not, however, buy the converted "Superman" for $40.
You said so youself as to why not.....

CATCH 22: We won't shell out the money on inferior software, but that
is what we will get until we start shelling out money..... And if we shell
out the dough on an inferior product, why should they improve it?

-Ric
RCH@cup.portal.com

1789. Re: Re: Financial aspects of new 8 bit software

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-23 06:27:27 UTC
From: RCH@cup.portal.com
Message-ID: <12865@cup.portal.com>
Source record: 116243

An interesting point has been brought up... That of software no longer offered by any company commercially. What happens to these programs? Obviously, the copyright doesn't just vanish... Kit pointed out that some pirate boards do a "service" by keeping older out-of-orint titles alive. I am sure the copyright holder would have something to say about this. Is there anything we can do to get out-out-print software placed in the public domain, short of asking the author to tea? ;-)

-Ric
RCH@cup.portal.com

1790. Re: geo..

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-23 06:42:03 UTC
From: RCH@cup.portal.com
Message-ID: <12868@cup.portal.com>
Source record: 116244

January 1988 Computer SHopper contains an article on the politics and specificatins of the GOE and DIAMOND graphic operating systems soon to be released in cartridge form for the Atari. Pick one up at the newstand if you don't have a subscription! Good article, though the reviewer warns that until the carts are released and reviewed together (these being the only two real contenders) any review will be incomplete.

-Ric
RCH@cup.portal.com

1791. Re: Home-grown controllers/interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-24 15:28:25 UTC
From: euloth@dalcsug.UUCP
Message-ID: <242@dalcsug.UUCP>
Source record: 116245

In article <8929@cit-vax.Caltech.Edu>, gjh@tybalt.caltech.edu (Greg J. Hiscott) writes:
>
> u-mderha%ug.utah.edu@wasatch.UUCP (Max Derhak) writes:
>
> | About a year and a half ago, I purchased an X10 controller interface.
> | It uses RS232 to comunicate to the outside world.
> | As far as I know there
> | isn't any software written for the 8bits and the X10, and I have been too
> | busy with other things to ever get around to doing it. I do recal that
> | an (ANTIC/ANALOG?) issue had an article on the X10. You might try looking
> | there.
>
I found another listing. There is a company that someone mentioned here
in this newsgroup called Terrific Corp. Don't remember where they were
located, but the same day this message came in, I had picked up a copy
of the January '89 Antic.

Well they have restarted their 8 bit Catalog and one of the listings is
Terrific Corp.'s software for controlling X10 devices. Apparently it
supports a device called Powerhouse Interface from X10 and is called
PowerManager. Antic's code for this is TH0029 and is shown as $24.95 US.

I don't know more than that about this, since I am not affiliated with
Antic except as a reader of their magazine.

>
>

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

1792. Re: Financial aspects of new 8 bit software

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-24 17:53:23 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <12903@cup.portal.com>
Source record: 116246

In reference to the comment on users shelling out $40 for a new "game"
[can we stick the work "program" in here? I still like app's, etc, better
than games! ;-)]: if the game or whatever is *WORTH* $40, I will gladly
buy it. I will not, however, buy the converted "Superman" for $40.
You said so youself as to why not.....

CATCH 22: We won't shell out the money on inferior software, but that
is what we will get until we start shelling out money..... And if we shell
out the dough on an inferior product, why should they improve it?

-Ric
RCH@cup.portal.com

^^
All above written by RCH@cup.portal.com

That is exactly the problem Ric, Atari users want quality at a reasonable
price. The Superman game cost $10 and I feel I was ripped off for $7 of that
$10. About the game/program switch, sorry but that is the way it looks right
now. Atari 8-bits and Commodore 64/128's have been relegated to the status of
video game machines. I prefer applications but the best ones are appearing as
public domain or shareware which makes it even harder on software companies.
Imagine SpartaDos being public domain, and Atari Dos being sold; why in the
world would anyone BUY Atari Dos?
Some examples of high-quality programs in the 8bit world:
Express 850
DeTerm
MyDos
Super Arc/Unarc (Robert Puff)

I know others but I can't think of them off the top of my head.
If anyone has their own list of high-quality software, please post it.

Ordania-DM@cup.portal.com
(Charles Hughes)

1793. Re: Financial aspects of new 8 bit software

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-25 20:52:33 UTC
From: RCH@cup.portal.com
Message-ID: <12954@cup.portal.com>
Source record: 116247

Charles Hughes [Ordania-DM@cup.portal.com] listed a few programs that
are great code, and ShareWare, including 850 Express!, Super ARC/unARC, DeTerm
and a couple of others... These are programs written virtually for
free by the authors, and placed in the public domain in-so-far as they
require only credit via copyright, and no actual retail price.
It is (usually) very good code, better oft-times than the offerings
of Atari and its third-party software developers... A fact that early on
Atari tried to capitalize on (heavy relations with Users Groups)
and now seems to brush aside as trivial...

As a programmer who has written a few utilities, or mods to other programs,
please, do this as a New Year's Resolution:

Look through your software libraries for really good "Public Domain" or
ShareWare programs, and select a couple that are your favorite, or that
you use the most, and send the author $5 or $10. That will *not* set you
back much, and it could make the difference between whether we'll see any
new terminal programs like DeTerm [just dl'ed it a couple nights ago from
GEnie and *love it*, even more than 850 Express...] and Bob Puff's ARC
utilities.... I am not a big game player, though I am sure there are
not a small number of ShareWare games out... But please, if Atari and its
developers won't come out with new product, support those that do!

Merry Christmas, Happy Holidays, and make that resolution stick! I am!

-Ric
RCH@cup.portal.com
...!sun!portal!cup.portal.com!RCH

1794. Good Freeware (was: Financial aspects of new 8 bit software)

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-26 01:11:50 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2598@udccvax1.acs.udel.EDU>
Source record: 116248

In article <12903@cup.portal.com> Ordania-DM@cup.portal.com (Charles K Hughes) writes:
>
> Some examples of high-quality programs in the 8bit world:
> Express 850
> DeTerm
> MyDos
> Super Arc/Unarc (Robert Puff)
>
>
> I know others but I can't think of them off the top of my head.
> If anyone has their own list of high-quality software, please post it.
>
How about:
TextPro
Daisy Dot II

Anyone else have any major freeware?

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1795. DataQue

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-26 02:17:48 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2599@udccvax1.acs.udel.EDU>
Source record: 116249

Has anyone out there had any personal dealings with this company? How long have they been around? I am really excited about their new Turbo816 product, but I can't decide whether to sign up to be a beta tester or wait until the production model is out. Any info is appreciated. If you can't deal with an Internet address, you can try ...!uunet!louie!vax1!gdtltr as a UUCP path here.
Thanx.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1796. Re: termcap/terminfo for Atari 800 XL wanted

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-27 05:49:20 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <524@stag.math.lsa.umich.edu>
Source record: 116250
Cross-posted to: comp.unix.xenix,comp.sys.atari.8bit

In article <298@spies.UUCP> tbetz@spies.UUCP (Tom Betz) writes:
>I'm in the rather unusual position of wanting to use an Atari 800 XL
>as an occasional terminal for vi on a SCO Xenix 2.3 system.
>
>Can anyone provide termcap and/or terminfo for the Atari 800 using
>the dummy terminal software in ROM in the 1030 modem?
>
>I'd very much appreciate receipt of same.

I wrote this up long ago, when I was still using a 1030. Somehow
though, the thought of trying to use vi at 300 baud just isn't
very positive... Good luck.

```
AT|XL|atari|Atari w/1030 Modemlink:bl=^G:bs:am:cl=^L:co#40:cr=^M:\
:da:db:do=^J:eo:le=^H:li#24:lm#865:ta=^I
```

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

1797. DLI etc

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-27 19:08:58 UTC
From: slackey@bbn.com
Message-ID: <33887@bbn.COM>
Source record: 116251

I have finally done my first DLI <yawn> so what's the big deal?
Well - I first did the following. I changed the display stuff at
some point on the screen, to change the color registers and the character
set, and relied on the built in vertical blank routine to change them
back for the top half of the screen again. Well, it seems like
CRITIC gets set a lot more than I expected, as there was a lot of
flicker on the to half. So, I made an addition to the first stage
VBI to set the character set and colors back all the time.

I still get some flicker (it seems to miss either interrupt from time
to time, say once every 10 seconds)!

Is this a reality in the Atari, or did I not set something up right?

-Stan

1798. commodore mouse

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-27 19:19:13 UTC
From: slackey@bbn.com
Message-ID: <33889@bbn.COM>
Source record: 116252
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Well, I just *know* I'm going to alienate both groups, but I am going to say it anyway...

I am trying to use the Commodore mouse on my Atari.

The mouse runs in either of two modes: sleazy joystick mode, or proportional mode. I have gotton joystick mode to "work" as well as it can, but proportional mode would be much better.

The mouse docs say that the X/Y coords are sent on the pot lines.

Now - It seems that the way Commodore reads the pot lines is different from the way Atari does. Simply reading the pot registers as one would on the Commodore does not work on the Atari. Does the mouse send an analog voltage proportional to the distance the mouse has moved? Does anyone know?

I have directed followups to atari.8bit, or just reply. Thanks. -Stan

1799. Re: Home-grown controllers/interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-27 23:23:54 UTC
From: tob@inuxm.UUCP
Message-ID: <856@inuxm.UUCP>
Source record: 116253

> RE: The X10 systems.... Are there pin-outs and tech. docs included
> when one purchases the X10 system? I am a relatively accomplished

Yes a Programers Book comes with the unit. I got mine from DAK for the IBM machine. I have written a complete interface for the 8bit systems, and if someone can tell me a sure fire way to post it, I will. I have tried to get stuff from the net and unscramble it to my 8bit with very litle sucsess.

The software I have written does everything with the only limitation being it supports any 15 of the possible 256 addresses. I have never even got close to 15 different 'chanels' so this is no problem for me. I use the 850 with mine, but a friend has used the P:R: connection.

PS: I have found several mistakes in the programers book.

Ted Burger
317-835-7635 Home

1800. Re: Home-grown controllers/interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-28 03:13:21 UTC
From: usenet@cps3xx.UUCP
Message-ID: <1385@cps3xx.UUCP>
Source record: 116254

At least a couple guys here have mentioned that they bothered to write the software to control the thing.

PLEASE POST THIS SOFTWARE!

It's one of those programs that, as a programmer, I would have written, but with a Unix workstation sitting next to the XL, well, I, uh, didn't.

Also, PLEASE POST THE SOURCE!

Whereas figuring out ALL the mechanics would be a pain, as programmers yourselves, you most certainly know that it's a lot easier to edit than to punch something out from scratch. I've deleted 99% of a program in an edit, but psychologically, it's "just an edit."

When you get sick of working on your program any more ("Hey, it works") that's when you POST THE SOURCE, such that someone (like myself) can add whatever features he wants and then post it back.

Eventually, these things turn into really nice programs.

Just for the nets sake, there are a lot of people out there who can't get files from the net. If you want to make things acessible to everyone, please consider uploading them to the Club II (BBS) in Detroit. I do my best to keep everything that is posted on there, and there's plenty of space. We're going to add another 65 meg in the near future.

Thanks!

(P.S. I know, "Why the Club II?" 'Cause it's free, there are 8bit programmers on it, and when was the last time you saw a 100-meg board that actually kept 8bit files?)

Club II (313) 334-8877 3/12/24 (96 when real V.32 modems are affordable)

Terry Conklin
uunet!frith!conklin
conklin@egr.msu.edu
The Club (517) 372-3131 (no files)

1801. Re: Financial aspects of new 8 bit software

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-28 23:42:32 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Dec.28.18.42.30.1988.21879@topaz.rutgers.edu>
Source record: 116305

While on the subject of high quality public domain & shareware
programs for the 8bit, let's not forget:

Turbo-Basic & compiler package
CopyMate 4.4
OmniCom
Ace C Compiler
Alf
Diskcomm 3.2

....and all the others I can't recall at the moment.

-Ray

1802. anyone know how to play...

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-28 23:52:51 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Dec.28.18.52.49.1988.22022@topaz.rutgers.edu>
Source record: 116306

Anyone ever seen a (very strange) game called Amourote? What
is the object of this game, and what steps/commands are used
to accomplish it? (And, of course, how do you *pronounce* the
title, and what does the word mean?????)

Confused,

Ray

wilmott@topaz.rutgers.edu

1803. Graphix AT interface...

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-29 18:27:00 UTC
From: tremblay@cg-atla.UUCP
Message-ID: <6399@cg-atla.UUCP>
Source record: 116307

I have an Atari 130XE and I just got an Epson Apex 80 printer
and a Graphix AT interface for xmas. I can't get the graphics
to work with the Print Shop and I would like to know if anyone
has a similar setup that is working? I set the dip switches as
the manual for both indicates but nothing seems to work. The
printer works with the Atariwriter software so I don't think
there is anything wrong with the printer. Is there a way to check
the interface to determine if it is bad?

thanks for the help

--
Compugraphic cg-atla!tremblay
200 Ballardvale
Wilmington, Ma. ...but you knew that.

1804. Plotters and rentable software

Newsgroup: comp.sys.atari.8bit
Date: 1988-12-29 23:46:32 UTC
From: vaughan@canisius.UUCP
Message-ID: <2280@canisius.UUCP>
Source record: 116308

Any one interested in a 1020 plotter for $20.00? A friend of mine in
San Antonio came across a dealer with some decent stuff, and these plotters
are still in the boxes. Well, figured I would pass on the word.

Snail Mail Address:
ATARI-VILLE - BLUNK ENTERPRISES
113 S. PLANT St.
BOERNE, TX 78006
Phone : (512) 249-9189

Their words:

FREE ATARI 1020 PRINTER, when you buy the power supply for only $17.05 + $3.00
for shipping. Shipped the next day via U.P.S. They also rent software 8-bit
and ST. Call for the latest flyer and to order your 1020 printer. Tell them
where you you saw this, and a PUBLIC domain disk of programs should be sent
with the 1020 printer. Tell Floyd its the least he can do, and that Chris
sent you.

1805. Fast Scan pot reads on 800XL - a problem?

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-01 22:23:41 UTC
From: charles@c3pe.UUCP
Message-ID: <6243@c3pe.UUCP>
Source record: 116309

I am attempting to write a simple oscilloscope program for my Atari 800XL, and have run into what appears to be a snag. Although I can appreciate that the accuracy of the reading may be reduced by a few significant bits, it appears instead that, depending on the pot value, *most* of the readings I get are completely bogus. I *think* I am doing all of the necessary steps in the correct order, as specified in Atari's Technical Reference Manual for the 800. Has this interface changed somehow for the XL series?

I will, of course, summarize any mailed responses. Thanks!

Charles Green, c3pe!charles@decuac.dec.com
--
Charles Green, C3 Inc charles%c3pe@decuac.dec.com
ex::!echo Gotcha: (vi modeline test - is your system secure?)

1806. DOS III to DOS 2.x

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-04 19:46:59 UTC
From: robby@vax1.acs.udel.EDU
Message-ID: <2625@udccvax1.acs.udel.EDU>
Source record: 116310

Does anyone know how to transfer DOS III files to DOS II?

Rob S.

1807. Re: DOS III to DOS 2.x

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-04 22:00:48 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2626@udccvax1.acs.udel.EDU>
Source record: 116311

In article <2625@udccvax1.acs.udel.EDU> robby@vax1.acs.udel.EDU writes:
>
> Does anyone know how to transfer DOS III files to DOS II?
>
> Rob S.
>

Go through DOS 2.5. There is a 2.5 utility to convert 3 -> 2.5. Since 2.5
is compatible with 2, that should do it.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1808. Re: DLI etc

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-05 19:35:47 UTC
From: brett@sylvester.umd.edu
Message-ID: <3051@haven.umd.edu>
Source record: 116312

In article <33887@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>I have finally done my first DLI <yawn> so what's the big deal?
>Well - I first did the following. I changed the display stuff at
>some point on the screen, to change the color registers and the character
>set, and relied on the built in vertical blank routine to change them
>back for the top half of the screen again. Well, it seems like
>CRITIC gets set a lot more than I expected, as there was a lot of
>flicker on the to half. So, I made an addition to the first stage
>VBI to set the character set and colors back all the time.
>

Well, like you said, the VBI CRITIC flag is there for a reason. It is
needed for the OS I/O routines. Stealing the first stage VBI and doing some
hardware poking, then vectoring to the second stage is your best bet. Just
remember that during the horizontal blank (DLI), you only have enough time
to change one or two registers after the WSYNC.

The _Big Deal_ about DLI's is what you can do with them. Sure, everyone
today can change the colors of the screen midway down and change the
character set pointer. But the DLI is more than that. I have used the DLI
in the past to simulate a 3-D scrolling maze, where the VBI created a custom
DLI each time the player moved.

I also have created a "virtual sprite" system with the use of the DLI which
allows many, many more sprites than the 4 hardware limit.

Just some food for thought.

--Brett S Bourbin
__ __ _ __ _ Instructional Computing Programs -- Univ of Maryland
| || | / || || \
| || || || || | INTERNET: brett@SYLVESTER.UMD.EDU
| || || || || | bbourbin@UMD5.UMD.EDU
_||_/ |__||__||__| BIX: brettb
College Park BITNET: bbourbin@UMDD

1809. status of archiehves

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-06 06:20:15 UTC
From: gillette@MARLIN.NOSC.MIL
Message-ID: <8901060620.AA02287@marlin.nosc.mil>
Source record: 116313

I find that the files 8-bit.cat and 8-bit.text are of zero length.
This makes it very hard to find out about additions to the archives
since the last time I downloaded these files. For reference I was trying to
aquire these files on 1-5-89. I did aquire the read.me file at this time.

David Gillette
gillette@nosc.mil

1810. Heat problem ???

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-06 12:24:34 UTC
From: tremblay@cg-atla.UUCP
Message-ID: <6418@cg-atla.UUCP>
Source record: 116314

I have an 800XL that seems to have a heat problem. When the system is on for an hour an a half the screen starts giving me multiple characters flashing randomly. Has anyone else seen this kind of problem ? Could it be the RAM chips ? The RAM in my system are NEC D4164C-15 and -3. I can replace them if I knew what to replace them with, any ideas ?
Thanks for any help.

--
Compugraphic cg-atla!tremblay
200 Ballardvale
Wilmington, Ma. ...but you knew that.

1811. Re: Heat problem ???

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-07 19:07:00 UTC
From: ajy2208@ultb.UUCP
Message-ID: <282@ultb.UUCP>
Source record: 116315

Ken,

Are you sure the problem is in the computer? I had a similiar
problem with one of my 800XL's a while back, and the solution was to get
a new power supply. Now it works fine, and I never had to open the
computer (although it's been opened for other things... :))

Albert Yarusso
Bitnet: ajy2208@RITVAX.bitnet
Usenet: ajy2208@ultb.RIT.edu

"Any smoothly functioning technology will have the appearance of magic"

1812. Re: DOS III to DOS 2.x

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-08 01:55:04 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <13299@cup.portal.com>
Source record: 116316

(I haven't yet figured out how to get Portal to 'include' text of previous postings... sigh...)

I once found myself needing to transfer files from DOS 3 format to DOS 2 format, but without access to DOS 2.5 or any other "transfer utility" program. I was able to solve the problem by running a BASIC program that started out running under DOS 3, read data from the "original" file into a buffer string, then somehow (I have unfortunately forgotten the details but you might be able to re-engineer it) warm-rebooted into DOS 2 without losing the data, then opened a file (now under DOS 2) and wrote the data back out. From the program's point of view, it "transparently" READ one file, and WROTE another, using DOS-version-independent OPEN, GET, and PUT statements -- but with the alteration, in the middle, of the underlying DOS support, it wound up transferring data from one format to the other. (It is worth noting that transfers in the OTHER direction did NOT work when I tried them; apparently DOS 3 boots up differently from DOS 2, or its memory requirements are different, with the result that the technique I used (I believe it was a USR call into the bootup code of the OS) works ONLY in ONE direction, and not in the other. This means that you have to reboot anew into DOS 3 for each file you transfer. Also, if the file to be transferred is larger than the buffer memory size, you have to transfer the file in several pieces (transfer the first N bytes; then reboot, alter the program to SKIP the first N bytes of the file and transfer the NEXT N bytes..) and then re-APPEND them under DOS 2 when you get them there.

All in all, it's probably EASIER for you to find an existing utility, but if that pans out, this is one way to do the job with what you already have.

Chris Chiesa

Formerly 'cfchiesa@bsu-cs.UUCP'

1813. Re: Heat problem ???

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-08 03:58:56 UTC
From: bkbarret@sactoh0.UUCP
Message-ID: <611@sactoh0.UUCP>
Source record: 116317

In article <6418@cg-atla.UUCP>, tremblay@cg-atla.UUCP (Ken Tremblay) writes:
>
> I have an 800XL that seems to have a heat problem. When the
> system is on for an hour an a half the screen starts giving me
> multiple characters flashing randomly. Has anyone else seen
> this kind of problem ? Could it be the RAM chips ? The RAM in

I've seen exactly what you describe (provided you have an accurate
description, of course). I'd be willing to bet it's the 800xl power
supply, since that is what failed in my old system. They are hard
to come by in the Sacramento, CA area, but they may be easier where
you live (BTW, the 130Xe and 800XL power supplies are identical in
output).

--
"Somebody help me! I'm trapped in this computer!"

Brent Barrett ..pacbell!sactoh0!bkbarret GEMAIL: B.K.BARRETT

1814. Re: Heat problem ???

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-08 04:42:32 UTC
From: RCH@cup.portal.com
Message-ID: <13306@cup.portal.com>
Source record: 116318

In reference to the question on the 800XL heating up and flashing random characters on the screen... I own an old 800 that no one can figure out what is wrong with. I had it serviced by American Technavision (not a good experience) and they replaced all the RAM chips and claimed to have it in tip-top shape. It had been struck by lightning.

Well, the RAM cards had all jarred loose in shipping, so I plugged them back in (remember that the 800 has multiple boards... XLs and XEs are all on one board). It seemed to work fine, but after it had warmed up (say, about 15-20 minutes) the screen started displaying horizontal rows of seemingly random characters, then switched graphics modes, and finally went black all together. After letting the 800 cool off, I turned it back on. It worked fine for 10 minutes, then the same thing happened.

Our best guess was that a power transistor was going bad, or that some screen RAM was bad. We had it checked and reserviced... They couldn't find anything wrong. Then I had an idea.

I asked them what sort of power supply they were using. They said they had a special bench power supply that they used to test all equipment. I was unable to get any specs on it. The 800 uses the same power supply that the 1050s and 810s (disk drives) use, with power rating given as 31 VA. I was thinking that possibly the overheating power transistor was drawing more current than the power supply was
rated at, and that the special power supply used at the service place was capable of delivering more amperage. But I have been unable to determine exactly how much current it would take, or to find a power supply that was rated at higher than 31 VA (34, maybe? It is a weird rating, according to a local electronic supply house.)

If you find anything out, and if indeed this is the same problem you are havin having, let me know what happens via mail.
-Ric RCH@cup.portal.com
Freestyle BBS 404/546-8256

1815. a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-08 20:52:00 UTC
From: BIW109@URIMVS.BITNET
Message-ID: <8901082054.AA22903@ucbvax.Berkeley.EDU>
Source record: 116319

Now that Bitnet has stopped sending me error messages, I have a few questions... 1) Dos anyone out there have a schematic of the 1200XL computer?? I would be very interested in getting a copy of one.. 2) After seeing a friends okimate-20 printer, I began to wonder if it is the same as the okimate-10, only white instead of black. The interface and printhead connectors have the same number of pins, and appear to be compatable. The only difference is that the 24 element printhead of the okimate-20 has a "glue chip" (an integrated circuit covered in some kind of black sealant). The reason I asked is it would be cheaper to simply buy the atari interface and a new print head and plug them into my okimate-10. Any ideas on what might happen?? We plan on tring an experiment to see if the printer itself is compatable by putting the commodore interface and 24 element printhead in my okimate-10 and tring it on his computer (or putting my interface in his printer and using it on the atari, either way). Of, course, I will check some things first, such as the power supply to the interface card... The last thing I want to have happen is to quote Bill Cosbey's dentist routine-- "smoke, smoke, smoke.... Fire!!" I have been wanting better print quality for a while, and if this works it could be a cheap way to get it (assuming I can find the atari version of the plug-n-print card...).

Ray Courtois

Bitnet: BIW109@URIMVS

1816. Kermit 65....

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-09 10:35:00 UTC
From: JEO065@ALBNY1VX.BITNET
Message-ID: <8901091107.AA03975@ucbvax.Berkeley.EDU>
Source record: 116320

Hello all,

I just recently downloaded kermit65 from the 8-bit archives on score, and
I have been having problems with it. I am using it from spartados 3.2 on
an unmodified 800xl. Here is my problem: I would like to upload a file,
so I go into ckermit on a vax runing vms 5.0. I type receive at the ckermit
prompt and the hit option and type send file.ext. It transfers the entire
file, until it gets to the last kermit block. Then it locks up. So I hit
reset and reloaded kermit65 and connected. I was still connected to the host
and still in ckermit receive. I got out of ckermit by hitting cntrl-y
and found that the file I uploaded was all there intact. Great, I can upload
but I have to reboot to finish the upload???? Any clues??

Jim Otto....

P.S. Please reply to me as I dont read the newsgroup often..

1817. Heat Problem

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-09 12:43:59 UTC
From: tremblay@cg-atla.UUCP
Message-ID: <6421@cg-atla.UUCP>
Source record: 116321

Thanks for all the help regarding the heat problem I have
with my 800XL. I haven't proven it to be the power supply
yet but all the replies I got are suggesting to try that.
I did replace the DRAMs and that didn't work. I have another
supply I can borrow and when I try it I'll post here with the
results. Hopefully that will do it. If it is the supply, is
there any component to replace that will fix the darn thing?
Thanks again to all
who posted,

Ken

--
Compugraphic cg-atla!tremblay
200 Ballardvale
Wilmington, Ma. rectum? Shit, nearly killed 'em!

1818. Re: commodore mouse

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-09 15:21:33 UTC
From: fred@cbmvax.UUCP
Message-ID: <5644@cbmvax.UUCP>
Source record: 116322
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <33889@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>I am trying to use the Commodore mouse on my Atari. [...]
>The mouse docs say that the X/Y coords are sent on the pot lines.
>Now - It seems that the way Commodore reads the pot lines is different from
>the way Atari does. Simply reading the pot registers as one would on the
>Commodore does not work on the Atari. Does the mouse send an analog voltage
>proportional to the distance the mouse has moved? Does anyone know?

I doubt you will be able to use the 1351 mouse's proportional mode- it takes advantage of special features built into the C64/C128 computers.

The mouse uses the SID (the audio chip) POT registers to pass digital position information from the mouse directly into the C64/C128 memory map without processor intervention.

The SID A/D conversion cycle is 512 CPU cycles long. During the first 256 clocks, SID sinks both POT lines, discharging some small caps in the computer. During the next 256 cycles, SID starts an 8-bit counter and releases the POT lines, allowing them to charge at a rate determined by the mouse. When the voltage at the POT input crosses a threshold the counter value is latched into the appropriate SID POT register. The conversions are automatic, and cannot be affected by the processor. Tricky, eh?

It is only necessary to poll the mouse at a 60Hz rate to accurately determine its position. If you buy a 1351 mouse, a diskette is included with 6502 source code and demo programs.

--
--
Fred Bowen uucp: {uunet|rutgers|pyramid}!cbmvax!fred
arpa: cbmvax!fred@uunet.uu.net
tele: 215 431-9100

Commodore Electronics, Ltd., 1200 Wilson Drive, West Chester, PA, 19380

1819. Re: Heat problem ???

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-10 00:00:48 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <2781@ihlpm.ATT.COM>
Source record: 116323

In article <611@sactoh0.UUCP>, bkbarret@sactoh0.UUCP (Brent K. Barrett) writes:
> In article <6418@cg-atla.UUCP>, tremblay@cg-atla.UUCP (Ken Tremblay) writes:
> >
> > I have an 800XL that seems to have a heat problem. When the
> > ....
> ....
> supply, since that is what failed in my old system. They are hard
> to come by in the Sacramento, CA area, but they may be easier where
> you live (BTW, the 130Xe and 800XL power supplies are identical in
> output).
>
According to a transcript of a conference I read (or an article, I'm not entirely sure which of umpteen places I read this), the older XL power supplies were not rated (in terms of current) as high as the newer ones and XE power supp. This apparently caused some supply burn-out problems for people with memory-upgraded XL/XEs who also had P:R: Connection devices (which draw power from the %V SIO line), etc. The upshot was that the newer power supplies put out enough current to cure the problems. (1.5A vs. 1A ratings as I recall...)

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1820. The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-10 00:15:09 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2650@udccvax1.acs.udel.EDU>
Source record: 116324
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well, I hate to be the bearer of ill tidings, but the local system administrators have gotten fed up with the load the mailing list places on our local. Therefore, I'm afraid the ZMAG/ST Report mailing list has come to an end. It was fun while it lasted. I hope you all manage to find the mags on your local boards or the pay systems. If anyone else would like to take over the mailing list, let me know & we can work something out.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1821. kick me out..

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-10 01:53:00 UTC
From: JTL3767@RITVAX.BITNET
Message-ID: <8901092252.AA05999@ucbvax.Berkeley.EDU>
Source record: 116325

Please remove me from mailing list.

John Lytle
JTL3767@RITVAX

1822. Re: DOS III to DOS 2.x

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-10 04:29:54 UTC
From: vaughan@canisius.UUCP
Message-ID: <2286@canisius.UUCP>
Source record: 116326

In article <2625@udccvax1.acs.udel.EDU>, robby@vax1.acs.udel.EDU (Robert Spotts) writes:
>
> Does anyone know how to transfer DOS III files to DOS II?
>
> Rob S.

Try using the COPY32.com program that comes on the DOS 2.5 disk. This
is its sole purpose in life. :)

1823. Re: Home-grown controllers/interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-10 18:43:35 UTC
From: lazear@GATEWAY.MITRE.ORG
Message-ID: <8901101843.AA11967@dockside.mitre.org>
Source record: 116327

I wrote the public domain BASIC program for the X10
that appeared in Antic last fall. The controller
documentation is pretty good and gives pinouts for
their RS-232 plug. I have tried the Radio Shack
Coco version and it is not compatible with the
IBM version I used originally for my code.

The Powerhouse Interface is the controller. It costs
around $60-70 and comes with IBM PC software. The
Terrific Corp's $25 software is in addition to the
interface (controller).

Walt Lazear

1824. Re: status of archiehves

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-10 22:03:05 UTC
From: vaughan@canisius.UUCP
Message-ID: <2287@canisius.UUCP>
Source record: 116328

What is the status of the bitnet program archives, and where are they?

1825. Re: commodore mouse

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-11 06:27:12 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <13398@cup.portal.com>
Source record: 116329
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Fred Bowen writes about how the C-64 reads the 1351 Commodore mouse..

Fred, if you're still tuned in here, is this A/D process similar to the way the C-64 reads the Paddle pots..?

The 8-bit Atari uses a somewhat similar way of reading the A/D ports through hardware, although the scaling seems to be a little different. The Atari paddles on a C-64 give a slightly different range than the Commodore paddles do... also, a much asked question revolves around the differences between the Atari and Commodore versions of the Koalapad touch tablet...

I guess this is mostly out of curiosity, not any immediate application..

As far as the proportional mode of the 1351 mouse, does the resultant data get stored in the same locations as the paddle values..? If so, it just might be possible that the mouse could be read on an 8-bit Atari...
p t 0
I guess I'm just a little bit confused as to the actual input method from the mouse... if it's a variable resistance, as in a paddle, does the computer translate the x-y values into an absolute position, rather than relative direction and speed values, as an Amiga or Atari ST mouse..?

Again, just mostly curiosity, I guess...

BobR

1826. status of archiehves

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-11 18:28:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19890111182828.4.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116330

Date: Thu, 5 Jan 89 22:20:15 PST
From: gillette@marlin.nosc.mil (David L. Gillette)

I find that the files 8-bit.cat and 8-bit.text are of zero length.
This makes it very hard to find out about additions to the archives
since the last time I downloaded these files. For reference I was trying to
aquire these files on 1-5-89. I did aquire the read.me file at this time.

The catalog files for the 8-bit software archives have been repaired.
Sorry about that (I ran into quota problems on Score).

Some new stuff has made it into the archives lately; there's the latest
versions of SuperARC/UnARC, VTOCFIX, DISKCOMM etc, as well as GTERM. If
anybody cares, I'll send out periodic announcements of new stuff.

1827. Re: commodore mouse

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-11 21:06:22 UTC
From: slackey@bbn.com
Message-ID: <34436@bbn.COM>
Source record: 116331
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <13398@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Fred Bowen writes about how the C-64 reads the 1351 Commodore mouse..
>The 8-bit Atari uses a somewhat similar way of reading the A/D ports through
>hardware, although the scaling seems to be a little different. The Atari
>paddles on a C-64 give a slightly different range than the Commodore paddles

>As far as the proportional mode of the 1351 mouse, does the resultant data
>get stored in the same locations as the paddle values..? If so, it just might
>be possible that the mouse could be read on an 8-bit Atari...

I started this - I got a cbm mouse to use with the Atari.
The first problem was that it didn't even plug in due to differing mechanics
(on my XE - I know nothing of 400/800 or XL), so I had to go to Radio Shack
and get connectors. Their joystick extension cable might work - I didn't
think of it at the time.

The mouse runs in two modes: joystick simulator and analog proportional.
I use joystick simulator - the mouse puts out a 20ms pulse on the appropriate
lines when moved. I have an assem language routine that I invoke with a timer
that polls the lines, and updates memory locations accordingly. Like the
ST mouse/trakball routine I posted sometime back.

The reason I am going to all this trouble is for that second mouse button -
my religion does not accept one-button mouses. Also, I got the cbm mouse for
$40, and I don't even know how to get an ST mouse. And my trakball is
beginning to stick.

In joystick mode, the second
button can actually be read through the pot input; when pushed, it reads like
3, and when released, it reads like 230? or so.

Anyway, it looked to me like the Commodore and the Atari read the pot lines
in a similar way; but trust me, it doesn't work. In proportional mode,
the Atari pot registers read 230? or whatever the max value is, regardless
of mouse position.

I would love to get a curcuit to allow the Atari to read the analog output.
Joystick mode [insert obscene expression], but I can live with it for now...
-Stan

1828. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-12 00:25:39 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <13428@cup.portal.com>
Source record: 116332
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hey Gary!
My mail keeps bouncing back from your address. I am willing to take over at least a portion of the mailing list (say 4-5 names and everyone on Portal). If we can get a group together we can still distribute the Zmag via the net. Another possible solution is to just post the thing to the net. I prefer the second solution myself and I think most of the others who read this newsgroup would also prefer that.

1829. Re: commodore mouse

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-12 15:49:20 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <4177@ihlpe.ATT.COM>
Source record: 116333
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

From article <34436@bbn.COM>, by slackey@bbn.com (Stan Lackey):
>
> The reason I am going to all this trouble is for that second mouse button -
> my religion does not accept one-button mouses. Also, I got the cbm mouse for
> $40, and I don't even know how to get an ST mouse. And my trakball is
> beginning to stick.
>
I have avoided jumping into the discussion because I'm not well versed on
the internals of the 8bit Atari, but I do know that it has to be possible.

Both Total Control Systems' GOE and USA Media's Diamond GOE are designed
to be used with an ST mouse. I have the TCS demo disk and it works quite
nicely with the mouse. I realize that this doesn't help you solve the
problem of HOW it works, but it is possible.

BTW, USA Media (formerly Merrill Ward and Associates) was/is selling an
ST mouse with their GOE system for an additional $39.99. I have seen
them for approximately the same price mail order from companies that
specialize in Atari hardware and software.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

1830. Tempest availability

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-12 18:18:14 UTC
From: pjd@pjd.ces.cwru.edu
Message-ID: <382@cwjcc.CWRU.Edu>
Source record: 116334

I hate it when people do this, so I will put my brain in a microwave
oven after hitting "send."

I was on vacation when a discussion of "Tempest" came up in this
news group. I missed all the messages on availability. As an unreformed
Tempest fanatic, I'd like a copy for my 800XL. What is the proper
(i.e., legal) may to get one?

Thanks, although I won't have a brain cell left to read the reply :-)
paul j. drongowski usenet: {decvax,sun,att}!cwjcc!pjd!pjd
case western reserve university csnet: pjd@alpha.ces.cwru.edu

1831. Re: commodore mouse

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-12 22:40:15 UTC
From: fred@cbmvax.UUCP
Message-ID: <5690@cbmvax.UUCP>
Source record: 116335
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <13398@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>Fred, if you're still tuned in here, is this A/D process similar to the way
>the C-64 reads the Paddle pots..?
>The 8-bit Atari uses a somewhat similar way of reading the A/D ports through
>hardware, although the scaling seems to be a little different. [...]
>As far as the proportional mode of the 1351 mouse, does the resultant data
>get stored in the same locations as the paddle values..? [...]
>I guess I'm just a little bit confused as to the actual input method from
>the mouse... if it's a variable resistance, as in a paddle, does the computer
>translate the x-y values into an absolute position, rather than relative
>direction and speed values, as an Amiga or Atari ST mouse..?

The POT lines are read on the C64/128 via the SID POTx,y registers, just as the 1351 mouse movements are. The difference between an actual paddle and the mouse inputs is how they are driven- the mouse manipulates the resistance (normally variable as in the paddle) such that the value one would read from the SID POT register is equivalent to the digital data corresponding to the mouse's relative movement (bits 6-1). The mouse's speed can only be inferred, taking into account the polling frequency and the relative change in position. The left button appears as a joystick "fire" signal, and the right button as a joystick "up" signal.

The specifics pertaining to the SID and the values of the caps and resistors (accounts for the difference between CBM and Atari scaling factors) can be found in the C64 or C128 Programmer's Ref Guide. The specifics pertaining to the value read from the SID POT register can be found in the 1351 User's Guide.

One important note- on the C64/128, a 4066 analog switch is used to toggle the POT lines between the two joy/paddle ports. The selection is made via one of the lines shared with the keyboard scan lines. This means a keyscan will temporarily clobber anything in the POT registers. Since the POT register requires some time to "charge" before its data is valid, at least 1.6ms must transpire after this switch has been twiddled.

--
--
Fred Bowen uucp: {uunet|rutgers|pyramid}!cbmvax!fred
arpa: cbmvax!fred@uunet.uu.net
tele: 215 431-9100

Commodore Electronics, Ltd., 1200 Wilson Drive, West Chester, PA, 19380

1832. Re: Tempest availability

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-12 22:57:40 UTC
From: arrom@aplcen.apl.jhu.edu
Message-ID: <489@aplcen.apl.jhu.edu>
Source record: 116336

>news group. I missed all the messages on availability. As an unreformed
>Tempest fanatic, I'd like a copy for my 800XL. What is the proper
>(i.e., legal) may to get one?

You can't actually get Tempest, but I recently posted Livewire, a public
domain pseudo-tempest lookalike.
--
EARTH --Kenneth Arromdee
smog | bricks UUCP: ....!jhunix!ins_akaa
AIR mud FIRE INTERNET: arromdee@crabcake.cs.jhu.edu
soda water | tequila BITNET: g49i0188@jhuvm
WATER (please, no mail to arrom@aplcen)

1833. Atari 800XL manuals needed

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-13 23:27:13 UTC
From: davise@byuvax.bitnet
Message-ID: <315davise@byuvax.bitnet>
Source record: 116337

I'm not an Atari person, but my brother just purchased a little 800XL
but doesn't have a DOS,Owners, or for that matter, any other manuals.

Knowing how these old manuals go, does anyone out there have old used
abused, yet useful manuals going inexpensively????

I would appreciate any help, suggestions and helpful hints to the system. He's
getting tired of playing the games.

Please reply e-mail.

Thanks in advance,

Evan Davis
Davise@byuvax

1834. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-13 23:56:44 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <2814@ihlpm.ATT.COM>
Source record: 116338
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <13428@cup.portal.com>, Ordania-DM@cup.portal.com (Charles K Hughes) writes:
>
> Hey Gary!
> ....
> Another possible solution is to just post the thing to the net. I prefer the
> second solution myself and I think most of the others who read this newsgroup
> would also prefer that.

I would, as I don't have any other reliable way (short of dialing up Paybax
BBS or whatever long distance, which I'm not desperate enough to do) to get
Zmag. It is supposed to be on DELPHI but Kovacs (who is on there) rarely puts
them up. (I suppose I could nag him about it again...)

If a mailing list ends up started again, I would be willing to "trade" Chicago
Zmag/a\zine's for Kovacs' Zmags. (I sent Gary one, and could send more but
if he has machine space problems, well....)

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1835. Looking for head-to-head games for the Atari 800 series

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-14 01:14:08 UTC
From: dleigh@hplabsz.HPL.HP.COM
Message-ID: <2800@hplabsz.HPL.HP.COM>
Source record: 116339
Cross-posted to: comp.sys.atari.8bit,rec.games.video

One of my housemates has four Atari 800s (not the original, one of newer models) and is interested in connecting two (or more) of them up to play head-to-head games. Are there any such multi-player games out there? If so, where can I find them?

Please respond via e-mail.

========
Darren Leigh
Internet: dleigh@hplabs.hp.com
UUCP: hplabs!dleigh

1836. SXmodem amd Kermit 65

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-14 03:19:52 UTC
From: scott@cs.odu.edu
Message-ID: <7152@xanth.cs.odu.edu>
Source record: 116340

There is a version of Kermit65 for the sxmodem, right?
Does it work?

I do not have a sxmodem but in my general area a few people who have a
sxmodem have tried kermit 65 and have NOT gotten it to work.

I FTPed it from stanford... MY rverter and 850 version worked...
the sx version didnt.

These people have also downloaded kermit 65 from Genie and this ALSO
doesnt work.. that leads me to believe it is THEIR problem.

typical setup:
sxmodem
kermit65
SPARTADOS 3.2
atari 130xe

Could sparta be the cause of all this?

PLEASE SEND ME MAIL DIRECTLY.... I DO NOT READ THIS NEWS GROUP ALL THAT OFTEN!

thank you.
Scott
Scott D. Yelich sdy@cs.odu.edu [128.82.8.1]

1837. oops! sorry

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-14 04:55:25 UTC
From: scott@cs.odu.edu
Message-ID: <7156@xanth.cs.odu.edu>
Source record: 116341
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I forgot that Pnews would automatically append a signature to your
post if the file .signature exists. I read my posts and realized
that I asked for mail to be sent directly to me... and not posted,
and then I gave an incorrect address! (Of course, the address
in the header was correct and a REPLY to my post would have worked,
but if you just wrote to me using the .signature address, it would
have bounced.)

--

Since my post I have FTPed UW for the ST but it doesn't seem to have
the unix side driver! That really got to me! I sent mail to the
person listed in the uw.inf file but is there an ftp site for st
files that has this program?

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]

1838. Zmag and ST report

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-14 19:49:30 UTC
From: scott@cs.odu.edu
Message-ID: <7161@xanth.cs.odu.edu>
Source record: 116342

I am not how unique my position is, but I do not have access to EITHER Zmag or ST report now that the mailing list has been cut off.

I really do enjoy reading the two online mags and especially when they are up to date.

For me, the mailing list was best but posting BOTH Zmag and ST report to the net would be gladly accepted!

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]

1839. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-14 20:55:27 UTC
From: RCH@cup.portal.com
Message-ID: <13552@cup.portal.com>
Source record: 116343
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Gary: I agree with Ordania-DM; post the ZMAG to the net; Talk about busting the signal:noise ratio. I think it is a quality report, and have seen a lot longer and more useless postings!!!

-Ric Helton
RCH@cup.portal.com

1840. kermitting with Kermit 65....

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-14 21:17:00 UTC
From: brian@caen.engin.umich.edu
Message-ID: <40dda81c.142c4@retina.engin.umich.edu>
Source record: 116344

I've used kermit implementations painlessly on my 800xl, macs,
pcs, Unix workstations, and IBM mainframes, but I can't get
Kermit65 to talk kermit (specifically, to a Sun-3 under SunOS 3.4).
I tell kermit65

> send "d:hmwk5"

and it does a disk access and then silently returns its prompt.
I tell it simply

> send

and it claims to be sending out packets (containing god knows what), but it
can't get the other kermit to recognize them, no matter whether the
other kermit is in server mode

kermit -x

or simply receive mode

kermit -r

. What's the deal?

1841. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-15 19:30:32 UTC
From: rjung@nunki.usc.edu
Message-ID: <2355@nunki.usc.edu>
Source record: 116345
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Count me as another net.person who would like to see ZMag/ST Report/ST-Mag posted to the net (Should they be cross-posted for the comp.sys.atari.* groups, or posted individually to each one?)

--R.J.
B-)

==========
Disclaimer: This message was written with my authorization
#
Mailing address: rjung@nunki.usc.edu
(It's easier to just use the reply function, tho)
#####

1842. Re: Heat problem ???

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-15 20:52:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19890115205251.7.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116346

Date: 7 Jan 89 19:07:00 GMT
From: rochester!rit!ultb!ajy2208@cu-arpa.cs.cornell.edu (A.J. Yarusso)

Are you sure the problem is in the computer? I had a similiar problem with one of my 800XL's a while back, and the solution was to get a new power supply. Now it works fine, and I never had to open the computer (although it's been opened for other things... :))

I had a similar experience. My girlfriend's 800XL was acting very peculiar; screen changing brightness, random funny characters displayed, wedging up for no apparent reason. It turned out to be the poser supply connector, it the little DIN plug that plugs into the back panel of the machine. Replacing the plug solved the problem.

1843. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-16 06:17:32 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <13597@cup.portal.com>
Source record: 116347
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Nick DiMasi mentioned:
>...I would be willing to "trade" Chicago Zmag/a\zine's for Kovacs' Zmags.

Are they still doing that one out of Chicago..?

BobR

1844. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-16 09:05:38 UTC
From: Makey@LOGICON.ARPA
Message-ID: <283@logicon.arpa>
Source record: 116348
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <2355@nunki.usc.edu> rjung@nunki.usc.edu (Robert allen Jung) writes:
>(Should they be cross-posted for the comp.sys.atari.*
>groups, or posted individually to each one?)

I didn't find the ZMAGs posted a few months ago to be particularly interesting, but if other people like it then I won't be upset to see it posted again. It would be a lot better if the 8-bit and ST portions of ZMAG were *not* crossposted. I suspect that a majority of Atari owners are only interested in one model or the other, not both.

:: Jeff Makey

Department of Tautological Pleonasms and Superfluous Redundancies Department
Disclaimer: Logicon doesn't even know we're running news.
Internet: Makey@LOGICON.ARPA UUCP: {nosc,ucsd}!logicon.arpa!Makey

1845. Power Supply Heat Problem

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-16 12:18:50 UTC
From: tremblay@cg-atla.UUCP
Message-ID: <6448@cg-atla.UUCP>
Source record: 116349

To all those that suggested my power supply could be causing the random characters after two hours of use, you were right. I tried a supply from a 130XE with my 800XL and after 21 hours of continuous running the screen is in fine condition. Not even a hint of trouble. Now the problem is after 7 hours of my supply in the 130XE the only sign of trouble is the screen suddenly changes color while in use. If I hit the space bar twice the screen returns to a normal using state. So far no random characters in the 130XE. Thru mail order I can buy a new supply for $25.

Thanks to all those that helped me with this problem.

Ken

--
Compugraphic cg-atla!tremblay
200 Ballardvale
Wilmington, Ma. rectum? Shit, nearly killed 'em!

1846. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-16 20:25:11 UTC
From: ajy2208@ultb.UUCP
Message-ID: <295@ultb.UUCP>
Source record: 116350
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I also would like to see ZMAG/ST and ST Report posted to the net. There are many Atari ST and 8-bit owners here at RIT who I'm sure wouldn't mind seeing them posted here.

Albert Yarusso, Rochester Institute of Technology

Bitnet: ajy2208@ritvax.bitnet (preferred)
Usenet: ajy2208@ultb.RIT.edu

"Old programmers never die, they just branch to a new address"

1847. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-17 00:48:14 UTC
From: steve@pnet51.cts.com
Message-ID: <494@orbit.UUCP>
Source record: 116351
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Ordania-DM@cup.portal.com (Charles K Hughes) writes:
>
> Hey Gary!
> My mail keeps bouncing back from your address. I am willing to take over at
>least a portion of the mailing list (say 4-5 names and everyone on Portal).
>If we can get a group together we can still distribute the Zmag via the net.
>Another possible solution is to just post the thing to the net. I prefer the
>second solution myself and I think most of the others who read this newsgroup
>would also prefer that.

No! This already has been proposed, discussed and soundly rejected.
The last thing I need is that babble tying up phone lines and overflowing my
disk drive. Please do NOT post Zmag to comp.sys.atari.st.

UUCP: {rosevax, crash}!orbit!pnet51!steve
ARPA: crash!orbit!pnet51!steve@nosc.mil
INET: steve@pnet51.cts.com

-or-
stag!thelake!steve@pwcs.StPaul.GOV
"A member of STdNET -- the ST Developers' Network"

1848. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-17 04:03:47 UTC
From: Jan@cup.portal.com
Message-ID: <13625@cup.portal.com>
Source record: 116352
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I, too, would like to see Zmag posted to the Net

1849. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-17 16:28:34 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <11795@dartvax.Dartmouth.EDU>
Source record: 116353
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I wouldnt mind seeing it posted.

```
_
"Shadow, do something! Those flying Morpheous / \
birds are going to get us!" Psimon / _ \
shadow master / //\ \
"O.k., o.k., I'll cast Dav El II / // \\ \
Transmute Roc to mud." / /____\\ \
We are the /________\\ \
warrior spirit. \__________\/
```

1850. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-17 18:11:44 UTC
From: ajy2208@ultb.UUCP
Message-ID: <297@ultb.UUCP>
Source record: 116354
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I also believe that the ST/Zmag & ST Report should only be posted in one area, not both the ST and 8-bit areas. Since they are both ST related publications it seems obvious that they should be posted in comp.sys.atar.8bit!

Oh, by the way.. I am interested in both ST's and 8-bits alike.. I run a BBS system on my 8-bit (130XE, R-Time 8, 1Meg MIO, 2 20 meg hard drives, Adaptek 4000a, XEP80, soon Sparta X, two monitors, and Carina II BBS software). And sitting right next to my 8-bit is my roommate's Mega ST2.. :)

Albert Yarusso, Rochester Institute of Technology

Bitnet: ajy2208@ritvax.bitnet (preferred)
Usenet: ajy2208@ultb.RIT.edu

If anyone wants to call the BBS, the # is 716-475-4088! 3/12/2400 bauD

1851. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-17 18:21:03 UTC
From: steve@pnet51.cts.com
Message-ID: <497@orbit.UUCP>
Source record: 116155
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The system administrator here at pnet51 (People-Net node 51, Minneapolis) has offered to bounce Z-Mag/ST Report to a mailing list. This would avoid the problems that would come from dumping the magazine into a discussion newsgroup such as comp.sys.atari.st.

First, I need to hear from someone who can mail it here. After that's set up, "subscriptions" can be taken.

Incidentally, pnet51 is PC-Pursuitable (612-929-6699). I also can put the files in my directory, which is publicly accessible.

UUCP: {rosevax, crash}!orbit!pnet51!steve
ARPA: crash!orbit!pnet51!steve@nosc.mil
INET: steve@pnet51.cts.com

-or-
stag!thelake!steve@pwcs.StPaul.GOV
"A member of STdNET -- the ST Developers' Network"

1852. Microsoft BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-17 23:15:48 UTC
From: will@fredonia.UUCP
Message-ID: <1252@fredonia.UUCP>
Source record: 116156

Can anyone tell me where I can still but a Microsoft BASCI cartridge
and disk for an ATARI 800? How much will it cost?

Thanks,

Jim rutgers!sunybcs!fredonia!will

1853. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-18 09:52:22 UTC
From: RCH@cup.portal.com
Message-ID: <13654@cup.portal.com>
Source record: 116157
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I agree with Jeff Makey... I think most Atari owners are only infatuated with the machine they are currently using... Be that ST or 8-bit. I vote against cross-posting....

-Ric Helton RCH@cup.portal.com Freestyle BBS 404/546-8256
Athens, GA (2-FAST FORWARD) Co-sysop

1854. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-18 10:20:10 UTC
From: colas@mirsa.inria.fr
Message-ID: <96@mirsa.inria.fr>
Source record: 116158
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

From article <494@orbit.UUCP>, by steve@pnet51.cts.com (Steve Yelvington):
> Ordania-DM@cup.portal.com (Charles K Hughes) writes:
>>Another possible solution is to just post the thing to the net.>
> No! This already has been proposed, discussed and soundly rejected.

Yes! Do not forget us, non-US citizens who cannot get infos on the US BBS!!!
Post ST report and STZmag to comp.sys.atari.st, Zmag to comp.sys.atari.8bit!

Colas NAHABOO BULL Research FRANCE -- Koala Project
(GWM X11 Window Manager)
Internet: colas@mirsa.inria.fr
Surface Mail: Colas NAHABOO, INRIA - Sophia Antipolis,
2004, route des Lucioles, 06565 Valbonne Cedex -- FRANCE
Voice phone: (33) 93.65.77.71

1855. Re: Microsoft BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-18 19:10:29 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <2842@ihlpm.ATT.COM>
Source record: 116159

In article <1252@fredonia.UUCP>, will@fredonia.UUCP (James A. Will) writes:
> Can anyone tell me where I can still but a Microsoft BASCI cartridge
> and disk for an ATARI 800? How much will it cost?
>
Yes! From:

Innovative Concepts (I.C.)
31172 Shawn Dr.
Warren, MI 48093

Phone: (313) 293-0730
Compu$erve: 76004,1764

It is listed (I am looking at an excerpt of Zmag #139 dated ~1/10/89) as:

Atari Corp. Microsoft BASIC "Price" = 79.95 "Special!" = 29.95

They say that ordering COD is best, but also take checks, M.O. (checks took
~10 days to clear when I ordered from them earlier this month).

"Add $3.00 S&H. COD (USA only) $2.20 extra. Canada/Mexico, add $7.00 S&H ..."

(I am not affiliated with I.C. in any way, just a [so far] satisfied
customer; I purchased YEMACYB/4 from them for printing color Koala pic's on
my Star Rainbow printer [Epson JX80 "standard" color]. [Electronical
Software is the publisher of YEMACYB/4, another Mich. outfit. Is Mich.
Atari heaven in the USA?] I hope to print my 1st color pic. tonight...)

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1856. To Gary Duzan about Zmag

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-18 23:19:50 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <13661@cup.portal.com>
Source record: 116160
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well Gary, it looks unanimous...about 10 votes for you to post the mag, and no votes not to. The only somewhat negative vote was with regard to cross-posting and I am not in favor of that either.

So, if you could, start posting all the Zmag's to the net. If possible please post all the issues so far this year.

Thanks
Ordania-DM@cup.portal.com

1857. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-18 23:58:47 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <13664@cup.portal.com>
Source record: 116161
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In reply to the one no vote, which I didn't see until after I posted my earlier article...
I never saw that discussion and I have been reading this newsgroup for 6 months now. So far the requests for the ZMAG posting have been all favorable except yours. There seems to be no reason not to post ZMAG that I can see; as has been said before and will be again...just use whatever feature you have available to SKIP the ZMAG posting. Since you are with some ST organization (I saw it in your signature) I suspect you are against posting of the ST mag. On that issue we agree...I'd much prefer the ST just died and we could get on with the development of a REAL computer! :) Such as the Atari 8/16 bit line. :)

Views and opinions change with time; since yours is the only view opposing the posting, I think it fair that we go with the majority and start posting the ZMAG.

(off the soapbox..only cuz it slipped out from beneath me)

Ordania-DM@cup.portal.com

1858. New 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-19 00:14:01 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <2848@ihlpm.ATT.COM>
Source record: 116162

[This is from the DELPHI Atari (8-bit) SIG Forum, posted there by
Matt Ratcliff, who writes for ANALOG, Antic, and other magazines:]
(Reposted here without permission, but why would Matt mind?)

.
.
.
New 8bit games: Crystal Castles 3 stars (out of four) - great for kids,
my 4 year old is completely mesmerized at the moment.

Into the Eagle's Nest - it is a similar scenario to Gauntlet, but a WWII
setting. However the graphics are ABSOLUTELY AWESOME and play is FASTER
than Gauntlet. For an 8-bit game this baby's VERY IMPRESSIVE. A MUST
have for all 8bit gamers. 4 out of 4 stars!

Mat*Rat

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1859. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-19 01:59:30 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <1027@hudson.acc.virginia.edu>
Source record: 116163
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <96@mirsa.inria.fr> colas@mirsa.inria.fr (Colas NAHABOO) writes:
>
>Yes! Do not forget us, non-US citizens who cannot get infos on the US BBS!!!
>Post ST report and STZmag to comp.sys.atari.st, Zmag to comp.sys.atari.8bit!

Posting ST Report and Zmag and STZmag to the net was rejected earlier, it seems, because they include advertising. If someone would take over the mailing list, then you could still receive the mags for free over the net. I sent mail to the old distributor (gary?) volunteering to take over the list; I received no answer. If someone could obtain the mags each week and mail them to me, I could restart the list.

-- greg

Greg Lindahl | Graduate School:
gl8f@virginia.{edu,bitnet} | It's not just a job,
..!uunet!virginia!gl8f | It's an indenture.

1860. Newsletters (Was: The ZMAG/ST Report Mailing List)

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-19 14:05:54 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2030@water.waterloo.edu>
Source record: 116164
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,news.groups

Background
In several articles, folks have said that they would like to have certain newsletters distributed to the net; "ZMAG" and "ST Report" have been mentioned. But support has not been unanimous; some say that such postings would clog their favorite newsgroup.

Some of those who favor net postings of newsletters, have asked whether they should be posted to one group or the other of "comp.sys.atari.8bit" and "comp.sys.atari.st" or to both.

There is another newsletter that has just come to my attention, called "lustletter", and it comes from just down the road from me, from the group "London Users of the ST". One issue has been posted, and the posters ask if we want more.

Our local systems here in Waterloo carry four news groups relating to Atari products,

comp.sources.atari.st
comp.sys.atari.8bit
comp.sys.atari.st
comp.binaries.atari.st

but there might be more.

Proposal
Now is the time to form a separate group for the posting of related newsletters. Those who want to recieve them may subscribe to that group. Those who do not, would not subscribe. This suggestion solves the problem of whether newsletters should be posted to the 8bit group or the ST group.

Now comes another question. If the existence of such a new group is accepted, what should it be called? I suggest that the name

comp.sys.atari.newsletters

be considered. There is a proceedure for forming new groups, and if there is support for the idea, we could have a vote to determine whether or not the new group be started.

Any comments?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1861. Re: Heat problem ???

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-20 04:46:05 UTC
From: csabrkap@ariel.unm.edu
Message-ID: <4259@charon.unm.edu>
Source record: 116165

> Date: 7 Jan 89 19:07:00 GMT
> From: rochester!rit!ultb!ajy2208@cu-arpa.cs.cornell.edu (A.J. Yarusso)
>
> Are you sure the problem is in the computer? I had a similiar
> problem with one of my 800XL's a while back, and the solution was to get
> a new power supply. Now it works fine, and I never had to open the
> computer (although it's been opened for other things... :))

There is another problem that will do this sometimes. For
some reason Atari forgot how to solder for awhile (wave broke or
something). Some machines have the most atrocious soldering ever and
this will sometimes break free and make a real mess. It will often
masqurade as a thermal intermitent problem

If changing P-supplies fails to solve the problem then check
the solder joints at the power socket, then on the ram chips
(specially if you have an upgrade) then the processors...

Be seeing you

```
_____________________________________ _________________________
/ They're growing mechanical trees \/ csabrkap@ariel.unm.edu \
| they grow to thier full hieght, /\_____________________________/
| then chop themselves down... \/ The Analog Daemon \
\_____________________________________/\_________________________/
```

1862. Message

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-20 06:02:00 UTC
From: LISTSERV@MARIST.BITNET
Message-ID: <8901200615.AA28892@ucbvax.Berkeley.EDU>
Source record: 116166

```
Error 2013 from LSVFWR1 INFO-A8 89-00419 I while logging mail for INFO-A8.
An incomplete copy of the message might be present in the notebook. List is
being held with current mailing being postponed. Your file (4873) has been
transferred to HARRY@MARIST.
```

1863. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-20 18:05:11 UTC
From: steve@pnet51.cts.com
Message-ID: <511@orbit.UUCP>
Source record: 116167
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Ordania-DM@cup.portal.com (Charles K Hughes) writes:
>
> In reply to the one no vote, which I didn't see until after I posted my
>earlier article...
> I never saw that discussion and I have been reading this newsgroup for 6
>months now. So far the requests for the ZMAG posting have been all favorable
>except yours. There seems to be no reason not to post ZMAG that I can see; as
>has been said before and will be again...just use whatever feature you have
>available to SKIP the ZMAG posting. Since you are with some ST organization
>(I saw it in your signature) I suspect you are against posting of the ST mag.
>On that issue we agree...I'd much prefer the ST just died and we could get
>on with the development of a REAL computer! :) Such as the Atari 8/16 bit
>line. :)
>
> Views and opinions change with time; since yours is the only view opposing
>the posting, I think it fair that we go with the majority and start posting
>the ZMAG.
>
>(off the soapbox..only cuz it slipped out from beneath me)
>
> Ordania-DM@cup.portal.com

Let me reiterate the arguments against posting the magazine to a newsgroup:

* It's not in character. Newsgroups promote group discussion. The Zmags are
not discussion; the Zmag editors and contributors are not even on the net.

* It's a commercial enterprise that carries advertising, which conflicts with
the noncommercial, cooperative nature of the network.

* It's excessively long. Some of us run UUCP nodes on SMALL systems -- I run
mine on two floppies -- and some of us have rather tenuous network
connections. Obviously that isn't a problem for those of you on Portal (a
commercial system), but Usenet consists of five to ten thousand sites with
widely varying capabilities.

* There really isn't very much interest in it. I posted an offer a few days
ago to set up a mailing list for e-mail distribution of the Zmag. So far I
have received exactly ONE reply. (The offer still stands.)

UUCP: {rosevax, crash}!orbit!pnet51!steve
ARPA: crash!orbit!pnet51!steve@nosc.mil
INET: steve@pnet51.cts.com

-or-

stag!thelake!steve@pwcs.StPaul.GOV
"A member of STdNET -- the ST Developers' Network"

1864. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-20 18:51:52 UTC
From: dag@per2.UUCP
Message-ID: <817@per2.UUCP>
Source record: 116168
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

A suggestion:

Two moderated groups, comp.sys.atari.st.mag and comp.sys.atari.8bit.mag,
(or a single group, comp.sys.atari.mag) could be created, and all "magazine"
postings would go into these/this group(s).

The debate over commercial content in these magazines aside, this would
separate the magazines so that they could be archived separately and sites
that do not want to carry these magazines could so choose without disrupting
the normal comp.sys.atari.st and comp.sys.atari.8bit traffic.

Note:
I am not volunteering to run the debate or votes on this idea, nor to
moderate any group created.
--

Daniel A. Glasser One of those things that goes
...!persoft!dag "BUMP!!!(ouch)" in the night.
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711----------

1865. Re: Newsletters (Was: The ZMAG/ST Report Mailing List)

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-20 21:13:39 UTC
From: 35002_3025@uwovax.uwo.ca
Message-ID: <1308@uwovax.uwo.ca>
Source record: 116169
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,news.groups

> Background
> In several articles, folks have said that they would like to
> have certain newsletters distributed to the net; "ZMAG" and
> "ST Report" have been mentioned. But support has not been
> unanimous; some say that such postings would clog their
> favorite newsgroup.
>
> Some of those who favor net postings of newsletters, have
> asked whether they should be posted to one group or the other
> of "comp.sys.atari.8bit" and "comp.sys.atari.st" or to both.
>
> There is another newsletter that has just come to my attention,
> called "lustletter", and it comes from just down the road from
> me, from the group "London Users of the ST". One issue has
> been posted, and the posters ask if we want more.
>
> Our local systems here in Waterloo carry four news groups
> relating to Atari products,
>
> comp.sources.atari.st
> comp.sys.atari.8bit
> comp.sys.atari.st
> comp.binaries.atari.st
>
> but there might be more.
>
> Proposal
> Now is the time to form a separate group for the posting of
> related newsletters. Those who want to recieve them may
> subscribe to that group. Those who do not, would not
> subscribe. This suggestion solves the problem of whether
> newsletters should be posted to the 8bit group or the ST
> group.
>
> Now comes another question. If the existence of such a new
> group is accepted, what should it be called? I suggest that
> the name
>
> comp.sys.atari.newsletters
>
> be considered. There is a proceedure for forming new groups,
> and if there is support for the idea, we could have a vote
> to determine whether or not the new group be started.

>
> Any comments?
>
> --
> L. J. Dickey, Faculty of Mathematics, University of Waterloo.
> ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
> ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
> ljdickey@water.waterloo.edu

1866. Re: Newsletters (Was: The ZMAG/ST Report Mailing List)

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-20 21:17:37 UTC
From: 35002_3025@uwovax.uwo.ca
Message-ID: <1309@uwovax.uwo.ca>
Source record: 116170
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,news.groups

In article <2030@water.waterloo.edu>, ljdickey@water.waterloo.edu (Lee Dickey) writes:
>
> Now comes another question. If the existence of such a new
> group is accepted, what should it be called? I suggest that
> the name
>
> comp.sys.atari.newsletters
>
> be considered. There is a proceedure for forming new groups,
> and if there is support for the idea, we could have a vote
> to determine whether or not the new group be started.
>
> Any comments?
>
> --
> L. J. Dickey, Faculty of Mathematics, University of Waterloo.
> ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
> ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
> ljdickey@water.waterloo.edu

we people of the lustletter argrre full well that there should be a separate
base for this, as then those that want the newsletters can get them. a separate
base will probably aslo encourage uploads as they will be easy to find...

35002_3025@uwovax.uwo.ca
...a librarian from hell...

1867. Re: Heat problem ???

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-21 00:20:51 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <13760@cup.portal.com>
Source record: 116171

Hm, since we're all discussing heat-related problems...

My 800 began experiencing problems several years ago that gradually got worse and worse. First, most things ran fine EXCEPT AtariWriter -- THAT would run fine MOST of the time, but would OCCASIONALLY go crazy, scrolling the LEFT HALF ONLY of the editing screen (or, sometimes, popping up one or another of the menu screens, and scrolling half of THAT) when any key was hit. The problem was originally confined to occurring only at the main menu or in the editing window, and only happened about 10% of the time. A friend with an 800XL experienced NO trouble running the SAME AtariWriter entity (i.e., MINE in HIS machine worked fine). Over the next few years the problem gradually got worse, until last summer when the temps were 100+ degrees, when I found nearly EVERY program going visually insane after a certain time of continuous machine operation. Finally, even a short (2-sector!) graphics demo of my own writing, would randomly bomb out, eliminating my early worry that maybe something was wrong with the other, larger software packages I had...

I took it to a service place that handled Ataris, but (gee, this sounds familiar) they couldn't find anything wrong with it. Of course, they were looking at it in an air-conditioned shop, whereas the problem occurred in my un-AC'd apartment...

My solution? I bought a used 800 XL from a friend, and mothballed the 800 against future hopes of diagnosis.

And my only gripe: found out several MONTHS later, that the service place had neglected to re-install the five screws in the underside of the 800, that hold the case together... went back, they were nice about giving me screws, but those turned out to be the WRONG ONES. This all happened right before I moved 600 mi. away, so I'm still short on those screws... sigh...

Good luck to y'all with YOUR problems.

1868. Re: SXmodem amd Kermit 65

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-21 01:17:08 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <13763@cup.portal.com>
Source record: 116172

Good news! I have personally used Kermit65 with the SX212 modem connected in "direct SIO port" mode, if that's what you're asking about... I don't know the name of the particular handler I use, but the filename I've known it by is "RVERT212.BIN". You need to use the version of Kermit65 that does NOT contain the prepended "standard Atari R: handler," then either load RVERT212.BIN first and THEN load Kermit65, OR copy RVERT212 and then copy/append Kermit65 onto it to get a load-and-go SX212-direct-connect version.

I have it around here somewhere, if you can't find it out there in an archive, let me know and I'll mail it OR post if there is enough interest. I've posted Kermit65 and all of the handlers I have (standard R: device, SmartT: for XM301 etc., and RVERT212) several times in the past, but it seems there are new people looking for it all the time. Gee, I wish I'd been the one to port it, I could be making a business of this... hehe...

1869. Re: Newsletters (Was: The ZMAG/ST Report Mailing List)

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-21 19:09:17 UTC
From: wisner@cheops.cis.ohio-state.edu
Message-ID: <32220@tut.cis.ohio-state.edu>
Source record: 116173
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,news.groups

> In several articles, folks have said that they would like to
> have certain newsletters distributed to the net; "ZMAG" and
> "ST Report" have been mentioned. But support has not been
> unanimous; some say that such postings would clog their
> favorite newsgroup.

Pshaw. It takes but a single keystroke to skip a large article. If these newsletters are any good, the informational value will outweigh the dreadful inconvenience.

I say just post them.

Followups to news.groups, unless you're Richard Sexton in which case followups to /dev/null.

1870. Contacting me

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-22 03:27:45 UTC
From: gdtltr@cis.udel.edu
Message-ID: <8901212227.aa02163@sol.cis.udel.edu>
Source record: 116174

My apologies to those who have been trying to contact me. My account got zapped without my knowing about it. If you have sent mail to me at vax1 in the last couple weeks, please try sending it again to gdtltr@sol.cis.udel.edu. It isn't a large system, to you might try routing it through louie.udel.edu.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

p.s. Sol doesn't get USENET feeds, so you will have to do without me around for now. Good luck and keep on computing.

GD,TL,TR,AEE

1871. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-22 04:34:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8901220434.AA08116@ucbvax.Berkeley.EDU>
Source record: 116175

```
ANNOUNCING: THE BITNET ARCHIVES FOR 8-BIT ATARI SOFTWARE !
-----------------------------------------------------------

(I) Who can use the archives?
-------------------------

Anyone, on any network that can send mail to BITNET.

(II) Who shouldn't use the BITNET archives?
-------------------------------------

Anyone with FTP access to the Internet archives. This is to reduce
the load on the BITNET server. Besides, the path from the server to
the main gateways is rather long and seems to be rather failure-prone.

(III) How to get a list of available files:
-----------------------------------

To get a list of available files, send the command INDEX ATARI8-F
to LISTSERV@TCSVM.BITNET . BITNET users can send this via interactive
message; anyone can send it as the first line in the body of a mail
message.

The server will send you the list of files. Please be patient, and
don't send multiple requests if it seems to be taking too long. You
will get confirmation of your request before the list is sent.

There are, at present, many more files on the list than are actually
on the server. You can tell if a file exists by the last column
of information before the file description. If the column contains
a date and time, the file exists. If it contains a row of periods
(........ ........), the file has not yet been stored.

(IV) How to obtain files:
--------------------

Use the command GET to get files from the server. If you want,
for example, a file called K65EXEC UUE, the command to send would
be GET K65EXEC UUE . Remember that there are no periods between the
filename and filetype. Again, you can send the command by mail, or
(if you're on BITNET) by interactive message.

(V) Miscellaneous information:
-------------------------

(i) You should read the header of the file index. It contains
more information than I've included here.
```

(ii) I will probably not be able to continue as the BITNET archive
maintainer. I don't know at present whether John Dunning is
going to take over, or if he'll want to find someone else.
Until we hear further, contact him if you wish to volunteer.

(iii) If you have any questions, contact me at this address, though
I won't be checking mail daily any more.

This address may disappear. If that happens, try
SHAFFERJ@AMETHYST.BUCKNELL.EDU


```
-------------------------------------------------------------------------------
| Jim Shaffer, Jr. | Bitnet: shafferj@bknlvms CIS: 72750,2335 |
| 37 Brook Street | alternate: shafferj@amethyst.bucknell.edu |
| Montgomery, PA 17752 | UUCP: ...!psuvax1!bknlvms.bitnet!shafferj |
| | CSNet: shafferj%bknlvms.bitnet@relay.cs.net |
-------------------------------------------------------------------------------
| "He's old enough to know what's right and young enough not to choose it; |
| He's noble enough to win the world but fool enough to lose it." |
| -- Rush, "New World Man", on _Signals_ |
-------------------------------------------------------------------------------
```

1872. Looking for Paperclip 2.1

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-22 15:13:14 UTC
From: 4231_5156@uwovax.uwo.ca
Message-ID: <1320@uwovax.uwo.ca>
Source record: 116176

Howdy. I looking to buy a copy of Paperclip VERSION 2.1 only. If you have one for sale, or know a store in London, Ontario that has one, let me know.

Thanks, Mike Pasek

1873. kermit65 and sx212

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-22 21:38:28 UTC
From: scott@cs.odu.edu
Message-ID: <7329@xanth.cs.odu.edu>
Source record: 116177

The problem I stated with kermit and the sx212 has been resolved.

I want to thank everyone (even the author) for all their help.

From my own experiences, I will just say that I think kermit is VERY picky about what handler you use.... but once you get the right one-- I wouldn't work with any other program!

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]

1874. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-23 02:18:38 UTC
From: ajy2208@ultb.UUCP
Message-ID: <304@ultb.UUCP>
Source record: 116178
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I would like to be on your Zmag mailing list..

Thanks,

Albert Yarusso

Bitnet : ajy2208@ritvax.bitnet (preferred)
Usenet : ajy2208@ultb.RIT.edu

1875. Re: Internet archives

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-23 16:39:00 UTC
From: brian@caen.engin.umich.edu
Message-ID: <4109f250.129dc@blue.engin.umich.edu>
Source record: 116179

In article <8901220434.AA08116@ucbvax.Berkeley.EDU>, SHAFFERJ@BKNLVMS.BITNET (Jim Shaffer) writes:

>
> (II) Who shouldn't use the BITNET archives?
> ------------------------------------
>
> Anyone with FTP access to the Internet archives.

Ok, I'll bite: what's the IP address of the Internet 8bit archives?

1876. Re: kermitting with Kermit 65

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-23 16:46:00 UTC
From: brian@caen.engin.umich.edu
Message-ID: <4109f868.129dc@blue.engin.umich.edu>
Source record: 116180

From: MAILER-DAEMON%purdue.uucp@mailrus.cc.umich.edu (Mail Delivery Subsystem)
Subject: Returned mail: Cannot send message for 3 days

----- Unsent message follows -----
Date: Thu, 19 Jan 89 23:45:23 EST
From: mailrus!caen.engin.umich.edu!brian (Brian Holtz)
To: mailrus!purdue.uucp!STONY-BROOK.SCRC.Symbolics.COM!jrd
Subject: Re: kermitting with Kermit 65....

No, it's not a filename problem; even when I try to get kermit65
to receive, and I can see the sending (remote) kermit's packets
on the RECEIVE DETECT l.e.d. of my modem, it still doesn't work.
I'm convinced I'm doing something wrong in the sequence of
commands to kermit65, but even with my MS in computer science
I can't figure out what. My gut feeling, however, is that
when I OPTION to Break the connection (the only way to get
the kermit65 command prompt), I've preveneted kermit65 from
talking to the other kermit. But the only way I know to
re-establish the connection is to interrupt the kermit65
kermit operation. Could someone post a complete sequencing
of the keystrokes used to do a send (or a receive) with
kermit65? Thanks for your patience.

1877. DLI's and other hardware

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-23 18:56:14 UTC
From: slackey@bbn.com
Message-ID: <34962@bbn.COM>
Source record: 116181

A short time ago, I posted that I was having trouble with DLI's; when I changed the color regs and character set in a DLI routine, and depended on the system VBI to restore them from the soft copy, I got significant flicker, both above and below the line I was using the DLI on. I then implemented a fast VBI routine that always restored the color regs and the char pointer, but still got occasional flicker.

The thing I neglected to mention was what turned out to be the problem: I was using a timer interrupt to track a trakball/mouse input. The timer interrupt frequency was quite high, interrupting several times per display interval. (I originally tried to use the VBI to track the trakball, but found that it was much too slow. Even moderate speed in moving the ball would cause it to overrun.)

I am now using the Commodore mouse, in joystick-simulation mode. It can be tracked at VBI speeds, not very well, but it does eliminate the above problem. I even eliminated the fast VBI routine, as it was no longer needed to reduce flicker.

Has anyone had this problem? Does it occur when the timers are used as sound generators? Is there a way around the problem [of fast timer interrupts interacting with VBI/DLI's]?

Oh - I made a mistake in a previous posting. My statement that using the cbm mouse in analog proportional mode read on the Atari as the highest pot value was wrong - it actually reads as the number 3 [where the range is 0-228], regardless of mouse position.
-Stan

1878. Re: DLI's and other hardware

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-23 20:59:53 UTC
From: brett@sylvester.umd.edu
Message-ID: <3067@haven.umd.edu>
Source record: 116182

In article <34962@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>The thing I neglected to mention was what turned out to be the problem: I was
>using a timer interrupt to track a trakball/mouse input. The timer interrupt
>frequency was quite high, interrupting several times per display interval.
>(I originally tried to use the VBI to track the trakball, but found that it
>was much too slow. Even moderate speed in moving the ball would cause it
>to overrun.)

In my old days I wrote a handler to keep up with a mouse as an input device
and I had the same problems at first. The VBI can not keep up with such a
device. My solution was to track it during the VBI and selected DLI's.

I think I did it every four or so lines and then also during the VBI and
got a very acceptable responce. You might want to try that.

Also, when working with DLI's, it is always good to split them over the
vertical length of the screen and handle them in slices. Since there is
very little time during the DLI, (I think it was about 14 color-clocks for
horizontal blank) splitting up the tasks into small chunks helps eminiate
flickering.

Remember that there is only one DLI vector, so it has to be reloaded after
each DLI slice.

--Brett S Bourbin
__ __ _ __ _ Instructional Computing Programs -- Univ of Maryland
| || | / || || \
| || || || || | INTERNET: brett@SYLVESTER.UMD.EDU
| || || || || | bbourbin@UMD5.UMD.EDU
_||_/ |__||__||__| BIX: brettb
College Park BITNET: bbourbin@UMDD

1879. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-23 22:00:33 UTC
From: preston@felix.UUCP
Message-ID: <80492@felix.UUCP>
Source record: 116183
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

From article <511@orbit.UUCP>, by steve@pnet51.cts.com (Steve Yelvington):

[...writes about why "ZMAG" isn't really appropriate material to be posted to Usenet...]

I also would rather NOT see "ZMAG" posted here.

I read the issues posted and saw nothing of interest that I hadn't already seen elsewhere.

I would suggest that "ZMAG" be distributed by mailing list (or some other mechanism) because of the large posting size, the limited interest, and the advertising.

(Just my 2 cents :-)
--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

1880. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-23 22:40:22 UTC
From: frankg@nikhefk.UUCP
Message-ID: <489@nikhefk.UUCP>
Source record: 116184
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Add me on the mailing list. Thanks

Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (PIMU)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

1881. Need terminal program.

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-24 03:10:12 UTC
From: meadb@tramp.Colorado.EDU
Message-ID: <6056@boulder.Colorado.EDU>
Source record: 116185

I am in need of a terminal program with the following features:
-Can send a short break. (or transmit a ASCII character 29)
-Can emulate a vt100, vt102, or vt52.
-Has file transfer protocols. (ASCII send/capture, and (preferably)
Kermit, and/or (alternately) x, y, and/or z modem.)
-Should be public domain or shareware. (I don't want to spend
alot of money to find one that works.)
-Needs to communicate at 9600 BAUD.
-Must have an ASCII translation option.

Leave me email about any programs that qualify, Please include where I can find
it/them. If there are enough requests for it I'll sumerize to the net.

Thanks in Advance.

1882. Atari-8 archives

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-24 08:27:46 UTC
From: U448025@HNYKUN11.BITNET
Message-ID: <8901241544.AA24317@ucbvax.Berkeley.EDU>
Source record: 116186

I recently joined this list and from the digests I read there exist archives
for the Atari 8-bit computers. Can anyone tell how to reach them?
I have only access to BITNET/EARN and it's not possible for me to use FTP.
Thanks in advance,

Jos Grote Punt
Institute for General Practitioners (NUHI)
Dept. of Medicine
University of Nymegen
The Netherlands

1883. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-24 14:26:53 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2050@water.waterloo.edu>
Source record: 116187
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <511@orbit.UUCP> steve@pnet51.cts.com (Steve Yelvington) writes:
>Let me reiterate the arguments against posting the magazine to a newsgroup:

>* It's not in character. ..
>* It's a commercial enterprise that carries advertising, ...
>* It's excessively long. ...
>* There really isn't very much interest in it. ...

and he expands on these four ideas. However, there is an answer
to each of these comments and I will give the short version
of each. In separate posting, I proposed the creation of a new
group "comp.sys.atari.newsletter", specifically for things like
ZMag, ST Rpt, Lustletter, and if we are lucky, others.

(1) Things can and do change
(2) So what? I know that commercials have been on the net for
years; a few blatent, many subtle.
(3) No one is forced to subscribe to the newsletter group.
(4) The evidence Steve gives is flawed by the fact that most believe
there is a better way. Perhaps if they are forced into a corner,
they will take up his offer to run a mailing list.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1884. ZMAG Mailing List revived

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-24 17:39:24 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <1040@hudson.acc.virginia.edu>
Source record: 116188

With help from Buzz Hamilton, I am restarting the ZMAG mailing list.
Actually, since I'm an ST user, I'd like to give this mailing list
away and handle just the ST mags, but for now I'll handle both.

If you want to be on the list (I don't have the old one), please send
me mail to gl8f@virginia.edu giving a return address. Please mention
which magazine(s) you want to receive: ST-Report, ST ZMAG, or ZMAG.

If more than one person at a site want to receive the same mags, please
get together and request only one copy. Also, if you have several possible
addresses (Internet, UUCP, Bitnet) please list them all so I can level
the load better.

I don't read this group, so send mail if you want to make comments.

-- greg

Greg Lindahl | Graduate School:
gl8f@virginia.{edu,bitnet} | It's not just a job,
...!uunet!virginia!gl8f | It's an indenture.

1885. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-24 18:55:57 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <1042@hudson.acc.virginia.edu>
Source record: 116189
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <489@nikhefk.UUCP> frankg@nikhefk.UUCP (Frank Geerling) writes:

>Add me on the mailing list. Thanks

People who _POST_ a request to be added to the mailing list will be
IGNORED. Do NOT bore the entire net and waste lots of money by posting
items which should be mailed.

-- greg

(p.s. I'm not normally like this, but I have a qualifying exam this
Saturday :-)

Greg Lindahl | Graduate School:
gl8f@virginia.{edu,bitnet} | It's not just a job,
...!uunet!virginia!gl8f | It's an indenture.

1886. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-25 19:22:01 UTC
From: The-Sorcerer@cup.portal.com
Message-ID: <13947@cup.portal.com>
Source record: 116190
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Please add me to the mailing list for ST Zmag (if one is ever created).

Thanks,
the-sorcerer@cup.portal.com
Douglas P. Dionne

1887. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-25 19:25:29 UTC
From: merlin@bsu-cs.UUCP
Message-ID: <5447@bsu-cs.UUCP>
Source record: 116191
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <2050@water.waterloo.edu>, ljdickey@water.waterloo.edu (Lee Dickey) writes:
> In separate posting, I proposed the creation of a new
> group "comp.sys.atari.newsletter", specifically for things like
> ZMag, ST Rpt, Lustletter, and if we are lucky, others.
>

I agree with this idea very much. This way no one would have to see
the posting if they did not want to and those of us whose system managers get
mad for a large mail message every week!!!!!

Scott McPheeters
UUCP: <backbones>!{iuvax,pur-ee}!bsu-cs!merlin
merlin@bsu-cs.UUCP

1888. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-25 19:26:03 UTC
From: The-Sorcerer@cup.portal.com
Message-ID: <13948@cup.portal.com>
Source record: 116192
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Greg Lindahl writes:

> People who _POST_ a request to be added to the mailing list will be
> IGNORED....
[rest deleted]

Obviously not, Greg. After all, *you* replied.

the-sorcerer@cup.portal.com
Douglas P. Dionne

1889. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-26 23:22:53 UTC
From: david@bdt.UUCP
Message-ID: <483@bdt.UUCP>
Source record: 116193
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <511@orbit.UUCP> steve@pnet51.cts.com (Steve Yelvington) said
about ZMAG:
* It's a commercial enterprise that carries advertising, ...

To which, ljdickey@water.waterloo.edu (Lee Dickey) replied:
> (2) So what? I know that commercials have been on the net for
> years; a few blatent, many subtle.

Starting a newsgroup especially for a commercial enterprise would
be a bad idea. I for one will not accept or forward articles to
such groups. That's not what Usenet is all about and I doubt
whether very many Sysadmins are going to pay for somebody elses
commercial project. It doesn't belong here - take it someplace else.
--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
478 Santa Clara Ave. Oakland, CA 94610 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

1890. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-27 13:23:40 UTC
From: R3JG@AKRONVM.BITNET
Message-ID: <8901271327.AA04107@ucbvax.Berkeley.EDU>
Source record: 116194

Well, this list will not be idle if *I* can help it! We here at the University of Akron just got permission to use Bitnet, and this is the first list I looked at. I've had an Atari 800 (the old, beige kind) since the days when they cost over $1000, and I'll keep it for at least that much longer.
I can't remember the name of the person who posted the message that mentioned a PD VT-100 emulator for use with the SX-212, but whoever you are *please* tell me how to get my hands on a copy of it! I've been looking for such a thing for years, so I don't have to drive to the college all the time to get my work done. Is it the VT-100 program that gets a (small) mention in Antic's Catalog?

Regards,
John Gruver

1891. Re: Internet archives

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-27 23:59:26 UTC
From: arrom@aplcen.apl.jhu.edu
Message-ID: <607@aplcen.apl.jhu.edu>
Source record: 116195

>Ok, I'll bite: what's the IP address of the Internet 8bit archives?

And how does one get something put into the archives?
--
EARTH --Kenneth Arromdee
smog | bricks UUCP: ....!jhunix!ins_akaa
AIR mud FIRE INTERNET: arromdee@crabcake.cs.jhu.edu
soda water | tequila BITNET: g49i0188@jhuvm
WATER (please, no mail to arrom@aplcen)

1892. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-28 04:56:13 UTC
From: GC.OPR@ISUMVS.BITNET
Message-ID: <8901280459.AA21069@ucbvax.Berkeley.EDU>
Source record: 116196

The 65816 is not yet available to the general public, but will be 'soon' according to Feburary's Computer Shopper. It is now available to beta testers and software developers. I've heard that it will sold with a totally rewritten, fully debugged, and fully compatible Operating system with a totally rewritten (and fast) math/floating point package, a compilable basic, and (perhaps) a full K&R implementation of C. An informative, if not overly enthusiastic review appears in the Nov 88 issue of Computer Shopper. As a long time Atari user, I view this with guarded optimism; I'll get excited when I see it actually up, runing, AND supported... If you desire any more information I'll dig up the articles over the weekend.

-M

(XDR09@ISUVAX)

1893. Online Magazine Mailing List Announcement

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-28 22:00:49 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <1052@hudson.acc.virginia.edu>
Source record: 116197
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Three oneline magazines: ZMagazine, ST ZMagazine, and ST Report, are
available via a mailing list. If you are interested in subscribing
to these magazines, please send me mail (do _not_ post an article)
asking to be added. Zmagazine is primarily oriented towards Atari 8
bit users, ST ZMagazine and ST Report are (oddly enough) oriented
towards ST users. All 3 magazines are weekly and run 40k to 80k
in length.

[I just finished mailing the first 2 weeks of mags. If you signed
up and haven't received yours yet, please send me mail.]

Back issues are (allegedly) available via anonymous FTP from the PC7:
archive at him1.cc.umich.edu. Just log in as anonymous and then
"cd PC7:".

I don't have a valid address for this person:
ZMA phh@drizzle.cs.uoregon.edu
Please send me an updated address.

Greg Lindahl | Graduate School:
gl8f@virginia.{edu,bitnet} | It's not just a job,
...!uunet!virginia!gl8f | It's an indenture.

1894. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-30 00:09:41 UTC
From: RC1DSANU@MIAMIU.BITNET
Message-ID: <8901300011.AA21209@ucbvax.Berkeley.EDU>
Source record: 116198

```
subscribe Ryan Collins
```

1895. Atari 800XL Parallel Bus Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-30 20:33:01 UTC
From: ajy2208@ultb.UUCP
Message-ID: <307@ultb.UUCP>
Source record: 116199

The following is a message from Dennis Beach at Purdue.. He does not have authorization to post to the net, so I am relaying this for him:

For a long time I have been wanting to experiment with the parallel port in the back of my 800XL. However, I can't find any info whatsoever about it. I have the XL supplements to the tech notes, but it doesn't even mention the port. I would like to know what locations control the port, and what each pin does. Also, is there a standard type of jack that will plug into the port? If so, what is it called so I can ask for one in a store? I would be greatly appreciative if anyone could give me this information or tell me where I could find it.

- Dennis Beach
fwj@mentor.cc.purdue.edu
Atari hardware hacker

1896. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-30 20:52:45 UTC
From: frankg@nikhefk.UUCP
Message-ID: <493@nikhefk.UUCP>
Source record: 116200
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <13947@cup.portal.com> The-Sorcerer@cup.portal.com (Douglas P Dionne) writes:
>Please add me to the mailing list for ST Zmag (if one is ever created).

Me to !!
Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (PIMU)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (PIMU)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

1897. Re: Atari 800XL Parallel Bus Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1989-01-31 16:12:53 UTC
From: rbharding@orchid.waterloo.edu
Message-ID: <327@orchid.waterloo.edu>
Source record: 116201

In article <307@ultb.UUCP> ajy2208@ultb.UUCP (A.J. Yarusso (713ICS)) writes:
>The following is a message from Dennis Beach at Purdue.. He does not have
>authorization to post to the net, so I am relaying this for him:
>--
>
> For a long time I have been wanting to experiment with the parallel port
>in the back of my 800XL. However, I can't find any info whatsoever about
>it. . . I would be greatly appreciative if anyone could give my this
>information or tell me where I could find it.
>
> - Dennis Beach
> fwj@mentor.cc.purdue.edu
> Atari hardware hacker

I've seen a fair bit of stuph about it scatterred around in _Mapping the
Atari_ from Compute! Books (The older editions have nothing on it). I only
have an old-style 800 (considerably modified), so I haven't been able to
verify any of it.
It think the XL ROM's are supposed to look at the port for some ROM, and,
if it is there, it is banked switched onto the place where the floating-
point library usually is, and executed. You can make it install a new device
driver that way. Very convenient (compared to AUTORUN.SYS files).
I don't remember any of its other capabilities. This is all from memory,
so don't quote me on it.

Ron Harding.

1898. Re: Atari 800XL Parallel Bus Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-01 04:10:59 UTC
From: ehs@jumbo.dec.com
Message-ID: <13549@jumbo.dec.com>
Source record: 116202

There was a series of articles in Antic about the XL parallel bus
interface. Here are the notes that I made at the time:

The Parallel Bus Revealed
Earl Rice
Antic, January 1985, 45-47, 75 (generic device handler)
Antic, February 1985, 68-71 (hardware interface)
Antic, March 1985, 69-72, 76 (design of serial I/O board)
Antic, April 1985, 49-52, 78 (ditto, plus software driver)

Specifications for the parallel bus interface and Generic Parallel
Device Handler provided in XL-series machines. Example project
is hardware (USART) and software (MAC/65) for a serial interface.
All articles are full of obvious typos, esp. the diagrams.

I think Earl Rice had been associated with Atari engineering. As I
recall, the articles were not exactly lucid but started making sense after
several readings. I don't know if or how back issues of Antic are
available.

Ed Satterthwaite
ehs@src.DEC.COM or {...}!decwrl!ehs

1899. Analog

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-01 16:30:21 UTC
From: slackey@bbn.com
Message-ID: <35449@bbn.COM>
Source record: 116203

Well, I have let a few months go by after Analog started up again, and have never seen one on the newsstand shelves. Would one of you kind souls please inform me how I would go about getting a subscription? Or even the name of a place that would sell them in eastern Mass.?
Thanks. -Stan

1900. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-01 20:44:20 UTC
From: R3JG@AKRONVM.BITNET
Message-ID: <8902012058.AA04062@ucbvax.Berkeley.EDU>
Source record: 116204

I had a bit of a mishap here with the Akron U. VAX, and lost all of the mail that you kind people have sent me. If anyone feels like reposting, please do! I'd like to hear from all of you, and get this place moving again.

Regards,
John Gruver

P.S. - I'm especially interested in hearing from the gentleman who asked if I ever called a BBS named "Stairway to Heaven", located in Tallmadge, OH. (I'm the 8-bit SysOp there!). And if any of you want to give it a call, the number is (216) 784-0574/24 hrs.

1901. Re: Re: Internet archives

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-01 20:51:41 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270015@hpclkms.HP.COM>
Source record: 116055

/ hpclkms:comp.sys.atari.8bit / brian@caen.engin.umich.edu (Brian Holtz) / 8:39 am Jan 23, 1989 /
>In article <8901220434.AA08116@ucbvax.Berkeley.EDU>, SHAFFERJ@BKNLVMS.BITNET (Jim Shaffer) writes:
>>
>> (II) Who shouldn't use the BITNET archives?
>> -----------------------------------
>>
>> Anyone with FTP access to the Internet archives.
>
>Ok, I'll bite: what's the IP address of the Internet 8bit archives?

Since this is of general interest to the 8bit community, I decided to post a response. The internet 8bit archives are on (drum roll please) score.stanford.edu. According to my /etc/hosts file, score has two IP addresses. The lines in my hosts file are:
36.8.0.46 score.stanford.edu
10.3.0.11 score.stanford.edu

I haven't looked at the archives recently, but last time I looked, there was quite a bit of stuff.

Ken "#include <stddsclm.h>" Sumrall
ken%hpclove@hplabs.hp.com
...!hplabs!hpclove!ken

1902. Re: Atari 800XL Parallel Bus Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-01 21:00:56 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270016@hpclkms.HP.COM>
Source record: 116056

/ hpclkms:comp.sys.atari.8bit / ajy2208@ultb.UUCP (A.J. Yarusso) / 12:33 pm Jan 30, 1989 /
> For a long time I have been wanting to experiment with the parallel port
>in the back of my 800XL. However, I can't find any info whatsoever about
>it. I have the XL supplements to the tech notes, but it doesn't even mention
>the port....

A few years back either Analog or Antic published a four part series on
interfacing to the parallel port on the XL. It doesn't mention the XE
parallel port, but it does present a full details for building an RS-232
port that runs over the parallel port, including hardware, and software
drivers. I don't remember the issues, but if you need to know, I have them
at home and can look it up for you.

Ken "Parallel ports do it 8 at a time" Sumrall
ken%hpclove@hplabs.hp.com
...!hplabs!hpclove!ken

P.S. My failing memory thinks that it was Antic magazine in the Jan. thru
Apr. issues of 1985, but I could be mistaken.

1903. comp.sys.atari.newsletters (was Re: Newsletters (Was: The ZMAG/ST Report Mailing List))

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-02 18:08:01 UTC
From: ralph@laas.laas.fr
Message-ID: <284@laas.laas.fr>
Source record: 116057
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,news.groups

```
In article <1309@uwovax.uwo.ca>, 35002_3025@uwovax.uwo.ca writes:
| In article <2030@water.waterloo.edu>, ljdickey@water.waterloo.edu (Lee Dickey) writes:
| >
| > Now comes another question. If the existence of such a new
| > group is accepted, what should it be called? I suggest that
| > the name
| >
| > comp.sys.atari.newsletters
| >
| > be considered. There is a proceedure for forming new groups,
| > and if there is support for the idea, we could have a vote
| > to determine whether or not the new group be started.

I also think that it's a good idea!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU
```

1904. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-02 18:15:59 UTC
From: ralph@laas.laas.fr
Message-ID: <285@laas.laas.fr>
Source record: 116058
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Why do these requests to be added to a mailing list (which doesn't
exist yet) get posted to the net??

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU

1905. various questions and comments

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-03 04:44:00 UTC
From: SHAFFERJ@BKNLVMS.BITNET
Message-ID: <8902030445.AA05491@ucbvax.Berkeley.EDU>
Source record: 116059

Excuse me for putting all of this into one message, but I'm on a 300-baud terminal by long distance telephone and I'm trying to get things done in a hurry...

(1) I don't know for sure where the Internet archives are. Can anyone post the location?

(2) About the person with the question about LISTSERV, whose address got munged by someone's mailer:
I'll try to check on the problems, but as I said I'm not physically at Bucknell now. I'll let you know what I find over the weekend, I hope. Sorry for the inconveniences.

(3) Can anyone tell me where I can get a program called
The Atari Planetarium? I tried to buy it from MicrOTyme and ComputAbility, but both of them say that they no longer stock it, despite advertising it for months (in one case, they still are!)

(4) My annual question: Does ANYONE out there use a language called Advan BASIC ? If you do, I'd like to hear from you!

(5) Anyone know if the new Atari DOS is out yet? I read somewhere (I've forgotten where) that it was, but the February issue of ANALOG says that it isn't. What's going on?! And when it does come out, will we have to pay full price or will there be some sort of trade-in policy like the change from 3.0 to 2.5?

Post or mail any comments or further questions.
If this address disappears (though I'm not expecting it), try shafferj@amethyst.bucknell.edu

1906. more info. on the LISTSERV problem

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-03 05:36:48 UTC
From: shafferj@amethyst.bucknell.edu
Message-ID: <8902030536.AA11738@amethyst>
Source record: 116060

This, also, is for the person apparently at Xerox.COM whose address
came to me with a '.' in the username and '.Houston' tacked on to the
end of the domain name.

(1) 'superunarc.uue' is an invalid filename. The name is SUPUNARC UUE
Please note the eight-letter limit and the lack of a period between filename
and filetype. This is an IBM-imposed restriction and I don't like it either...

(2) If the server says that a file is not yet available, it means just
that. I'm not handling archives any more. The search is underway for
someone on Bitnet to do it. Anyone interested? Contact
jrd@stony-brook.scrc.symbolics.com
It's fairly easy. All the hard work has been taken care of by me
in starting up the archives in the first place.

(3) The server now is telling me that the filelist isn't available!
I don't have a clue what's going on here, and no time to track it down.

--Jim

PS: Being Bitnet archive maintainer DOES NOT require access to the Internet.
John Dunning (the aforementioned JRD) will mail the files to you, and
you mail them to LISTSERV. The reason we need someone on Bitnet is
because we haven't been able to get LISTSERV to recognize Internet addresses
as valid list-owner addresses. It's apparently the length, again... :-(

PPS: The column with the V's and F's and whatever...
It has to do with the organization of the files on the IBM. It means nothing

1907. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-04 17:24:15 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <1070@hudson.acc.virginia.edu>
Source record: 116061
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <285@laas.laas.fr> ralph@laas.laas.fr (Ralph P. Sobek) writes:
>
>Why do these requests to be added to a mailing list (which doesn't
>exist yet) get posted to the net??

The mailing list does exist. People can subscribe by sending me mail.
However, some people have been posting requests to get added to the
list. I ignore all such postings (unless I flame them :-) in an attempt
to keep their volume down.

Greg Lindahl | Graduate School:
gl8f@virginia.{edu,bitnet} | It's not just a job,
...!uunet!virginia!gl8f | It's an indenture.

1908. The 8-bit program archives

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-05 17:27:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19890205172743.9.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116062

Date: Thu, 2 Feb 89 23:44 EST
From: Jim Shaffer <SHAFFERJ%BKNLVMS.BITNET@Forsythe.Stanford.EDU>
[...]
(1) I don't know for sure where the Internet archives are. Can anyone
post the location?

Ok, folks, here it is again:

The 8-bit program archives live on host Score.Stanford.EDU, in directory
PS:<INFO-ATARI.8-BIT>. For those of you whose hosts don't yet grok
domains, Score's Internet addresses are 10.3.0.11 and 36.8.0.46.

To get stuff out of the archives, use your favorite FTP program to
connect to Score, and log in as ANONYMOUS, with any password. Set your
default directory (in Un*x-speak, 'cd', in TOPS-speak 'connect') to the
above-named directory, and get a directory-list. At the top, you should
see a file called "-READ-.-ME-". Read it. It tells you what files are
where, and how to tell what tools you need (UUdecoders, ARC unpackers
etc) to use them.

That's about it. Please send any problem reports to me.

If anyone has stuff they'd like to submit to the archives, send it to
me, preferably with docs etc, and I'll see that it gets in.

For those of you without Internet access, the BITNET version of these
same archives is open for business, as LISTSERV@VM.TCS.TULANE.EDU. Due
to various difficulties, it doesn't yet contain all the stuff that the
Internet one does, but it will eventually.

Keep those cards and letters coming...

1909. Re: ST mouse with a XL

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-06 01:12:19 UTC
From: KC95OPER@MIAMIU.BITNET
Message-ID: <8902060117.AA03168@ucbvax.Berkeley.EDU>
Source record: 116063

Goz,
I have the specs that outline the use of the joystick port on the 800XLs
and I can probably get the specs for the ST. If your still interested, contact
me and I will see what I can do.

Kent Covert

1910. Posting Mail List requests to the Net

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-06 15:33:16 UTC
From: ajy2208@ultb.UUCP
Message-ID: <323@ultb.UUCP>
Source record: 116064
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I posted a mailing request to the net once because my attempts to send mail bounced. I am still rather new to all of this and I appear to have much better success on BITNET.. I don't have the 'findpath' command at my disposal either, so that can make life difficult at times.

Albert Yarusso,

Bitnet: ajy2208@ritvax.bitnet (Much preferred)
Usenet: ajy2208@ultb.rit.edu

"It's ten o'clock; do you know where your processes are?"

1911. Re: various questions and comments

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-06 15:42:07 UTC
From: slackey@bbn.com
Message-ID: <35651@bbn.COM>
Source record: 116065

In article <8902030445.AA05491@ucbvax.Berkeley.EDU> SHAFFERJ@BKNLVMS.BITNET (Jim Shaffer) writes:
>(5) Anyone know if the new Atari DOS is out yet? I read somewhere
>(I've forgotten where) that it was, but the February issue of ANALOG says
>that it isn't. What's going on?!
That's interesting... the latest (Feb?) issue of Antic says it is, has a review of it, and gives an address to write to. Costs $10, and I expect to order it tonight. It is called DOS XE, but I think it works with XL's as well. Not 400/800 - it makes extensive use of RAM under the ROM; there is no DUP.SYS to swap in and out. Has subdirectories, and supports the XF551 (the new floppy), which is my major interest.
-Stan

1912. Re: Atari 800XL Parallel Bus Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-06 17:05:38 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3885@druhi.ATT.COM>
Source record: 116066

in article <1270016@hpclkms.HP.COM>, ken@hpclkms.HP.COM (Kenneth Sumrall) says:
> A few years back either Analog or Antic published a four part series on
> interfacing to the parallel port on the XL. It doesn't mention the XE
> parallel port, but it does present a full details for building an RS-232
> port that runs over the parallel port, including hardware, and software
> drivers. I don't remember the issues, but if you need to know, I have them
> at home and can look it up for you.

The articles did *not* describe the parallel expansion bus on
the XL. They described the bus in the 1090 expansion box which has
several differences (buffers, power, a couple of new signals). You can
use the information to figure out what is actually on the expansion bus
just don't expect it to be a 100% match. The software driver information
applies to both the expansion bus and to the 1090 bus.

I don't think Atari ever "officially" released any info on the
expansion bus. There was a very nice manual written up on the XL (OS,
hardware, etc) but it died about the time Jack bought Atari.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM
dlm@druwy.ATT.COM

1913. Re: various questions and comments

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-06 17:49:53 UTC
From: jwt@atari.UUCP
Message-ID: <1334@atari.UUCP>
Source record: 116067

in article <8902030445.AA05491@ucbvax.Berkeley.EDU>, SHAFFERJ@BKNLVMS.BITNET (Jim Shaffer) says:

> (5) Anyone know if the new Atari DOS is out yet? I read somewhere
> (I've forgotten where) that it was, but the February issue of ANALOG says
> that it isn't. What's going on?! And when it does come out, will we have
> to pay full price or will there be some sort of trade-in policy like
> the change from 3.0 to 2.5?

Yes, the Atari DOS XE diskette and manual are available from the Customer Relations Department ($10 + $3.50 S&H). A demonstration copy has been sent to each of the user groups, so you may be able to check it out before ordering.

DOS XE works only with the XL and XE series of Atari 8bit computers (i.e. it does NOT work with the original 400 and 800). A portion of the operating system is stored under the ROMs to keep MEMLO down to a "compatible" level.

Jim Tittsler, Systems Engineer, Atari Corp. {ames, portal}!atari!jwt
1196 Borregas Avenue, Sunnyvale, CA 94089

1914. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-06 19:53:31 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <3117@silver.bacs.indiana.edu>
Source record: 116068
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Actually a vote was taken on whether ZMag and/or ST Report should be posted to the group. It was decided that it was not in the net's best interest to do so, and I for one don't feel that has changed. As long as they are and with the frequency they're released, that's an incredible load to the network. If need be, perhaps start a separate newsgroup and let individual sites decide, but please don't put comp.sys.atari.st at risk. Both are available on MANY BBSs, as well as GEnie, CompuServe and other pay services.

1915. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-07 15:26:56 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <12118@dartvax.Dartmouth.EDU>
Source record: 116070
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
In article <285@laas.laas.fr> ralph@laas.laas.fr (Ralph P. Sobek) writes:
>
>Why do these requests to be added to a mailing list (which doesn't
>exist yet) get posted to the net??
>

IT DOESN'T EXIST?!?!? gee... i wonder where all that stuff in my mailbox
is coming from... its say ZMAG on it..... hmmm.... curious


_
"Shadow, do something! Those flying Morpheous / \
birds are going to get us!" Psimon / _ \
shadow master / //\ \
"O.k., o.k., I'll cast Dav El II / // \\ \
Transmute Roc to mud." / /____\\ \
We are the /________\\ \
warrior spirit. \__________\/
```

1916. Re: Atari 800XL Parallel Bus Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-07 16:09:11 UTC
From: DAVISM@kcgl1.eng.ohio-state.edu
Message-ID: <1711@quanta.eng.ohio-state.edu>
Source record: 116069

In article <3885@druhi.ATT.COM>, dlm@druhi.ATT.COM (Dan Moore) writes:

>in article <1270016@hpclkms.HP.COM>, ken@hpclkms.HP.COM (Kenneth Sumrall) says:
[Info regarding articles from ANTIC or ANALOG about XL parallel port deleted]
>
> The articles did *not* describe the parallel expansion bus on
>the XL. They described the bus in the 1090 expansion box which has
>several differences (buffers, power, a couple of new signals). You can
>use the information to figure out what is actually on the expansion bus
>just don't expect it to be a 100% match. The software driver information
>applies to both the expansion bus and to the 1090 bus.

Both MAPPING THE ATARI (Revised Edition -- which I refer to as MTA+)
and the articles themselves (ANTIC) portrayed the diagrams/information as
pertaining to the XL bus (known as the Parallel Bus Interface - PBI). No
where in the articles is the 1090 even mentioned. BTW, MTA+ says the
information is from the ANTIC articles. ANALOG also had an article on
adding 2K (of static RAM) to a 600XL. I did discover a difference between
the pin-outs in the ANTIC article(s) and the ANALOG article. (I suspect that,
in fact, the pin-out from the ANTIC article WAS the 1090 pin-out, and the
pin-out in the ANALOG article was from the PBI, itself. Can anyone confirm/
disprove this?) If anyone needs them, I can supply months and pages from both
magazines. (The mags are in my apt. and I'm at work, so they're not currently
accessible. I just looked through the ANTIC articles last night. I wish I
had written that stuff down...20/20 hindsight, as usual.)
>
> I don't think Atari ever "officially" released any info on the
>expansion bus. There was a very nice manual written up on the XL (OS,
>hardware, etc) but it died about the time Jack bought Atari.
>
I have heard of several people claiming to have the XL Addendum to
the Technical Reference Notes, or some such thing. I would be very interested
to know where one could pick these up. On the other hand, the manual that
comes with the XE (at least the 130XE; I can't speak for the 65XE or the XEGS)
included pin-outs for ALL the ports on the computer...nice touch.

Mike

| THE InterNet address> davism@kcgl1.eng.ohio-state.edu |

| These_Thoughts := My_Own |
|***|
| "Daddy, Daddy!! Why's Mommy running across the field?" |
| "Shut up Son, and reload." |

1917. Atari 8 archives

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-07 23:23:33 UTC
From: Mike_Beezley.Houston@XEROX.COM
Message-ID: <890207-152533-3459@Xerox>
Source record: 116071

Jim

Got a couple of questions if you don't mind:

1 > GET SUPERUNARC.UUE
List SUPERUNARC.UUE does not exist. Try sending a "List" command to get a
description of all lists.
I sent for this file and both ATARI8-F shows it as being available and the
VERBINDX shows it available but I still get the error msg above.

2 > GET DDOT2DOC UUE
File "DDOT2DOC UUE" is not yet available.
Again both documents show it available but I get the above msg.

3 In the ATARI*-F list the 5th column over shows a FP or a P.. what does
that mean. I've tried looking the documentation over several times to
avoid sending you a silly note asking for something that is already
explained and I can't for the life of me see the explaination.

4 The files that show a size of 0 I assume means they are somewhere but not
on TCSVM. Can they be put online or should I look elsewhere for them?

Sorry to bug ya with all these questions but I am new here and I just need
to get a handle on things. Thanks for your time and patience.

__mike

1918. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-08 01:06:42 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <14400@cup.portal.com>
Source record: 116072
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

RE: ZMAG (AND OTHER MAGS)

Usenet is not supposed to be used for commercial advertisements. Having checked the issues of Zmag that I have, I found that they do contain some advertisements and therefore shouldn't be posted. So that alone should limit the discussion of posting it here or in a new newsgroup.

Ordania-DM
@cup.portal.com

1919. Vintage Atari 800 Complete System for SALE !

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-08 17:36:15 UTC
From: pipprg@jhunix
Message-ID: <688@jhunix.HCF.JHU.EDU>
Source record: 116073

Keywords:

Greetings fellow netters... Have I got a deal for YOU !

For $ 750 (negotiable), This is what you get:

Atari 800 home computer, 48 K, GTIA graphics chip
Indus GT 5.25" disk drive
Star SG-10 dot matrix printer
Atari 850 interface module
Atari 830 A/C modem (300 baud)
Commodore 1702 composite color monitor with audio amp
Atari 410 program recorder
Atari Artist drawing pad
Wooden computer desk
BASIC, TELELINK, STAR RAIDERS, PAC MAN, ATARI ARTIST cartridges
Tons of arcade-quality games on disk

If you think you would like to buy this package-deal, please
call me:

(301) 659-6258 (Work 7:00 a - 3:30 p EST) or
(301) 922-4956 (Home anytime after 4:30 p)

Ask for Larry.....

1920. Re: Atari 800XL Parallel Bus Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-08 18:07:11 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <4418@ihlpe.ATT.COM>
Source record: 116074

From article <1711@quanta.eng.ohio-state.edu>, by DAVISM@kcgl1.eng.ohio-state.edu (Michael T. Davis):

> I have heard of several people claiming to have the XL Addendum to
> the Technical Reference Notes, or some such thing. I would be very interested
> to know where one could pick these up. On the other hand, the manual that
> comes with the XE (at least the 130XE; I can't speak for the 65XE or the XEGS)
> included pin-outs for ALL the ports on the computer...nice touch.

The XEGS doesn't come with any technical information and of course it doesn't even have the XL bus (Parallel Bus Interface - PBI) coming out the back.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

FACT: A cat has more muscles in its tail than you do in your head.

1921. 4 SALE

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-08 23:31:00 UTC
From: JLK6906@TAMVENUS.BITNET
Message-ID: <8902090204.AA19416@ucbvax.Berkeley.EDU>
Source record: 116075

FOR SALE

The following items are offered for sale at the prices shown or the best
offer. All items are in good to excellent condition.

Atari 1050 disk drive
w/ US Doubler & Sparta DOS $ 90

BOOKS

Compute's Mapping the Atari $ 5
Atari Roots $ 5
Atari User's Guide $ 5
Your Atari Computer $ 2
How to Use Atari Computers $ 1
- Alfred's Handy Guides

All of the books are for the 8-bit Ataris (400/800/XL/XE).
I can be reached at the following:

BITNET: JLK6906@TAMSTAR THENET: TAMNSC::KROHN
Voice: (409)-845-7551 (0800 to 1700 Central time)

1922. Re: Atari 800XL Parallel Bus Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-09 17:23:14 UTC
From: dlm@druwy.ATT.COM
Message-ID: <3806@druwy.ATT.COM>
Source record: 116076

in article <1711@quanta.eng.ohio-state.edu>, DAVISM@kcgl1.eng.ohio-state.edu (Michael T. Davis) says:
> Both MAPPING THE ATARI (Revised Edition -- which I refer to as MTA+)
> and the articles themselves (ANTIC) portrayed the diagrams/information as
> pertaining to the XL bus (known as the Parallel Bus Interface - PBI). No
> where in the articles is the 1090 even mentioned. BTW, MTA+ says the
> information is from the ANTIC articles. ANALOG also had an article on
> adding 2K (of static RAM) to a 600XL. I did discover a difference between
> the pin-outs in the ANTIC article(s) and the ANALOG article. (I suspect that,
> in fact, the pin-out from the ANTIC article WAS the 1090 pin-out, and the
> pin-out in the ANALOG article was from the PBI, itself. Can anyone confirm/
> disprove this?)
The Antic articles were definitely about the 1090, they worked
on it. Unfortunately they didn't state in the article that the
information was for the 1090 not the PBI. All the information on the
software interface applies to both the 1090 and to the PBI.
Synapse Software received one of the beta test 1090s with a 64K
RAM card and 80 column display card, they sent it and the docs to me
when I was working on SynFile release 2 (a special version for expanded
XLs and the 1450XLD). The only real problems with the 1090 were the
size and the projected cost. Unfortunately it died along with the 1400
and 1450 when Warner sold Atari.

> I have heard of several people claiming to have the XL Addendum to
> the Technical Reference Notes, or some such thing. I would be very interested
> to know where one could pick these up.
Warner Atari had re-written the Technical Reference Notes for
the XL series. The draft copies I looked at were very nice, spiral
bound, with a lots of examples and a very well commented OS listing.
Another victim of the sale, they were never published.
There were also some short (<50 pages) manuals on the XL
hardware and OS. Some developers and software houses (Synapse, EA,
Broderbund, etc) got copies. As far as I know those manuals are the
only "official" doc that was ever released.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM
dlm@druwy.ATT.COM

1923. Re: The ZMAG/ST Report Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-10 11:29:11 UTC
From: RCH@cup.portal.com
Message-ID: <14505@cup.portal.com>
Source record: 116077
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Anyone else notice that we could have already posted several copies
of Zmag to the net in the space we've devoted to debating it...?

-Ric Helton RCH@cup.portal.com Freestyle BBS 404/546-8256

1924. Re: Atari 8 archives

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-10 11:36:42 UTC
From: RCH@cup.portal.com
Message-ID: <14506@cup.portal.com>
Source record: 116078

When I requested a file list from the archive server, the printout it sent me was riddled with holes and promises.... and a few pieces of software that unfortunately have been in my library for a while.....

Do the archives accept uploads? :-)

-Ric Helton RCH@cup.portal.com Freestyle BBS 404/546-8256

1925. TRAK Drive Data Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-10 17:02:00 UTC
From: hamilton@HUDSON.DEC.COM
Message-ID: <8902101704.AA01690@ucbvax.Berkeley.EDU>
Source record: 116079

Does anybody have information on a TRAK drive?

I just obtained a TRAK AT-D2 drive which has a printer port built in. The 'connector' at the back of the drive is an edgecard with 17 fingers on top and bottom. I went to RadioShack and got their printer cable for MOD I/II/III/IV which is a ribbon cable with an edgecard connector on one end and centronics-type on the other. The computer does not 'see' the printer.

TRAK is apparently out-of-business (no answer at phone number in manual and no listing when directory assistance was called). Does anyone have the printer port pinout for this beast?

1926. Atari 8-bit battery power supply

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-11 06:59:27 UTC
From: phh@uoregon.uoregon.edu
Message-ID: <3771@uoregon.uoregon.edu>
Source record: 116080
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Summary:
Expires:
References: <2650@udccvax1.acs.udel.EDU> <13428@cup.portal.com> <13552@cup.portal.com>
<3117@silver.bacs.indiana.edu> <14505@cup.portal.com>
Sender:
Reply-To: phh@drizzle.UUCP (paul henry harrison)
Followup-To:
Distribution:
Organization: University of Oregon, Computer Science, Eugene OR
Keywords:

Hello! I have tried to post this once before. I believe it was destroyed.
I am looking for information on constructing a battery-powered, portable
130 XE. The main problems I face are the power input and the Video output.
It is possible that I will be able to use it will emplaced video screens,
therefore that part is not as essential as the battery power.

I would like to be able to use a set of 9 volt, C, or D batteries
(preferably 9 volt), to power a 130XE computer. Any plans or (preferably)
schematics for such a device would be, to say the least, greatly appreciated.

Internal power supplies would be best.

On the subject of video output, any form of output to a low-power LCD
screen (such as used in the Toshiba 1100 and other, similiar Laptop
machines) would be wonderful!

Thank you for any help you can give.

||| Disclaimer: I am in no way affiliated with either Atari Corp.,e
||| , or any other group or organization that might not
||| agree with my opinions.
/ | \
| _

1927. Percom RFD-44

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-11 20:10:23 UTC
From: jac423@leah.Albany.Edu
Message-ID: <1555@leah.Albany.Edu>
Source record: 116081

A while back I posted a message about the percom drive and porgramming the controller to understand enhanced density. Well, I was told that it could be done. No I am requesting any info anyone may have on the percom controller. I can find my info on the controller, so I am not reallly able to start. If anyone has attempted such a project please let me know.. Thanx..

Jules

1928. Re: Atari 8 archives

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-12 06:06:18 UTC
From: andrewh@dasys1.UUCP
Message-ID: <8680@dasys1.UUCP>
Source record: 116082

Pardon my lack of experience, but can anyone give me instructions as to where and how I can get programs for my 8bit? I especially need a Uudecoder and a uuencoder--the versions of Yau and Yaue that I have appear to have bugs in them.

Also, does anybody else have trouble unarcing files using SuperUnarc that have been unarced on other machines? I archived text files (in the crunched format) on my UNIX machine, but upon getting them to my 8bit, they come out garbled. The problem does not appear to be in the file transfer process--I uuencode the file, dl the file using Ascii file xfer (I don't trust Kermit too much), then uudecode it. SuperUnarc can't even recognize the individual parts.

Any help would be appreciated. Gracias.

Andrew H.

1929. Re: Atari 8 archives

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-12 18:35:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19890212183513.9.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116083

Date: 10 Feb 89 11:36:42 GMT
From: imagen!atari!portal!cup.portal.com!RCH@ucbvax.Berkeley.EDU (Ric C Helton)

When I requested a file list from the archive server, the printout it sent me was riddled with holes and promises.... and a few pieces of software that unfortunately have been in my library for a while.....

Ok, here we go again. Please, everybody, I know you're all anxious, but things take (often unreasonable amounts of) time.

The state of the BITNET archives is as follows: The LISTSERV is up and running, and a small amount of the stuff in the Internet archives has been loaded into it. It does NOT, repeat NOT contain everything that it's supposed to yet. It's not possible for me to just shove everything into it, as I don't have direct access to the BITNET, and the LISTSERV software requires direct access for loading things into its database.

I have some volunteers to take over the work of inserting files into the archive, and we're currently working on getting the LISTSERV to understand that they're authorized to do so. When things get going again, I'll send another announcement.

Do the archives accept uploads? :-)

Sure, just send 'em to me. They'll get there eventually.

1930. Re: Atari 800XL Parallel Bus Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-13 14:48:17 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <4432@ihlpe.ATT.COM>
Source record: 116084

From article <3806@druwy.ATT.COM>, by dlm@druwy.ATT.COM (Dan Moore):

| The Antic articles were definitely about the 1090, they worked
| on it. Unfortunately they didn't state in the article that the
| information was for the 1090 not the PBI. All the information on the
| software interface applies to both the 1090 and to the PBI.
| Synapse Software received one of the beta test 1090s with a 64K
| RAM card and 80 column display card, they sent it and the docs to me
| when I was working on SynFile release 2 (a special version for expanded
| XLs and the 1450XLD). The only real problems with the 1090 were the
| size and the projected cost. Unfortunately it died along with the 1400
| and 1450 when Warner sold Atari.
|
|> I have heard of several people claiming to have the XL Addendum to
|> the Technical Reference Notes, or some such thing. I would be very interested
|> to know where one could pick these up.
| Warner Atari had re-written the Technical Reference Notes for
| the XL series. The draft copies I looked at were very nice, spiral
| bound, with a lots of examples and a very well commented OS listing.
| Another victim of the sale, they were never published.
| There were also some short (<50 pages) manuals on the XL
| hardware and OS. Some developers and software houses (Synapse, EA,
| Broderbund, etc) got copies. As far as I know those manuals are the
| only "official" doc that was ever released.
|
|
|
| Dan Moore

Dan,

Thanks for the background information. I always enjoy reading some of
the Atari history, especially from an 'insider'. You have been a real
credit to the Atari 8bit user community over the years and I appreciate
it. I'm only sorry to see that third party software companies have
virtually abandoned the 8bit market. I know that sales dictate the
direction a company takes, but from the users and User Groups that I am
involved with, I know that there is still a small but solid market if
anyone wants to take advantage of it.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

1931. ATARI science labs

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-13 20:11:58 UTC
From: jeepcj2a@tc.fluke.COM
Message-ID: <6945@fluke.COM>
Source record: 116085

Any comments on the ATARI lab kits? When I was in San Antonio last week,
a Federated salesman gave me a flyer from a store that had the starter kit
(temp probe) and light kit togather for $29.95. My wife uses our 400 in her
Kindergarten class. The kits say 16k cartridge. Will the kits work on the 400?

--
jeepcj2a@tc.fluke.COM Dale Chaudiere (206) 356-5894
. John Fluke Mfg. Co., Inc.
/! _. P.O. Box C9090, M/S 272G
'o"""o` Everett, WA 98206 USA

1932. If you aren't Albert@pco-multics.hbi.honeywell.com, hit 'n' now

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-14 17:25:50 UTC
From: phil@calvin.EE.CORNELL.EDU
Message-ID: <941@calvin.EE.CORNELL.EDU>
Source record: 116086

above address bombed, so ...

A while ago, you posted an offer from Paul Walters concerning an Atari
8-bit serial interface which he was making available to the net. I
need to find out if he received my letter requesting that info; reply
by e-mail to the address below so I can talk directly to you (and hopefully
to Paul) about this.

Phil Erickson Space Plasma Physics Upson Hall Cornell University
Ithaca, NY 14853
ARPA: phil@calvin.ee.cornell.edu (ethernet 128.84.236.32)
UUCP: {rochester,cmcl2}!cornell!calvin!phil

1933. paddles & PC's

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-15 14:33:25 UTC
From: slackey@bbn.com
Message-ID: <36030@bbn.COM>
Source record: 116087

A few questions...

This went around a while back (or was it in the ST group)... I would like to exchange ASCII files between the 8-bit and a PC. Is this possible? I have a 1050 and an XF551.

Also... I read that using the paddles in quick-scan mode as opposed to normal involves just setting a bit in one register. It is really that simple?

-Stan

1934. Re: Atari 800XL Parallel Bus Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-16 03:11:38 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270017@hpclkms.HP.COM>
Source record: 116088

/ hpclkms:comp.sys.atari.8bit / dlm@druwy.ATT.COM (Dan Moore) / 9:23 am Feb 9, 1989 /
> The Antic articles were definitely about the 1090, they worked
>on it. Unfortunately they didn't state in the article that the
>information was for the 1090 not the PBI. All the information on the
>software interface applies to both the 1090 and to the PBI.

Thanks for a definative answer. Now for the REAL question. Where can I
get docs on the Parallel Bus in the XL (or the XE for that matter)?

>> I have heard of several people claiming to have the XL Addendum to
>> the Technical Reference Notes, or some such thing. I would be very interested
>> to know where one could pick these up.
> Warner Atari had re-written the Technical Reference Notes for
>the XL series. The draft copies I looked at were very nice, spiral
>bound, with a lots of examples and a very well commented OS listing.
>Another victim of the sale, they were never published.
> There were also some short (<50 pages) manuals on the XL
>hardware and OS. Some developers and software houses (Synapse, EA,
>Broderbund, etc) got copies. As far as I know those manuals are the
>only "official" doc that was ever released.

I have a short addendum to the Tech Ref manuals that discusses the XL.
I believe I sent Atari $12.00, and they sent me a book with some
info on the new features of the XL OS. I also think it was mostly oriented
towards the 1200XL. However, I don't remember anything about the PBI.
(I don't think the 1200XL had the PBI, but I can't remember.)
I also don't know if the book is still available. I got this a few years
ago.

Ken Sumrall
ken%hpclove@hplabs.hp.com
...!hplabs!hpclove!ken

1935. Re: Atari 8-bit battery power supply

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-16 03:31:35 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270018@hpclkms.HP.COM>
Source record: 116089

/ hpclkms:comp.sys.atari.8bit / phh@uoregon.uoregon.edu (paul henry harrison) / 10:59 pm Feb 10, 1989 /
>I am looking for information on constructing a battery-powered, portable
>130 XE. The main problems I face are the power input and the Video output.
>It is possible that I will be able to use it will emplaced video screens,
>therefore that part is not as essential as the battery power.
>
>I would like to be able to use a set of 9 volt, C, or D batteries
>(preferably 9 volt), to power a 130XE computer. Any plans or (preferably)
>schematics for such a device would be, to say the least, greatly appreciated.

Gook luck. Your gonna need it. The problem is that the 6502 CPU in the Atari
is made in NMOS technology. NMOS is not the power miser that CMOS is. I don't
know this for sure, but I suspect that all of the major chips in the 130XE use
NMOS. I do know that the power supply for the XL and XE computers is rated at
5 volts, 1.5 amps. Small batteries aren't made for such a high current draw.

A 9 volt battery definately will not suffice. When my power supply blew
~2 years ago, I went to Radio Shack and bought a 6V lantern battery, and hooked
it up to the power connector directly. This only gave me about 5 hours total
usage before it started dying. As it died, the voltage dropped, and I had to
constantly adjust the color trim pot to keep the background color blue.
So, if you want battery power, you will need 2 things:
1) A BIG battery. It should have a larger Amp-hour capacity than the lantern
battery I used.
2) A voltage regulator, unless you don't mind constantly adjusting your color
trim pot as the voltage drops. :-)

Unfortunately, a battery powered Atari is not a reality.

>On the subject of video output, any form of output to a low-power LCD
>screen (such as used in the Toshiba 1100 and other, similiar Laptop
>machines) would be wonderful!

Again, this is not meant to be. The GTIA chip only puts out NTSC video
(in the USA), and I don't think there are any NTSC compatable LCD screens
readily available. If anyone knows of any, please let me know.

Ken "I want a CMOS Atari" Sumrall
ken%hpclove@hplabs.hp.com
...!hplabs!hpclove!ken

1936. Atari 850 help

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-17 18:25:53 UTC
From: phil@calvin.EE.CORNELL.EDU
Message-ID: <950@calvin.EE.CORNELL.EDU>
Source record: 116090

I'm in the process of building an 850 interface lookalike, but I need
to know the various commands that an applications program would send to
the 850 handler (i.e.
XIO 34,0,etc.)
and their meanings (as in what bit in the aux bytes sets what). Not having
access to someone who owns an 850 manual, all I know is what I can glean
from the source code for some terminal emulators.
I want to write a handler for my interface that is identical to the 850's
from a terminal emulator's point of view, for compatibility reasons;
thus, the desire for a list of all the valid 850 commands and the
meaning of the AUX bytes associated with them.

If anyone on the net has an 850 manual lying around and could e-mail me
the codes located in there (under "programming info", I suppose), I would
be very grateful.

Thanks in advance,

Phil Erickson Space Plasma Physics Upson Hall
Cornell University Ithaca, NY 14853
ARPA: phil@calvin.ee.cornell.edu
UUCP: {rochester,cmcl2}!cornell!calvin!phil

1937. Re: Atari 8-bit battery power supply

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-18 02:47:11 UTC
From: cs4521as@ariel.unm.edu
Message-ID: <4439@charon.unm.edu>
Source record: 116091

```
From the number of flames and people wanting Python lore,
perhaps it's time to call for discussion rec.arts.monty-python?

___________________________________ _________________________
/ They're growing mechanical trees \/ cs4521as@ariel.unm.edu \
| they grow to thier full hieght, /\_________________________/
| then chop themselves down... \/ The Analog Daemon \
\_____________________________________/\_________________________/
```

1938. XEGS carts

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-20 01:45:05 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Feb.19.20.45.03.1989.8179@topaz.rutgers.edu>
Source record: 116092

Once again I'll ask about XEGS carts...

The recent issue of Analog has capsule reviews of "currently
available" XEGS carts. Unfortunately I have yet to see *many*
of them anywhere on New Jersey shelves (ie- Crossbow, Dark Chambers,
Crime Busters, Airball, etc). So the question is - Are these games
actually available at this time anywhere in the country, or is
Analog just getting my hopes up once again? Also, does anybody know
of a good mail-order house that carries XEGS carts?

-Ray

wilmott@topaz.rutgers.edu

1939. HELP! Need to transfer files off Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-20 16:46:25 UTC
From: bartlett@maxzilla.Encore.COM
Message-ID: <4945@xenna.Encore.COM>
Source record: 116093

Help!

We gave my brother a Macintosh for Xmas, and I promised him (without understanding the details of how) that I would get his text files converted from his Atari 800XL onto the Mac. WELL... I discover this is not as easy as one might believe ..

I have here two boxes of disks, his files, in ASCII format (some format that Atari lets you put files into ...). I have not yet bitten off the job of building a serial line interface from the atari onto some other system.

Here it is. If you can help me, lets work out a deal. I can deal with this text on IBM-PC, Mac (final destination) or Unix tar tape. If you can get it from Atari 5 1/4 disk into one of these other forms, I will pay some bucks, and be most grateful, all at the same time.

Please drop a note or call.

John Bartlett UUCP: {necntc,talcott,bu-cs,decvax}!encore!bartlett
Encore Computer Corp. Internet: bartlett@multimax.ARPA
257 Ceder Hill Street
Marlboro, Mass. 01752 N.E.Telephone (508) 460-0500

Opinions are not necessarily those of Encore Computer Corp.

1940. Re: HELP! Need to transfer files off Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-20 18:51:52 UTC
From: yehuda@solarium.CWRU.EDU
Message-ID: <501@cwjcc.CWRU.Edu>
Source record: 116094

In article <4945@xenna.Encore.COM> bartlett@encore.UUCP (John Bartlett) writes:
>Help!
[... stuff ...]
>Here it is. If you can help me, lets work out a deal. I can deal with this
>text on IBM-PC, Mac (final destination) or Unix tar tape. If you can get it
>from Atari 5 1/4 disk into one of these other forms,I will pay some bucks, and
>be most grateful, all at the same time.
>Please drop a note or call.
>John Bartlett UUCP: {necntc,talcott,bu-cs,decvax}!encore!bartlett
>Encore Computer Corp. Internet: bartlett@multimax.ARPA
>257 Ceder Hill Street
>Marlboro, Mass. 01752 N.E.Telephone (508) 460-0500

I hate to say this but me too! I need to get text files from
my atari 800[xl] to either an IBM, Mac, or Un*x system. I have
stuff in dos II dos III and a bit of stuff in almost any atari dos --
but I can transfer back and forth. I too am willing to pay some bucks,
and will be grateful. So if you can help John, help me too.
Thanks,
Gil Yehuda 2415 Milton Rd.
University Hts. OH 44118 (216) 381-1910

Y. Gil Yehuda gil@bach.ces.cwru.edu yehuda@skybridge.sdi.cwru.edu

Artificial Intelligence major under UGSP.

1941. Transfer files

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-21 18:47:20 UTC
From: elixir@m-net.UUCP
Message-ID: <2921@m2-net.UUCP>
Source record: 116095

If you still need help converting let me know..
I have access to both an atari 8bit and an st which I can use to transfer to an ibm type disk.. Is 3.5 disk format good enough? If not then I can get it to 5.25 somehow I am sure..
You can send me the disks and return postage and I will do it for you..
If upon return of the disks you got what you wanted you can send me what you feel it was worth it to you to get it transfered over..
My uucp address
elixir@m-net.uucp

My us postal address
Rodney Fulk
1220 Hamilton NW
Grand Rapids, MI 49504

PS. I only have a us doubled 1050 drive available so if its double sided it will be a bit harder..

1942. Re: XEGS carts

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-21 18:55:04 UTC
From: clf3678@ultb.UUCP
Message-ID: <374@ultb.UUCP>
Source record: 116096

I don't know about the other carts, but I do know that Dark Chambers has not been released yet.

There was an ad in the newspaper a month or two ago for XEGS carts, and a large number of the ones you mentioned were advertised, including Dark Chambers. However, they had a small notice in one section of the paper saying that "due to the manufacturer's ability to ship, Dark Chambers is inavailable".

=cf=

PS: What exactly is Dark Chambers about?

1943. Re: HELP! Need to transfer files off Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-21 19:00:12 UTC
From: clf3678@ultb.UUCP
Message-ID: <375@ultb.UUCP>
Source record: 116097

It's pretty easy to transfer the files.

What I did was to get a hold of an old R-verter interface (a really cruddy modem interface for the 8-bits), and reverse pins 2 and 3. Voila, instant null modem cable! It hooks up directly to the 8-bit via the SIO port, and to the RS-232 machine (in my case an ST). Then just load up term programs and transfer the files to the Mac.

I'm not sure, but did you say that the Atari files are in ASCII? Did you use Atariwriter + to do this (CTRL-S I think). Then there should be no problems.

I might be willing to sell my null modem cable, complete with software. Leave me a mail message.

I forgot to mention that you need a modified term program for the 8-bit to do this transfer. Mine is a modified AMODEM 7.5 (or so) with a little fix by Bob Puff (of Diskcomm fame).

=cf=

A

1944. Re: HELP! Need to transfer files off Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-21 23:45:55 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <14919@cup.portal.com>
Source record: 116098

RE: xfer of 8bit text files to other computers...

The easiest way to do this is to upload the text files to the net, or a BBS and then download them. (On the net send them as mail to yourself, same for a BBS.)
ALL the other ways to do this involve some expensive hardware, except for building a null modem cable to go between the computers and then you have to know the exact port configs and write some software for the xfer.

Good Luck
Ordania-DM
@cup.portal.com

1945. Re: HELP! Need to transfer files off Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-22 00:48:44 UTC
From: RCH@cup.portal.com
Message-ID: <14923@cup.portal.com>
Source record: 116099

To the people needing to transfer files.... All you need to do is get a modem
for the Atari. You can pick up a 300b modem for $30 or less mail order,
with software, and then upload to any PC or even to PORTAL for downloading.
If these are unapplealing, send me the Atari disk, and the IBM disk, and
I will transfer them for you!!! :-) I can always use extra ca$h!

-Ric RCH@cup.portal.com

1946. Re: HELP! Need to transfer files off Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-22 05:35:56 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <14936@cup.portal.com>
Source record: 116100

Transferring files from an 8-bit Atari to another computer CAN be fairly simple..

A lot of it depends on the equipment you have available. If you still have the 8-bit Atari *and* a working modem setup, you're home free... you can use the modem to transfer the files to the other computer and its modem.

Set one computer up at one house and the other at another, then use any good terminal program to call up and upload the files. If you have two telephone lines in the same house, even better. Just call the other line with the other computer on that line. (This is how my 800 talks to my ST)

If you have an Atari 850 Interface, or a P:R: Connection interface for the 8-bit Atari, you can dispense with the modems and use a "Null-Modem" device to connect the computers directly together. All a Null-Modem is, is a connector that routes the Send and Receive lines to the proper places. I'm not sure, but Radio Shack might have them..

Another thought.. before you spend any bucks, there might be a local Atari users' group nearby which could help you.. Email me your city, and I can try to look up the closest group.. these mutual support groups will often go out of their ways to help people in just these situations..!
(I know... I do it all the time for my user group)

BobR

1947. Re: Transfer files

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-22 14:53:16 UTC
From: slackey@bbn.com
Message-ID: <36256@bbn.COM>
Source record: 116101

I was one of those asking about writing IBM-compatible disks on the 8-bit. No one seems to have a way of using unmodified hardware, even with an XF551 disk drive. I really need to do this if possible, as the 8bit is at home and the PC is at work, and I would prefer not to use asynch as I don't have a modem.

I have the atari tech notes coming in the mail (finally), and hopefully will be able to figure out how to do it myself. Anybody know how to get docs for the IBM PC/MSDOS (preferably for free?)

Wish me luck. -Stan

1948. Re: XEGS carts

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-22 20:15:26 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <4489@ihlpe.ATT.COM>
Source record: 116102

From article <374@ultb.UUCP>, by clf3678@ultb.UUCP (C.L. Freemesser):
> I don't know about the other carts, but I do know that Dark Chambers has
> not been released yet.
>
I was just at out local User's Group Monday evening and our resident software supplier has several new cartridges with him (that I had never seen before). They were:
Dark Chambers
Into the Eagles Nest
Crystal Castles
Mario Brothers
Crime Busters (needs light gun)
>
> PS: What exactly is Dark Chambers about?

Our supplier let us demo two of the cartridges. The first, Dark Chambers, is a 'Temple of Apshi' type of maze game with 30 some levels (rooms). It can be played at three different skill levels and seemed very nice.

The second games was Crystal Castles, which seems like a nice game for children in that it has a cute sticky bear figure and doesn't require lightening quick reflexes. We didn't spend much time with this one because the meeting was winding down and people were leaving.

He was selling for Dark Chambers for about $32.95. Crystal Castles wasn't quite that high. When Atari first mentioned all the new cartridges that they were coming out with, they were supposed to be in the $19 - $24 range. What happened? Maybe they think they can get more because Nintendo cartridges are more expensive. All I can say to Atari is: (in the words of Lloyd Bensten) "I have played Nintendo games and these are no Nintendo games".

That criticism aside, I am glad to see that the dam is busting loose and cartridges are arriving. I'm looking forward to seeing Crossbow and Air Ball.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

1949. Re: XEGS carts

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-22 23:32:41 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <14958@cup.portal.com>
Source record: 116103

>=cf=
>
>PS: What exactly is Dark Chambers about?

Matt Ratcliff left a fairly detailed review of the Dark Chambers XEGS cartridge on the 8-bit Atari Forum on CompuServe..

Apparently it's a multi-level "Dungeon Adventure" type game.. it sounded pretty good from what he said about it... I hope it's released soon, as it's about the ONLY one of all the cartridges released recently that is a truly NEW game..

BobR

1950. Re: Transfer files

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-23 05:57:04 UTC
From: ajy2208@ultb.UUCP
Message-ID: <378@ultb.UUCP>
Source record: 116104

If anyone still needs help in transfering files from the Atari 8-bit to Macintosh, IBM, ST, and Amiga formats, I can help. I have a program that will convert text files among various computers and I have a ton of hardware to assist me. I also have access to IBM's, Macintoshes and Amigas (I'm at college), as well as ST's (my roommate has a Mega ST2).

If you would like help, call me at 716-475-4088. I run a bulletin board from this number, so if you don't have a modem, then contact me at one of the electronic addresses below, preferrably through BITNET.

Adios!

Albert Yarusso,

BITNET: ajy2208@ritvax.bitnet (preferred)
Usenet: ajy2208@ultb.rit.edut

1951. Re: HELP! Need to transfer files off Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-23 15:00:51 UTC
From: rcc9885@ultb.UUCP
Message-ID: <379@ultb.UUCP>
Source record: 116105

One thing that everyone keeps forgeting is the fact that the 8 bit doesn't store ascii quite the same way as a Mac or IBM does. Unless these files where already converted, then the will have to have the atascii returns converted to ascii returns. Even if they program you used said "save ascii" it may still have used chr$(155) for a carriage return.. I wouldn't jump to conclusions on how "easy" converting files from one computer to another is. Escpecially if it going from on program to another. (say Synfile to Paradox) They may both save ascii, but that doesn't mean that the ascii files are compatiable..

1952. Re: HELP! Need to transfer files off Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-23 18:10:28 UTC
From: lanzki@infoac.rmi.de
Message-ID: <450@infoac.rmi.de>
Source record: 116106

I've a null-modem-cable between my 800XL and my ST. So I can sawap files between theese se computers. If this can solve your problem , please drop me a note.

greetings Juergen

Juergen Lanzki RMI Net , Aachen, West-Germany

UUCP: lanzki@infoac.rmi.de ...!unido!rmi.de!infoac!lanzki

1953. Re: HELP! Need to transfer files off Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-23 18:45:51 UTC
From: meadb@tramp.Colorado.EDU
Message-ID: <6890@boulder.Colorado.EDU>
Source record: 116107

I agree with the general idea of the discussion, all the things that
have been suggested hardware wise look good, but my experience with
atari 8bit terminal programs is that they don't mesh with the terminal
programs of other computers. My dad and I spent about 4 hours engineering
a program on the atari that would send a syn file program over to an Amiga
database (True they were different types of applications, but the data files
were almost exactly the same.) After that he spent hours trying to
get the database to accept the data our atari had sent it. The moral
of the story? Well if you are really set upon sending data from one
computer to another you can, but it is harder than it sounds.

____
Mead@tramp.colorado.edu	In this day and age there isn't any
Use reply for usenet	Such thing as NORMAL.

1954. Re: XEGS carts

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-24 19:07:45 UTC
From: clf3678@ultb.UUCP
Message-ID: <381@ultb.UUCP>
Source record: 116108

Isn't it feasible that Atari has to hike up the prices on some carts because of the cost of royalties to publish these games? I mean, games like Crossbow and other non-Atari created games will cost Atari $$$. Still, Atari games are the lowest priced carts on the market. However, seeing that you can get older 800/XL/XE carts for $3 each from mail order houses, paying $30 for a carts, no matter how good it is, seems a waste.

=cf=

BTW, a question for the techies: I've got a 600xl that I have been thinking about upgrading to 64k (I only use it to play a few carts right now). If I buy the 1064 expansion module, will it give me TOTAL compatibility with the 800xl? What I mean is, will the computer act just like a 600xl, or because the memory is in a "different" place, will I have problems running >16K programs?

1955. Re: HELP! Need to transfer files off Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-25 16:43:28 UTC
From: RCH@cup.portal.com
Message-ID: <15093@cup.portal.com>
Source record: 116109

In reference to the ATASCII C~R 155 v. ASCII CR 12 (or 13?)...

I have a very good shareware program called SDVERT.COM that runs under SpartaDOS 3.2. It will convert the CR/LF sequence from one form to any other, for about 5 different types of machines... it will strip out the ATASCII 155 and replace it with either an ASCII CR, or LF, or both.

If you need it, send me net mail....

-Ric Helton RCH@cup.portal.com
-Freestyle BBS 404/546-8256

1956. 6502 Books for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-25 17:16:42 UTC
From: trm@io.UUCP
Message-ID: <966@io.UUCP>
Source record: 116110
Cross-posted to: misc.forsale,comp.sys.atari.8bit

Best offer accepted for the following titles!

*** 6502 Books for Sale ***

Beyond Games: Systems Software for Your 6502 Personal Computer - Skier
6502 Software Design -- Scanlon
Programming the 6502 -- Zaks
6502 Assembly Language Routines -- Leventhal/Saville
6502 Assembly Language Programming -- Leventhal
Programming & Interfacing the 6502, With Experiments -- DeJong

*** ATARI specific Books ***

Advanced Programming Techniques for you Atari, Including Graphics
and Voice Programs -- Schreiber
Atari Playground -- D'Ignazio
Compute's Second Book of Atari
The Atari Assembler -- Inman/Inman
Inside Atari Dos -- Wilkinson
De Re Atari

I can be reached at home (617/734-1507) or at the work number listed
below.

...!{mit-eddie,bbn}!ileaf!trm Tom Madigan, Interleaf, Cambridge, Ma
...!sun!sunne!ileaf!trm (617)577-9813 x3438

1957. High-frequency hum when using Concurrent I/O

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-26 18:02:42 UTC
From: charles@c3pe.UUCP
Message-ID: <6542@c3pe.UUCP>
Source record: 116111

Ever since I started using my terminal emulator, I have noticed a medium- to high-pitched hum when it starts up concurrent I/O mode. Unplugging my ICD P:R: Connection makes the sound go away, which leads me to believe it is being generated by the serial interface, and not by the 800XL CPU.

Has anyone else been bothered by this? How about 830 owners? Is there a fix?

Please Email replies and I'll summarize.

Thanks, Charles Green charles%c3pe@decuac.dec.COM
--
"There's something strange in your CPU ... Who ya gonna call? WORMBUSTERS!"
Charles Green, C3 Inc charles%c3pe@decuac.dec.com
ex::!echo Gotcha: (vi modeline test - is your system secure?)

1958. Transferring files, ATASCII <--> ASCII, et al

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-26 18:59:14 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <15132@cup.portal.com>
Source record: 116112

Gentlemen, gentlemen, gentlemen...

Really. Such fuss: "modify the hardware;" "write your own software;"
"set up one computer at one house, the other at another;" etc etc.!

Those who suggest a null-modem cable are on precisely the right track,
but are unnecessarily complicating the matter by crying the alarm over the
ATASCII EOL (CHR$(155)) character vs. ASCII CR-LF sequence, in the matter
of text files.

All you need do, once the null modem cable is in place and "ready to go,"
is use a terminal program that includes a file-transfer protocol AND, on
the Atari side, the capability to distinguish between "binary files, no need
to 'convert' CR/LF and EOL", "text to be converted," and possibly "text to NOT
be converted (e.g. what people keep saying AtariWriter+ can generate with
what, the Control S option? I may be wrong here)."

I know whereof I speak, also: I regularly transfer all types of files: Atari
text, non-Atari text, Atari binaries, and non-Atari binaries, FLAWLESSLY back
and forth between my Atari XL and my Amiga 1000, through a null-modem cable,
at speeds up to 9600 baud, using Kermit protocol.

Kermit allows you to set "file type" to "binary" or "ascii (or 'text')" --
and, on the Atari implementation of "Kermit65," to "ATASCII" ! (There's even
a nice doc file for Kermit65 that spells out quite nicely just WHEN you need
to use each setting.)

Personally, I recommend running Kermit65 on your 8-bit Atari, and whatever
Kermit is available/necessary for the 'other' computer. It exists for nearly
EVERY computer I've ever encountered: Vax/VMS mainframes, Unix machines (most
if not ALL flavors), Mac, IBM PC, and of course Atari. (Kermit65 for the
Atari, incidentally, is frequently posted to this very newsgroup, if you've
managed to miss it so far.)

The *ONLY* kludge necessary as far as hardware is concerned, is that you need
"something" to make the Atari serial-I/O port compatible with a "standard"
RS-232 port. I use the 850 Interface Module with the usual Interface-Module-
9-pin-jack-to-RS232-25-pin-jack cable on the Atari side, and straight into
the back of my Amiga on the Amiga side. Basically, get your Atari and the
"other" computer into whatever configuration WOULD NORMALLY allow you to plug
an off-the-shelf modem onto each, and then instead of plugging in a modem,
connect the null-modem cable. This works BEAUTIFULLY, from personal and
immediate experience. (In fact, I now do all my BBSing and mainframe/Net
chatting with the Amiga, including downloading any Atari binaries -- then I
transfer 'em over to the Atari later, offline.)

Good luck, all, and write me here if you need any details. I haven't had a decent chance to help people with computer questions since I graduated from college and had to take a real job, so I'm eager to assist!

Chris Chiesa

By the way, to 'bartlett' who originally posted here: did you receive my two multi-page E-mail messages regarding details of null-modem cable construction, sent from 'cfchiesa@bsu-cs.UUCP', or do I need to send them again? Same question to 'yehuda@solarium', I sent them to YOU too.

1959. SpartaDOS X question

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-28 00:47:00 UTC
From: BIW109@URIMVS.BITNET
Message-ID: <8902280051.AA03433@ucbvax.Berkeley.EDU>
Source record: 116113

Over the past weekend I baught the new SpartaDOS X cart. and have
a question about it. It is supposed to support the 1050 drive with
the UD Doubler (among other drives). Naturally, I wanted to see how
much faster the us doubler was (up to now, I have only used the doubler
double density with MYDOS). I formatted a disk with the high speed
sector skew (in SpartaDOS format). I couldn't use the copy command to
move files onto the disk (it doesn't support disk swapping) so I had
to use the menu command (actually I have two drives, but one is at home
on a make-shift computer and the other one is at school on the 'real'
computer). I put a machine language program onto the disk, and it did
seem to write it real (put that in itallics) quick. Great, I thought,
and tried to run it. Well, it loaded and then just sat there (great,
the worlds most advanced paperweight). I thought I must have done
something wrong, because the program runs just fine off of the atari
dos disk. I reformatted the disk, only this time I used the atari
format instead of the Sparta format (but I still used the high speed
sector skew). It worked, but I didn't get the high speed loading...
Also, in both cases the file was shortened when it was copied. I know
it is probably because the file was appended, the only problem is that
when I tried to copy it onto the Sparta format disk, it was shortened
MORE than when I copied it to the atari format disk.(?) I would greatly
appriciate any help on this problem. One of the main reasons I wanted
the cart. is for the high speed data transfer, aside from all of the
goodies in it. Now might be a good time to bring up an old plea, if
anyone has a schematic for the 1200xl (ACK!) I would be willing to trade
some dead presidents for a copy of it....
Many thanks
Raymond Courtois
Bitnet: Biw109@URIMVS

1960. OmniCom at 2400 bps?

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-28 19:37:57 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <3109@ihlpm.ATT.COM>
Source record: 116114

I have a question for users of the OmniCom 80-column VT100 terminal emulator. (I know that there are some of you out there!) Anyone who knows how to set up an 850 for different RS-232 speeds may be able to help, too.

I have been using OmniCom for several years now, and recently acquired the standalone ("shareware") version. I want to "upgrade" to a 2400 bps modem, but _will OmniCom work at 2400 bps?_ The documentation says that the program may have trouble handling continuous incoming characters at _1200_ bps, if there are no pauses (say, between "screenfuls" of lines), under some conditions. (It also says that OmniCom will use ^S (X-OFF) / ^Q (X-ON) flow control to keep from losing characters. Of course, if the host computer takes too long to respond to ^S, characters will be lost.) I have never experienced a problem like this at 1200 bps. Also, I seem to recall David Young (CDY) saying (a year or two ago? sometime before he "retired," anyway) that he had been working on improving OmniCom's speed, even to handle 2400 bps.

If it will work at 2400 bps (even with possible occasional loss of characters, but I would hope that file transfer, i.e. Xmodem and Kermit, work OK), does anyone know what to set the 850 I/O parameters (or whatever they're called) for 2400 bps? OmniCom has no speed setting for 2400, only 300, 1200, or "custom" for user-specified I/O control parameters for the 850. I imagine that any program that sets up an 850 for 2400 bps would have to use the same (or similar) values.....

I want to know if 2400 bps will work before I spend money on a 2400 bps modem (I suppose I could try to borrow one, but I still would like to know if there is any hope of success.)

Thanks in advance for any help or information.

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1961. Status of GOE Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1989-02-28 20:01:08 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <3110@ihlpm.ATT.COM>
Source record: 116115

I have read and heard that the Diamond graphical environment cartridge (for the 8-bit Atari computers) has been shipped in small quantities (several hundred). Does anyone know if the GOE cartridge (from Total Control Systems, that is, David Sullivan) has been shipped to anyone yet? (Do any reviewers, etc. have it? My impression, from reading various reviews and articles on these two competing graphical environment systems, is that GOE _may_ turn out to be superior to Diamond, if Sullivan could just get it out the door!)

I know that in the Feb. [correct month?] issue of Atari Interface Magazine (formerly Michigan Atari Magazine), there is a full-page ad for GOE. (No, I didn't read it, I "talked" on-line with Pattie what's-her-name of Unicorn Publishing.) I am supposedly on TCS's mailing list, which means I may get some info about GOE soon, if it has shipped. But, does ANYONE actually have one (even as a review copy)? If so, I (and the members of my local user group) would like to hear anything you can tell us about your impression of GOE. (Or tell us what issue of what mag. your review will be published in and we'll _buy_ it!)

Thanks in advance,

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

1962. Re: OmniCom at 2400 bps?

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-01 03:19:13 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2959@udccvax1.acs.udel.EDU>
Source record: 116116

I have used Omnicom at 2400 with little problem (though I normaly use Kermit65). The custom option lets you set your baud by the parameters of the set baud XIO command. I don't know the number off the top of my head, but you should be able to find it in your 850 manual. The only reason XON/XOFF has to be used is the slow 80-column screen handler. Scrolling is particularly bad since it has to move a whole screenfull of bits. This isn't a problem with Kermit and Xmodem since they don't print the data to the screen. Your best bet, if you can do it, is to configure the system you are calling to clear the screen as much as possible instead of scrolling as it will go much faster. XON/XOFF speed isn't too bad a problem unless you are going through a network or two that don't support it (transparant). Also, in case you are thinking of using a PLATO system in ascii mode, don't bother. Control-Q is SHIFT-STOP on PLATO, so everytime the screen scrolls a few times in a row you will get kicked out of whatever you are doing. Not a fun experience. You may also consider picking up Kermit65. Flow control is optional in K65.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

p.s. For those of you who noticed, I am in fact no longer isolated from the net. Now you all get to put up with me for another semester. ;-]

GD,TL,TR,AEE

1963. 1027 problems

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-01 17:01:41 UTC
From: russell@uhura.CS.WISC.EDU
Message-ID: <2345@puff.cs.wisc.edu>
Source record: 116117

I seem to be having problems with my 1027 printer. I use it (infrequently)
to print out Atariwriter files, but it seems to print garbage or nothing
for some lines until it warms up. The last time I tried to print out, it
took five or so runs before it shaped up, but this time it took twenty or
thirty and failed every now and then after I got it going, something it's
not done before. Does anybody know why it might act so oddly? Is there an
easy fix?

** | |
Russ Perry Jr russell@uhura.cs.wisc.edu "Feed my brain with your so ||||
5970 Scott St 824 Perlman, Sellery B called standards; who says || /
Omro WI 54963 Madison WI 53706 that I ain't right?"--Metallica /

1964. Citadel BBS

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-01 17:54:00 UTC
From: tdryder@instr.okanagan.bc.ca
Message-ID: <163*tdryder@instr.okanagan.bc.ca>
Source record: 116118

Does anyone out there have the Citadel BBS program for the Atari 8 bits?
Me and a friend of mine are trying to find it. We have looked almost everywher
e for it, Compuserve, INET, etc. If you know where I can get it, let me know.

Troy Ryder
TDRYDER@instr.okanagan.bc.ca

1965. Re: My SpartaDOS question...

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-01 23:39:00 UTC
From: BIW109@URIMVS.BITNET
Message-ID: <8903020006.AA18901@ucbvax.Berkeley.EDU>
Source record: 116119

I have fogured out how to get machine language programs to load
with the SpatraDOS X cart., but now I have run across a strange
problem I can't quite figure out. I put a vt100 terminal on a newly
formatted disk, and then I put a config.sys file on the disk with
the command COPY CON: CONFIG.SYS. I then ran the vt100 program with
the command X VT100.OBJ. I wanted to see if everything was ok, so
I logged onto the schools system and did an ascii capture. I also
wrote a default file and a macro key file to the disk for the terminal
program. I then got a directory of the disk. The ascii file I had
just captured was over 200 sectors long! I knew this was wrong because
it was only four or five screens worth.. I went back into dos and got
a directory, and the ascii file, the config.sys file, the macro, and
the default file were all over 700k long! Some simple arithmatic will
tell you that 4 700k files do not fit on a 180k disk... The terminal
program works, because I have been using it for a long time with MYdos,
and it works fine. What bothers me is that a file put there by sparta
dos it self didn't seem to work right... Aside from this problem, I
still can't get the terminal program to load with the faster data trans-
fer (the X command seems to dissable it..). If anyone can help me, it
would be greatly appreciated... Otherwise, I think the disk based
version of sparta dos is starting to look very good....
Thanks, Raymond Courtois
Bitnet: biw109@urimvs

1966. Re: 1027 problems

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-02 00:14:04 UTC
From: clf3678@ultb.UUCP
Message-ID: <387@ultb.UUCP>
Source record: 116120

Instead of trying to fix a 1027, you would be much happier trading it in.

Send the printer, plus $75 to Atari, and they will send you a brand new XDM121 daisy wheel printer. Although not well known, the printer is supported in AtariWriter+, and is quite capable. Considering the poor design of the 1027, an exchange is really the best way to go.

I'm not totally sure of the price, but maybe somebody from Atari can verify this.

=cf=

1967. Re: HELP! Need to transfer files off Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-03 05:03:55 UTC
From: Star-Raider@cup.portal.com
Message-ID: <15306@cup.portal.com>
Source record: 116121

Methinks the aforementioned problems dealt with the Atari text files being in ATASCI instead of ASCII... ergo the difficulty reading them even when transferring them over to a new medium. Before attempting to build the null modem cable and tranfer files, do yourself a favor and save the Atari files in standard ASCII format... otherwise you're asking for trouble.

1968. Re: SpartaDOS X question

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-03 14:29:14 UTC
From: gil@limbic.UUCP
Message-ID: <469@limbic.UUCP>
Source record: 116122

In article <8902280051.AA03433@ucbvax.Berkeley.EDU> BIW109@URIMVS.BITNET writes:
>I formatted a disk with the high speed sector skew (in SpartaDOS format).
>[...] [The program] seemed to write it real quick, [...] tried to run it.
>Well, it loaded and then just sat there [...]

Some programs (as you found out) just don't work when used with SpartaDOS.
The ones that don't are programs which attempt to call DOS routines directly
instead of calling them through Atari's standard I/O mechanism. Granted,
their software runs faster, but it is less than DOS-independent.

>I reformatted the disk, only this time I used the atari format instead
>of the Sparta format (but I still used the high speed sector skew). It
>worked, but I didn't get the high speed loading...

This is because the high speed I/O is dependent on 2 factors: 1. the
disk is written with an optimal sector skew which allows the tracks
to be read "faster". Unfortunately, as you may have noticed, some unmodified
drives barf on this sector arrangement and will go up to 1/4 as slow as
without the skew. 2. When SpartaDOS detects that it has a drive using
the US Doubler (see the SpartaDOS manual, SIO calls), it will use its
own SIO handler instead of the internal one. For any drives with the US
Doubler, when SIO is performed to that drive, it sets the serial line speed
according to an index number returned by the US Doubler. Atari DOS loads
its own SIO driver (I believe it's for burst I/O), but it has no provision
to modify the serial line speed when accessing a drive with a US Doubler.

So, unfortunately, when you use the high-speed anything with Atari DOS,
you will get less than high-speed results. I did notice, though, that
the double density using the US Doubler on a 1050 disk drive is actually
FASTER than double density on other disk drives. These observations were
made about 5 years ago, so things may have changed now...

>One of the main reasons I wanted the cart. is for the high speed data
>transfer, aside from all of the goodies in it. Now might be a good
>time to bring up an old plea, if anyone has a schematic for the 1200xl (ACK!)
>I would be willing to trade some dead presidents for a copy of it....
> Many thanks
> Raymond Courtois
>Bitnet: Biw109@URIMVS

The schematics to the computer won't help you with your quest. What will
help are two things: 1. "Inside Atari DOS" (forget the author) which
contains the source listing for DOS .. or the DOS that was posted here
a while ago. 2. Disassemble the SIO handler for SpartaDOS and examine
how the new SIO transfers are performed. You may, then, be able to
modify DOS so that it initiates high-speed I/O on US Doubler-modified drives.

What's neat about this problem is that it's entirely software-related.
You need software to activate the hardware...

Gil Kloepfer, Jr. U-Net: {decuac,boulder,talcott,sbcs}!icus!limbic!gil
ICUS Software Systems Voice: (516) 968-6860 [H] (516) 746-2350 x219 [W]
P.O. Box 1 Internet: gil@icus.islp.ny.us
Islip Terrace, NY 11752 "Life's a ... well, you know..."

1969. how do i transfer Atari 800 files to a IBM PC

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-04 22:53:11 UTC
From: spl@topaz.rutgers.edu
Message-ID: <Mar.4.17.53.06.1989.11671@topaz.rutgers.edu>
Source record: 116123

OK People here the problem. I have alot of assorted files for my Atari 800 computer stored on floppies and these same floppies are becoming quite old(going on 8 years) and I'm afriad that i will soo loose some of them to the rotting of the disk. I heard a couple of years ago that a disk only have a life expectancy of maybe five years, then the data's integrity becomes questionable. Here my question, Is there a simple way to transfer all of the files from the OLD floppies to a set of NEW IBM floppies? I relize that i cant use the IBM floppies in an Atari disk drive, but with the programs/ data on IBM disks i can take care of it and watch over it a lot easier plus i can compress it and store it on less volitale media. If ever in the future i waht to use the program again on my Atari, i will transfer them back.

One way i thought of doing it was via serial ports but i don't have the time to write programs for both machines. Are there any programs out there designed to do this? I know that i could us a modem program to accomplish the job but the only program i have to do this is an old version of AMODEM that have a max speed of a cranken 1200 baud w/XMODEM. I would like a program that i could leave unattended (hint: maybe Ymodem or some of that nature, you know something woth some protocol and something that will pass a filename).

If you see any solution to my problem please send me a reply, or even if you have idea on a way i can resolve it please reply.

- Thanx to whoever may solve my problem

Stephen Lesniewski
spl@topaz.rutgers.edu
LESNIEWSKI@CANCER

1970. Does anybody out there...

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-05 16:08:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19890305160831.7.JRD@MOA.SCRC.Symbolics.COM>
Source record: 116124

```
... have the May 88 (issue #60) of A.N.A.L.O.G.? I'm looking for a
program, reputed to be in there, that will allow me to unpack
'tokenized' MAC/65 files.
```

1971. Re: how do i transfer Atari 800 files to a IBM PC

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-05 19:58:33 UTC
From: Star-Raider@cup.portal.com
Message-ID: <15425@cup.portal.com>
Source record: 116125

Why don't ya just arc the old Atari files, then copy them over to freshly formatted Atari disks? Using double density will save even more room. This would accomplish the same thing without having to port back and forth to an IBM. If you didn't know that ARC programs are available for the Atari 8-bitters, check with the Atari forum on CI$... several pgms are available there that could help you.

1972. Re: My SpartaDOS question...

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-06 00:45:54 UTC
From: ajy2208@ultb.UUCP
Message-ID: <397@ultb.UUCP>
Source record: 116126

Raymond,

I just recently purchased SpartaDOS X and have had no problems using it whatsoever. I use it with a 1MEG MIO, 2 20 meg hard drives, 2 1050's (one of them is US Doublerized), an INDUS GT, R-Time 8, 130XE, and an XEP80. oh yea, and an INCOMM 2400 baud modem. I've found so far that Sparta X runs nearly EVERYTHING (especially when using the X command). Is the VT100 emulator you are using Public Domain or Shareware? If so, can you post it to the net (or Email it to me) so I can try to duplicate your problem?

Albert Yarusso,

ajy2208@ritvax.bitnet (preferred)
ajy2208@ultb.RIT.edu

1973. Re: how do i transfer Atari 800 files to a IBM PC

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-06 01:45:03 UTC
From: ln63wzb@sdcc13.ucsd.EDU
Message-ID: <1113@sdcc13.ucsd.EDU>
Source record: 116127

In article <Mar.4.17.53.06.1989.11671@topaz.rutgers.edu> spl@topaz.rutgers.edu (Lesniewski) writes:
>
> Message summary:
> How can I xfer files to my IBM pc without writing a program.
> I have Amodem
>
>- Thanx to whoever may solve my problem
> Stephen Lesniewski
> spl@topaz.rutgers.edu
> LESNIEWSKI@CANCER
Well, If you have a copy of amodem, you can use a program on the PC
like procomm, mirror, or crosstalk. To connect the computers
together, use a modem cable(like the one that you have from your 850
to your serial modem) and reverse the connection on the RS232 side
of pins 2 and 3 and you can hook it directly to the back of the IBM
You can then modify the Amodem program to work at 19200 baud and voila,
you can transfer the programs. Look for the XIO 36 (I think that was
the number) commands.
Hope that make sense and works,
Mike

Mike Sanford (619) 534-4870 |Internet: sanford@ssurf.ucsd.edu
Scripps Inst. of Oceanography, U.C.S.D.|BITnet: msanford@ucsd.bitnet
A-030-SSURF |UUCP: ...!ucsd!ssurf!sanford
La Jolla, CA 92093 USA	SPAN/DECnet: SSURF::SANFORD
Why do you park on a driveway and drive on a parkway?

1974. MIDIMAX

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-06 15:49:00 UTC
From: HABKE@ccm.UManitoba.CA
Message-ID: <8903061640.AA17212@ucbvax.Berkeley.EDU>
Source record: 116128

```
Does anyone have information about or the address of the
company which sells MIDIMAX for the 800xl.

Thanks in advance
Bill
```

1975. Old Hardware and Software ... etc ...

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-06 15:51:00 UTC
From: ACSCHW@SEMASSU.BITNET
Message-ID: <8903061640.AA17219@ucbvax.Berkeley.EDU>
Source record: 116129

Hi everyone !,

I'm new to the group, so I'll introduce myself first.

My name is Curt Wilbar and I'm a junior at Southeastern Masacchusetts University. I'm majoring in computer science and I have had my Atari since 1982. I have a 400 with 48K, the A roms, GTIA, 810 drive with 'The Chip', 1050 drive with 'U.S. Doubler', 850 interface that quit working, and also have an 800XL and use my 400 more than the XL.

I use it mostly for games now, but it never sits idle too long.

I'm looking for any old software and hardware that people would like to sell. In hardware I'm looking for disk drives, 850 interfaces, an old 800 (not xl) that maybe never was expanded. In software, I'm looking for a couple of titles in particular: Threshold and Drol. However, I am interested in anything that you have to sell. (I'm not rich, so Don't tell me about the 1450XLD with 5 meg and a dbl sided dbl density 3 1/2" floppy that you sneaked out of ATARI R & D unless you want to sell it for a song)

Just let me know what you got, and if I want it and can afford it, etc, you got a sale.

I'm also interested in tech literature, especially on the 850 interface. I got mine without manuals, and after I fix it (anone out there do repair ?) I would like to make some cables and software, etc for the serial ports.

Here's a hard question: Anyone got any technical information out there on the original 'The Chip' and Arhiver/Editor for the 810 ?
Any custom written programs out there for them, etc.
When I purchased mine, the documentation said that they would be releasing tech notes, but when I called about a year later, 'We won't be realeasing that info'.

Forgive me for all the assorted quesionts, but here is another. Anyone ever hook up a hard disk to there atari, if so, what hardware/software did you use ? How about a 3 1/2" 720K or 1.44M drive ?

Last question: Have anyone had as many problems with the 800XL as I have. I currently have mine and a friends, and mine does not display dark colors very well, and tends to have lots of interference in the dark colors (I'm using a TV), and my friends 800XL has perfect color, when its in color, but a few hard beatings on the top of the case usually brings the color back. Now his 800XL when you tern the power on, it acts like the escape key has been locked down. (I think something sat ontop of the keyboard too long and did something to the switch). I don't know what most of you think, but these 2 800XLs are mid-early production machines, and are made in Taiwan. This is why I use my 400.

Also, is there public domain software on BITNET for the atari's, if so, where ?

Thanks (I know its been long),

Curt Wilbar
BITNET: ACSCHW@SEMASSU

1976. Re: how do i transfer Atari 800 files to a IBM PC

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-06 22:23:30 UTC
From: arrom@aplcen.apl.jhu.edu
Message-ID: <816@aplcen.apl.jhu.edu>
Source record: 116130

> If you see any solution to my problem please send me a reply, or
>even if you have idea on a way i can resolve it please reply.

I still have the PC to Atari program someone sent me a while back. Send me
email if you want a copy. (It requires true double density on your Atari).
--
EARTH | --Kenneth Arromdee
smog | bricks | UUCP: ....!jhunix!ins_akaa
AIR mud FIRE| INTERNET: arromdee@crabcake.cs.jhu.edu
soda water | tequila | BITNET: g49i0188@jhuvm
WATER |(please, no mail to arrom@aplcen)
Element chart from "Science Made Stupid". (The chart seems rather popular...)

1977. mac 65 "save" format

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-07 03:16:31 UTC
From: rac@sherpa.UUCP
Message-ID: <14@sherpa.UUCP>
Source record: 116131

Reading John Dunnings request for the mac 65 de-tokenizer which Analog published awhile back reminded me of the following "memo" I wrote to myself after making a very time consuming mistake a couple of years ago. I wish I'd had the Analog article at the time. It would have saved me a lot of trouble.

In going over this after so long, I find some parts aren't very clear, and you will probably need some knowledge of the Atari dos disk layout for it to be of any use to you. The disk related stuff probably isn't relevent if you're using SpartaDos. Maybe someone else will find it useful.

Roger

MAC/65 "SAVEd" Source File Format.

I wrote this little doc file in case any of you ever need to recover a "SAVEd" listing of a MAC/65 program. One day while programming away, I assembled my object file on top of my source file (the only copy I had), seemingly destroying it. The source file had been 59 double density sectors long and the assembled object file was only 9. Since DOS doesn't actually delete a file when you write over it, but only marks it as deleted in the directory, I knew that the last 50 sectors of my file were still on the disk. YOU CAN BE POSITIVELY SURE OF THIS ONLY IF YOU HAVEN'T WRITTEN TO THE DISK SINCE YOU MADE THE SCREW-UP!!! So now I just had to figure out how to turn it back into a file DOS would recognize and MAC/65 would load. You can use any good sector editor to change the file links, etc.
Although I did lose the first nine sectors of my source code, fortunately I had an old listing which helped me in re-typing the first part of my program. Since the first portion of an assembly program is usually devoted to the equates used by the program anyway, figuring this out wouldn't be too difficult, so you could probably get by without a listing.
I used Disk Wizard II by C.A.P. software, for the disk editing.

This is the file structure MAC/65 uses when SAVEing a tokenized source file.

The first two bytes in a tokenized (SAVEd) MAC/65 source file are always "FE FE". This is a file header (similar to the "FF FF" header in a binary loaded file) which identifies the file to MAC/65 as a tokenized source file. MAC/65 won't load the file if this two-byte header isn't present.

The next two bytes are the total number of bytes in the file in LSB/MSB format minus the 2 header bytes and 2 byte-count-bytes. The formula to find the number of bytes in the file would be:

(((Sector count-1)*125)+number of bytes in last sector)-4

You subtract the 1 from the sector count because the last sector usually isn't full and you add the bytes from that sector in the next step of the formula. If your file is in double density, you would substitute 253 for the 125.
So if you had a 59 sector file and overwrote it with a nine sector file, you would start with 50 sectors (the other nine have been destroyed by the over-write). Now subtract 1 (for the last sector), and multiply the result by 125 (or 253 if double density). Now look at the last byte in the last sector of what used to be your file (sector links will have been preserved starting at the first sector after what was overwritten). The value in this byte is the number of bytes used by your program in that sector. Add this value to the total you got before and then subtract 4 (for the header bytes). The result is the total number of bytes in what's left of your file. You can now insert this value (in hex LSB/MSB format) in the third and fourth bytes of the first remaining sector of your file.

Dos always uses the last three bytes of a sector (whether single or double density) to keep track of what the next sector in the file is and also the number of bytes in the sector. The last byte of a sector contains, in hex, the number of bytes the file used in that sector. This will always be 125 ($7D) or 253 ($FD) except for the last sector of a file which may or may not use the full 125 (or 253) bytes of the sector.

The next two bytes are the actual beginning of your program and make up the line number, in hex-LSB/MSB format, of the first line of your program.

The next byte is the statement byte count. Not the actual count of bytes in a statement if you were looking at a listing of your program, but the count of how many bytes MAC/65 used to save that statement to disk, in tokenized form. Counting the bytes in a statement begins with the first byte after the byte that contains the statement byte count (the byte we're talking about),and continues to and includes the next statement byte count you encounter. So, if you know you had numbered your program by tens (i.e. 10 20 30 40 etc.) you can find the two bytes which contain the program line number, and you know the next byte following that is the one that contains the statement byte count. Now look for the next successive line number you think you used, and you can count the number of bytes for that statement. In this way, you can unscramble what will almost assuredly be the scrambled first portion of your program. It is very unlikely that the part of your program remaining after the overwrite starts at the beginning of a statement. And besides, you have to insert the two byte header and also the two bytes which make up the byte count of the file.

By using this counting method, you can find where each statement begins
and thus have your program start exactly where it should on the disk,
as far as the byte count goes. If the first statement of your program
doesn't begin exactly at the sixth byte of the file, you will be able
to load it into MAC/65 but part if not all of the file will be
scrambled and most likely MAC/65 wont let you do any editing to it.

--
Roger Cornelius rac@sherpa
uunet!sherpa!rac

1978. DOS XE

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-07 05:32:35 UTC
From: shafferj@amethyst.bucknell.edu
Message-ID: <104@amethyst.bucknell.edu>
Source record: 116132

Has anyone gotten a copy of DOS XE yet?
I ordered one and was just wondering if there's anything I
should look out for. I've seen the magazine reviews, which seem
reasonable, but I suspect that we'll all be finding little bugs
and idiosyncrasies once it gets into general use :-)

1979. Re: how do i transfer Atari 800 files to a IBM PC

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-07 05:49:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <15484@cup.portal.com>
Source record: 116133

Responding to a question from Stephen Lesniewski about how to copy 8-bit Atari programs to an IBM system to "archive" them, I think Jack Pettrey may have had the best answer...

If the concern is data integrity on old floppy disks, it might be FAR simpler to just DISKCOM the entire disks (DISKCOM is a utility which will turn an entire disk into an Atari DOS file, allowing later expansion back into an *exact* image of the original disk), and copy the resulting .DCM files onto new Atari formatted disks.

This would save file space on the IBM system, and avoid the hassles of transferring the files one by one to that IBM system. The .DCM files could be copied any number of times to other Atari disks before being eventually "unDISKCOMMed" back to their original states...

This raises an interesting question... many of *my* 8-bit disks are getting to be 8 or 9 years old... a lot of the disk manufacturers' data on "archival storage" on magnetic media is the result of "projections", not true "in the field" experience, since floppy disk systems have only been available for the last 10 years or so...

Are we justified in being concerned about the integrity of data stored on disks for almost a decade..?

Stephen has asked a very good question... something us "old-timers" may have to face as the 8-bit Atari computer enters its second decade...

BobR

1980. Atari/6502 Books for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-07 14:30:07 UTC
From: trm@io.UUCP
Message-ID: <973@io.UUCP>
Source record: 116134

```
*** 6502 Books for Sale ***

Beyond Games: Systems Software for Your 6502 Personal Computer - Skier
6502 Software Design -- Scanlon
Programming the 6502 -- Zaks
6502 Assembly Language Routines -- Leventhal/Saville
6502 Assembly Language Programming -- Leventhal
Programming & Interfacing the 6502, With Experiments -- DeJong

*** ATARI specific Books ***

Advanced Programming Techniques for you Atari, Including Graphics
and Voice Programs -- Schreiber
Atari Playground -- D'Ignazio
Compute's Second Book of Atari
The Atari Assembler -- Inman/Inman
De Re Atari
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1981. Re: Atari/6502 Books for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-07 17:16:57 UTC
From: trm@io.UUCP
Message-ID: <975@io.UUCP>
Source record: 116135

I forgot the relevant data:

Home Phone: 617/734-1507

or reply to the following email/work phone:

...!{mit-eddie,bbn}!ileaf!trm Tom Madigan, Interleaf, Cambridge, Ma
...!sun!sunne!ileaf!trm (617)577-9813 x3438

1982. Data Integrity

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-08 01:14:05 UTC
From: RCH@cup.portal.com
Message-ID: <15514@cup.portal.com>
Source record: 116136

BobR asks about whether we should worry about our Atari disks that are getting up there (relatively) in years. I think that the same principles that apply to other magnetic media would apply here: Properly stored media in correct temperature tolerances and environmental conditions (i.e. dust-free, magnetically neutral) should last indefinitely. Disks that are used every day, naturally, should be backed up. Wear & tear on a data disk is much less than on, say, cassette tape, but there *is* wear and tear.

What amazes *me* is the number of people I have found recently who do not back up commercial disks (in my opinion the lowest quality diskette available! :-) and run with only *one* copy of DOS. A guy who calls my BBS was down for a week until someone supplied him with a copy of SpartaDOS; he had accidentally formatted his only copy. *tsk* *tsk*

I think the integrity of data depends entirely on use & wear, and not "disk rot," whatever that may be! ;-)

-Ric Helton RCH@cup.portal.com
-Freestyle BBS 404/546-8256

1983. Re: Old Hardware and Software ... etc ...

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-08 14:33:03 UTC
From: ajy2208@ultb.UUCP
Message-ID: <401@ultb.UUCP>
Source record: 116137

Curt,

I currently have two hard drives hooked up to my 130XE (although I used to use a 256K 800XL). To accomplish this, I bought a 1Meg Multi I/O board from ICD, the MIO XE Adapter (which gives you the normal XL parallel bus and two cartridge slots), an Adaptek 4000a hard drive controller board, a PC power supply, and the necessary cables. Prior to my purchase of SpartaDOS X I used SpartaDOS 3.2 which works extremely well with the hard drives. I have 2 20 meg drives (a Seagate ST225, and a MicroScience 20 meg drive). Since the maximum partition size is 16 megabytes, I have 4 partitions: 2 that are 10 megs, 1 of 15, and one of 5.

Most software that I've encountered will run from the hard drives (especially with the SpartaDOS X command 'X'). The only programs I can't run from the hard drives are those that boot from a floppy without a DOS, and protected programs that can't be copied to the hard drives.

If anyone would like more information as to how to go about building a hard drive system for an 8-bit, let me know and I'll be glad to assist you.

Albert Yarusso, Rochester Institute of Technology

Bitnet: ajy2208@ritvax (preferred)
Usenet: ajy2208@ultb.rit.edu

1984. archive ftp addresses

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-08 19:23:19 UTC
From: guy@dukempd.phy.duke.edu
Message-ID: <783@dukempd.phy.duke.edu>
Source record: 116138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Recently there was a burst of requests for addresses of archives
accessible to anonymous ftp.

In no particular order these are arpanet addresses of some places from which
I've gotten software or which maintain public archives for one of the
computers I use. This is the entire list so you'll have to cull atari
specific references yourself. I have connected to all of these at one time
or another, though, not recently for some of them. For those on
unix systems I'd remind you that sometimes there is a list of machine names
and their internet numbers in the file /etc/hosts.

An interesting non atari archive is expo.lcs.mit.edu. It has some 50 Mb of
bitmap pictures. They are in X11 format, but if someone were to write a
conversion routine, there would be plenty of stuff to use it with.

Common name official(?) name comments
----------- --------------- --------

stanford score.stanford.edu TeX u.a.
washington june.cs.washington.edu TeX
killer ssyx.ucsc.edu pub/atari (128.114.133.1)
softvax radc-softvax.arpa (26.10.0.18) atari16
cornell svax.cs.cornell.edu ftp/pub/fig, transfig
rice titan.rice.edu sun archives
yale celray.cs.yale.edu TeX acompanyment
michigan him1.cc.umich.edu atari (35.1.1.43) cd pc7:
waterloo surya.waterloo.edu sun (129.97.129.72) /images/sun
netlib mcs.anl.gov 26.0.0.24, netlib@mcs.anl.gov
mit expo.lcs.mit.edu 18.30.0.212, /contrib/poskbitmaptars
case dsrgsun.ces.cwru.edu 129.22.16.2, cd pub/atari gcc

--
Guy Metcalfe
Duke University Dept. of Physics guy@phy.duke.edu
& Center for Nonlinear Studies guy@physics.phy.duke.edu
Durham, N.C. 27706 guy%phy.duke.edu@cs.duke.edu

1985. Re: mac 65 "save" format

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-09 02:34:53 UTC
From: RCH@cup.portal.com
Message-ID: <15569@cup.portal.com>
Source record: 116139

Roger Cornelius writes about retrieving source code from a file saved "on top of" his original file (a nightmare indeed!). He mentions that the methods might not be of use or interest to SpartaDOS users, but the idea is similar to a common practice Sparta prorgammers have access to.

ICD, the makers of SpartaDOS, have a "SpartaDOS Toolkit" that contains a wonderful sector editor. You can mark individual sectors to resave into another complete file, and even editor the disks' directory sectors and maps. Just thought I would post this in case anyone was interested. (The editor, called DISKRX.COM, will also work on non-Sparta disks, without some of the options, of course!)

-Ric Helton RCH@cup.portal.com
-Freestyle BBS 404/546-8256

1986. Atari 8-bit Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-09 23:18:29 UTC
From: Xorg@cup.portal.com
Message-ID: <15600@cup.portal.com>
Source record: 116140

Time to clean the closets...

Atari Eight-bit Hardware

* Atari 130XE Computer $75
* Atari 800XL Computer $40
* Atari 1027 Letter Quality Printer $65
* Percom 5 1/4 DD Disk Drive $100
* 9" Magnovox Black and White t.v. $40
(used as monitor)
* Six outlet surge suppressor $10

Take it ALL for ** $295 **
and I'll throw in all this software FREE!

* War in Russia by SSI
* Jupiter Mission 1999 by Avalon Hill
* Colonial Conquest by SSI
* Hitchhiker's Guide to the Galaxy
* Paris in Danger by Avalon Hill
* Empire of the Overmind by Avalon Hill (cass.)
* Wargame Construction Set by SSI
* StarCross by InfoCom (no box)
* OS/A+ DOS by Optimized Systems
* Three boxes of misc. disks
* Cartridges including Eastern Front, Caverns of Mars, etc.
* De Re Atari manual (a classic!)
* Anything other 8-bit stuff I may have packed away

Email to XORG@cup.portal.com

1987. Re: Old Hardware and Software ... etc ...

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-10 04:22:11 UTC
From: RCH@cup.portal.com
Message-ID: <15611@cup.portal.com>
Source record: 116141

Al described his system; I am running a BBS on an unmodified 130XE with a 256K MIO board and 42 megs hard disk space (a tandon 252 10 meg and a 32 meg (don't remember brand), broken into two partitions. I run Carina 2.2 software and SpartaDOS 3.2.

The hard disk was one of the easiest elements of our system to set up. We got an Adaptec 4000A controller, plugged it and the drives into a 150W power supply and set it all up in a PC CPU case and stuck it on the floor. ICD makes both the DOS and MIO, so some really useful hard disk utilities are available.

-Ric Helton RCH@cup.portal.com
-Freestyle BBS 404/546-8256

1988. Questions about serial printers and 800 XL's

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-10 18:48:10 UTC
From: davise@yvax.byu.edu
Message-ID: <517davise@yvax.byu.edu>
Source record: 116142

I have a couple of questions:

1. With the 800XL do I need the serial-parallel adapter or can I just purchase a serial printer to hook up to the drive.

2. If I can use a serial printer, what is an inexpensive, yet semi-good quality dot-matrix printer.

I would appreciate in help at all.

Thank you.

Evan Davis

E-mail davise@byuvax

1989. use of speed sector in copy protection schemes

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-10 21:53:49 UTC
From: young@ncrcce.StPaul.NCR.COM
Message-ID: <1071@ncrcce.StPaul.NCR.COM>
Source record: 116143

I am interested in how the speed sector protection method applied by Electronic Arts is implemented. and how it works. Any information would be appreciated.

Todd Young

1990. SDX PATH Mods

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-11 19:56:44 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3071@udccvax1.acs.udel.EDU>
Source record: 116144

The following is a message I posted to the 8-bit section of Fnet. I didn't feel like typing the whole thing over.

Conf : 8-BITTERS BALL
Msg# : 345 Lines: Extended Read: 2
Sent : Mar 11, 1989 at 1:25 AM
To : FLOPPY DISK
From : GARY DUZAN
Subj : Re: <333> SDX Paths

Those of you who have the SDX cartridge are probably aware of the PATH variable problem. In early versions, user programs had no access to the PATH variable. Now, the latest versions let you open files for read using the PATH variable, but essentially you have to say

OPEN #1,36,0,"D:QQQ"

instead of

OPEN #1,4,0,"D:QQQ"

This is fine for writing new programs, but doesn't help existing programs.

Solution: I have been going through some of my oft-used software with CODEBUSTER, fixing all the CIO open-disk-for-read commands to use #36 instead of #4. So far I have managed to get TEXTPRO and Determ (no handler) to read their system files through the PATH. Actually, I am typing this message from Determ right now. My default directory is >, DT.COM is in >BIN>, and LIST.BAT and PHONE.LST are both in >LIB>. All I had to do was type X DT (with the proper PATH variable set up) and I was ready to go. (Pretty quick too, off MIO RamDisk.)
Anyway, if anyone is interested in a copy of either program, let me know & I will Fmail you a copy. In case of any copyright problems, I will relinquish any reasonable rights to the original authors. I'm not sure of the official legal status of these packages, but I'm sure they are at least Shareware. Please treat them as the unmodified versions.
Disclaimer: Modifying someone elses code is tricky business. As far as I know, there should be no major problems caused by these modifications, but you should use them at your own risk.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

A followup: I have just finished converting Kermit65 (no handler) as well. If you would be interested in these converted programs, let me know and maybe we can work something out. Also, if you have a favorite [generic free-type] piece of software that you would like to have use SDX PATHs, let me know.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

1991. Message

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-11 23:54:00 UTC
From: LISTSERV@MARIST.BITNET
Message-ID: <8903112356.AA07010@ucbvax.Berkeley.EDU>
Source record: 116145

```
Error 2013 from LSVFWR1 INFO-A8 89-00435 I while logging mail for INFO-A8.
An incomplete copy of the message might be present in the notebook. List is
being held with current mailing being postponed. Your file (7482) has been
transferred to HARRY@MARIST.
```

1992. MIDIMAX

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-12 06:48:00 UTC
From: HABKE@ccm.UManitoba.CA
Message-ID: <8903120702.AA26329@ucbvax.Berkeley.EDU>
Source record: 116146

```
Does anyone have information about or the address of the
company which sells MIDIMAX for the 800xl.

Thanks in advance
Bill
```

1993. wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-12 15:16:35 UTC
From: young@ncrcce.StPaul.NCR.COM
Message-ID: <1168@ncrcce.StPaul.NCR.COM>
Source record: 116147

Does anyone have a -good- basic compiler they might be interested in selling?
A nominal amount of speed, and compatability with either Atari, or basic XL
would certainly be a plus.

Thanks

1994. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-13 15:39:05 UTC
From: walshm@sun.soe!clutx.clarkson.edu
Message-ID: <2652@sun.soe.clarkson.edu>
Source record: 116148

From article <1168@ncrcce.StPaul.NCR.COM>, by young@ncrcce.StPaul.NCR.COM (Todd Young):
> Does anyone have a -good- basic compiler they might be interested in selling?
> A nominal amount of speed, and compatability with either Atari, or basic XL
> would certainly be a plus.
>
>
There have been two compilers for Atari BASIC which I know of. One was the
ABC compiler, and the other name escapes my memory at this time.

The problem with these compilers is that the speed of your program will only
increase marginally, and the file size will increase substantially for all the
"Runtime" packages needed for screen drawing, math, etc.

I think if you need speed, but like the interactive style of basic, I'd take
a look at ACTION!, which was supposedly the fastest 8-bit language ever
developed. It was put out by OSS on a supercartridge, just like BASIC XL.
However, I remember a disk version of ACTION that someone cracked. (of
course I never had it, wink wink).

But I guess if you don't care about size or speed and you just need
something to run from DOS, look for the ABC compiler.

Matt "Mr. Atari" Walsh
Clarkson University
Potsdam NY

1995. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-13 19:27:15 UTC
From: DAVISM@kcgl1.eng.ohio-state.edu
Message-ID: <1695@quanta.eng.ohio-state.edu>
Source record: 116149

In article <2652@sun.soe.clarkson.edu>,
walshm@sun.soe!clutx.clarkson.edu (Matthew S. Walsh) writes:

>From article <1168@ncrcce.StPaul.NCR.COM>, by young@ncrcce.StPaul.NCR.COM
>(Todd Young):
>> Does anyone have a -good- basic compiler they might be interested in
>>selling? A nominal amount of speed, and compatability with either Atari, or
>>basic XL would certainly be a plus.
>>
>There have been two compilers for Atari BASIC which I know of. One was the
>ABC compiler, and the other name escapes my memory at this time.
>

I believe the other compiler you're thinking of is the MMG BASIC
Compiler. According to the advertising I remember, it was supposedly
"better than any other compiler available for the Atari", but you could
probably take that with a grain of salt. There was also a product issued
that was a collection of MAC/65 macros with names corresponding to Atari
BASIC commands. (It's name, of course, escapes me. :-) You would run the
Atari BASIC (in LISTed form, presumably) through MAC/65 with these macros,
and you'd get a stand-alone ML program. I would imagine this ML program
would be quite effecient, since it wouldn't require any run-time code.

Mike

```
-------------------------------------------------------------------------
| THE InterNet address> davism@kcgl1.eng.ohio-state.edu |
-------------------------------------------------------------------------
| These_Thoughts := My_Own |
|*************************************************************************|
| "Daddy, Daddy!! Why's Mommy running across the field?" |
| "Shut up Son, and reload." |
-------------------------------------------------------------------------
```

1996. Re: Questions about serial printers and 800 XL's

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-14 03:56:15 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <15811@cup.portal.com>
Source record: 116150

Evan Davis asked about using serial printers with the 800XL..

The Atari serial port, the "SIO Bus" is a proprietary I/O setup.. the ONLY printers which will work directly with an 8-bit Atari are those sold by Atari itself.. (a few other manufacturers used to make "direct connect" printers, but it may be pretty hard to find one now..)

To use any "standard" printer, you'll need some kind of interface..
The Atari 850 interface is a good unit, although sometimes hard to find..
it should cost around $99 (or less).

The P:R: connection from ICD is also very good, and costs somewhat less..

If you don't already own a printer, I'd recommend staying away from a serial printer, as the "standard" has become the "Centronics parallel interface." If you ever want to use the printer on another computer, it will be far easier with a parallel printer. (Another consideration is the software you'll be using.. very little software on the 8-bit Atari will direct printed output to the R: serial port. You may find it difficult or impossible to use a serial printer with your software.)

As for recommendations, stay with "Epson compatibility".. all too often you'll read desparate pleas for a printer driver for a "Yamaguchi 1093Xdi".. (or whatever), which no one supports..

Either a low cost Epson or a Panasonic should serve well, and even the lower models come with far more features than my venerable old Epson MX-80 did at twice the price..!

BobR

1997. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-14 04:04:31 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <15812@cup.portal.com>
Source record: 116151

Todd Young asked about obtaining a BASIC compiler..

Have you tried the TurboBASIC language and compiler..?

It was written by the same programmer who did GFA BASIC for the Atari ST, and best of all, it's available for free.. commercial info services have it, and many local Atari BBSs and user groups should list it also..

It's upwardly compatible with Atari BASIC, and requires at least an XL..

It doesn't create standalone .OBJ files though, as commercial compilers like the DataSoft BASIC Compiler did..

BobR

1998. Re: Info-Atari8 Digest V89 #8 (1027 Problem)

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-14 16:51:41 UTC
From: Robert_J._Nash.WBST139@XEROX.COM
Message-ID: <890314-094547-1090@Xerox>
Source record: 116152

The answer to the garbled 1027 print output is best captured in two time-worn mottos:
* USE IT OR LOSE IT
* YOU GOTTA KNOW WHERE YOUR HEAD IS AT

If you watch the 1027 print head in action, you'll notice that doggedly zips hard left before printing a line. As explained in the 1027 owner's guide, the print head uses this hard left "home" position to align itself. The manual glibly assumes that garbled output can be eliminated by merely turning the printer on and off, since the printhead seeks the hard left position on startup. However, if you haven't used the printer in some time, or if you've let dust accumulate on the printer , then it's likely that the printhead won't slide smoothly to its "home" position. The cure is to take the lubricating oil provided with the printer, and lubricate the plastic drive gears of the printhead. Also make sure that the carriage rod (on which the printhead spins and slides) is free of dust and grime, and though not suggested by Atari, a touch of lube on this rod might also be helpful. Finally, make sure that there are no compacted dust balls on the left hand side of the print head --- the print head really needs to travel full left for a successful sensing of "home" --- even a small "spacer" of dust will turn the 1027 into a cryptographic printer.

Finally, one more bit of 1027 "news you can use" --- don't put up with faint printing; ink the print roller with ink sold for rubber stamps.

DrBob
Xerox, Webster, NY

1999. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-14 18:07:17 UTC
From: ajy2208@ultb.UUCP
Message-ID: <441@ultb.UUCP>
Source record: 116153

Mike,

I'm very interested in the collection of Mac/65 macros that resemble Atari BASIC commands. I would love more information about them, that is, if you have any. I have had experience with the MMG Compiler you spoke of, and had little trouble compiling many BASIC programs. The object files were rather large, but ran much more quickly than the BASIC version. I wish I had it now (a friend of mine showed it to me a LONG time ago). oh well.

Albert Yarusso, Bitnet:ajy2208@ritvax Usenet:ajy2208@ultb.rit.edu

2000. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-14 20:05:29 UTC
From: DAVISM@rcgl1.eng.ohio-state.edu
Message-ID: <1710@quanta.eng.ohio-state.edu>
Source record: 116154

In article <441@ultb.UUCP>, ajy2208@ultb.UUCP (A.J. Yarusso) writes:

>Mike,
>

I ass-u-me that's me (:-).

> I'm very interested in the collection of Mac/65 macros that resemble
>Atari BASIC commands. I would love more information about them, that
>is, if you have any. I have had experience with the MMG Compiler you
>spoke of, and had little trouble compiling many BASIC programs. The
>object files were rather large, but ran much more quickly than the BASIC
>version. I wish I had it now (a friend of mine showed it to me a LONG
>time ago). oh well.

I'll see if I can dig up some more info...I'm pretty sure a local
friend of mine might even have the MAC/65 macros. I'll talk to him and get
back to you.

Mike

```
-------------------------------------------------------------------------
| THE InterNet address> davism@rcgl1.eng.ohio-state.edu |
-------------------------------------------------------------------------
| These_Thoughts := My_Own |
|*************************************************************************|
| "Daddy, Daddy!! Why's Mommy running across the field?" |
| "Shut up Son, and reload." |
-------------------------------------------------------------------------
```

2001. Re: Atari/6502 Books for Sale (Hey, Tom!)

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-14 22:05:20 UTC
From: russell@uhura.cs.wisc.edu
Message-ID: <158@uhura.cs.wisc.edu>
Source record: 115955

Sorry to post this, but I cannot get mail through to you (everything I send bounces back with two copies).

I am intrerested in the Zaks 6502 book and De Re Atari. How does $10 for the pair sound?

--

** | |
Russ Perry Jr russell@uhura.cs.wisc.edu "Feed my brain with your so ||||
5970 Scott St 824 Perlman, Sellery B called standards; who says || /
Omro WI 54963 Madison WI 53706 that I ain't right?"--Metallica /

2002. WANTED - Spell Checker

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-15 04:54:22 UTC
From: RCH@cup.portal.com
Message-ID: <15842@cup.portal.com>
Source record: 115956

```
WANTED --

I need a spell checker that will run off a hard disk under SpartaDOS 3.2.
I would prefer it to be a .com file, but BASIC is okay if it is good.
I have a 130XE, a 256K MIO, and 42megs worth of hard disk.

Thanks for all replies to my mailbox!
-Ric Helton RCH@cup.portal.com
-Freestyle BBS 404/546-8256
```

2003. 0

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-15 07:16:19 UTC
From: locke@tree.UUCP
Message-ID: <238@tree.UUCP>
Source record: 115957

It's a game played with St's - they hook up 12 - 16 with midi cables, and play the game - you have a mobile "happy face" and you cruise around the maze trying to cream everyone else before they cream you.

2004. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-15 15:48:09 UTC
From: cbbrowne@lion.waterloo.edu
Message-ID: <12370@watdragon.waterloo.edu>
Source record: 115958

In article <2652@sun.soe.clarkson.edu> walshm@sun.soe!clutx.clarkson.edu.UUCP writes:
>From article <1168@ncrcce.StPaul.NCR.COM>, by young@ncrcce.StPaul.NCR.COM (Todd Young):
>> Does anyone have a -good- basic compiler they might be interested in selling?
>> A nominal amount of speed, and compatability with either Atari, or basic XL
>> would certainly be a plus.
>>
>>
>There have been two compilers for Atari BASIC which I know of. One was the
>ABC compiler, and the other name escapes my memory at this time.

I vaguely remember the other one... I think it was sold by Datasoft?
There's also a public domain basic compiler that based on Turbo Basic
(the PD souped up BASIC by Frank Ostrowski). I have a copy of this at
home. Unfortunately, home is 300 miles away, I won't be returning there
'til April, and I won't have net access from then through the summer. And
I never got around to testing it out. There were apparently some
problems in running it... I'm not sure how reliable it is, but check with
one of the PD software sources; they may have it, and if you can get it
for $5, you can't go too wrong...
Christopher Browne
University of Waterloo Computer Science Club
Treasurer
cbbrowne@lion

2005. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-15 16:02:20 UTC
From: frankh@hpnmdla.HP.COM
Message-ID: <800001@hpnmdla.HP.COM>
Source record: 115959

/ hpnmdla:comp.sys.atari.8bit / young@ncrcce.StPaul.NCR.COM (Todd Young) / 7:16 am Mar 12, 1989 /
>Does anyone have a -good- basic compiler they might be interested in selling?
>A nominal amount of speed, and compatability with either Atari, or basic XL
>would certainly be a plus.

I have used three different basic compilers, including the ABC compiler and Turbo. The turbo compiler is by far the best. It runs the standard atari basic, isn't limited to only integer numbers, and has extra commands not in Atari basic. A really nice program. It is also public domain (Free). The documentation is also a text file that can be sent along with the program. One catch, the compiler was written in Germany and the commands are in German. I revised my copy so the commands are in English, but the responses are still in German. (J/N vs Y/N) Tough, but most technical people can handle it. Let me know if you would like a copy.

2006. Anyone want to forward mail?

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-15 17:29:41 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3103@udccvax1.acs.udel.EDU>
Source record: 115960

I have a message I need to get to someone on the pay systems, but I don't have accounts on any of them. If someone would forward the following message to them for me, I would appreciate it. Thanx. The accounts are (take your pick)

Compu$erve 71777,2140
GEnie ZMAGAZINE
Source BDG793

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

Re: ZMAG #147

Noooooooooooooooo!!!!!!!!!!

Go to 40 columns if you must, but please don't include ATASCII control characters. ZMAG is relayed through a good number of systems that only support ASCII. Also, such an action would completely preclude printing them out. Personally, I prefer the 80 column format because I can either view it online with an 80-column terminal program (usually Kermit65) or print it out.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

p.s. Other than the recent change of format, I am very impressed with ZMAG. I dropped Antic a while back because I got all I wanted from ZMAG. Thanx.

GD,TL,TR,AEE

2007. Atari 8-bit System for sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-15 22:17:48 UTC
From: ajy2208@ultb.UUCP
Message-ID: <448@ultb.UUCP>
Source record: 115961
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,wny.general,misc.forsale,ny.general

I've got the following system for sale due to the fact that I need money
for school. I would like to sell the system as a whole, as it might take
me a while to sell the entire system as individual pieces. Anyway,
everything works really well together! Here's the system:

Items
==========
Atari 130XE Computer, 128K RAM & Rev. C BASIC built in
ICD Multi Input/Output board
- RS232 (modem) port
- Centronics (printer) port
- SCSI/SASI (hard drive) port
- Firmware, and Printer Spooler
- 1 MEG RAM (fantastic Ramdisk!!!)
XE Adaptor for MIO (necessary to use MIO with XE)
Adaptec 4000A Hard Drive Controller Card
Seagate ST225 20 Meg hard drive
Microscience 20 Meg hard drive
Indus GT Double Density disk drive
Atari 1050 w/US Doubler (Double Density)
XEP80 80 column board (also has printer port)
R-Time 8 battery clock cartridge
SpartaDOS X Cartridge
Assembler Editor Cart
PC Power supply (150 watts) for the 2 hard drives & Adaptec
XT Case (two hard drives, Adaptec, MIO, & Power supply all fit here!)
Magnavox 80 column Monochrome Monitor (works great with XEP80)
100 Disks in 3 Alsop disk cases (including)
Hacker
Archon II: Adept
Omnitrend's Universe
Alternate Reality: The Dungeon
Spy Vs. Spy
Carina II BBS Software
20 Original Antic disks, in 2 plastic disk cases
Cables (HD cables, RS232 [modem] cable, etc.)
Power Strip
==========

I am willing to part with this system for a mere $1500. A lot of my time
and money (well over $2000) went into putting this system together.
The hard drives and the 1 MEG MIO board alone would cost nearly $1000 today
new! (each drive is roughly $200, and ICD sells the MIO for $450)

I've got all the cables and power supplies needed to hook everything together. The two hard drives have a TON of PD software on them, as I used to run a Bulletin Board System. I also have a lot of original software on the 100 or so disks mentioned above.

If you are looking to run a BBS, this is a great way to start. I ran Carina II and in my opinion it is better than any ST BBS software that has come out yet (including FoReM).

With a second monitor (or b/w TV) you can generate two entirely different displays by using the XEP80 and SpartaDOS X. I'll be glad to assist the person who purchases the system in setting it up, and if he/she is local, can do so in person. If you're not local to me, I'm going to have fun mailing all this!!

Please contact me at 716-475-4088 weeknights or weekends if you are interested in purchasing this system. Or, you can reach me at:

ajy2208@ritvax.bitnet - Bitnet
ajy2208@ultb.rit.edu - Usenet

Albert Yarusso
==========> Someday I'll have a Cray! :-)

2008. Personal to Gil Yehuda

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-16 03:35:42 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <15872@cup.portal.com>
Source record: 115962

Sorry to post this here -- you know how MailBounce is. A thousand apologies.

TO Y. GIL YEHUDA:

I have been trying to send you the File-Transfer information you
need, but have been unable to send you mail at the address

yehuda@skybridge.SCL.CWRU.Edu

Please supply me with a valid mail path that can reach you, or tell
me to post the material HERE (it is about 3 or 4 (maybe a little more)
pages' worth).

Thanks,
Chris Chiesa

Chris_F_Chiesa@cup.portal.com

2009. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-16 07:19:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <15887@cup.portal.com>
Source record: 115963

The other BASIC compiler Matt Walsh remembered was the DataSoft BASIC Compiler... it had its quirks (like requiring ALL Data Statements to be at the END of the program), but the resulting code WAS quite fast, especially if you chose the INTEGER compile option (if you needed floating point math, you could compile under that option, but the speed suffered)..

I do agree though, that for sheer speed (almost as fast as 6502 assembly code), the ACTION language was the winner..

For ease of programming, and speed of development though, the BASIC compilers couldn't be beat...

BobR

2010. Re: Personal to Gil Yehuda

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-16 21:28:10 UTC
From: yehuda@olympus.CWRU.EDU
Message-ID: <628@cwjcc.CWRU.Edu>
Source record: 115964

skybridge.scl.cwru.edu was down for over a week.
We switched to VMS for a while &-(and then we grew some bugs %-(
Well we are up again. If mail bounced back, try to send it again
maybe it'll work this time. I'm looking forward to hearing from
you.

Thanx,
Gil Yehuda
--
Y. Gil Yehuda gil@bach.ces.cwru.edu yehuda@skybridge.scl.cwru.edu
129.22.16.24 129.22.32.1

A FREILICHE PURIM

2011. MONTEZUMA'S, ASSYLUM, PITFALL II and OMNITRENDS UNIVERSE

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-17 15:09:18 UTC
From: walshm@sun.soe!clutx.clarkson.edu
Message-ID: <2684@sun.soe.clarkson.edu>
Source record: 115965

Since noone else talks about the old 8-bit games, I guess I'll have to do
it. Yes I know there is a newsgroup for computer games, but I prefer to
interact with fellow Atari users.

Has anyone else ever won on PITFALL II? When I say win, I don't mean getting
the gorilla. I mean completing the section following the gorilla where the
"Pitfall Harry's only hope is to find the man, the pot, the flute, and the
magic rope". I ask because this feat took me most of a day to find
all these items and finally ascend to the top.

How about MONTEZUMA'S revenge. I mean the version put out by UTOPIA software,
before Parker Bros. raped it into a cartridge version for every computer made.
If you did well, you got the torch, and came to a HUGE man, at least 6 times
your heigth, who stamps and shakes the floor every few seconds. I could
never get much farther.

I am also intersted in finding out how many people took an interest and played
UNIVERSE. My version never worked completely, but what I saw looked like
STARFLIGHT for the IBM. I heard there was even a BBS for Universe players.
Was this a really good game? Should I try to find it again with docs?

Last but not least. Did anyone ever have success with ASSYLUM? This game
was your typical two word parser adventure game, except it featured a
3-d view of the room and hallways around you. However, the halls formed
a maze and the game was very difficult to map AND navigate. I was able
to dress up like alfred Hitchcock and get the movie camera and guard outfit,
and re-wire the fuse box, but I never got to the catapult, Dr. 'Bones' McCoy,
or to get the phone to work. How about anyone else.

Let me know if any of you have had better success than I, or comments.
Matt Walsh

********** Aint' seen nothing like him
* ********** in any amusement hall,
* ******* he is known as MATT WALSH
* * AKA the KING OF PINBALL

2012. Re: MONTEZUMA'S, ASSYLUM, PITFALL II and OMNITRENDS UNIVERSE

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-17 16:15:01 UTC
From: bv3456@leah.albany.edu
Message-ID: <1703@leah.Albany.Edu>
Source record: 115966

In <2684@sun.soe.clarkson.edu>, walshm@sun.soe!clutx.clarkson.edu
(Matthew S. Walsh) writes:

>I am also intersted in finding out how many people took an interest and played
>UNIVERSE. My version never worked completely, but what I saw looked like
>STARFLIGHT for the IBM. I heard there was even a BBS for Universe players.
>Was this a really good game? Should I try to find it again with docs?

I really liked Universe at first, but _only_ with two disk drives. This is a
five disk game, and with one drive the swapping is worse than ridiculous.
Also, the game is slow. After awhile, the novelty of descending to a starport
wears off. I found a bug in the game that allowed me to become a millionaire,
so I bought the best stuff and flew all over the galaxy. All this was fun
for a bit, but the object is to get this space booster, and I never did find
it.

The manual is large (100 (?) pages) and well done. When I had the game it was
expensive, but not copy-protected.

Has anybody completed the game? I'm pretty curious as to what happens in the
end.

=-=-=-=-=-=-=-=-=-=-=-=-=
Victor
SUNY Albany
bv3456@leah.albany.edu
bv3456@albny1vx.bitnet
=-=-=-=-=-=-=-=-=-=-=-=-=

2013. One last Spartados x questin..

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-17 18:34:00 UTC
From: BIW109@URIMVS.BITNET
Message-ID: <8903172225.AA26233@ucbvax.Berkeley.EDU>
Source record: 115967

I have one last question about the spartados x cart. In the
manual, it states that the computer can be rebooted with the cart.
dissabled if you give the command 'COLD/N'. When I do this, the
disk drive runs for a few seconds, and then the message 'Directory
not found' pops up on the screen. It does this with any disk I put
in the drive (some have directories, and some are boot-load disks
that have no directory).
On an unrelated note, could anyone give me the correct parameters
for the xio command #36 (set baud rate/parity/wordsize for the
rs232 interface)? All of the doccumentation that came with the
drivers I have (they were included with the r-verter interface) just
refer me to the atari 850 manual (not good advice, since I would not
have baught an r-verter if I had an 850...)
thanks for any help,
Raymond Courtois
bitnet: biw109@urimvs

2014. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-17 23:28:49 UTC
From: RCH@cup.portal.com
Message-ID: <15941@cup.portal.com>
Source record: 115968

I downloaded the MMG basic compiler from a BBS in Atlanta last night,
and played with it a little before going to bed. If you want it, it
is in a DISKCOMMed file on my BBS, Freestyle, at 404/546-8256 (3/12, 24hr).

The program boots as an AUTORUN.SYS, and was DISKCOMMed with 2.0, so I will
have to play with it to see if it will run under Sparta. The program's
copyright is 1984 so I am not really hopeful! :-)

I believe the comapny was Special Software Systems, but don't hold me to that;
it was reallllllly late! From what I understand, though, MMG was released
into the public domain.

Program operation is simple: you give it the name of a saved BASIC files,
the name of the file to compile into, and whether it needs INTEGER or
FLOATING POINT math. Then it whizzes, whirs, makes several "passes" and
gives you a file roughly three times the size of the BASIC file. The .exe
file seems to perform fine, though I will have to try it with some math-
intensive stuff to see any appreciable speed increase.

I will play with it some more and let you know. In the meantime, give me
a call, and try it out yourself. (File should be called MMGCOMP.DSK or
something like that. Type GO ATARI at the section prompt, then either
DIRECTORY or BROWSE.)

-Ric Helton RCH@cup.portal.com
-Freestyle BBS 404/546-8256

2015. Re: One last Spartados x questin..

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-18 03:17:51 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3120@udccvax1.acs.udel.EDU>
Source record: 115969

In article <8903172225.AA26233@ucbvax.Berkeley.EDU> BIW109@URIMVS.BITNET writes:
>
> I have one last question about the spartados x cart. In the
>manual, it states that the computer can be rebooted with the cart.
>dissabled if you give the command 'COLD/N'. When I do this, the
>disk drive runs for a few seconds, and then the message 'Directory
>not found' pops up on the screen. It does this with any disk I put
>in the drive (some have directories, and some are boot-load disks
>that have no directory).

Well, there needs to be a space in it: "COLD /N". I don't know what the
"directory not found" message is about. The screen should go blank & the
familiar boot procedure should begin. Remember to hold down OPTION to
disable internal BASIC if desired.

> On an unrelated note, could anyone give me the correct parameters
>for the xio command #36 (set baud rate/parity/wordsize for the
>rs232 interface)? All of the doccumentation that came with the
>drivers I have (they were included with the r-verter interface) just
>refer me to the atari 850 manual (not good advice, since I would not
>have baught an r-verter if I had an 850...)

I don't have my manuals with me at the moment, but if you don't get a
reply, send me mail. Also, the codes are listed in the original "Your
Atari Computer" if you have a copy around.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

2016. Re: Atari/6502 Books for Sale (Hey, Tom!)

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-18 17:10:06 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <15965@cup.portal.com>
Source record: 115970

Ditto on the bounced mail. Tom, I talked to you on the telephone about a month ago, re your earlier-advert'd copy of INSIDE ATARI DOS. At that time we arranged that you would send it to me C.O.D., but as of today, 3/18, I have seen nothing. I note that your list no longer contains that book, though, so I am assuming that you at least still INTEND to get it to me. Just wondering what happened.

You can reply to me through the net at

Chris_F_Chiesa@cup.portal.com

or by phone at
(716) 342-5914 (home)
or (716) 724-7269 (work)

2017. Re: Personal to Gil Yehuda

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-18 17:25:18 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <15967@cup.portal.com>
Source record: 115971

Okay, Gil, I've tried retransmitting that e-mail, to

yehuda@skybridge.scl.cwru.edu

Let's see if it gets there! :-)

Chris

2018. Re: One last Spartados x questin..

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-18 19:09:43 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <15973@cup.portal.com>
Source record: 115972

```
The correct command is "COLD /N" note the space between the D and /
```

2019. PC to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-18 21:57:44 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <15977@cup.portal.com>
Source record: 115973

Ignore my previous question about "with what do I unCompress?" I found a 'man' page about 'compress' on a Unix system, and did it there.

UNFORTUNATELY... The program you posted, Ken, turns out to be an IBM-PC program to read ATARI disks, NOT the other way around as I took your SUBJ: line to mean.

Therefore, I explicitly pose the converse question: does there exist a program to let an Atari with true double density (say, the US Doubler chip in a 1050 drive) read IBM-PC disks? That was what I thought the promised program purported to do, and only found out the opposite after going through quite a bit of work to extract it...

(And, beyond that, are you sure the program is meant for 5 1/4" rather than 3 1/2" floppies? I'll be explicit, again, and add to my above question the qualification that by "...IBM PC disks on the Atari..." I mean 5 1/4" floppies.)

Sigh...

2020. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-19 01:57:14 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Mar.18.20.57.12.1989.10097@topaz.rutgers.edu>
Source record: 115974

About the MMG Basic Compiler...I haven't used it in several years (I use TurboBasic if anything anymore), but from what I recall, I had experienced some problems with it. *MOST* of the time compiled Basic programs worked just fine. It seems to me that I had a lot of trouble with programs that did extensive graphics though (lots of PLOT's and DRAWTO's)...the compiled version would either do nothing, or would draw the *wrong* stuff! Just wondering since the discussion came up, but is it just me, or was this a problem everyone had with it? In either case, for programs that did little graphics, or were all GRAPHICS 0, the MMG compiler worked like a charm.

-Ray

PS - Just picked up Dark Chambers and Crossbow today...thanx Atari for finally releasing 'em! Keep it up....I want more, MORE! :-)

wilmott@topaz.rutgers.edu

2021. Atari "Adventure"

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-19 02:10:52 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Mar.18.21.10.50.1989.10299@topaz.rutgers.edu>
Source record: 115975
Cross-posted to: rec.games.video,comp.sys.atari.8bit

I was also a BIG fan of the old Atari VCS/2600 Adventure cart (still am I guess...dug it out a few months ago and found that I STILL love it). Found the "secrets" on my own (secret dot, 'created by' message room, how to enter the 'game select' screen, etc). So can *ANYONE* out there confirm or deny the rumoured "hidden purple dragon and wizard" secret??????????????????????? Also, does anyone know if a similar game was ever produced (PD or commercial) for the Atari 8-bit computers, and if so where I might find a copy????????? Thanx.

-Ray

wilmott@topaz.rutgers.edu

2022. Re: One last Spartados x questin..

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-19 19:37:38 UTC
From: chiesa@netcom.UUCP
Message-ID: <22@netcom.UUCP>
Source record: 115977

In article <8903172225.AA26233@ucbvax.Berkeley.EDU>, BIW109@URIMVS.BITNET writes:
>
[questions about SpartaDOS deleted]

> On an unrelated note, could anyone give me the correct parameters
> for the xio command #36 (set baud rate/parity/wordsize for the
> rs232 interface)? All of the doccumentation that came with the
> drivers I have (they were included with the r-verter interface) just
> refer me to the atari 850 manual (not good advice, since I would not
> have baught an r-verter if I had an 850...)

I have before me Atari's "850 Interface Module Technical Manual" -- which,
believe it or not, documents more than you could ever possibly want to know
about that beast, and which CAME WITH the 850 when I bought it back in '82.
I've never seen anyone else with a copy of it, even among my friends who
also have 850's. I guess I "lucked out," as my mother would say...

The writeup on the XIO 36 command is a good two and a half pages of small
type, but that includes a lot of stuff we all already know (or at least,
work with enough to know "intuitively") -- what "baud" means, and so on...

Suitably edited, then, here's the scoop:

The CONFIGURE BAUD RATE command allows you to set the Baud rate, "word"
size, number of stop bits to transmit, and enable or disable checking of
DSR, CTS, and CRX. The command may be issued through an open IOCB to the
RS-232-C SERIAL INTERFACE port, or through an IOCB which isn't being used.
If you have opened an IOCB to the port you are configuring, you must use
that IOCB. You cannot configure any port if a Concurrent Mode I/O operation
is active.

The CONFIGURE BAUD RATE command looks like this in BASIC:

XIO 36,#iocb,aux1,aux2,"Rn:"

... the IOCB should either be open to the port you are configuring, or should
not be open at all. No Concurrent Mode I/O should be active when you issue
this command.

Aux1 ... specifies the Baud rate, "word" size, and number of stop bits...
For each of these, pick a number from tables B-1, B-2, and B-3 (see below -
CFC), then add the nummbers together to form Aux1.

Aux2 ... specifies whether or not the Interface Module should check Data Set
Ready (DSR), Clear To send (CTS), and/or Carrier Detect (CRX) when a Block
Mode output or START CONCURRENT MODE I/O operation is performed. If you ask

to have the Interface Module check one or more of these, the interface module will return error status if the line check(s) is not ON. The error status is returned from the Block Mode output attempt or from the START CONCURRENT MODE I/O attempt. The condition of the line(s) being checked does not matter at the time you do the CONFIGURE BAUD RATE command to turn on the checking... See Table B-4 (below - CFC) for values of Aux2.

Note that the preset values of Aux1 and Aux2 ... are zero, corresponding to 300 baud, 8-bit words, one stop bit, and no checking of DSR, CTS, or CRX.

The configured parameters will stay as you set them until you either reset them or until you reboot the system (turn the power off and back on). The SYSTEM RESET key will not reset any of these parameters. (Remember, this is for the 850 -- may or may not hold for later devices that merely "emulate" it. Included "for completeness." -- CFC)

You may configure each... (serial) port independently.

If you specify 8-bit words, there are no restrictions on operation of the port. However, the following restrictions apply to 7-, 6-, and 5-bit words:

* Full-duplex is not allowed
* Half-duplex input can be in Concurrent Mode I/O only
* Half-duplex output can be in Block Mode only
* Input and output can be only 300 Baud or less

(The implication is that today's modem communications are all done with 8-bit words; and you are using Concurrent Mode I/O for all such communications as well, if it wasn't clear... - CFC)

(more stuff on 7-, 6-, and 5-bit words, deleted. Do you want it? - CFC)

(more on checking DSR etc... want that? - CFC)

Okay, enough of that; that should cover what you need. The tables of values from Appendix B are reproduced below. Tables B-1, B-2, and B-3 list values (really "bit settings," but they don't tell you that) to be "added together" (or OR'ed into the bit mask) to form Aux1. Table B-4 lists values for Aux2. You should be able to easily determine the specific Bit Mask functions by examining these tables...

B-1: Baud Rate Specifiers to add to Aux1:

ADD BAUD RATE (bits per second)

0 300
1 45.5 (for Baudot teletypes; usu. referred to as 60 words/min)
2 50 (" " " ; " " " " 67 words/min)
3 56.875 (" " " ; " " " " 75 " / ")
4 75 (sometimes for ASCII, sometimes for 5-bit RTTY. 100 WPM)
5 110
6 134.5 (used by IBM systems) (??? -- CFC)

7 150
8 300
9 600
10 1200
11 1800
12 2400
13 4800
14 9600
15 9600

B-2: Word Size Specifiers to add to Aux1:

ADD WORD SIZE (bits)

0 8
16 7
32 6
48 5

B-3: Specifier for Two Stop Bits to add to Aux1:

ADD STOP BITS SENT WITH EACH WORD

0 1
128 2

B-4: Aux2 Specifications to check DSR, CTS, CRX:

ADD TO MONITOR

0 None
1 CRX
2 CTS
3 CTS,CRX
4 DSR
5 DSR,CRX
6 DSR,CTS
7 DSR,CTS,CRX

Th-th-th-that's all, folks!

Enjoy.

2023. Pitfall II

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-19 21:33:23 UTC
From: paulsenk@thor.stolaf.edu
Message-ID: <1620@thor.acc.stolaf.edu>
Source record: 115976

In article <2684@sun.soe.clarkson.edu> you write:
>Has anyone else ever won on PITFALL II? When I say win, I don't mean getting
>the gorilla. I mean completing the section following the gorilla where the
>"Pitfall Harry's only hope is to find the man, the pot, the flute, and the
>magic rope". I ask because this feat took me most of a day to find
>all these items and finally ascend to the top.

I have never been able to get past the level with the shivering-lion (quick-claw?)...I don't know what to do after rescuing him...any advice here?

Kirk

2024. Re: Atari "Adventure"

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-20 17:19:06 UTC
From: dodgson@cs.wmich.edu
Message-ID: <481@cs.wmich.edu>
Source record: 115978
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <Mar.18.21.10.50.1989.10299@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>
> ---------------------
>
> I STILL love it). Found the "secrets" on my own (secret dot,
> 'created by' message room, how to enter the 'game select' screen
> , etc). So can *ANYONE* out there confirm or deny the rumoured
> "hidden purple dragon and wizard" secret??????????????????????

The 'game select' screen? How do you do that? I haven't heard
of that fun little room.
Also, I would like to put out a thought for most programmers.
Has anyone else realized that Atari has only made ONE videogame cartridge
for the 2600 that has a fatal bug in it. Considering the amount of
software revisions and bug fixes that I see for computers (MACs, SUNs, ...),
I find that to be a very good record. Yes, the software was smaller and
easier (more fun) to test, But it still means something!!
Oh, for those who don't know which cartridge, try Warlords in 3 player
mode. It will occasionally not give the ball back to continue after a point
is scored.
Harry
--
Harry Dodgson Jr. Internet: dodgson@cs.wmich.edu
Western Michigan University (35.132.4.1)
Computer Science Department Voice: (616) 387-5803
Kalamazoo, MI 49008

2025. Re: Atari "Adventure"

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-20 21:09:16 UTC
From: clf3678@ultb.UUCP
Message-ID: <463@ultb.UUCP>
Source record: 115979
Cross-posted to: rec.games.video,comp.sys.atari.8bit

I don't think a version of Adventure was ever put out on the 8-bit, but there was an interesting game called Castle Hexagon that I enjoyed quite a bit. It entailed going through a castle, picking up objects and putting them in their proper rooms. Although I've looked almost everywheres, I really can't seem to find a copy of it. It was a PD game.

I'm also a VCS freak, but never played Adventure. Maybe I should look around for it.

=cf=

2026. Wanted - Kermit for Atari 800 (or something like it)

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-20 23:02:00 UTC
From: doom@Portia.Stanford.EDU
Message-ID: <1028@Portia.Stanford.EDU>
Source record: 115980

I need to get some files off my old Atari 800 disks somehow,
fast. I can borrow a modem, and buy/build a cable, but I could
really use something like Kermit. Can anyone tell me how to get
a copy?

(If you care, the ultimate destination is a Mac, but here at
Stanford I can get to a mac from any number of places: the
campus mainframes, IBM PCs, whatever.)

--- Joe B.

(J.JBRENNER@MACBETH.STANFORD.EDU Materials Science Dept/Stanford, CA 94305)

2027. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-20 23:44:54 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <3201@ihlpm.ATT.COM>
Source record: 115981

In article <15887@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>
> ......
> I do agree though, that for sheer speed (almost as fast as 6502 assembly
> code), the ACTION language was the winner..
> ......
>
> BobR

Why did you write this in the past tense? Is there now a compiler that
produces faster object code than ACTION! ? (Not that I would want it,
I don't even have much time to write programs anymore, although I'm working
on it...)

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

2028. Re: Atari "Adventure"

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-21 13:40:37 UTC
From: ajy2208@ultb.UUCP
Message-ID: <475@ultb.UUCP>
Source record: 115982
Cross-posted to: rec.games.video,comp.sys.atari.8bit

Ray,

Can you give us some more information about the "game select
screen" you mentioned? I've found the secret room with the magic dot,
but I've never heard of the game select screen before I saw it mentioned
here on the net..

Thanks,

Albert Yarusso, bitnet: ajy2208@ritvax
usenet: ajy2208@ultb.rit.edu

2029. Re: Atari "Adventure"

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-21 17:16:05 UTC
From: champagn@hpspkla.HP.COM
Message-ID: <3480001@hpspkla.HP.COM>
Source record: 115983

> Also, does anyone know if a similar game was ever produced (PD
> or commercial) for the Atari 8-bit computers, and if so where I
> might find a copy????????? Thanx.

There was a game for the 8-bit VERY MUCH like the adventure VCS
cartridge-- "The Holy Grail" (published by the (late) APX; Atari's "home-grown"
division). THG had _many_ rooms to explore, "secret" rooms and passages, and
was a kick for us Monty Python fanatics...
However, finding it (of course) will probably be difficult...

champagn@hpspkla

2030. Re: Wanted - Kermit for Atari 800 (or something like it)

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-21 17:57:11 UTC
From: young@ncrcce.StPaul.NCR.COM
Message-ID: <1180@ncrcce.StPaul.NCR.COM>
Source record: 115984

How about using one of the many communication programs available which
usees X-modem protocol. One good one is 850-express, another older one is Chameleon.

You can then go computer-computer using only the RS232 port on the apple
and your serial connection on the 850 or equivalent. When you make your cable
watch pin 8. Some programs (850 express for one) requires this lead be held
high, while some others dont.

2031. Got those 48K blues...

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-21 18:17:24 UTC
From: smb@cs.purdue.EDU
Message-ID: <6289@medusa.cs.purdue.edu>
Source record: 115985

I have an Atari 800 (the old kind) and although I want to get a bigger, newer machine, I am confined by my budget to wait on that. In the interim, I want to try to expand the memory of this machine beyond the current 48k. I know there are many people who have done so and written instructions on how to do it and I hope that one of you out there has one or more of these "How-to" documents online and will send it to me. Please let me know about your experiences with any of these expansions even if you can't send me information on how to do the expansion. Also, please include any compatability information and reference any programs that may be needed to use the extra memory.

Thanks,
Scott Ballew
Bitnet: privateer@drycas.bitnet
Internet/UUCP: smb@cs.purdue.edu

2032. Basic Compiler Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-21 18:27:46 UTC
From: young@ncrcce.StPaul.NCR.COM
Message-ID: <1192@ncrcce.StPaul.NCR.COM>
Source record: 115986

Frank, yes I would be interested in the German Compiler. I sent you a reply by mail but it was returned as 'addressee unknown' . Send me email when get a chance to arrange this. Thanks for your help.

2033. 64K for Atari 400.

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-21 20:10:13 UTC
From: levi@kodak.UUCP
Message-ID: <1780@kodak.UUCP>
Source record: 115987

Does anybody have instructions on how to upgrade Atari 400
to 64K using 64Kbit chips?

2034. Re: Got those 48K blues...

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-22 05:01:53 UTC
From: clf3678@ultb.UUCP
Message-ID: <482@ultb.UUCP>
Source record: 115988

Yes, a number of memory upgrades are available for the 800. However, finding one will be difficult. Axlon once made a number of upgrades, and you can make them yourself by modifying a 16k board. However, you will find that your upgrade won't really be compatible with those for the XL/XE machines. What I mean is, you can't get a 64k/128k program meant for newer machines and expect it to run on the 800. I might be wrong about this, but this is my experience with it.

=cf=

2035. Re: 64K for Atari 400.

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-22 05:04:08 UTC
From: clf3678@ultb.UUCP
Message-ID: <483@ultb.UUCP>
Source record: 115989

I don't believe that you can expand a 400 to 64k. The highest it will go (the highest I've ever heard it can go) is 48k. I believe Axlon made a board that did this, and POSSIBLY Atari had one at one time. If you want 64k, you will have to get an XL/XE.

=cf=

2036. Re: Wanted - Kermit for Atari 800 (or something like it)

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-22 22:53:58 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <6278@bsu-cs.UUCP>
Source record: 115996

I seem to have missed the original posting, but in article <1180@ncrcce.StPaul.
NCR.COM>, young@ncrcce.StPaul.NCR.COM (Todd Young) replies:

> How about using one of the many communication programs available which
> uses X-modem protocol. One good one is 850-express, another older one
> is Chameleon.

Those are fine if you can stand 'em -- but Chameleon's terminal emulation is
rather disappointing, and 850 Express! does none at all. In my experience that
is a very irritating tradeoff.

>
> You can then go computer-computer using only the RS232 port on the apple

Ah. If we're talking about an APPLE-to-Atari connection, perhaps terminal-
emulation isn't such a big issue.

Nonetheless, the implication that the original poster wanted to talk to an
existing Kermit on his Apple, says that only Kermit will do (he'd have to
get a matching XMODEM utility on the Apple, if he used Chameleon or
850 Express!).

Therefore, as I do every time this subject arises, I suggest John Dunning's
excellent "Kermit65," ported from the Commodore-64 and quite functional and
satisfying in all ways.

It performs not only Kermit file transfer, but also one of the best and most
versatile VT100 emulations I've ever seen on the 800 series.

Kermit65 can probably be obtained from ANY NUMBER of people right here on this
newsgroup... I'd try posting it myself but I need to minimize my use of
this account!

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2037. Re: Got those 48K blues...

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-22 23:20:29 UTC
From: u-mderha%ug.utah.edu@wasatch.UUCP
Message-ID: <1401@wasatch.UUCP>
Source record: 115990

In article <6289@medusa.cs.purdue.edu> smb@cs.purdue.edu (Scott M Ballew) writes:
>
>I have an Atari 800 (the old kind) and although I want to get a bigger, newer
>machine, I am confined by my budget to wait on that. In the interim, I want
>to try to expand the memory of this machine beyond the current 48k.

> (other Stuff goes here.)

>Thanks,
>Scott Ballew
>Bitnet: privateer@drycas.bitnet
>Internet/UUCP: smb@cs.purdue.edu

Upgrades to the old atari 8-bits are rather messy. A friend of mine
(Ron Bolling of UPGRADE Productions) does upgrades for just about every
one of the 8bit line. I have an 800 with 320k, but it is addressed
differently than any other upgrade i know of. There are many ways of
addressing ram in 8bit atari's. Exactly how do you want it to be addressed?
If you want compatability with the XL/XE computers, then you need to be able
to address memory underneath the operating system via the pia address.
Mosaic memory systems used to produce an upgrade that did that. In addition
to being able to address all of your memory as RAM (64k), there are various
ways of exceeding this by using memory banking. The 130XE (and compatables)
use 16k banks in memory from $4000 to $7FFF. The bank selection is also
done through pia port B. The Axalon system banks in the same place, but
is banked through a register located at $CFFF. The Mosaic Ramdisk banks
only in 4k banks in memory locations $C000 - $CFFF, and is selected by
writing to memory locations $FFC0 -$FFE0.
My 800's system is completely different. We affectionately call it the
64k+. The operating system memory as well as memory (cartridge) protection
is enabled by a write only register somewhere in the unused I/O addresses.
The extra (RAMDISK) memory is banked in two locations. First in 4k Blocks
from $C000 to $CFFF, and then in 256 byte blocks from $D700 to $D7FF.
The upgrade provides for deselection as well as memory protection (simulated
ROM) for these memory locations. They are also banked via write only regs
in unused I/O memory locations ($D000-$D7FF). Ron also has a simular upgrade
for atari 400's, but there are a few things left out due to the archatecture
of the 400.
Ron has also come up with a complete memory system for XE's which gives
cartidge memory protection, operating system ramdisk support, and expanded
memory up to 2 meg. This is made possible by the addition of an extra PIA.
I have one of these, and let me say that its great!

I don't know much about getting the axalon/mosaic upgrades, but Ron still
does them. (A couple of months ago, he upgraded a 16k 400 to 52k for a

friend of mine.) I don't know about his current pricing though. If your intrested in finding out about any upgrade Ron does, just send me e-mail, and I'll try and find out.

-=-=-=

2038. Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-23 02:32:57 UTC
From: robby@vax1.acs.udel.EDU
Message-ID: <3163@udccvax1.acs.udel.EDU>
Source record: 115991

Here's my problem...I'm currently fooling around with the Ace C Compiler, and using a Word Processor to write the source code. Everything would be fine, BUT my Word Processor(Speed Script) doesn't let me exit back to DOS so I can recompile my program. It's a real hassle to have to power down and power back up just to edit the source code. So the question is:

DOES ANYONE KNOW OF A (CHEAP) TEXT EDITOR I CAN USE FOR THIS PURPOSE?

I tried downloading one off of bitnet, but those bitnet files aren't to reliable(sp?)!!!! I've tried downloading six files and only on of them worked. Oh well that's anothor story in itself.....

Rob S.

P.S. Gary if you are reading this could you put me on your Z-Mag mailing list???!!!

2039. Keep the faith

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-23 03:03:13 UTC
From: dnelson@umbio.MIAMI.EDU
Message-ID: <1503@umbio.MIAMI.EDU>
Source record: 115992

Recently I have read Steven Levy's book called Hackers. I loved the
story about John Harris making the games for the Atari. I started
looking into the capability of the Antic and I was suprised.

Too all of you Atari 8 bit'ers... Keep the faith.

No I'm not saying that it will change into some super power machinge,
but I do think the machine is real neat.

--
Dru Nelson UUCP: ....!uunet!gould!umbio!dnelson
Miami, Florida MCI: dnelson
Internet: dnelson%umbio@umigw.miami.edu

2040. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-23 14:21:19 UTC
From: slackey@bbn.com
Message-ID: <37630@bbn.COM>
Source record: 115993

In article <3163@udccvax1.acs.udel.EDU> robby@vax1.acs.udel.EDU writes:
>fine, BUT my Word Processor(Speed Script) doesn't let me exit back to DOS so
>I can recompile my program. It's a real hassle to have to power down and power
> DOES ANYONE KNOW OF A (CHEAP) TEXT EDITOR I CAN USE FOR THIS PURPOSE?

Yes! Mine! For a mere $5 (to cover my <wink><wink> ***COSTS***
<nudge><nudge>) I will send you a copy of my assembly language
emacs-inspired but with changes TEXT EDITOR!!! Instructions included
on the disk. NOT copy-protected! I will even make changes for you if
I like your requests! Fits in 5K, edit buffer size is 16K, has exit
to DOS.
Write to:
Stan Lackey
312 Chicopee Row
Groton, MA 01450

2041. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-23 17:38:06 UTC
From: jorgy@boulder.Colorado.EDU
Message-ID: <7642@boulder.Colorado.EDU>
Source record: 115994

In article <3163@udccvax1.acs.udel.EDU> robby@vax1.acs.udel.EDU writes:
> Here's my problem...I'm currently fooling around with the Ace C Compiler,
>and using a Word Processor to write the source code. Everything would be
>fine, BUT my Word Processor(Speed Script) doesn't let me exit back to DOS so
>I can recompile my program. It's a real hassle to have to power down and power
>back up just to edit the source code. So the question is:
>
> DOES ANYONE KNOW OF A (CHEAP) TEXT EDITOR I CAN USE FOR THIS PURPOSE?
>
> Rob S.

This reminds me of a question I've been going to ask for a long time:

Does anyone know if the UNIX editor "vi" is available/has been ported
to atari 8bit machines?

Thanks,
jorgy

2042. Re: my modem question..

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-23 20:01:00 UTC
From: BIW109@URIMVS.BITNET
Message-ID: <8903232002.AA23872@ucbvax.Berkeley.EDU>
Source record: 115995

Thanks for the info on xio command 36. I only have one other
question. Is there any way to set the partiy of the port, or is this
the responsibility of the program using the port. I thought this was
also controlled by command 36, but I guess not that it is not.
Thanks again for the help,
Raymond Courtois
Bitnet: Biw109@urimvs

2043. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-24 00:55:46 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <16161@cup.portal.com>
Source record: 115997

About the best text editor/word processor you will find is the TEXTPRO one.
It has me features than speedscript (and lacks only one that I know of and
that is the character swap) and can edit any size file (I regularly edit 150k+
files).
The best thing about it is that it is free....

2044. Re: Got those 48K blues...

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-24 14:12:43 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1008@cs.rit.edu>
Source record: 115998

A friend of mine has a 1megabyte 800 that he still insists on using solely because he did get the 1meg upgrade. While I don't remember who he bought it from, he did buy it less than a year ago. It is a single board, and it has a switch that will turn it on/off if the need ever arises.

As someone stated earlier, this RAM is not directly accessible by the computer. If I remember correctly, it can only be used as a RAMdisk. It is also compatible with AXLON memory boards.

If anyone would like more information, I'd be glad to fetch it for ya..

Albert Yarusso,

Bitnet: ajy2208@ritvax.bitnet
Internet: ajy2208.ultb.rit.edu
Usenet: rochester!rit!ritcv!ajy2208

2045. Re: Keep the faith

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-24 14:16:43 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <4593@ihlpe.ATT.COM>
Source record: 115999

From article <1503@umbio.MIAMI.EDU>, by dnelson@umbio.MIAMI.EDU (Dru Nelson):
>
> Too all of you Atari 8 bit'ers... Keep the faith.
>
Thanks, Dru. We have been keeping the faith for a couple of years now hoping that Atari's push of the XE Game System would result in many new games and eventually more productive software. So far, Atari is the only company to release software in cartridge format. Another hope was that the popularity of the 8bit system in Europe would result in some good software for us here in the USA. So far, not much has come from that area either. Mostly PD software such as Turbo BASIC. If you have the capability to write some good software, go for it.

I read some news that was more discouraging than encouraging. In the Feb issue of Video Games and Computer Entertainment, there was a short blurb on Activision's Shanghai game and how it was available worldwide on 24 computer systems. One mentioned was the 'Atari XL/XE in Europe'. Why only in Europe? I'm going to write a letter letting them know how I feel about their narrow minded view :-) . All kidding aside though, I have written several letters to various third party software companies. I have gotten anywhere from no response to 'Atari doesn't make the 800 anymore'. No positive responses at all.

Speaking of PD software, why don't we start a list of the best of the PD software. I would like to know if there is some that I don't even know about let alone have a copy of. Off the top of my head, this is where I would start:

Daisy Dot II (soon to be III)
Turbo BASIC
CC8 C compiler (from Steve Kennedy)
Kermit 65

How about adding your favorite to the list. (I include Shareware in with PD, even though it is in our own best interest to support those developers who ask a donation)

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

2046. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-24 22:46:17 UTC
From: daryl@ihlpe.ATT.COM
Message-ID: <4595@ihlpe.ATT.COM>
Source record: 116000

In article <3163@udccvax1.acs.udel.EDU> robby@vax1.acs.udel.EDU writes:
>> DOES ANYONE KNOW OF A (CHEAP) TEXT EDITOR

One option is to download TEXTPRO from Compu$erve.
--

Daryl Monge UUCP: ...!att!ihcae!daryl
AT&T CIS: 72717,65
Bell Labs, Naperville, Ill AT&T 312-979-3603

2047. Atari Users Group Meeting

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-24 23:07:35 UTC
From: c08_d102@jhunix.HCF.JHU.EDU
Message-ID: <1224@jhunix.HCF.JHU.EDU>
Source record: 116001
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I've noticed a note in the latest Checkbits stating that the next
meeting would be Tuesday, March 28th, 8:00PM in Gilman 12. I should
warn everyone interested that I've not yet reserved this room, and I
don't know if Mark has taken care of that himself or not . . .

Personally, I would prefer to meet at a member's home again, as it's
a bit more comfortable to sit on a rug, even, than in a classroom for two
hours. Also, it's nice to see what's available for the machines first hand.
Unfortunately, my room is going to be painted, I've packed up my computer
for a couple of weeks, and the local spacio-temporal fractures have started
acting up again, so my place isn't a good idea. Anyone want to volunteer their
own room? (Cross your fingers, in two weeks I might have a) a real fridge,
b) a non-silly-putty sofa, c) a real kitchen table, and d) more room for the
computer equipment (not to mention people). Then my place will be fine.
I should have started demanding all this sooner...)

And now, for a progress report.

o No progress toward getting a model constitution to modify.
(Eric, are you out there? I know Joe is using your
account, but do you ever use it yourself?)
o No progress toward becoming a real SAC group
(but then, it's Spring Break).
o Some progress toward a software library.
I spent a few days going over my archives of software and have
made some sense out of it. Now, I need a disk cataloging program
to make a list of what I have. I'd appreciate other members sorting
through their own public domain software and cataloging it, too,
so we can cut down on time spent on ftp'ing and listserv'ing
(believe me, you'll appreciate this someday...).

If this all seems a bit discouraging, well, it's only been a week.
The main purpose of the above was to get some action going vis-a-vis
cataloging your software. Do it! I found the most amazing things
lying around on my disks, myself . . .

On a side note, I like the way the ATARINET server at UH-INFO@UHUPVM1
hasn't been updated since last Halloween.

--
Jared J. Brennan <ins_bjjb@jhunix.hcf.jhu.edu> or <c08_d102@jhunix.hcf.jhu.edu>
BITNET: INS_BJJB@JHUNIX,JHUVMS ARPA: ins_bjjb%jhunix@hopkins.ARPA
UUCP: allegra!hopkins!jhunix!ins_bjjb "What's up, Spock?"

2048. BBS online games

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-25 21:11:00 UTC
From: tdryder@instr.okanagan.bc.ca
Message-ID: <199*tdryder@instr.okanagan.bc.ca>
Source record: 116002

Does anyone out there have any good online games for either Oasis 4 or BBS Express? I am planning to set up a BBS, but I would like to get some nice games for it before I put it up. We have a few great games around here, but they are for IBM bulletin pro
grams. Thanks for your help.

Also, could you please add me to the Z-Mag list Gary. Thanks.

2049. trackball/mouse question...

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-25 22:46:56 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Mar.25.17.46.54.1989.23294@topaz.rutgers.edu>
Source record: 116003

Hi all! Just a quick question...does the old Atari Trackball work as an upside-down mouse? (ie - the new desktop OS's, GOE and Diamond will work with the ST mouse. Am I correct in assuming that they'd also work with the trackball?)

Also, on the same note...are there any third party manufacturers selling a higher quality, ST-compatible mouse???

-Ray

wilmott@topaz.rutgers.edu

2050. Re: trackball/mouse question...

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-27 14:51:42 UTC
From: slackey@bbn.com
Message-ID: <37782@bbn.COM>
Source record: 116004

In article <Mar.25.17.46.54.1989.23294@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>
>Hi all! Just a quick question...does the old Atari Trackball
>work as an upside-down mouse?

And now, a quick answer: Yes
BTW, have you used your trackball a lot? I was using one as a mouse. It worked OK, but is not really a one-hand device; I found it hard to push the button with the same hand. Also, it was starting to get jammed sometimes; you would have to wiggle it a little to get past the rough? part.

I now use the Commodore mouse. It has a proportional mode (with analog outputs; apparently, it can be read using the Commodore pot reading circuit, but for some reason can't be read through the Atari. I tried both normal and fast-pot-scan modes.) and joystick-simulator modes. I converted my software to track the joystick mode. (In simulated joystick mode, the second mouse button is read through a pot input.)
-Stan

2051. 8 bit atari virus?

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-27 15:34:52 UTC
From: davidf@cs.hw.ac.uk
Message-ID: <461@odin.cs.hw.ac.uk>
Source record: 116005

Hello,

Can anyone shed any light on the reference in compute's computer viruses book to the existence of a link virus for 8 bit Atari computers. The book refers to a warning from Bill Pike (Portland Atari club president) about such a virus.

I am in the process of compiling a list of known computer viruses for the virus-l mailing list and would be interested in details of any known Atari viruses, preferably including:

1. Symptoms observed (especially damaging)
2. Virus type (boot sector, link, transient or resident)
3. Geographical distribution and reported infections
4. Available disinfection software

Thanks very much.

Dave Ferbrache Personal mail to:
Dept of computer science Internet <davidf@cs.hw.ac.uk>
Heriot-Watt University Janet <davidf@uk.ac.hw.cs>
79 Grassmarket UUCP ..!mcvax!hwcs!davidf
Edinburgh,UK. EH1 2HJ Tel (UK) 031-225-6465 ext 553

2052. Re: Trading software

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-27 19:55:13 UTC
From: 34TYJPF@CMUVM.BITNET
Message-ID: <8903271957.AA04029@ucbvax.Berkeley.EDU>
Source record: 116006

I am interested, although I do not have time right now to compile a list of what programs I have to trade with you. I do have a lot of graphics files here and there, among others, but my 8-bit system is not set up at this time. I'll hang onto your Bitnet address and get back with you when I get it up and running.

Ciao!

-- Chris
Acknowledge-To: <34TYJPF@CMUVM>

2053. Re: Basic Compiler Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-27 21:51:23 UTC
From: frankh@hpnmdla.HP.COM
Message-ID: <800002@hpnmdla.HP.COM>
Source record: 116007

>Frank, yes I would be interested in the German Compiler. I sent you a reply
>by mail but it was returned as 'addressee unknown' . Send me email when get
>a chance to arrange this. Thanks for your help.

I seem to have the same problem. A couple of people did get thru to me,
and I can't even get a response to them.

I compressed Turbo Basic, the compiler, the runtime, and all of the docs
together into one 370 sector file called TURBOBAS. They were compressed
using ARC. That file was put onto a local BBS at 707 539-8889. You can
log onto this BBS using a password of ANON and the last 4 digits of your
telephone number being 8889. ARCX which will uncompress these files is
also on the BBS. For a complete listing of available files, download a
copy of README. If you have problems give me a call at 707 539-4991.
This is my personal phone number, so please do not use your computer to
call.
If you log onto this BBS, leave Bill (The sysop) a message of who
you are, and please thank him for letting me use his bbs like this.
Good Luck with Turbo
Frank Hamlin

2054. Re: Keep the faith

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-28 00:02:24 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <3240@ihlpm.ATT.COM>
Source record: 116008

In article <4593@ihlpe.ATT.COM>, kimes@ihlpe.ATT.COM (Kit Kimes) writes:
> .....
> Speaking of PD software, why don't we start a list of the best of
> the PD software. I would like to know if there is some that I
> .....
> How about adding your favorite to the list. (I include Shareware in
> with PD, even though it is in our own best interest to support
> those developers who ask a donation)

Hmmm.. off the top of MY head, I would include:

OmniCom
Super ARC/UNARC
Tablet Typist (at least, _I_ use it, I don't know how popular it is)

(Can't think of any other "favorites" that I've used, at least not right now.)

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

2055. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-28 03:33:29 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <16330@cup.portal.com>
Source record: 116009

Nick DiMasi asks:

>> I do agree though, that for sheer speed (almost as fast as 6502 assembly
>> code), the ACTION language was the winner..
>> ......
>>
>> BobR

>Why did you write this in the past tense? Is there now a compiler that
>produces faster object code than ACTION! ? (Not that I would want it,
>I don't even have much time to write programs anymore, although I'm working
>on it...)

Sorry.. just being fatalistic (or realistic, perhaps) about the idea of
doing ANY coding on a 6502 machine anymore..

No, I doubt that ACTION will ever be surpassed by anything other than pure
assembly code.. I remember when OSS visited the local user group (MACE),
and put on a terrific demo of the *new* ACTION! language cartridge...
blew the socks off everyone in the place...!

And, as far as I know, there was *nothing* that even came close, for any
other 6502 based computer...

BobR

2056. Re: help?

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-28 17:08:01 UTC
From: 34TYJPF@CMUVM.BITNET
Message-ID: <8903281846.AA11750@ucbvax.Berkeley.EDU>
Source record: 116010

I assume that you are in the market for an Atari 8 bit? If so, why, and how much can you spend. If you have enough money for a new computer, I would suggest a Mac. And if you can't afford that, I'd go Atari ST or Amiga, whichever is cheaper for you.
Acknowledge-To: <34TYJPF@CMUVM>

2057. Re: 8 bit atari virus?

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-28 23:51:43 UTC
From: RCH@cup.portal.com
Message-ID: <16361@cup.portal.com>
Source record: 116011

davidf@cs.hw.ac.uk (David.J.Ferbrache):

>Can anyone shed any light on the reference in compute's computer viruses book
>to the existence of a link virus for 8 bit Atari computers. The book refers
>to a warning from Bill Pike (Portland Atari club president) about such a
>virus.
>
>I am in the process of compiling a list of known computer viruses for the
>virus-l mailing list and would be interested in details of any known Atari
>viruses....

While I missed that reference, I will mention that due to the "patch-work"
nature of Atari hardware, operating systems, memory and peripheral mods and
a whole host of other reasons, viruses for the Atari would have to be
pretty machine specific. Most all Atari peripherals are "intelligent,"
meaning they contain their own controllers, chips and the like.

Just thought I would add this.....
-Ric Helton RCH@cup.portal.com
-Freestyle BBS 404/546-8256

2058. Re: trackball/mouse question...

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-29 00:08:56 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <3250@ihlpm.ATT.COM>
Source record: 116012

In article <Mar.25.17.46.54.1989.23294@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>
> Hi all! Just a quick question...does the old Atari Trackball
> work as an upside-down mouse? (ie - the new desktop OS's, GOE
> and Diamond will work with the ST mouse. Am I correct in
> assuming that they'd also work with the trackball?)

The Atari (and presumably any other compatible) Trakball controllers (there were at least 2 different Atari trakballs) do _not_ work exactly like an ST mouse. I tried the old GOE demo disk with an ST mouse and it worked as it was supposed to. But with my (CX22 I think is the model number) trakball, the cursor moves to the upper left corner of the screen and is stuck there (in trakball mode), or moves, "flakily," 90 (or is it 270?) degrees from the intended direction (in joystick mode). As far as Diamond goes, I can't say. (At the last meeting of my users' group, we saw Diamond respond to an ST mouse, but we couldn't get it to do anything - we had no manual - and I didn't have my trakball with me anyway.)

However, I have (at home, not here) some instructions on modifying an Atari trakball (at least for the type I have, I may have saved the other instructns.) to act like an ST mouse. I got them from DELPHI, which means they must be all over the place since (except for stuff from ANALOG magazine) DELPHI is about the last place to get anything (if it gets there at all).

If you can't find these instructions on whatever BBSs and/or pay services you have access to, I will dig them out and (especially if I have them in a disk file) and mail or post them (depending on the level of interest here).

Disclaimer: I have not made any modification to my trakball. It is often all too easy to destroy a device while trying to modify it (although this is much more likely with the computer itself, I believe). Caveat Hackor.

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

2059. Re: Keep the faith

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-29 15:23:43 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1019@cs.rit.edu>
Source record: 116013

Textpro is another excellent PD 8-bit program. It is an exceptional word processor that I have been using for some time on my hard drive system. There are some things I wish it did have though, such as 80 column support for the XEP80, and a dictionary (although I could live with an external dictionary program--anyone have a good one???). It would be nice if the program was a little faster in some operations, such as in sorting the directory and during search/replace operations. Oh yea, the only bug I've found in the program is if you have a directory that takes up more than the three columns allocated (when you hit Ctrl-m), the program locks-up. I continually run into this since I have lots of files on my hard drive (yes, I make extensive use of subdirectories too), and fortunately hitting RESET fixes the problem (and retains the document in memory).

One of the outstanding features of Textpro is the macro language built into it. I haven't used it too much (yet?) but it is very powerful and flexible. I'm sure someone else with more macro experience can speak more on this subject.

Enuf for now,

Albert Yarusso

Bitnet: ajy2208@ritvax.bitnet
Internet: ajy2208.ritcv.rit.edu

2060. Re: help?

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-29 15:30:05 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1020@cs.rit.edu>
Source record: 116014

Buy a Mac over an ST or Amiga??? That's ridiculous. Besides, for several hundred dollars, you can emulate a Macintosh on an ST Rather well!! Plus the ST is less expensive than the Mac. The ST is a much nicer machine than the Mac. It has all the standard ports you'll ever need, 1, 2, or 4 megs of RAM built in, a 192K OS, great color and sound, MIDI built in, and much more..

Albert Yarusso

Bitnet: ajy2208@ritvax.bitnet
Internet: ajy2208.ritcv.rit.edu

2061. xio #36..

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-30 03:56:00 UTC
From: BIW109@URIMVS.BITNET
Message-ID: <8903300356.AA23804@ucbvax.Berkeley.EDU>
Source record: 116015

Gary Duzan, (sorry I had to reply to the topic, but our mailer
is being a pain in the ___)
Could you please send me the parameters for the xio #36 command?
The info i have now about setting the parity of the rs232 port was
obtained by hacking basic programs and from some assembly code (i
loaded the object code into atariwriter and searched for ciov calls
(no, really!!!)). My terminal program works, but not right, it seems
that when I thought I was changing the parity, I was really changing
the stop bits and word length.. Thanks again for the help..
Ray Courtois

Bitnet: Biw109@urimvs

2062. May 1989 ANALOG preview (contents)

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-30 04:51:52 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <3259@ihlpm.ATT.COM>
Source record: 116016

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Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

2063. Re: 64K for Atari 400.

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-30 16:39:54 UTC
From: jcbst3@cisunx.UUCP
Message-ID: <17171@cisunx.UUCP>
Source record: 116017

In article <483@ultb.UUCP> clf3678@ultb.UUCP (C.L. Freemesser (709ITP)) writes:
>I don't believe that you can expand a 400 to 64k. The highest it will
>go (the highest I've ever heard it can go) is 48k. I believe Axlon made
>a board that did this, and POSSIBLY Atari had one at one time. If you
>want 64k, you will have to get an XL/XE.
>
>=cf=

Oh yes you can, but the 400 can only access 48K without bank switching.
I have a 400 at home (in the closet now - unused) with 64K and a variety
of BASIC (yecch) programs that use the extra 16K. Haven't used it in a
long time (since I got 800XL as a gift) but it requires poking a value
into some register telling the processor to access the other bank. There
were at one time several 64K upgrades for the 400, but none that I know of
now. installation of the upgrade board required soldering two jumpers on
the motherboard (yikes!) so it's not a trivial upgrade.

--
Jim Benz jcbst3@unix.cis.pittsburgh.edu If a modem
University of Pittsburgh answers,
UCIR (412) 648-5930 hang up!

2064. TO:: Andrew Dyer

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-30 21:22:00 UTC
From: ACSCHW@SEMASSU.BITNET
Message-ID: <8903302358.AA23377@ucbvax.Berkeley.EDU>
Source record: 116018

To: ANDREW DYER (DYER@WYSE.COM)

I can't seem to mail to you, when I send mail to you, I get an error, becuase
it doesn't understand the node wyse.com.

So, I'm sending this to you through the mailing list.
If anyone can tell me how to send mail to him directly, I would appreciated it.

Sorry for the late reply, but I've been so busy, etc ....

Could you tell me more about the Percom disk drives. Like, what DOS do you
use with them ? What capacity are they ? Are they reliable ?
Access Time, is it better or worse than a 810 or 1050 ? etc...

Thanks,

-- Curt

[Curtis H. Wilbar Jr. Junior-Senior at Southeastern Massachusetts Univ]
Bitnet: ACSCHW@SEMASSU
.
QUIT

2065. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-31 02:30:30 UTC
From: jean@MAXWELL.CONCORDIA.CA
Message-ID: <8903310230.AA08623@maxwell>
Source record: 116019

Hello.

I'm looking for 6502 source code for the handler for the Atari 850 interface module. There is a substitute handler that I downloaded from here (ATARIRS.UUE) but it's only the object code.

Also, are back issues of Zmag available somewhere? I only read a couple of them before they stopped being a part of comp.sys.atari.8-bit. And how can I get the new issues?

Jean Goulet
Electrical Engineering
Class of '89
Concordia University
Montreal, Canada

2066. Atari & Coleco

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-31 12:46:51 UTC
From: mag2@csd4.milw.wisc.edu
Message-ID: <1772@csd4.milw.wisc.edu>
Source record: 116020

I just heard that Atari Corp. just sold their 6502 based computers and all their game systems to Coleco.

Can anyone verify or shoot down this rumor?

If it is true, I guess Atari finally wants to get rid of their "game machine" image. To me, the key word here is "image". Selling off the game systems and low end computers will NOT change their image.

The name Atari is synonymous with games. We all know that they also produce "real computers" but to the non-Atari computer owners, they are just toys. The only way to loose their image is a name change.

2067. Re: Atari & Coleco

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-31 16:47:42 UTC
From: meadb@tramp.Colorado.EDU
Message-ID: <7822@boulder.Colorado.EDU>
Source record: 116021

In article <1772@csd4.milw.wisc.edu> mag2@csd4.milw.wisc.edu (Michael A Gorski) writes:
>I just heard that Atari Corp. just sold their 6502 based computers and
>all their game systems to Coleco.
>
>Can anyone verify or shoot down this rumor?
>

I hope that this rumor is untrue. The fact that I havent heard anything of the sort doesn't mean a thing, but my father is the presedent of a small but rumor consious Atari users group in Los Alamos, and at their meeting last friday nothing of that sort came out. If this rumor is true I think that the eight bit computers wont last long (look at the Adam and Colecovision), but will they anyway even if Atari holds on to it? My father has also tried to sell various programs in Antic and Analog, but has had three sales in the year or so he has been selling. (He has had at least 200, probably more, inquiries from 7 or 8 adds.)

Meadb@tramp.colorado.edu	In this day and age there isn't any
meadb!tramp!boulder!ncar....	Such thing as NORMAL.
or meadb!tramp!boulder	"There's no reason to be afraid, they're
!sunybcs!rutgers...	just ideas for walls" -Men w/o Hats.

2068. 48K Atari 400 Quest

Newsgroup: comp.sys.atari.8bit
Date: 1989-03-31 19:01:54 UTC
From: mrp@ihlpb.ATT.COM
Message-ID: <10078@ihlpb.ATT.COM>
Source record: 116022

I have an Atari 400 with a 16K memory board in it. I would like to
bring it up to 48K. Does anyone out there have instructions on how
I could make this modification myself? On the other hand, I have
the current catalog from Best Electronics (408-243-6950) which has
two 48K expansion options advertised on Pg. 4. Does anyone know
what the difference is between the -48K Expansion Kit (CB101052)-
and the -48K Atari Expansion Board (CO61553)- ?
I would prefer to do the mod. myself since I probably have
the spare IC's in my collection box at home and soldering irons
don't scare me but I may just order one of the items mentioned above.

(BTW - I got this as part of a package deal with some other stuff that
I just ->had to have<- and thought it would be fun to hack on.)

AdThanksVance for any info.

Marcus "Orphaned Computer" Prickett
att!ihlpb!mrp
(312) 979-6199

>>> I keep my Atari equipment right next to my TI99/4A ;^) <<<

2069. Re: Atari & Coleco

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-01 15:02:08 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1026@cs.rit.edu>
Source record: 116023

I __HIGHLY__ doubt the rumour about Coleco purchasing Atari's 8-bit machines is true. This rumour seems to have been an April fools joke posted first to BBSs and then uploaded to the net. The message indicated that Atari sold the 8-bit computer line to Coleco for $50,000. C'mon, that's ridiculous, it's certainly worth a LOT more than that!!! Anyway, the 'press release' as it was called was dated 04/01/89.

Albert Yarusso

Bitnet: ajy2208@ritvax.bitnet (preffered)
Usenet: ajy2208.ritcv.rit.edu

2070. Re: 850 Interface Handler Code - attn Jean Goulet

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-01 18:04:20 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <16552@cup.portal.com>
Source record: 116024

In an article whose header Portal doesn't pull into the reply, Jean Goulet writes:

> I'm looking for 6502 source code for the handler for the Atari 850
> interface module. [...]

If you haven't had any other responses to your query, write me e-mail at

Chris_F_Chiesa@cup.portal.com

and we can discuss this; I may be able to help.

The actual 6502 code that handles the 850 Interface Module is downloaded from the 850 itself at boot time, through a sequence of SIO commands that I've never seen documented but which I have investigated on my own. This approach seems capable of allowing a person to "fool" the 850 into sending the handler to the computer under the control of a debugger (DDT, nee Bug/65) whence it may be saved to disk, investigated in memory, single-stepped, etc. I haven't taken it this far myself, but it seems it ought to be fairly straightforward.

One concern is that this will NOT produce "source code." At the immediate level, of course, all one would have would be executable code -- but with proper tools that could at least be disassembled. If this is adequate to your needs, Jean, write me and we'll see if we can work something out. If not, best of luck finding the information you seek. (And, while you're at it, tell me more about this "other" handler you've obtained? I've never heard of it.)

Cordially,

Chris Chiesa

2071. TO: Gil Yehuda

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-01 18:07:29 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <16553@cup.portal.com>
Source record: 116025

(Sorry for posting this. Dang mail routers!)

Gil - did you get the long e-mail I sent you about null-modem cables etc.?
haven't heard from you, but it didn't bounce this time.

Chris Chiesa

Chris_F_Chiesa@cup.portal.com

2072. Re: 48K Atari 400 Quest

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-01 20:02:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <16557@cup.portal.com>
Source record: 116026

A question was raised about expanding an Atari 400 to 48K:

>I have an Atari 400 with a 16K memory board in it. I would like to
>bring it up to 48K. Does anyone out there have instructions on how
>I could make this modification myself? On the other hand, I have
>the current catalog from Best Electronics (408-243-6950) which has
>two 48K expansion options advertised on Pg. 4.

I used an Axlon 48K RAM board to expand my 400 years ago, and the installation was smooth and sweet, with no problems experienced at all. Because the 400 was not designed to address more than 16K directly at the RAM board socket, you needed to solder a small "template" pc board onto the bottom of the motherboard between the RAM socket and the cartridge socket to bring in the missing address lines, but that was a simple procedure. Once that was done, the 48K RAM board just plugged in and the upgrade was complete (FAR more easily done than upgrading an ST..!)

I'm not familiar with the part numbers mentioned in the BEST Electronics catalog, althouth the second one:

> -48K Atari Expansion Board (CO61553)-

sounds like an Atari part number. I was never aware that Atari Inc. had officially released a memory upgrade for the 400, but I imagine anything is possible.

The best thing might be to call BEST and see if anyone there can give any information about the upgrades.

One last bit of perspective.. the Axlon 48K RAM board I installed in my 400 cost virtually the same as the 512K expansion board that I installed in my 520ST a year ago... whew...

BobR

2073. Re: Atari & Coleco

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-01 21:24:03 UTC
From: c60c-3ds@web-1b.berkeley.edu
Message-ID: <22476@agate.BERKELEY.EDU>
Source record: 116027

The Atari Coleco thing was an April fools' day joke.
The Atari Coleco thing was an April fools' day joke.
The Atari Coleco thing was an April fools' day joke.
OK?

John Kawakami c60c-3ds@web.berkeley.edu
"Oh it's a good feeling, to know your alive..." - Fred Rogers

2074. Re: Atari & Coleco

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-02 01:20:08 UTC
From: rjung@castor.usc.edu
Message-ID: <3327@nunki.usc.edu>
Source record: 116028

Nonsense. This "rumor" got started when a wiseacre sent up a "press release"
to CompuServe. Among the other stupid things in the report were

* Atari moves corporate headquarters to Germany
* Sig Hartman is a German
* Atari releases new "FU" supercomputer

Now, why didn't anyone notice that the "release" had a date of 4/1/1989 on
it? Sigh.

--R.J.
B-)

==========
Disclaimer: This message was written with my authorization
#
Mailing address: rjung@nunki.usc.edu
(It's easier to just use the reply function, tho)
#####

2075. Re: Atari & Coleco

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-02 18:21:00 UTC
From: sac585@uxf.cso.uiuc.edu
Message-ID: <49700001@uxf.cso.uiuc.edu>
Source record: 116029

>The Atari Coleco thing was an April fools' day joke.
>The Atari Coleco thing was an April fools' day joke.
>The Atari Coleco thing was an April fools' day joke.
>OK?

> John Kawakami c60c-3ds@web.berkeley.edu

Sez you. Wanna see the text of the press release on the subject?

2076. Re: 48K Atari 400 Quest

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-02 20:05:30 UTC
From: clf3678@ultb.UUCP
Message-ID: <566@ultb.UUCP>
Source record: 116030

The expansion kit (CBxxxxxx) is sold by Best Electronics and is their product. The expansion board (COxxxxx) is an Atari product. I have no idea which is best, but I would lean towards the Atari board. I THINK it is just a plug in job, but can't be sure about it.

=cf=

2077. Atari Users Association now forming

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-02 20:08:55 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Apr.2.16.08.52.1989.25059@topaz.rutgers.edu>
Source record: 116031
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Posting this for a friend, and head of the AUA (of which I
am also a member)...

Announcing the Atari Users Association. The A.U.A. is a group of
Atari users and dealers trying to unite Atari users and user
groups across the nation and around the world. Membership is
completely free and puts you under no obligation of any kind.
The goal of the A.U.A. is not to break up existing users groups,
or interfere in their affairs in any way, but rather to form
a network of users and users groups in order to promote the
more rapid spread of Atari-oriented information. This network
will provide a good base of very knowledgeable users
whom you can call upon should you need their help, as well as
being a good base from which to launch write-in campaigns to
software and hardware companies. For more information,
please contact....

The Atari Users Association
c/o Software Spectrum
267 Main Street
Matawan, NJ 07747
(201) 290-2242 [voice]
(201) 290-1133 [BBS]

Thank you.

2078. The City

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-04 00:26:15 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Apr.3.20.26.12.1989.21792@topaz.rutgers.edu>
Source record: 116032

Attention Alternate Reality - The City players. Ever wonder about
the area bounded by the Arena, The Western Royal Walkway, and
North Main Street? If you've mapped the game out, it seems
reasonable that you should be able to find an entrance to that area,
right? Well guess what? There are more areas to explore in there!
That's right...at least 5 more buildings to enter reside in that
area. So where's the entrance to it you ask? Well, either accidentally
or on purpose the entrance was sealed off by the programmer (Philip
Price) or by Datasoft. Here's a short BASIC program to open up
that entrance for you!

What to do : type in this listing and save it. Make a backup copy
of Disk 2, Side 1 of the City. Load this program. Insert your
backup copy in drive 1 and RUN it. From now on when you boot up
the game using this new Disk 2, Side 1, you'll be able to enter
the above described area. Just *where* is the entrance exactly?
C'mon, this is an adventure game...do I have to give you all
the answers??? Find it yourself!

```
5 FOR X=1536 TO 1542:READ A:POKE X,A:NEXT X
10 FOR X=1664 TO 1791:READ A:POKE X,A:NEXT X
20 BUFLO=128:BUFHI=6:SECTLO=143:SECTHI=1
30 POKE 770,87:POKE 772,BUFLO:POKE 773,BUFHI:POKE 778,SECTLO:POKE 779,SECTHI:A=USR(1536)
40 DATA 104,32,83,228,48,253,96
50 DATA
0,0,68,20,143,1,34,1,16,1,1,1,5,80,5,65,3,5,65,20,65,17,17,33,4,101,71,68,250,169,190,68
60 DATA 68,221,192,0,0,0,0,1,4,64,1,16,0,0,0,5,64,16,20,64,4,64,1,4,64,16,4,69,65,17,5,68
70 DATA
68,64,0,4,68,68,65,4,85,64,16,16,16,5,84,64,0,4,84,65,20,65,17,7,80,6,68,80,17,17,17,20
80 DATA
68,93,192,0,0,0,0,16,0,16,0,1,4,64,0,16,4,65,5,80,16,16,16,16,20,101,80,16,20,109,212,68
```

If anyone has any problems or questions, just e-mail me. Also,
if anyone knows how to crack the encryption of the text data
on AR disks, please tell me how (always looking for ways to cheat :-)

-Ray

wilmott@topaz.rutgers.edu

2079. April Fool's Joke from Happy Computers

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-04 03:02:58 UTC
From: charles@c3pe.UUCP
Message-ID: <6665@c3pe.UUCP>
Source record: 116033

Today I was pleased to find my new Happy 1050 Enhancement waiting for me when I got home from work, five weeks after sending in my order (with a personal check, which was said to induce a 3-week hold). Although the hardcopy documentation supplied doesn't cover the new features, in particular the MS-DOS read/write capability which I bought the unit for, a quick perusal of the Warp Speed Software disk revealed the utility and a description of its use. I'll try it out Real Soon Now.

But the real surprise came when I booted the "OSS DOS XL (Single Density) Now with BUG/65" disk which I ordered for "true double-density capability". I was anxious to assure myself that this was simply an old, inaccurate label on the floppy. But I was totally unprepared for the menu which appeared:

Atari DOS 3 Copyright 1983

Blah Blah
Blah Blah
Blah Blah

Error 8: Cannot write MEM.SAV

GAK!!! Needless to say, this menu does not agree with that described in the nice 200-page OSS DOS XL Reference Manual, but instead bears a striking resemblance to what I get after booting the floppy which came with my 1050 some years ago... right down to the output of the Files command to compare the directories on the two disks.

So, does anyone know what has happened here, or why? Perhaps someone put the wrong master diskette in their duplicator by accident? Or maybe an employee decided to pull an April Fool's prank?

Inquiring minds want to know...
--
"There's something strange in your CPU ... Who ya gonna call? WORMBUSTERS!"
Charles Green, C3 Inc charles%c3pe@decuac.dec.com
ex::!echo Gotcha: (vi modeline test - is your system secure?)

2080. CC8 source

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-04 17:56:10 UTC
From: smk@cbnews.ATT.COM
Message-ID: <5375@cbnews.ATT.COM>
Source record: 116034

Folks, I'm the author of the CC8 compiler. I haven't done anything with the compiler for well over a year and have come to the conclusion that I'm never going to anything more with it--I just don't have the time anymore. So I'm looking for someone to pass the torch to. Is anyone out there interested in taking over the source for CC8? One important note: unless you have access to a VAX 11/7* running UNIX, you're probably going to face a sizeable, but not insurmountable, porting problem right off (mea culpa). I think I can briefly explain most of the other bizarreness in the source. Send e-mail if you're interested.

Steve Kennedy
att!cbosgd!smk

2081. NEEDS SOME INFO, PLEASE

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-05 00:36:51 UTC
From: BRP102@PSUVM.BITNET
Message-ID: <79578BRP102@PSUVM>
Source record: 116035

DEAR INTERESTED READER,
I'M LOOKING FOR SOME ANSWERS TO THE FOLLOWING QUESTIONS WHICH WILL HOPEFU
LLY FURTHER MY ATARI COMPUTING ABILITIES:
1) DOES ANYBODY OUT THERE HAVE KYAN PASCAL AND DO THEY FIND IT VERY USEFU
L? DO THEY HAVE ANY OF THE KYAN UTILITIES LIKE THE GRAPHICS LIBRARY, AND WHOUL
D THEY RECOMEND THEM?
2) WOULD ANYBODY RECOMEND A FAVORITE COMPILER FOR ANY COMPUTER LANGUAGE?
3) WOULD ANYBODY HAVE A LIST OF BBS NUMBERS, ESPECIALLY IN THE PENSYLVANI
A AREA?
4) WOULD ANYBODY BE ABLE TO TELL ME IF I COULD HOOK INTO THE PSUVM COMPUT
ER SYSTEM WITH A ATARI 1030 MODEM AND 130XE SET UP?
5) WOULD ANYBODY KNOW IF DUPLICATING TECHNOLOGIES IS STILL IN BUSINESS, T
HE CREATORS OF "THE DUPLICATOR"?
6) WOULD ANYBODY KNOW OF ATARI USER GROUPS IN PENSYLVANIA?
7) DID ANYBODY READ THIS LETTER OF QUESTIONS?

ANY ANSWERS TO THESE QUESTION WOULD BE GREATLY APPRECIATED, PLEASE SEND ANSWER
VIA E-MAIL OR POST IT.

SINCERLY A DEDICATED 8-BIT USER,
BRIAN R. POPPENWIMER
(BRP102@PSUVM)
****
****
** ** **
** ** ** "THE POWER IS THERE IF
** ** ** ONLY THE PEOPLE WOULD
** ** ** TAP IT AND USE IT TO
** ** ** ITS FULLEST"
** ** ** POP
** ** **
** ** **
****
****

2082. California Games????

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-05 20:57:22 UTC
From: robby@vax1.acs.udel.EDU
Message-ID: <3241@udccvax1.acs.udel.EDU>
Source record: 116036

I'm not really into games that much, but I saw an ad for California Games which has four or five different games(surfing, skateboarding, I forgot the rest of them). Does anyone know if this game(s) is/are available for the Atari 8bits? If so, does anyone know where it can be purchased(at a reasonable rate)?

Rob S.

2083. UNARC

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-06 03:26:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <8904071504.AA22717@ucbvax.Berkeley.EDU>
Source record: 116037

I am looking for the UNARC utility for the Atari 8-bit computers. I have tried using long distance BBS's but the line noise in my area is too great. I also have tried finding someone in my area but no one has it. My local BBS's have a large number of arced files but not one of them have the UNARC util. for the Atari 8-bits. So if any one could tell me where I could buy it or if you have it upload it to me, I would really appreciate it.

Paul Amonson
AMONSON@IDCSVAX (BITNET)

2084. Re: 850 Interface Handler Code - attn Jean Goulet

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-06 19:25:00 UTC
From: jean@maxwell.Concordia.CA
Message-ID: <746@sunkisd.CS.Concordia.CA>
Source record: 116038

In article <16552@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>
> In an article whose header Portal doesn't pull into the reply, Jean Goulet
>writes:
>
>> I'm looking for 6502 source code for the handler for the Atari 850
>> interface module. [...]
>
>The actual 6502 code that handles the 850 Interface Module is downloaded from
>the 850 itself at boot time, through a sequence of SIO commands that I've never
>seen documented but which I have investigated on my own.
> ... (And, while you're at it,
>tell me more about this "other" handler you've obtained? I've never heard
>of it.)
>
>Cordially,
>
> Chris Chiesa

I too found out that the handler is in ROM in the 850. Thing is, I don't have an 850 (it's awfully tough to disassemble code that you don't have). Luckily if you use FTP and OPEN 36.8.0.46, and go to the 8-bit directory, you'll find ATARIRS.UUE, which you download and uudecode, and you get an ARC file, and then you deARC that, and you get the object code for the handler (apparently a debugged version). Naturally when you disassemble this you get no descriptive comments, and since the program probably uses all sorts of tricks, it would be very hard to understand. Hence my call for source code.

Now why would I want to understand this thing? The answer is that I was wondering how tough it would be to build the equivalent of an 850, or an R-verter (or both in fact).

This leads me to ask, if you open up the R-verter, what hardware do you see? My guess is that it's got chips for converting RS-232 signals to TTL signals (and vice-versa, using the MC1488 and MC1489). The problem with this guess is that one of these chips needs a +/- 12V supply, and that's a problem if your only voltage source is +5V (from the serial port; that *is* where the R-verter plugs in, right?). Does the R-verter have an external power supply? What is the maximum baud rate of the R-verter? Also, I once heard that there was already a public-domain version of the R-verter (a schematic at least), so if anyone has/knows of this, let me know.

Now I have a few questions regarding the 850:
- which serial port on the 850 do you connect a modem to? (1-4)

- which pins are used on the atari SIO cable, and which RS232 signal does each pin correspond to? The table below is waiting for the answer.
(I added a column for the R-verter in case it's different)

RS-232 signal	from 850 SIO port pin #	from R-verter SIO port pin #
TD (transmit data)	5?	5?
RD (receive data)	3?	3?
CD (carrier detect)	?	?
RTS (request to send)	?	?
CTR (clear to send)	?	?
DSR (data set ready)	?	?
DTR (data terminal ready)	?	?
SG (signal ground)	6?	6?

Once I get this info, I plan on using my unused 64K 400 (yes, they exist, contrary to a message from someone saying that you could only fit 48K in that machine; the 64K board was called the Mosaic 64K Ram Select) as the brains for the 850 emulation. That is, the modem will connect to my RS-232-to-TTL converter, and that will be connected to the 400's joystick port, and the 400's SIO port will be connected to the XE's SIO port. The 400 will appear to be the 850 as far as the XE is concerned. That way any software written for the 850 (i.e. virtually every terminal program) will run without any modification.

I'll have to write two programs to make it work: one to handle the RS-232-to-joystick port interface, and another to handle the joystick port/SIO port communication interface.

The first program will have to do serial-parallel conversion quickly enough to operate at 1200 bps. Timing will be critical too, so I plan on using interrupts triggered by POKEY's hardware timers. If you have any comments of the type 'it is impossible' then let me know. I figure it's possible because I think Supra/MPP has a 1200 bps modem that connects to the joystick ports, and one of the Volksmodems does that too.

The second program that'll be running on the 400 will be the one that sends all the right responses to the XE. I think that'll be the hard part. From what I can tell, I need to know the codes that are send out through SIO that do things like identify the device (R:), say how many bytes are coming, do a checksum, and differentiate between sending *text* to R:, and sending *commands* to R: (such as setting the baud rate or setting parity). If this information is already described briefly in a manual somewhere, it would certainly be a great help to have that transcribed in Email here.
Otherwise, I'll have to disassemble the 850 handler to find out.
Does anyone have documented source code for the 850 handler, or other modem handlers?

Jean Goulet
Electrical Engineering
Class of '89

Concordia University
Montreal, Canada

2085. 850 parity

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-06 20:07:40 UTC
From: young@ncrcce.StPaul.NCR.COM
Message-ID: <1224@ncrcce.StPaul.NCR.COM>
Source record: 116039

I don't recall who was asking about the 850 parity settings, but I finally found my 850 reference manual. Parity setting are done through XIO #38.

INPUT PARITY OPTIONS ADDED TO AUX1

0 INGNORE PARITY
4 CHECK FOR ODD PARITY - CLEAR PARITY BIT
8 CHECK FOR EVEN PARITY - CLEAR PARITY BIT
12 DO NOT CHECK PARITY BUT CLEAR PARITY BIT

OUTPUT PARITY OPTIONS ADDED TO AUX1

0 DO NOT CHANGE PARITY
1 SET OUTPUT PARITY TO ODD
2 SET OUTPUT PARITY TO EVEN
3 SET PARITY TO ONE

MISC -

64 APPEND LF AFTER CR

Good luck.

Todd Young -

2086. TO DAN MOYER

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-07 00:14:18 UTC
From: BRP102@PSUVM.BITNET
Message-ID: <80080BRP102@PSUVM>
Source record: 116040

DAN,
SORRY I HAD TO POST THIS BUT FOR SOME REASON EVERY LETTER I SEND TO YOU IS
SENT BACK SAYING THAT THEY CAN'T FIND YOUR LOCATION FOR SOME REASON. BUT IF YO
U COULD GIVE ME A LITTLE MORE INFO ABOUT YOUR E-MAIL ADDRESS I'LL FIND OUT WHY
IT ISN'T BEING SENT TO. SORRY FOR THIS BUT I HAVE A LONG LETTER FOR YOU TO BE S
ENT AS SOON AS I CAN FIGURE OUT WHY THIS IS HAPPENING.
LATER,
BRIAN R. POPPENWIMER
(BRP102@PSUVM)
ALTOONA CAMPUS

2087. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-07 11:17:20 UTC
From: hamill@sky.COM
Message-ID: <510@sky.COM>
Source record: 116041

```
In article <3201@ihlpm.ATT.COM> njd@ihlpm.ATT.COM (DiMasi) writes:
>In article <15887@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>> I do agree though, that for sheer speed (almost as fast as 6502 assembly
>> code), the ACTION language was the winner..
>Why did you write this in the past tense? Is there now a compiler that
>produces faster object code than ACTION! ? (Not that I would want it,
>I don't even have much time to write programs anymore, although I'm working
>on it...)

Action might be the fastest compiler, but it is clearly a waste for
anyone who wants to produce a useable program.

If you want *real* compiler, use Mac65.
```

2088. Re: Got those 48K blues...

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-07 11:21:02 UTC
From: hamill@sky.COM
Message-ID: <511@sky.COM>
Source record: 116042

In article <6289@medusa.cs.purdue.edu> smb@cs.purdue.edu (Scott M Ballew) writes:
>I have an Atari 800 (the old kind) and although I want to get a bigger, newer
>documents online and will send it to me. Please let me know about your
>experiences with any of these expansions even if you can't send me information
>on how to do the expansion. Also, please include any compatability
>information and reference any programs that may be needed to use the extra
>memory.

Try Analog magazine for the 256K upgrade, the name of the company that
offers it is Newell, I think, don't quote me. They also make other upgrades for the Atari.

2089. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-07 18:32:22 UTC
From: brett@sylvester-tr.umd.edu
Message-ID: <3080@haven.umd.edu>
Source record: 116043

In article <510@sky.COM> hamill@sky.COM (John Hamill) writes:
>In article <3201@ihlpm.ATT.COM> njd@ihlpm.ATT.COM (DiMasi) writes:
>>In article <15887@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>>> I do agree though, that for sheer speed (almost as fast as 6502 assembly
>>> code), the ACTION language was the winner..
>>Why did you write this in the past tense? Is there now a compiler that
>>produces faster object code than ACTION! ? (Not that I would want it,
>>I don't even have much time to write programs anymore, although I'm working
>>on it...)
>
> Action might be the fastest compiler, but it is clearly a waste for
>anyone who wants to produce a useable program.

Well, I don't know about that. When I was doing development work
on the 8-bit Ataris, I switched from writing my pseudo-code from Basic-XL
to ACTION! since the speed was _a lot_ closer to the assembly speed it
would finally be in. I even wrote many of my conversion and editor programs
in ACTION!, and they were quite useable. Plus the enviorment, going from
source to the editor to running it was great.

> If you want *real* compiler, use Mac65.

I always like the AMAC (Atari Macro Assembler) since I think it
is a great shame to treat assembly like BASIC source with line numbers and
a BASIC-like editor. If only AMAC was as fast as Mac65 and less buggy. 8^)

Just some of my thoughts, but then you knew that. 8^)

--Brett S Bourbin
__ __ _ __ _ Instructional Computing Programs -- Univ of Maryland
| || | / || || \
| || || || || | INTERNET: brett@SYLVESTER-TR.UMD.EDU
| || || || || | bbourbin@UMD5.UMD.EDU
_||_/ |__||__||__| BIX: brettb
College Park BITNET: bbourbin@UMDD

2090. Parallel Printer interface

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-07 19:31:40 UTC
From: rbharding@orchid.waterloo.edu
Message-ID: <682@orchid.waterloo.edu>
Source record: 116044

I was wondering about how Atari printer interfaces, or the P: driver handle conversion of ATASCII to ASCII. It seems to me that if the ATASCII codes such as EOL (155, $9b) are universally converted to the ASCII codes, such as CR/LF (13,10 $0d$0a), then important things like dot-matrix graphics will be munged up. But if they aren't converted, then normal text won't print properly.

How is this resolved? My theory is the following:

- The P: handler will perform conversion of ATASCII to ASCII if the output command is PUT_RECORD. This command is line-oriented (a record is always terminated by an ATASCII EOL (155)).

- If the output command is a PUT_BYTES, the P: handler performs no conversion whatsoever, so graphics dumps will work correctly.

Am I reasonably close to the truth here? I need to know, since I am faced with the task of writing a P: driver for the parallel port I built for my old-style 800. Currently, I use a cludgy SpartaDOS program I whipped up:
PPRINT fname.ext

Thanks in advance.

Ron Harding

2091. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-07 21:08:39 UTC
From: al1f+@andrew.cmu.edu
Message-ID: <MYDGBLy00VE1I1al9C@andrew.cmu.edu>
Source record: 116045
Cross-posted to: misc.forsale,comp.sys.atari.8bit

For Sale:

Qt Price Item
---
1 $100 Atari 800 48K
1 $100 Atari 800XL 64K
1 $150 Atari 800XL 256K
3 $150 Atari 1050 w/ US Doubler
1 $300 ICD 20 Meg Hard Drive
1 $50 Atari 850 Interface
1 $20 ICD PR Connection
1 $100 ICD 256K MIO
1 $50 NEC Monitor (Amber)
1 $100 Color Monitor
1 $20 Avatex 1200
1 $20 Volksmodem 1200
1 $10 Atari 1027 (broken)
1 $50 Gemini 10X
1 $20 ICD RTime Cartridge
1 $20 Action! (with Toolkit) Cartridge
1 $20 MAC65 Cartridge
1 $5 Basic Cartridge
4 $10 Disk Holder (holds up to 75 disks)
200+ disks of software, $1 each: games, BBS softwares, etc

Everything goes for $1200.00. If you are only interested in one or two items,
please reply too, because if I can't sell everything together, I'll sell
in pieces.

(412)268-4002
Andy A. Lee
al1f@andrew.cmu.edu
Carnegie Mellon University
Pittsburgh, Pennsylvania

2092. Re: Parallel Printer interface

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-08 00:00:00 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3265@udccvax1.acs.udel.EDU>
Source record: 116046

In article <682@orchid.waterloo.edu> rbharding@orchid.waterloo.edu (Ron Harding) writes:
>
> I was wondering about how Atari printer interfaces, or the P: driver handle
>conversion of ATASCII to ASCII. It seems to me that if the ATASCII codes such
>as EOL (155, $9b) are universally converted to the ASCII codes, such as CR/LF
>(13,10 $0d$0a), then important things like dot-matrix graphics will be munged
>up. But if they aren't converted, then normal text won't print properly.
>
> How is this resolved? My theory is the following:
>
In general, this is handled by the interface. ALL EOL's (155) are
translated into CR (13, or CR/LF (13/10), depending on the interface.) This
does, in fact, disallow code 155 in any bit-mapped output to the printer.
Generally, programs which send bit-mapped data to the printer are required to
check for a 155 and either report an error or send it varied slightly (more
likely the former.)

>- The P: handler will perform conversion of ATASCII to ASCII if the output
>command is PUT_RECORD. This command is line-oriented (a record is always
>terminated by an ATASCII EOL (155)).
>
>- If the output command is a PUT_BYTES, the P: handler performs no conversion
>whatsoever, so graphics dumps will work correctly.
>
> Am I reasonably close to the truth here? I need to know, since I am faced
>with the task of writing a P: driver for the parallel port I built for my old-
>style 800. Currently, I use a cludgy SpartaDOS program I whipped up:
> PPRINT fname.ext
>
For a general solution, rewriting (or patching) the built-in P:
handler to change all 155's to 13's (or 13/10's) would be best. "Mapping
the Atari", Codebuster, your favorite assembler, and a good bit of stamina
would be all you would really need (assuming a working knowledge of the
Atari OS & the 6502.) I would advise against your above suggestions due
to possible problems with compatability. Your best bet would be to write
a general PUT_BYTE routine that does the conversion and have PUT_RECORD
and PUT_BLOCK call PUT_BYTE directly for each character.

> Thanks in advance.
>
> Ron Harding
You are certainly welcome.

Gary Duzan
Time Lord

Third Regeneration
Atari Enthusiast Extreme

2093. Atari to NEC SilentWriter LC-800

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-08 00:12:29 UTC
From: wrd@tekigm2.MEN.TEK.COM
Message-ID: <4455@tekigm2.MEN.TEK.COM>
Source record: 116047

Help! Am trying to use one of my spare Atari's to download files and print them out on a NEC SilentWriter LC-800 laser printer at work. However, none of the standard Atariwriter+ drivers seems to work -- I say seem to, as I have only tried what I thought were logical ones. There is a method of developing your own drivers, but it requires that you know the decimal codes for various items, such as line feeds, etc. I cannot find any of this information in the user book that came with the printer. Am trying to use it in the parallel mode, of course. Can anyone help that may be using a similar setup.

(While, it probably is moot, the exact setup is a 800XLE (256k upgrade in 130XE mode, 1050 disk drive, Axiom AT-846 parallel printer interface and centronics parallel cable to parallel port of the NEC.)

Thanks in advance,

--Bill--

tektronix!tekigm2!wrd

2094. Re: Parallel Printer interface

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-08 06:40:41 UTC
From: arthur@pnet02.cts.com
Message-ID: <14398@gryphon.COM>
Source record: 116048

rbharding@orchid.waterloo.edu (Ron Harding) writes:
>
> I was wondering about how Atari printer interfaces, or the P: driver handle
>conversion of ATASCII to ASCII. It seems to me that if the ATASCII codes such
>as EOL (155, $9b) are universally converted to the ASCII codes, such as CR/LF
>(13,10 $0d$0a), then important things like dot-matrix graphics will be munged
>up. But if they aren't converted, then normal text won't print properly.
>

I'm fairly sure the 850 interface just converts all $9b's to $0d$0a. You just
can't have $9b's in your graphics (try 7-line graphics).
Arthur L. Rubin (home) (818)286-1121 (818)286-0981
PO Box 2437 (work) (818)281-6011 (213)670-1100
San Gabriel, CA 91778 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453 INET: arthur@pnet02.cts.com

2095. CC8

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-08 08:54:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <8904080754.AA12706@ucbvax.Berkeley.EDU>
Source record: 116049

Stephen,

I am at the University Of Idaho and have been thinking about writing a C compiler of my own for the Atari 8-bit computers. But I have had no success in finding the LEX and YACC specs for C, or for that matter any useful specs at all. I have recently obtained a copy of CC8/ACEC and have not yet got a chance to look at it too closely. Im on a VAX right now but am not sure that it is an 11 or not. Unfortunatly it does not run UNIX but it has EUNICE. I have access to a HP-9000 running HP-UX but I would be interested in trying to work with it. No guarentees though, I'm not sure I could ever get it ported (This VAX is quite old, as is the software). Does your code support standard C floating point operations? I know that none of the other available C compilers support it. Please send me some preliminary info and I will see if it is at all possible.

Paul Amonson
AMONSON@IDCSVAX (BITNET)

P.S. I tried sending E-mail but got it back as "Address Unknown".

2096. Re: modem and printer I/O w/o an 850

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-08 18:52:23 UTC
From: cwilliam@umd5.umd.edu
Message-ID: <4680@umd5.umd.edu>
Source record: 116050

In article <746@sunkisd.CS.Concordia.CA> you write:
>The first program will have to do serial-parallel conversion quickly enough
>to operate at 1200 bps. Timing will be critical too, so I plan on using
>interrupts triggered by POKEY's hardware timers. If you have any comments
>of the type 'it is impossible' then let me know. I figure it's possible
>because I think Supra/MPP has a 1200 bps modem that connects to the
>joystick ports, and one of the Volksmodems does that too.

I dont think this is possible, as 1200 baud modems thru joystick ports
rarely work. I had a joystick port modem and the max I could get out of
it was about 750bps. If you wanted to built such a thing, it would have
to use the standard I/O connecter as the 850 does to keep up with a 1200
baud and definetly with a 2400 baud modem. I would be interested in knowing
what you find out however, as I would like to get some recent software for
my 8bit, as I dragged it outta the closet a few months ago and realized the
newest stuff I had was over 5 years old.

Chris Williamson
cwilliam@umd5.umd.edu

2097. I forgot...

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-08 21:16:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <8904082016.AA12243@ucbvax.Berkeley.EDU>
Source record: 116051

Ray,

> I still haven't got a copy of UNARC yet. I tried mailing to a request to
> "listserv@vm.tcs.tulane.edu" about PROG-A8,but apparently it got lost. E-Mail

I just realized that I forgot my mailing address, so here it is:

Paul Amonson
Upham Hall G-27 (University of Idaho)
Moscow, ID 83843
(208) 885-8741

Paul Amonson
AMONSON@IDCSVAX (BITNET)

2098. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-09 01:38:07 UTC
From: al1f+@andrew.cmu.edu
Message-ID: <YYDfDzy00W0O8Cx14m@andrew.cmu.edu>
Source record: 116052
Cross-posted to: misc.forsale,comp.sys.atari.8bit

For Sale:

Qt Price Item
---
1 $100 Atari 800 48K
1 $100 Atari 800XL 64K
1 $150 Atari 800XL 256K
3 $150 Atari 1050 w/ US Doubler
1 $300 ICD 20 Meg Hard Drive
1 $50 Atari 850 Interface
1 $20 ICD PR Connection
1 $100 ICD 256K MIO
1 $50 NEC Monitor (Amber)
1 $100 Color Monitor
1 $20 Avatex 1200
1 $20 Volksmodem 1200
1 $10 Atari 1027 (broken)
1 $50 Gemini 10X
1 $20 ICD RTime Cartridge
1 $20 Action! (with Toolkit) Cartridge
1 $20 MAC65 Cartridge
1 $5 Basic Cartridge
4 $10 Disk Holder (holds up to 75 disks)
200+ disks of software, $1 each: games, BBS softwares, etc

Everything goes for $1200.00. If you are only interested in one or two items,
please reply too, because if I can't sell everything together, I'll sell
in pieces.

(412)268-4002
Andy A. Lee
al1f@andrew.cmu.edu
Carnegie Mellon University
Pittsburgh, Pennsylvania

2099. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-09 02:23:40 UTC
From: charles@c3pe.UUCP
Message-ID: <6691@c3pe.UUCP>
Source record: 116053

In article <510@sky.COM> hamill@sky.COM (John Hamill) writes:
>In article <3201@ihlpm.ATT.COM> njd@ihlpm.ATT.COM (DiMasi) writes:
>>In article <15887@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>>> I do agree though, that for sheer speed (almost as fast as 6502 assembly
>>> code), the ACTION language was the winner..

>>Why did you write this in the past tense? Is there now a compiler that
>>produces faster object code than ACTION! ? (Not that I would want it,
>>I don't even have much time to write programs anymore, although I'm working
>>on it...)

> Action might be the fastest compiler, but it is clearly a waste for
>anyone who wants to produce a useable program.

Eh? How so? The only true 80-column terminal emulator I have, which I'm
running right now, is written in ACTION!. Granted, a cartridge is less
convenient for some folks, and my DOS won't run the compiled executable
(I have to recompile each time to use it)...

By the way, has anyone gotten either Deep Blue C or InterLisp/65, available
from Antic Software?
--
"There's something strange in your CPU ... Who ya gonna call? WORMBUSTERS!"
Charles Green, C3 Inc charles%c3pe@decuac.dec.com
ex::!echo Gotcha: (vi modeline test - is your system secure?)

2100. Re: UNARC

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-09 19:42:31 UTC
From: robby@vax1.acs.udel.EDU
Message-ID: <3279@udccvax1.acs.udel.EDU>
Source record: 116054

```
In article <8904071504.AA22717@ucbvax.Berkeley.EDU> AMONSON@IDCSVAX.BITNET writes:
>I am looking for the UNARC utility for the Atari 8-bit computers. I have tried
>using long distance BBS's but the line noise in my area is too great. I also
>have tried finding someone in my area but no one has it. My local BBS's have
>a large number of arced files but not one of them have the UNARC util. for
>the Atari 8-bits. So if any one could tell me where I could buy it or if you
>have it upload it to me, I would really appreciate it.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Me Too...
Rob S.
```

2101. CC8 source

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-09 21:35:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19890409213507.6.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115905

Date: 4 Apr 89 17:56:10 GMT
From: att!cbnews!smk@ucbvax.Berkeley.EDU (Stephen M. Kennedy)

Folks, I'm the author of the CC8 compiler.
[...]
Send e-mail if you're interested.

I did, but it seems to have fallen into a black hole, thus this
broadcast to the net.

I'm VERY interested in getting hold of the source; Please, by all means,
send a copy. It doesn't matter what shape it's in, I have access to
more than enough to vaxen and things to compile it and get some good use
out of it.

2102. Re: 850 Interface Handler Code - attn Jean Goulet

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-10 00:18:31 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <16951@cup.portal.com>
Source record: 115906

In another article whose header Portal doesn't pull into the reply, Jean Goulet writes:

> Luckily if you use FTP and OPEN 36.8.0.46, and go to the 8-bit directory,
Ah, it must be nice to be able to do FTP... never had that luxury ... :-)

> This leads me to ask, if you open up the R-verter, what hardware do you see?
> My guess is that it's got chips for converting RS-232 signals to TTL signals

I believe there'd have to be more to it than that; more below, in the section on pin-to-pin SIO/RS232C correspondence.

> Now I have a few questions regarding the 850:
> - which serial port on the 850 do you connect a modem to? (1-4)

Almost ALWAYS port 1. On the real, true, 850 (and most other terminal-driver boards in existence, for this and other computers, apparently!), the different ports are electrically a little different, e.g. not all "control" signals (DTR, CTS, RTS, etc.) are available/present on all ports. Port 1 is the ONLY one on which ALL signals are present, as I recall.

> - which pins are used on the atari SIO cable, and which RS232 signal does
> each pin correspond to? The table below is waiting for the answer.

Alas, there IS NO direct pin-to-pin correspondence; the information is passed in totally different ways, over the CIO connection, than over the RS232 serial port(s). For what it's worth, the SIO pinout looks like this:

Each digit represents the "pin number" of the pin at that position:

2 4 6 8 10 12

1 3 5 7 9 11 13

1 - clock input 8 - motor control
2 - clock output 9 - proceed
3 - data input 10 - +5 / Ready
4 - Ground 11 - Audio Input
5 - Data Output 12 - +12 V
6 - Ground 13 - Interrupt
7 - Command

Notes:

1) Pins 7, 9, and 13 are "active low."

2) This obviously has little of anything to do with RS232; the cir-cuitry in the 850 interface builds those signals for the ports, the CPU has nothing to do with them.

3) I call your attention to the presence of 12V on pin 12 -- surprise!

> (I added a column for the R-verter in case it's different)

Alas, I have no information for you about the Rverter...

> That is, the modem will connect to my RS-232-to-TTL
> converter, and that will be connected to the 400's joystick port, and the
> 400's SIO port will be connected to the XE's SIO port.

You're going to have to do more than just convert signal levels, from the look of it.

(Accidentally deleted the part about needing to know the difference between "sending data" and "sending commands" to the 850... That, I believe, is referred to in the official literature as "data frames" and "command frames" sent over the SIO bus.)

This stuff comes from Section 9 of the Atari OS User's Manual... This is the section describing the SIO Serialk I/O Handler...

"... All bus transactions are expected to conform to a universal protocol. The protocol includes three forms, stated below (as seen from the computer):

Send command frame.

Send command frame and send data frame.

Send command frame and receive data frame.

The values of the W and R bits in the status byte select the command form."

(The "status byte" referred to, is that at DSTATS (hex 0303) when an SIO call is made. The W bit is bit 7 (high end), and the R bit is bit 6.

W,R = 0,0 means "no data transfer associated with operation"
0,1 means "data frame is expected from the device"
1,0 means "data frame is to be sent to the device"
1,1 is invalid)

There's a whole flock of information on the electrical characteristics, byte and frame organization of data etc. over the SIO bus... Too much to type in here-and-now; Jean, send me some E-mail and remind me "section 9, OS Manual, page 145"!

2103. PC-to-Atari progress, or lack thereof

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-10 00:37:12 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <16952@cup.portal.com>
Source record: 115907

I picked up the program, posted here a few weeks ago, for the IBM-PC to write disks in "double-density MYDOS format," and after transferring it to three different computers in two states (NOT counting Portal in a THIRD state) I finally got to try it last night on a real, true, honest-to-IBM PC-AT!

Unfortunately, it didn't work very well: designating the program as "TOATARI," typing the program-name alone sufficed to invoke it and produce a help screen, where I found that the command

TOATARI /I A:

should format, or /I)nitialize, the disk in drive A:

The command
TOATARI /L A:

should list the directory of the disk in drive A:, and

TOATARI /W filename[,...] A:

should write files to the disk... all of this being in MYDOS format, supposedly

I started with the "initialize" command above, and got an error immediately: "Error formatting track 0." I tried the SAME command a SECOND time, and got NO errors.

Next I tried to write some files onto this newly-initialized disk, and got another error: "unable to read directory for update" on the disk!

In order to further investigate THAT, I tried the "list directory" command format, and got the same sort of error: "Directory unreadable" or whatever the wording was; you get the gist of it.

I thought, perhaps the pre-existing IBM tracks etc. on the disk I had used, were interfering with operations, so I took the disk and ran it through a magnetic bulk-eraser, returning it to its off-the-shelf state. No dice; SAME sequence of errors, including the on-again, off-again formatting error.

I tried the whole thing over again with a completely different disk, and got all the same errors. NOTHING worked.

Now, the 64-dollar question: can anyone suggest what may be going wrong?? Am I doing something wrong, am I using the wrong computer, or has the whole thing been a big put-on from the beginning? Has anyone else gotten this to work?

I was "iffy" on trying this in the first place, but now that I WANT to use it, it doesn't work. Maybe it's just theUniverse's idea of poetic justice!

Thanks in advance for all help!

2104. Re: wanted - basic compiler

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-10 00:51:47 UTC
From: rbharding@orchid.waterloo.edu
Message-ID: <706@orchid.waterloo.edu>
Source record: 115908

In article <6691@c3pe.UUCP> charles@c3pe.UUCP (Charles Green) writes:
>By the way, has anyone gotten either Deep Blue C or InterLisp/65, available
>from Antic Software?

I've used Deep Blue C considerably, since I have nothing better. I bought my
copy back when APX still existed. I just recently bought Deep Blue Secrets from Antic.

- It is a rewrite of Ron Cain's Small C. This means:
- no structures or unions
- no arrays of dimension greater than 1
- no floating point numbers
- functions can't return anything but 16-bit integer
- no sizeof operator (useless without structures anyway)
- no typecasting (not enough data types to need it anyway)
- nothing fancy like register or static variables
- other stuff missing too.
- It produces fairly slow code. This is understandable, if you know how
its runtime engine works.
- It compiles at an ungodly slow speed.

To be fair, here are some advantages (as compared to C/65, at least)+
- It doesn't need line numbers. OSS loves line-numbers. They're needed for
Mac/65, and C/65. What a waste.
- It takes lower-case input. C/65 doesn't. What a pitiful waste.
- I haven't run into any major-ugly bugs.
- Source code is(possibly was) available, in Deep Blue Secrets, from Antic.

- It comes with fairly complete libraries, including routines for graphics,
sound, and player-missile graphics.

In general, I've been satisfied with it, given the limitations of the 6502.
I've used it to write a number of utilities for SpartaDOS. I tried to do a text
editor, but it was just too slow
for that.

Given the choice between Deep Blue and C/65, I'd choose DBC. I can't compare
to Action! since I've never used it. I get the impression that I should.

Ron Harding.

2105. To Gil Yehuda, again; sorry, this should be the LAST one!

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-10 00:52:47 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <16954@cup.portal.com>
Source record: 115909

Gil --

This is ridiculous! Every time you write me I write back, and every time it bounces. The only way to get through to you seems to be to post here. No bounces, who knows why!

The following is the complete text of what I've been trying to send you for the past five or six weeks, so I hope it goes through.

For those of you interested, this document contains the details of constructing a null-modem cable and transferring files from an Atari to some other computer, without using modems. You may THINK you'll "never need that," but - trust me; you WILL someday wish you'd saved this! :-)

Subject: Re: Transferring files, ATASCII <--> ASCII, et al
Lines: 206
Date: Sun, 12-Mar-89 12:05:50 PST

Hi Gil!

Sorry for the delay in this reply; I've been busy hosting friends from out-of-state for a week or so!

I'll get to the file-transfer stuff in a sec; first though, a few words about Portal.

Judging from the wording of your inquiry about AI openings, it seems you are thinking of Portal in the same light as most of the other nodes on this Net -- a company (or perhaps a school) doing business, with all the users being employees, students, etc. All in all this is quite a natural assumption -- I, in my student days, never thought otherwise myself.

However, our common conception turns out to be a MISconception! Portal is actually a "subscriber" service -- a "pay as you go" system, if you will. It seems to be run by a relatively SMALL group of people; I'd say nearly ALL the 'username@Portal' postings you see, are from SUBSCRIBERS such as myself!pag

Therefore, I myself have nothing whatsoever to do with Portal per se -- it is merely my access point to the Net, at the present time. I don't even LIKE it all that much, for various reasons not apparent on your end... But I digress. I will attempt to forward your compliments about Portal users to the appropriate system managers, so that they will know that you have been kindly treated by Portallers in general.

Now, about file transfers! I'll have to pop out of my terminal program for a moment, to find the files I originally tried to send to you and Mr.

Bartlett, way back when... hang on!

Okay... here's the FIRST posting I tried to send; I can't find the second -- maybe I lost it... but I should be able to re-create it and make the same points again, after this first "article."

Gentlemen -

In regard to your file-transfer yearnings, allow me to recommend a simple item known as a "null modem" cable. This is a cable which, when connected at one end to computer A's serial port, and at the other to computer B's serial port, makes EACH computer "see" the other as a "modem connection." You could, if so inclined, run a BBS (Bulletin Board System) on computer A, and "log into" it from computer B. Or, you can run a terminal emulator on each, and "talk" back and forth... and if those terminal emulators both happen to support the same "file-transfer protocol," VOILA -- you can transfer files!

The construction of such a cable involves running at least THREE conductors (wires) between the computers: "SEND data," "RECEIVE data," and "Signal GROUND." These are typically assigned to pins 2,3, and 7 of a standardized "DB-25" (the type of jack) or "RS-232" (the 'standard' that defines the signals) plug or jack. Obviously, you will need the appropriate "plug" or "jack" to "mate with" your computer's existing serial port, whatever that may be; if you are not using the "standard" 25-pin connector (you may well not be; in fact, your computer may even require an extra circuit board to do serial I/O), consult your manuals to find the "pinout diagram" of the serial port, and connect up a cable as follows:

Computer 'A' end of cable Computer 'B' end of cable

"Transmit Data" (or "TD," ----\ "Receive Data" (or "RD,"
or "SEND data") ----/ etc...)

"Receive Data" ----\ "Send Data"
----/

"Signal Ground" (or "GND," ----\ "Signal Ground"
or "Data Ground") ----/

(If you ARE using "standard RS232 25-pin" or DB-25 plugs/jacks, this may be expressed in terms of "pin numbers" (these are molded, very small, next to each jack-pin or socket-hole) as:

pin 2 ---> pin 3

pin 3 ---> pin 2

pin 7 ---> pin 7

)

It is possible that your particular computer may require additional conductors (wires) or signals; what I have shown is extremely MINIMAL and may need to be extended. If you get as far as what I've shown, and you plug it into both computers, and they still won't "talk" to each other, contact me again.

I would like to suggest that you DON'T write to me at the address that appears with this message! That is the address of my "school" account, which remains in existance even though I graduated some time ago, and which I rarely if ever log onto. I have subscribed to (cough cough) "Portal," however, and can be reached there by sending E-mail to

Chris_F_Chiesa@cup.portal.com

If that mail bounces, THEN try sending here -- but the turnaround will be a lot longer!

Anyway, that covers making the cable. As for terminal programs, try to find a program for EACH computer that supports "file transfer." This is DIFFERENT from "ASCII capture," so be sure you've got some sort of "protocol" besides just ASCII. (That keeps your files from being garbled if there's "interference" on the line; admittedly, much more of a nuisance while using a modem than with a direct cable, but essential if you want to transfer anything other than plain text. I regularly transfer executable "binary" files, for instance.)

Some popular protocols that you should be able to find are "XMODEM" and "Kermit" -- I know for a fact that BOTH exist for the Macintosh and the Atari, and that Kermit exists for the PC, so you should be able to get going with this arrangement in very short time.

It occurs to me that I may have "talked over your head(s)" in some areas, or glossed over others. Please let me know how you make out with this, whether you can or cannot get it to work. I didn't notice where either of you are located physically, but for what it's worth I'll tell you that I am in Rochester, NY, and can be reached by telephone at (716) 342-5914. (If that's busy, you can TRY (716) 544-5188. These are both HOME numbers; I usually work 8-5 PM, Eastern.

Good luck to you both!

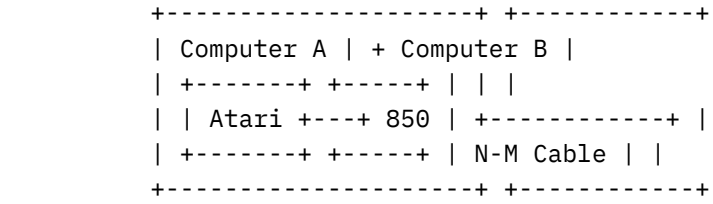
Chris Chiesa

Okay, that's the FIRST thing I wrote to you. The second, sent a day or two later, came after some thoughts on the subject. The gist of it was as follows...

It suddenly occurred to me that if you are using an Atari 8-bit computer, some of the previous message may be misleading. Specifically, the references to "your computer's serial port" may be misleading. On the Atari, the only built-in "serial port" is the 13-pin "SIO" port. This is *NOT* the "serial port" of which I spoke in the null-modem-cable discussion (above)! Atari did their serial I/O differently than most computers, probably because they were "there" fairly EARLY in the field.

In order to apply the "null-modem cable" idea to an Atari 8-bit computer, you'll need an additional piece of hardware of some kind, to transform the Atari SIO-port signals and lines (wires) to those compatible with other computers. This is the function performed by the Atari 850 Interface, or the "P: R: Connection," or similar devices you may have heard of.

It might help if you think of your Atari-plus-external-conversion-hardware as ONE unit; it doesn't matter WHAT the "external conversion hardware" is, as long as its OUTPUT is compatible with the RS232 standard as briefly covered in the first message. In "computer A, computer B" terms as used in that message, it would look like this:



What this shows you, basically, is that "Computer A" from the first posting, consists of the Atari PLUS an 850 Interface or equivalent signal-conversion hardware. Feel free to ask any questions you may have, of course.

A second consideration of file-transfer between Atari 8-bit and other brands of computers, arises from a point of Atari internal design. Namely, Atari took the liberty of redefining some of the standard ASCII character codes, to the point where every OTHER computer's end-of-line character, the "Carriage Return" (ASCII 13), is of no special significance, and the "ATASCII" (Atari ASCII) character 155 is used as the end-of-line marker. This means that if you want to transfer text between Atari and other computers, you need to allow for, and perform, the conversion from standard ASCII, to "ATASCII". This can be either very tricky, or very trivial, depending on how you proceed.

Fortunately, most terminal (and file-transfer) programs for the Atari 8-bit computer, have long been aware of this need, and have facilities build right in to perform the conversion DURING file-transfer. A "switch" for "ASCII/ ATASCII" usually appears somewhere, either on a menu or as a command or option at a prompt. If you use this switch correctly, you need never do any other conversion; on the other hand, if you DON'T use it, use it WRONG, or use a program that (heaven forbid) DOESN'T HAVE it, you may find yourself trying to word-process what looks like a lot of gibberish. In a sense, this is just an "extension" of the need, in some file-transfer protocols, to "tell" the program in advance whether you will be transferring "text" or "binary" files. In fact, in Kermit65 on the Atari 8-bit, in addition to the usual "set file-type binary" and "set file-type ascii" setup commands, there is also a "set file-type atascii" command to do this very thing!

(And, for the record, in "850 Express!" which implements XMODEM file-transfer, there's an option on the menu screens for "ASCII" vs. "ATASCII" mode. Unfortunately, it affects terminal mode as well as transfer mode, with the result that you may need to toggle back and forth a lot, but if you "play" with it you should be able to find a combination that works.

Okay, Gil, that's the gist of what I said last time; I hope this reaches you! Please feel free to contact me by whatever means are convenient, if you have questions. I used to have a job, at school, helping people all over campus, and I miss it, so here I am all revved up with no place to go!

Good luck!

Chris Chiesa

2106. modem software questions

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-10 16:50:00 UTC
From: IAGDGP%AESD.decnet@CRDGW1.GE.COM
Message-ID: <8904101549.AA25367@crdgw1.ge.com>
Source record: 115910

I am looking for a modem program for an 800xl, no expanded memory,
Hayes compatible that supports:
1200 baud
Many Long Macros
Xmodem Capability

Any suggestions or help would be greatly appreciated!

Doug Prosser
GE/aesd
French Road
Utica NY 13501
(315)793-7695/7638

2107. Re: The City

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-10 16:53:49 UTC
From: mikes@pedsga.UUCP
Message-ID: <841@pedsga.UUCP>
Source record: 115911

In article <Apr.3.20.26.12.1989.21792@topaz.rutgers.edu> wilmott@topaz.rutgers.edu.UUCP writes:
>Attention Alternate Reality - The City players. Ever wonder about
>the area bounded by the Arena, The Western Royal Walkway, and
>North Main Street? If you've mapped the game out, it seems
>reasonable that you should be able to find an entrance to that area,
>right? Well guess what? There are more areas to explore in there!
>That's right...at least 5 more buildings to enter reside in that
>area. So where's the entrance to it you ask? Well, either accidentally
>or on purpose the entrance was sealed off by the programmer (Philip
>Price) or by Datasoft. Here's a short BASIC program to open up
>that entrance for you!

Amazing! Just last night I spent about an hour bumping my head
(well, my character's head) on every square of every wall
that surrounds that area. I was convinced that there must be
a secret door here somewhere.
Now, are you sure that we are not supposed to find an
entrance to that area by finding/doing something first
somewhere else in the game? And how in the world did you find
out about those extra rooms (and how to make a passage to them)?

I also have 2 questions to any AR players out there on the net:

1) I got a clue from a song at The Club that went something like
this: "The treasures below will provide many answers.....the
Floating Gate may hold the key...." Now, I assume that "The
trasures below" means The Dungeon. I have not played it yet, but
a friend tells me that you can obtain a strange key there. But
I thought that you can't bring your character from The Dungeon
back into The City! So, how do you get that key to the Floating
Gate (or do you)?

2) Are there any instalments of AR, besides The City and
The Dungeon, out there for the 8-bit Atari? How about any other
computer? Do they plan to compleat the series?

I would appreciate any answers to these questions.

Mike Shulman

--

Mike Shulman <Insert your favorite disclaimer here>
UUCP: princeton!rutgers!petsd!pedsga!mikes
Internet: mikes%pedsga.uucp@rutgers.edu

2108. THANKS

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-11 05:17:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <8904110418.AA11771@ucbvax.Berkeley.EDU>
Source record: 115912

Thanks,

I got a lot of help from everyone about my request for UNARC and I really appreciate it. I didn't really expect so much help (the University of ID is famous for leaving you out blowing in the wind). Our local CMS student accounts generally have NO access to BITNET so I am lucky just to post on this board.

Thanks Again Everyone!!

Paul Amonson
(AMONSON@IDCSVAX BITNET)

2109. DataQue

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-11 16:36:27 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3296@udccvax1.acs.udel.EDU>
Source record: 115913

Has anyone heard anything recently about the Dataque Turbo-816? It has been
a couple months since I heard anything new about it, and I am beginning to
get a bit anxious.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

2110. Thanx Chris

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-12 01:37:06 UTC
From: yehuda@colima.CWRU.EDU
Message-ID: <136@cwjcc.CWRU.Edu>
Source record: 115914

Sorry for using the net as a mailing sys. But as we say here mail
is sCWRUed up :-)

I want to thank all the netters for the help on null modems and stuff to
get atari to pc ... especially Chris Chiesa. Now to see if it works...
I'll keep you guys posted.

Chris: Thanks for your persistance. I now have such a job on campus
and I have a great time at it. Ps. I may be in Rochester this summer
if things materialize (knock on wood).

Gil Yehuda

BTW: I got an interesting question, maybe it will stimulate a discussion:
Does the name ATARI have any relationship to atari in go --
the chinese board game. In go if your stone is surrounded by three
sides then it only has one freedom to extend into. If it doesn't grow
forward then it can be captured. Hmmmm.

--
Y. Gil Yehuda gil@bach.ces.cwru.edu yehuda@skybridge.scl.cwru.edu
...!cwjcc!skybridge!guilford!yehuda
See'yag Li'chachma Shtika

2111. The Dungeon/The City

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-12 12:42:01 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1048@cs.rit.edu>
Source record: 115915

I have The Dungeon for my 8-bit, and believe there is __NO__ way to take anything you have discovered in the Dungeon back to the city. The Dungeon does provide means to CONVERT a City Character to Dungeon Status, but I remember the manual explicitly stating that once you go into the Dungeon, there is NO way back.

I like the Dungeon a LOT, although I wish I had more time to play it. It is a fantastic game, and I wish there were more like it for the 8-bit. There is so much to discover in the AR series, it's incredible!!!!

By the way, in the Dungeon, the Oracle is located directly under the Floating Gate. In order for you to give him advice, you need to give him special object(s). I've gone to him before, but I don't recall off the top of my head what I've 'thrown' to him (actually he's a big, fiery eye).

Anyone care to discuss what they've found in their travels through the City and Dungeon?

--

= Albert Yarusso = Rochester Institute of Technology ||| =
= Bitnet: ajy2208@ritvax.bitnet = Computer Science (Don't use a Sun too ||| =
= Usenet: ajy2208.ritcv.rit.edu = long -- you might get a Sunburn). / | \ =
= "Any smoothly functioning technology will have the appearance of magic"-ACC =

2112. Atari <--> PC disk conversion...

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-12 13:11:38 UTC
From: rcbamw@eutrc3.UUCP
Message-ID: <531@eutrc3.UUCP>
Source record: 115916

In a recent article I read something about problems with a program, written to read and write Atari disks on a PC. Since I once considered writing a program like that myself (but gave up when I discovered that it was pretty hard to make the floppy controller write an extra long sector the 1050 needs for timing purposes, since it doesn't use the index hole...), I was very interested.

The article said that the program concerned had been on comp.sys.atari.8bit. Would the author please be so kind to send the source to me or to get in touch with me to exchange ideas?

Many thanks in advance,

M.J. Waucomont

2113. Wanted: PaperClip

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-12 23:47:54 UTC
From: cwilliam@umd5.umd.edu
Message-ID: <4694@umd5.umd.edu>
Source record: 115917

WANTED: PaperClip Word Processor.
Looking for the 'newer' version that supports the extra memory in
a 130XE and has a spell checker. I have searched everywhere and Batteries
Included doesnt sell it anymore. If I cant find this, do any of you have
any recommendations on word processors? Nobody at the stores in my
area have any experience with 8bit software. It must have a GOOD spelling
checker and preferably use the extra memory in the XEs. Recommendations,
anyone?
Thanks for your comments,
Chris Williamson

cwilliam@umd5.umd.edu ARPANET
cwilliam@UMDD BITNET
(301) 779 - 5408 C&PNET

2114. Re: modem software questions

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-13 18:33:08 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3319@udccvax1.acs.udel.EDU>
Source record: 115918

In article <8904101549.AA25367@crdgw1.ge.com> IAGDGP%AESD.decnet@CRDGW1.GE.COM writes:
>I am looking for a modem program for an 800xl, no expanded memory,
>Hayes compatible that supports:
> 1200 baud

Most anything

> Many Long Macros

For this, you might want to look into one of the newer Amodem programs. They generally have a good size macro package.

> Xmodem Capability

Again, most anything.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

2115. Re: does anyone use this list anymore

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-13 18:36:05 UTC
From: 34TYJPF@CMUVM.BITNET
Message-ID: <8904131844.AA15505@ucbvax.Berkeley.EDU>
Source record: 115919

Hey, maybe this list will come back to life after all! I'll just
fire up the old 800 and 130 here and ... there! Now I hope everyone else
will do the same.

So how 'bout those tigers? No, forget that ... how 'bout that 486?
No? Well, there isn't MUCH new for the Atari 8-bits, but I'm keeping my
ears and eyes open. Anyone?
Acknowledge-To: <34TYJPF@CMUVM>

2116. Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-14 12:29:42 UTC
From: 34TYJPF@CMUVM.BITNET
Message-ID: <8904151025.AA10360@ucbvax.Berkeley.EDU>
Source record: 115920

If anybody has the object code to Eastern Front (the old APX file), could you send it?

Also, I am looking for the code for the Antic program that ran their home-brew audio digitizer (from the article, "Talk is Cheap", way back when). I do not seem to have a working version of that program.
Acknowledge-To: <34TYJPF@CMUVM>

2117. VT100 Emulation Software

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-14 13:25:14 UTC
From: MXB126@PSUVM.BITNET
Message-ID: <81441MXB126@PSUVM>
Source record: 115921

I am looking for software that emulates a VT100 terminal (Or anything which will enable me to connect up my 130XE with PSUVM) I seem to have some 'Special Problems.' I have a 130XE with two disk drives (XF551 and Indus GT) a SX212 1200 baud modem a color RGB monitor and a ICD P:R: Connection. I have heard about the Chemilion (I can't spell) software, but it will not work with my P:R: connection. Thus I have been stuck with using the 850 Express! software which came with my modem. This means that I have a 40 column screen and no cursor control (which I sorely need). If anyone out there can help me please drop me a note!

Thanx,

Mike Barthelemy
(MXB126 at PSUVM)

2118. Re: Wanted: PaperClip

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-14 15:03:13 UTC
From: dlm@druwy.ATT.COM
Message-ID: <3982@druwy.ATT.COM>
Source record: 115922

in article <4694@umd5.umd.edu>, cwilliam@umd5.umd.edu (Christopher Williamson) says:
> WANTED: PaperClip Word Processor.
> Looking for the 'newer' version that supports the extra memory in
> a 130XE and has a spell checker. I have searched everywhere and Batteries
> Included doesnt sell it anymore.

Batteries Included folded over 2 years ago. They were killed by a mixture of low sales in the ST world and some management mistakes. Electronic Arts bought the rights to Atari PaperClip and all the other BI products from the receiver who was holding the assets. EA stopped shipping new copies of Atari PaperClip about the middle of last year.

You want version 2.0 or 2.1 of PaperClip. 2.0 was released thru BI and included the 130XE support and the spell checker. Version 2.1 removed the copy protection (no more hardware key) and also fixed a bug in spelling words starting with "z". (The 2.0 program file was missing 16 bytes at the end. Those bytes contained the index into the "z" words on the dictionary disk.)

You might be able to get a copy of version 2.1 from EA if they still have any in stock. (I haven't had any reports from them since last year so I doubt they still have any stock.) There are some distributors who still have copies, your local dealer (assuming you have one) might be able to find a copy by calling them. Some of the mail order houses also had copies. Be careful with the distributors and mail order places, they may still have old versions with out the spell checker or the 130XE RAM support. (Version 1.2 and 1.2X added support for the extra memory in the 130XE; version 1.1 only used the memory under the OS ROMs in XLs/XEs; version 1.1A is a downgraded version 1.2 (some features removed) which was shipped on a flippy disk, C64 version on one side Atari on the other; I wouldn't recomend version 1.0 to anyone, it was only shipped for about 2 weeks before 1.1 was released.)

> If I cant find this, do any of you have any recommendations on word
> processors? Nobody at the stores in my area have any experience with
> 8bit software. It must have a GOOD spelling checker and preferably use
> the extra memory in the XEs. Recommendations, anyone?

The only other word processor for the 8 bits that I know uses the extra RAM in the XEs is AtariWriter+. Unlike PaperClip it doesn't manage the extra memory without help from the user. The user can tell AW+ which bank to load text into, and when a bank gets full the user must choose another one. PC just told the user there was a lot of RAM, it made all the decisions about where to place text in memory. The user didn't have to do anything special. Personally I think PaperClip is

much better than AtariWriter or AtariWriter+, but then I have a very obvious bias in the matter.

Both PC and AW+ use the versions of the same spell checker.
ANTIC also used to sell (and still may) a stand alone version of it also. The only difference between the three versions are the dictionary files, some words were added/removed between each version. (NOTE: the dictionary disks can NOT be exchanged between versions.)

There are a couple of newer word processors out for the 8 bits.
I haven't used any of them so I can't say how good/bad they are. They are cheaper than PC and AW+ used to be. (Prices on both PC and AW+ have dropped a lot.)

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

2119. Atari News - Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-14 21:43:51 UTC
From: mrp@ihlpb.ATT.COM
Message-ID: <10212@ihlpb.ATT.COM>
Source record: 115923
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

From: "Information Week" - Issue 215 (4/10/89) Pg. 36

Atari Computer began shipping Portfolio, a 1-pound MS-DOS
machine. Retailing for $400, it's expandable to 640K, runs
on AA batteries, and offers an 8-line, 40 char. LCD display.
The handheld unit comes with a text processor, Lotus 1-2-3
compatable speadsheet, and built-in modem.

This is the first I've heard of this. Thought the rest of you Atarians
would like the news as well.

Signed,
Marcus "Orphan Computer" Prickett (I keep my 800XL next to my TI99/4A :-})

2120. Re: The Dungeon/The City

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-15 01:57:55 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Apr.14.21.57.53.1989.14548@topaz.rutgers.edu>
Source record: 115924

In article <1048@cs.rit.edu>, ajy2208%ritcv@cs.rit.edu writes:
> I have The Dungeon for my 8-bit, and believe there is __NO__ way to take
> anything you have discovered in the Dungeon back to the city. The Dungeon
> does provide means to CONVERT a City Character to Dungeon Status, but I
> remember the manual explicitly stating that once you go into the Dungeon,
> there is NO way back.

Yes, that's true. I have come across a nice little gem on a BBS that
allows you to edit a Dungeon character...to raise his stats, gold,
location, etc. But still you're trapped in the Dungeon. Anyone care
to take a crack at writing program to convert a Dungeon character
back to a City character (without all your "discoveries" of course,
which the City wouldn't recognize anyway)?

> I like the Dungeon a LOT, although I wish I had more time to play it. It
> is a fantastic game, and I wish there were more like it for the 8-bit.
> There is so much to discover in the AR series, it's incredible!!!!

You and me both. AR is without a doubt the best game ever made for the
Atari 8-bits. Unfortunately, Datasoft was bought out and they have
just recently scrapped the Alternate Reality project...for the Atari
as well as other machines. I wish they'd reconsider, or that another
company would buy the rights to the name...

> By the way, in the Dungeon, the Oracle is located directly under the
> Floating Gate. In order for you to give him advice, you need to give
> him special object(s). I've gone to him before, but I don't recall
> off the top of my head what I've 'thrown' to him (actually he's a big,
> fiery eye).

Try a *few* gold pieces.

2121. Re: VT100 Emulation Software

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-15 02:09:52 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <6789@bsu-cs.bsu.edu>
Source record: 115925

Mike Barthelmy wrote asking for VT100 emulation software; this question sure comes up a lot!

Mike, you would probably find Kermit65 (John Dunning's port from the C64) satisfactory. It emulates the VT100 in both screen and keypad, and has a lot of other nifty features besides: several selectable different display modes, Kermit file transfer...

Kermit65 comes either "with the standard Atari R: handler (for the 850) prepended," or "WITHOUT the... handler..." If you get the LATTER, you can also obtain and pre-load (or prepend to Kermit65 itself) a handler that will let you plug an SIO cable directly into the SX212 and use it THAT way. This method allows full Kermit capability just as though you were using a standard modem on the 850 Interface..

If you want more details, post to the Net; I probably ought not be posting from this username, as I am no longer a student. I can be reached on the Net with less paranoia on my part, at

Chris_F_Chiesa@cup.portal.com

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2122. Re: DataQue

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-15 04:49:53 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <17194@cup.portal.com>
Source record: 115926

Gary Duzan asks:
> Has anyone heard anything recently about the Dataque Turbo-816? It has bee
>a couple months since I heard anything new about it, and I am beginning to
>get a bit anxious.

Dataque is planning to attend the Michigan Atari Computer Expo at the Detroit Metro Airport Hilton, May 6 & 7, and if all goes well, they'll have "pre-production" models of the Turbo-816 board for sale there...

I'll see what I can find out from them there, and post whatever I can learn..

(Total Control Systems is also planning on being there, hopefully with production GOE cartridges, so there ought to be a lot to report on..!)

BobR

2123. Re: The Dungeon/The City

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-15 08:15:52 UTC
From: c60a-2hy@web-1c.berkeley.edu
Message-ID: <23127@agate.BERKELEY.EDU>
Source record: 115927

I used to spend a lot of time in the AR DUNGEON but have stopped because I couldn't get past 1) the third level and 2) the boatman on the second level. I tried giving many things to the boatman, but nothing works! According to Greek mythology, I am supposed to give him a silver coin or nothing. What's the trick??

Thanks,
Andy c60a-2hy@web.berkeley.edu
.

2124. Re: Atari News - Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-15 14:03:50 UTC
From: knutsen@athos.rutgers.edu
Message-ID: <Apr.15.10.03.49.1989.23536@athos.rutgers.edu>
Source record: 115928
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <10212@ihlpb.ATT.COM> mrp@ihlpb.ATT.COM (Prickett) writes:

> From: "Information Week" - Issue 215 (4/10/89) Pg. 36
> Atari Computer began shipping Portfolio, a 1-pound MS-DOS
> machine.

Atari began shipping something new? This close to April 1, it looks
like an April Fool's joke.
--
Mark Knutsen knutsen@rutgers.edu -or- {...}!rutgers!knutsen
Vice President, USACS ____ ____ ____ ____ /
...the Rutgers Undergraduate Student / //___ /___// /___ /
Association for Computer Science /___/____// //___ ____/ .

2125. Re: VT100 Emulation Software

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-15 16:38:29 UTC
From: scott@amon-re.cs.odu.edu
Message-ID: <8490@xanth.cs.odu.edu>
Source record: 115929

In article <81441MXB126@PSUVM> MXB126@PSUVM.BITNET (Michael S. Barthelemy) writes:
>I am looking for software that emulates a VT100 terminal (Or anything which
>will enable me to connect up my 130XE with PSUVM) I seem to have some 'Special
>Problems.' I have a 130XE with two disk drives (XF551 and Indus GT) a SX212
>1200 baud modem a color RGB monitor and a ICD P:R: Connection. I have heard
>about the Chemilion (I can't spell) software, but it will not work with my
>P:R: connection. Thus I have been stuck with using the 850 Express! software
>which came with my modem. This means that I have a 40 column screen and no
>cursor control (which I sorely need). If anyone out there can help me please
>drop me a note!

This is strange.... the 'Chemilion' DIDN'T work with the P:R:? I had a
home-brew Rverter and that program worked for me. In fact, I got 850 express
to work and just about ANY 850 program with the one exception of the
vt100sq program.

Have you tried KERMIT?
If you haven't, I would recommend it highly. If you have ftp access (in any
way... ie: friends...), KERMIT is available over the net...
Scott D. Yelich scott@cs.odu.edu [128.82.8.1]

2126. Bushnell

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-15 18:44:47 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Apr.15.14.44.41.1989.12608@topaz.rutgers.edu>
Source record: 115930

Quick question. I could have sworn that I heard a rumour a while back that Nolan Bushnell had signed a contract to develop a bunch of new games for the 2600,7800 and XEGS. On the front page of last weeks MacWeek there's a story about Bushnell. Seems he just became chairman of Preferred Publishers - a Mac development company. (as an aside, he also hired former Atari 8-bit software guru, and more recently Apple employee, Russ Wetmore) So is Nolan going to be doing both, or did the Atari deal fall through?

-Ray

2127. 80-track floppy drives on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-16 01:13:07 UTC
From: charles@c3pe.UUCP
Message-ID: <6729@c3pe.UUCP>
Source record: 115931

Has anyone succeeded in attaching an 80-track, double-sided, 5-1/4" floppy drive to their Atari 8-bit computer? Doesn't the ICD box which sits on the parallel bus do this for the XLs?

Is there any way to use, say, a 1050 with one of the popular plug-in enhancements to accomplish this feat?? I'm well aware this would probably involve downloading code to the enhancement itself.

Thanks for any replies; I'll be glad to summarize to the net.
--
Subject: Returned mail: Unable to deliver mail
----- Transcript of session follows -----
554 :-)... Unbalanced ')'
----- Unsent message follows -----

2128. Atari's XEP80: More than text?

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-16 02:47:43 UTC
From: charles@c3pe.UUCP
Message-ID: <6734@c3pe.UUCP>
Source record: 115932

Could someone tell me whether Atari's XEP80 does more than 80-column text;
i.e., does it also do graphics? And what form(s) of video output (broadcast
video on some channel [234], composite, chroma/luminance (Commodore 1702),
or RGB)?

Thanks, Charles Green
--
"Excuses is not gonna lift up your butt." -Cher

{decuac.dec.com,cucstud,sundc}!c3pe!charles ex::!echo Boo:

2129. Looking for technical information on Happy Enhancement

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-16 02:54:57 UTC
From: charles@c3pe.UUCP
Message-ID: <6735@c3pe.UUCP>
Source record: 115933

Has anyone gleaned any useful technical information about the Happy
Enhancement, especially in the area of downloadable code? I'm wondering
if it's possible to support either a double-sided drive, or maybe even a
96tpi (80-track) drive with their hardware. I asked when I placed my order,
but received no such technical information with the product.

Thanks, Charles Green
--
"Excuses is not gonna lift up your butt." -Cher

{decuac.dec.com,cucstud,sundc}!c3pe!charles ex::!echo Boo:

2130. Re: Atari News - Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-16 21:22:19 UTC
From: Xorg@cup.portal.com
Message-ID: <17301@cup.portal.com>
Source record: 115934
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Nope, this one is REAL folks! Really caught the eyes of the MS-DOSers
at COMDEX.

Peter Szymonik
Xorg@cup.portal.com

2131. Re: Atari's XEP80: More than text?

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-17 02:28:28 UTC
From: c60c-3ds@web-3c.berkeley.edu
Message-ID: <23177@agate.BERKELEY.EDU>
Source record: 115935

In article <6734@c3pe.UUCP> charles@c3pe.UUCP (Charles Green) writes:
>Could someone tell me whether Atari's XEP80 does more than 80-column text;
>i.e., does it also do graphics? And what form(s) of video output (broadcast
>video on some channel [234], composite, chroma/luminance (Commodore 1702),
>or RGB)?
>
>Thanks, Charles Green
>{decuac.dec.com,cucstud,sundc}!c3pe!charles ex::!echo Boo:

The XEP can act as a printer buffer as well as an 80 col out, but will not
do both at the same time. It does graphics 8 (320x200?) bitmapped graphics
and outputs composite video. It should do a decent vt100 emul with the
right software (but it wouldn't go 9.6kbaud :-).

((John Kawakami))
)) c60c-3ds@web.berkeley.edu ((

2132. Re: Atari's XEP80: More than text?

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-17 05:36:22 UTC
From: knutsen@athos.rutgers.edu
Message-ID: <Apr.17.01.36.21.1989.4052@athos.rutgers.edu>
Source record: 115936

In article <23177@agate.BERKELEY.EDU> c60c-3ds@web-3c.berkeley.edu (John Kawakami) writes:

> (the XEP-80) should do a decent vt100 emul with the
> right software (but it wouldn't go 9.6kbaud :-).

Are you implying that the 'right software' does not exist yet?

Does anyone know if a good terminal emulator for the XEP-80 exists?

--
Mark Knutsen knutsen@rutgers.edu -or- {...}!rutgers!knutsen
Vice President, USACS ____ ____ ____ ____ /
...the Rutgers Undergraduate Student / //___ /___// /___ /
Association for Computer Science /___/____// //___ ____/ .

2133. Atari 800 Complete System for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-17 18:19:19 UTC
From: pipprg@jhunix
Message-ID: <1464@jhunix.HCF.JHU.EDU>
Source record: 115937

Greetings Atari Junkies !

I have some pretty 'vintage' equipment (all in top condition) for sale:

Atari 800 48K (wow) home computer w/GTIA graphic chip
850 interface unit for printer/modem/etc
830 acoustic coupler modem (300 baud)
Touch Tablet drawing device
BASIC, Starraiders, Artist, Telelink, PACMAN carts
Joysticks
Indus GT 5.25" disk drive
Commodore 1702 Composite Color Monitor
Tons of disk software - great games, etc
Books, cables, wood computer desk.

all for $ 600.00

Any takers ? (I'll pay the shipping !)

Larry Campf
<pipprg@jhunix>
The Johns Hopkins University
Center for Communication Programs
527 St. Paul Place, Room 244
Baltimore, Maryland 21202
(301) 659-6258 work
(301) 922-4956 home

2134. Re: Atari News - Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-17 21:03:26 UTC
From: knutsen@athos.rutgers.edu
Message-ID: <Apr.17.17.03.25.1989.15524@athos.rutgers.edu>
Source record: 115938
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <17301@cup.portal.com> Xorg@cup.portal.com (Peter Ted
Szymonik) writes:

[regarding the new Atari MS-DOS machine]
> Nope, this one is REAL folks! Really caught the eyes of the MS-DOSers
> at COMDEX.

So it would seem. I received the following from Atari:

] From: atari!jwt@ames.arc.nasa.gov (Jim Tittsler)
] To: knutsen@athos.rutgers.edu
] Subject: Re: Atari News - Portfolio
] In-Reply-To: your article <Apr.15.10.03.49.1989.23536@athos.rutgers.edu>
]
] > In article <10212@ihlpb.ATT.COM> mrp@ihlpb.ATT.COM (Prickett) writes:
] > > From: "Information Week" - Issue 215 (4/10/89) Pg. 36
] > > Atari Computer began shipping Portfolio, a 1-pound MS-DOS
] > > machine.
] > Atari began shipping something new? This close to April 1, it looks
] > like an April Fool's joke.
]
] No, it is not shipping yet. We have demonstrated prototypes, but public
] shipments have not begun.
]
] Jim Tittsler, Systems Engineer, Atari Corp.

Perhaps Mr. Tittsler would be willing to give us some more
information. Keyboard style? (I suppose we don't get a full-size
QWERTY keyboard for one pound) Memory capacity? External storage?
Price?
--
Mark Knutsen knutsen@rutgers.edu -or- {...}!rutgers!knutsen
Vice President, USACS ____ ____ ____ ____ /
...the Rutgers Undergraduate Student / //___ /___// /___ /
Association for Computer Science /___/____// //___ ____/ .

2135. Help!

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-17 21:33:44 UTC
From: slackey@bbn.com
Message-ID: <38777@bbn.COM>
Source record: 115939

Well, I tried a few new&different things over the weekend, and ran into
a few good problems.

1. I am trying to use SIO directly. I am doing this so I can do physical
sector accessing of the disk. (I really want to do this, so don't try
to talk me out of it.) I was successful in reading 1050 and 810 density
disks, on both the 1050 and XF551. I haven't tried writing yet.

My problem is: I get error# 138,139,144 which are device errors, NAK's
and timeouts accessing DSDD disks on the XF551. I assumed that you
just set the byte count from 128 to 256. Some of the data I read
might have been right, but with all the trash it was hard to tell. I
tried setting the byte count back to 128, but the symptoms were the
same. I turned the drive off and back on again, and got the same.
Apparently, there is something different you must do when accessing DD
disks.

2. I couldn't get AMAC (the Atari assembler) to work under DOSXE. It may be
because you need the DOS 2 handler in memory to read the assembler in, but
it takes up too much space. Is there any way to get around this, or
possibly get a DOSXE version of the assembler? I believe AMAC is copy-
protected. Once I tried copying it to another disk (so I could rename it
to AUTORUN.SYS, not to pirate it!) and the copied version did not work.
I had made my assembly source under DOSXE, and could not assemble it.
So, I was about to copy it to a DOS 2 disk when I remembered that DOS 2
support under DOSXE is read-only! Now what?! Then I remembered... C:!
I got my shovel and dug out the ol' program recorder, copied to C:, and
it worked! Of course, now under DOS 2 I do C C:,D1:FOO.ASM and get the
response ILLEGAL OPERATION or something. Oh well... 10 DIM A$(128),
20 OPEN #2,4,0,"C:", 30 OPEN #3,8,0,"D:FOO.ASM", etc. At last this worked!

Well that's it. I am SECTORing for two reasons: one to be able to transfer
files between Atari and PC's, and the other for a program I am writing.
If you know the answer (or even just guesses-I'll try anything!) to #1,
PLEASE answer. #2 I can get around, although I would like to do all my
development under DOSXE.
Thanks! -Stan

2136. Finding the HSYNC signal

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-17 22:11:36 UTC
From: jean@maxwell.Concordia.CA
Message-ID: <773@sunkisd.CS.Concordia.CA>
Source record: 115940

Hello. I've been looking into making a light pen for my computer, and I think the design is complete, except for one important detail. My circuit needs to be restarted every time the electron beam starts a new horizontal line, so I figure the HSYNC signal is what I need. Unfortunately I don't have the schematics for my computer, so I'm wondering if someone knows if this signal is availble on the 130XE motherboard. I looked at the schematic for the 400/800, but it looks like color, brightness, and timing info are mixed together inside one of the chips and sent out as the video signal.

Would it be easier to extract HSYNC from the RF plug (or the composite output? Or the luminance output?). If so, what kind of circuit would I need (comparator, etc.)?

By the way, I realize the computer has hardware for decoding the position of the light pen, but my experiments have shown that the x-input is so inaccurate that it's unusable. My circuit will have a resolution of 640 on the x-axis (overdesign is better than underdesign). I'll use the y-coordinate output from the computer, though.

Jean Goulet
Electrical Engineering
Class of '89
Concordia University
Montreal, Canada

2137. Re: Thanx Chris

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-17 22:34:30 UTC
From: scott@lilac.cs.odu.edu
Message-ID: <8515@xanth.cs.odu.edu>
Source record: 115941

In article <136@cwjcc.CWRU.Edu> yehuda@colima.UUCP (Yechiel Yehuda) writes:
>BTW: I got an interesting question, maybe it will stimulate a discussion:
> Does the name ATARI have any relationship to atari in go --
> the chinese board game. In go if your stone is surrounded by three
> sides then it only has one freedom to extend into. If it doesn't grow
> forward then it can be captured. Hmmmm.

There has been a discussion of this recently in rec.games.video...

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]

2138. Re: 80-track floppy drives on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-18 12:27:40 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1059@cs.rit.edu>
Source record: 115942

ICD's Multi-IO board that attaches to the parallel bus on the XL and XE computers does NOT allow floppy drives to be connected. Just Modems, Hard Drives, and Printers.. :) However, the ATR8000 allows just about any type of floppy drive to be connected (even 3.5" drives I imagine). While most (all?) DOSs will work with the ATR, only a few DOSs (like SpartaDOS and MYDos) will allow you to format disks in a format different than what you'd normally see. My roommate had one, and he had 2 DD/DS and 2 DD/SD IBM drives hooked up to it. The ATR8000 also has a centronics printer interface and a serial interface (for the modem). AND it has CP/M capability (ooooooooooooooo).

I may be wrong (disclaimer!) but I don't think there are any 1050 enhancements that allow you to connect external drives..
There was a drive that allowed you to connect more drives, but the name escapes me (TRAK? Percom? Rana? Naww, definitely not Rana, those drives were a piece of junk!)..

--
= Albert Yarusso = Rochester Institute of Technology ||| =
= Bitnet: ajy2208@ritvax.bitnet = Computer Science (Don't use a Sun too ||| =
= Usenet: ajy2208.ritcv.rit.edu = long -- you might get a Sunburn). / | \ =
= "Any smoothly functioning technology will have the appearance of magic"-ACC =

2139. Re: Atari's XEP80: More than text?

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-18 12:37:01 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1060@cs.rit.edu>
Source record: 115943

As far as I know, there are no programs for the XEP80 that support VT100 (or better) emulation. I wish there were, as it would be VERY useful to me. I do have several other term programs that work with the XEP80 though. These include AT880 (features: autodialer, xmodem, ymodem, ymodem batch, up to 9600 baud [who said the XEP80 wouldn't support 9600???], ATASCII/ASCII, and others.. it has a nice HI-RES title screen too!!), VT850 (a program that emulates a VT100 with a VT200 keyboard. works either with or without the XEP80), 850 Express! (all modem input/output goes through XEP80, and the menus appear on a 40 column monitor/tv (if you have one).

Despite the availability of these programs for the XEP80, I still prefer to use Kermit65 (which has good VT100 emulation and 80 columns without an XEP80 [it uses Graphics 8 and draws the characters--can't keep up with 2400 baud without sending ctrl-s/q now and then]), and DEterm-- a fantastic term program which continues to get better and better.

It's interesting to note that all these programs are PD or Shareware!!

--
= Albert Yarusso = Rochester Institute of Technology ||| =
= Bitnet: ajy2208@ritvax.bitnet = Computer Science (Don't use a Sun too ||| =
= Usenet: ajy2208.ritcv.rit.edu = long -- you might get a Sunburn). / | \ =
= "Any smoothly functioning technology will have the appearance of magic"-ACC =

2140. Re: Atari's XEP80: More than text?

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-18 13:40:17 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3352@udccvax1.acs.udel.EDU>
Source record: 115944

Has anyone tried Kermit65 with the XEP80 E: handler loaded and the default editor specified to Kermit65? There is a minute chance this would work. If not, it should be fairly simple to patch, given the source, of course.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

2141. Re: PR:Connection Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-20 18:31:28 UTC
From: frw@ihlpf.ATT.COM
Message-ID: <8292@ihlpf.ATT.COM>
Source record: 115945

>In article <81441MXB126@PSUVM> MXB126@PSUVM.BITNET (Michael S. Barthelemy) writes:
>I am looking for software that emulates a VT100 terminal (Or anything which
>will enable me to connect up my 130XE with PSUVM) I seem to have some 'Special
>Problems.' I have a 130XE with two disk drives (XF551 and Indus GT) a SX212
>1200 baud modem a color RGB monitor and a ICD P:R: Connection. I have heard
>about the Chemilion (I can't spell) software, but it will not work with my
>P:R: connection. Thus I have been stuck with using the 850 Express! software
>which came with my modem. This means that I have a 40 column screen and no
>cursor control (which I sorely need). If anyone out there can help me please
>drop me a note!
>
> Thanx,
>
> Mike Barthelemy
> (MXB126 at PSUVM)

Both Chameleon and Kermit65 work with the PR:Connection.

Chameleon will only display forty columns at a time. However, you can scroll right, to read the other other 40 columns, or left to return to column zero again.

Kermit65 has a vt100 terminal emulator built in.

The following applies to both Kermit65 and Chameleon.

Examine the directory of the floppy disk that came with the PR:Connection. You should find a program called, if my memory serves me correctly, PRC.SYS.

Copy PRC.SYS and the Chameleon/Kermit65 file to a newly formatted disk and then append Chameleon/Kermit65 to the PRC.SYS file.

If you are using Atari DOS 2.0S, use the copy option (C). That is, at the "copy from,to" prompt type: (Chameleon/Kermit65 filename),PRC.SYS/A.

Rename the PRC.SYS file AUTORUN.SYS.

Use option number 2 at the Chameleon menu prompt.

F. R. Wenk
(ihlpf!frw)

2142. More on SIO

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-20 21:45:14 UTC
From: slackey@bbn.com
Message-ID: <38936@bbn.COM>
Source record: 115946

OK, I just KNOW there are many many of you out there who are just dying
for an update on my PC-DOS-to-Atari disk file transfer progress...

The way I left it was I could read 810 and 1050 format disks OK, but was
unable to read XF551 (DD) disks at all. Well, part of the problem is
fixed, that is I can read Atari-formatted DD disks now. Apparently what
had happened was I had put the XF551 into some bogus state by attempting
to read the PC-written disk, and then attempting to read sectors 1,2,3
of an Atari disk (which, by the way, Atari keeps in SD. Question 1.
Is that done by software in the computer, or by the drive itself?)

As I recall, when I used Spartados DSDD XF551, it seems those sectors
may have been formatted DD because it took a couple "tries" before
a DD would boot. Question 2. Does anybody know?

Finally. I still can't read PC-DOS disks. Are they in 256-byte sectors?
Is there some other incompatibility that will stop me? How do I find
out?

Why not... Is there more up-to-date information available from Atari,
later than the tech notes? Specifically on DOSXE and/or the XF551?

Oh - I had noticed in the DOSXE book that disk files can have holes in them,
that is, NOTE/POINT don't have to add on to the end of a file. I read on
to see how this works, and found that the file format includes a sector
map, apparently to allow NOTE/POINT to work even when a file is copied.
(The NOTE/POINT implementation is incompatible with DOS2, which actually
uses physical sector numbers.) I thought this was really neat! Do other
DOS's have this feature? Just curious.
Thanks, your help is appreciated. -Stan

2143. Atari 8bit EPROM burner & MAC 65 cartridge wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-20 23:29:44 UTC
From: dorian@pawl.rpi.edu
Message-ID: <1402@rpi.edu>
Source record: 115947
Cross-posted to: comp.sys.atari.8bit,misc.wanted

I am looking for an EPROM burner for the Atari 8-bit line of computers
and a MAC 65 Assembler cartridge for the same.

If you've got one sitting around -- the one in the attic that you KNOW you'll
never use again -- I'll be happy to take it off your hands and reward you with
a modest amount of money and/or fabulous prizes.

Thanks!

-Dorian->

|\ /\ ARPAnet: DORIAN@PAWL.RPI.EDU \ "Lang loi! Lai dae foo hi
| \/ __ \ mae an sic?"
| /\ / FoNet: (518) 276-4518
|/ \/ SloNet: 2002 White II, RPI, Troy, NY 12180-3590

2144. Re: File Transfer

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-21 03:14:35 UTC
From: charles@c3pe.UUCP
Message-ID: <6766@c3pe.UUCP>
Source record: 115948

In article <3371@udccvax1.acs.udel.EDU> robby@vax1.acs.udel.EDU writes:
> I know this questions been answered a ZILLION times, BUT do anyone know
> of an easy way to transfer IBM PC files to an Atari???

Here's a tack I haven't seen discussed yet, but which I started to implement some years ago before being distracted by other things:

Find an Exar XR2206 (single-chip, monolithic function generator) and an MC1489 RS232 receiver (or a well-placed diode or two :-). Wire them up to produce the same FSK mark and space frequencies as Atari uses for their cassette interface. Write an IBM PC application to produce the same headers, trailers, checksums and IRG as the C: device uses. Then string it all together with your favorite portable cassette recorder (or high-quality stereo deck).

Since the XR2206 generates a phase-coherent frequency-shift signal, you will probably get even better reliability than simply switching between two square waves as with the Atari recording scheme. You might even try persuading the cassette handler to use a baud rate higher than 600 - since I believe that FSK was used some years ago in a 1200bps half-duplex modem over phone lines (3kHz bandwidth), you may be able to get away with 4800bps! (If the 1010 can't quite keep up, you might want to also experiment with the XR2211, which for me has proven even more reliable at reading Atari tapes than the 1010.)
--
"Excuses is not gonna lift up your butt." -Cher

{decuac.dec.com,cucstud,sundc}!c3pe!charles ex::!echo Boo:

2145. I want to buy a 130

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-21 13:13:13 UTC
From: srmiller@dasys1.UUCP
Message-ID: <9396@dasys1.UUCP>
Source record: 115949

I need a 130 (model XE, if that matters). I'll pay cash or else swap
my vectrex game system.

Steve Miller
(212) 949-7440 (work)
(201) 798-0429 (home, voice)
(201) 798-2004 (home, TDD)
--
Steve Miller, New York Law School '92
Big Electric Cat Public UNIX
..!cmcl2!hombre!dasys1!srmiller

2146. Re: Atari's XEP80: More than text?

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-21 13:45:27 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1066@cs.rit.edu>
Source record: 115950

Gary,

I would love to get the source to Kermit65.. I have an XEP80 attached to my 8-bit system (XE,1MegMIO,2 20 MEG HD's,two monitors,2 DD drives,Sparta X,R-Time 8,and more) that I would love to get to work with Kermit65. I have tried to use it, but unfortunately it didn't use all 80 (it would go to the next line at 39 characters as you said)..

To anyone using the XEP80: Have you found any good word processors that use it? I know there is at LEAST one (MicroWord, I think), and that some year Atari MAY decide to distribute AtariWriter 80 (but I've learned not to hold my breath).. I currently use Textpro but unfortunately it doesn't work with the XEP80.. :_(

--
= Albert Yarusso = Rochester Institute of Technology ||| =
= Bitnet: ajy2208@ritvax.bitnet = Computer Science (Don't use a Sun too ||| =
= Usenet: ajy2208.ritcv.rit.edu = long -- you might get a Sunburn). / | \ =
= "Any smoothly functioning technology will have the appearance of magic"-ACC =

2147. Re: 80-track floppy drives on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-21 13:54:10 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1067@cs.rit.edu>
Source record: 115951

Nick,

The MIO does have a 50 pin SASI/SCSI interface.. I am not aware
of any SASI/SCSI controllers that would use this interface, but as you said,
they probably do exist..

I'll check on the quote.. :) I remember coming across it somewhere
and I typed it from memory...thanks!

--
= Albert Yarusso = Rochester Institute of Technology ||| =
= Bitnet: ajy2208@ritvax.bitnet = Computer Science (Don't use a Sun too ||| =
= Usenet: ajy2208.ritcv.rit.edu = long -- you might get a Sunburn). / | \ =
= "Any smoothly functioning technology will have the appearance of magic"-ACC =

2148. Re: Atari 8bit EPROM burner & MAC 65 cartridge wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-21 13:57:11 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1068@cs.rit.edu>
Source record: 115952
Cross-posted to: comp.sys.atari.8bit,misc.wanted

I also am looking for a MAC65 Cartridge!!!

Thanks,

= Albert Yarusso = Rochester Institute of Technology ||| =
= Bitnet: ajy2208@ritvax.bitnet = Computer Science (Don't use a Sun too ||| =
= Usenet: ajy2208.ritcv.rit.edu = long -- you might get a Sunburn). / | \ =
= "Any smoothly functioning technology will have the appearance of magic"-ACC =

2149. Forth for c64/6502

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-21 20:57:22 UTC
From: allred@ut-emx.UUCP
Message-ID: <12298@ut-emx.UUCP>
Source record: 115953
Cross-posted to: comp.lang.forth,comp.sys.cbm,comp.sys.apple,comp.sys.atari.8bit

I have a c64 computer, and I am interested in learning Forth and/or related threaded languages. I have considered coding one from scratch using the excellent book "Threaded interpretive languages : their design and implementation" by R. G. Loeliger as a guide. The task seems a little more time consumming than I'm prepared to follow through with. Additionally I would like to start with a kernel that is pretty standard Forth -- I'm not sure I could duplicate one even looking at a standards guide. I know that a lot of companies have sold versions of Forth for the c64 computer, but I really want something that is PD, preferably with assembly source included -- I want to be able to analyze and change the code as part of the learning experience.

Please send me e-mail if you know how I could obtain such a code. If there isn't a c64 specific code, I would also be glad to know if there is an apple II, atari, or other 6502 version available. I think I could probably adapt it to work on a c64 if I had assembly source.

Thanks,

Kevin Allred
allred@emx.cc.utexas.edu
allred@ut-emx.UUCP

2150. Re: Forth for c64/6502

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-22 00:56:48 UTC
From: sekora-jay@CS.YALE.EDU
Message-ID: <57986@yale-celray.yale.UUCP>
Source record: 115954
Cross-posted to: comp.lang.forth,comp.sys.cbm,comp.sys.apple,comp.sys.atari.8bit

In article <12298@ut-emx.UUCP> allred@ut-emx.UUCP (Kevin L. Allred) writes:
>I have a c64 computer, and I am interested in learning Forth and/or
>related threaded languages. I have considered coding one from scratch
>using the excellent book "Threaded interpretive languages : their
>design and implementation" by R. G. Loeliger as a guide. The task
>seems a little more time consumming than I'm prepared to follow
>through with. Additionally I would like to start with a kernel that
>Please send me e-mail if you know how I could obtain such a code. If
>there isn't a c64 specific code, I would also be glad to know if there
>is an apple II, atari, or other 6502 version available. I think I

i would be interested in any information on this too. probably worth
posting.

the forth interest group (FIG) provides PD listings of fig forth for
apple II and ``generic 6502''; i don't have the address with me, but
i've got a copy, and i'll post the address (if i remember; if not,
nag me :-)

> Kevin Allred
> allred@emx.cc.utexas.edu
> allred@ut-emx.UUCP

DISCLAIMER: Everything I say is the| sekora-jay@yale.UUCP
absolute and utter truth, but Yale | {backbone}!yale!sekora-jay
doesn't necessarily know this. | sekjaya@yalevm.BITNET
| 6455 Yale Station, New Haven, CT 06520

2151. Re: 80-track floppy drives on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-22 02:56:10 UTC
From: clf3678@ultb.UUCP
Message-ID: <725@ultb.UUCP>
Source record: 115805

In article <484@holin.ATT.COM> oaa@holin.ATT.COM (Owen Alexander) writes:
>In article <1059@cs.rit.edu>, ajy2208%ritcv@cs.rit.edu writes:
>
>In ZMAG #151 or #152, there is a announcement by a company CSS that they
>will have later this year a interface, the Black Box, that will provide
>via the parallel buss of the XL/XE, connection to SASI/SCSI devices,
>Centronics printer, and RS232 for ~$169. This is like the MIO without
>the memory although I think it can have a printer buffer. They also
>said that they will have a addition to the interface to allow it to
>access standard floppy drives at up to 10 times faster than regular
>Atari drives while maintaining compatibility. This is something I would
>like to see. If you're very interested in the last feature, perhaps you
>could contact them to get more details.

It just so happens that CSS is local (Rochester New York), and I know
the folks over there. The Black Box is being designed by Robert Puff,
author of the Disk Communicator, SuperArc,SuperDeArc, and a host of
other software and hardware products. I even got a quick peek at the
blueprints for it last time I was over at Bob's house.

I can say without hesitation that this product will be FANTASTIC! Bob
is a wizard at 8-bit products (you should see his system). I'll get
some more info about the box from Bob.

=cf=

2152. Re: Atari News - Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-22 09:08:15 UTC
From: SunShine@cup.portal.com
Message-ID: <17477@cup.portal.com>
Source record: 115806
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

IF this little machine turns out to be what I need, it will be
a gem! YOU have any idea what this Portfolio means to me?
I'm speech impaired due to cerebral palsy. I am mobile, so a
clumsy heavy Laptop and / or DECtalker, wouldn't do me much good.
Have struggled ok with a tiny tandy for four years, but it really
is much too tiny to type on, and only holds 2 or 3 k... 3 lines
3 -short- lines of text........

And if my eyes didn't decieve me , I saw a speaker on the side...
If it can do speech synthesis, it will be a double blessing...
I will at long last- have a voice- and be able to carry on more
'normal' in-person conversations........maybe even give poetry readings.
'So, say a prayer....

My dad asked the following questions;
does it have a serial port? Does it have a paralell port?

Does it have internal disk drives...<-- answered in article, i know ;>
Is there room to add ibm compatible 1/2 cards?
Anybody selling it at discount for handicapped?

WOW!, the possibilities are astounding....... I've only waited
33 years for something like this...... Knew the tech was here, but
didn't think anybody was gonna put it all into one tidy
package so soon! YAY!......... Hey, I can dream, can't I?

Lisa Raine

2153. Unsubscribe

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-22 13:44:19 UTC
From: root@midway.ece.scarolina.EDU
Message-ID: <8904222354.AA11186@ucbvax.Berkeley.EDU>
Source record: 115807

```
Please remove atari8@midway.ece.scarolina.edu from this list.
Thanks.
-venki
```

2154. Kermit65 wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-23 01:43:21 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Apr.22.21.43.19.1989.24541@topaz.rutgers.edu>
Source record: 115808

Hi all! I've been interested in obtaining a copy of Kermit65 for some time now. I tried getting it off the net twice when it was posted in the past, but never had any luck getting to work. Would some kind soul out there be willing to US Mail me a working copy on disk, with the appropriate handler(s) for use with an SX212 and PR Connection setup? I will of course reimburse you for the postage and cost of th disk; or swap you for some piece of PD software that I have if you like.

wilmott@topaz.rutgers.edu

2155. The Anaheim World of Atari Show -- A report

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-23 02:50:20 UTC
From: rjung@nunki.usc.edu
Message-ID: <3571@nunki.usc.edu>
Source record: 115809
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I have just come back from attending the first(?) World of Atari show, at the Disneyland hotel in Anaheim. Since there's probably some interest from all Atarians at what took place, I'll spill my guts (somebody clean that mess up).

The show runs April 22, 10:00am - 6:00pm, and April 23, 10:00am - 5:00pm. I arrived through the doors at about 10:30am, paid $5 for a ticket, and walked in. This was a "buyer's show", which meant that every other booth was trying to get you to buy something. The crowds were already 5-men deep at 10:00 in the morning, though it tapered off to a more manageable level later in the day.

WHAT'S NEW?
I would estimate that over 40 different firms and groups were at the show, each showing a combination of new and old products. To keep this thing from going too long, I'll just touch on the highlights:

ATARI CORP. was showing off the Moniterm 19" monitor, the Calamus DTP program, the new Megafile 44 hard drive, and their up-and-coming WordFlair word processing program. Everything was running fine, and Atari expects to have the last two products available around June or July of this year. (For information about the STacy, the PC Portfolio, the TT and the ATW, see below)

GADGETS BY SMALL was demonstrating the Spectre GCR. The cartridge has a cable to let you hook up an internal- or external ST disk drive so that it will read Mac disks directly. It is expected to be available in August (FCC approval pending), with a retail price of $300. Owners of the Spectre can trade it in for $100 credit towards the GCR.

AVANT-GARDE was showing PC-Ditto II, running Microsoft's Flight Simulator on the Atari ST. I am not familliar with how fast an IBM PC runs FS in its native enviroment, but this demo was not slow in any noticeable way. According to their literature, PCD2 has a Norton SI rating of 3.0. The price is $300.

SUPRA was showing off their line of hard drive equipments for the Atari computers. Nothing new to report, though.

The DIAMOND GOS was being demonstrated (no sign of GOE anywhere). It looks a LOT more like the GEM system now, and appears to be available for sale. It comes with (I think) a paint application and a word pocessor. It comes on a piggy-back cartridge, and is transparent as DOS to the system. Rumors fly that Atari wants to market the Diamond with future 8-bits.

ARTISAN software was demonstrating two ST programs: Word Quest, which makes word search puzzles, runs in color and monochrome; and Graph Maker, which (natch) makes graphs.

HAPPY COMPUTERS was selling the Discovery cartridge (for the ST) and Happy upgrades (for the 8-bits). They also announced a new product called Quick*verter, which allows for easy conversion between Spectre, Magic Sac, GEM, and Macintosh format disks.

GRIBNIF SOFTWARE (what does "Gribnif" mean?) was showing and selling NeoDesk version 2.0. It allows custom file icons, keyboard reboot, fast windowing routes, and lots of other features. All this for $50.

SEYMOR/RADIX presented a new piece of hardware called DVT VCR. It allows you to back up your hard drive on VCR tape (up to 360 megabytes). The box connects your system to the VCR by the cartridge port. Price is $250.

IMAGEN was selling Ultrascript for the Atari SLM804/Dot matrix/HP Inkjet printers. Apparently Atari Corp. will control distribution of the "SLM 804-only" version, while Imagen gets to hawk the Dot matrix/HP Inkjet version by themselves. Rumors were that Ultrascript will also work with the HP Laserjet with no problem. Price is around $200.

CODEHEAD SOFWARE was showing Hotwire and MIDIMax. Hotwire is a utility of benefit for hard drive users; A given file/pathname can be assigned to any user-defined keystroke, and executed from the Desktop with one press. MIDIMax allows the creation of MIDI "macros" for storage or playback, which can be triggered by any MIDI event. Both products are priced under $50.

SIERRA ON-LINE was showing a videotape featuring the latest of their adventure programs: Gold Rush, Space Quest III, King's Quest IV, Police Quest II, Leisure Suit Larry II, and Manhunter: New York. The games that aren't already available for the ST will be converted "very soon".

A new(?) company, ARTISTECH DEVELOPMENT, was showing off Da Vinci, an art/animation/drafting tool. Written completely in assembly, this program ofers a lot of "features for artists by artists" (work on 12 pictures at once on a 520 ST!) at high speed. This is expected to be released in July for about $100.

MIGRAPH had Touch-Up for sale, and announced a forthcoming hand-held scanner. The Migraph Scanner package will scan any type of printed material, and turn it into .IMG, .PC*, .TIF, MacPaint, Printmaster, and more. It will come bundled with scanning software and an image-editing accessory. No price or release date announced.

BECKMEYER DEVELOPMENT TOOLS talked about Micro C-Shell, MT C-Shell, Micro Make, and Micro C-Tools.

Both ANTIC SOFTWARE and STart were present, though in seperate booths. Antic had no new ST programs to demonstrate, though I did notice "Interiors Design Disk", a CAD-3D collection of chairs, shelves, and other such forms. They also announced that the GFA BASIC 3.0 compiler will be available in June/July.

ST-LOG and STart were offering discount subscription rates.

DISCLAIMER:
There were many other firms and dealers who were present who I did not

mention above, due to either ignorance, forgetfulness, or misinformation. If anyone wants to correct/add on to this, go ahead.

BESIDES THE BOOTHS...
Sig Hartmann gave a speech to a packed crowd on "the future of Atari". He reaffirmed Atari's policy of not announcing any product "unless it will be available for sale within 60 days". Thus, while he acknowledged some truth to the rumors regarding the Atari TT, the ATW, an Atari networking system, and new graphics resolutions, he did not say anything specific. Sig also reported that the US market will get the FIRST shipments of the STacy and the Portfolio, to the tulmultious cheer of the crowd.

Atari personnel also reaffirmed their desire to "attack" the US market in 1989, primarily through the STacy, the PC Portfolio, and increased public relations. Though their advertising budget "has tripled", Sig says that Atari will keep advertising in the hands of local district managers. Thus, no prime-time nationwide commercials or TIME Magazine spots in the near future.

Though I had to leave before this happened, there is/was a music concert scheduled for 7:30pm on April 22. Only 1000 people allowed in, with tickets at $5 each. Music by Mick Fleetwood and Michael Pinder (of Moody Blues) was supplemented with a limited-engagement showing of the STacy (it's up and running), the PC Portfolio (also), and the first public playing of the new Holtz MIDI Board.

Anyway, it was a lot of fun, even though the freeway drive was terrible (this IS Los Angeles, right? B-), and Disneyland's prices were extortionary. There is already talk of another World of Atari Show next year; I sure hope so!

--R.J.
B-)

==========
Disclaimer: This message was written with my authorization
#
Mailing address: rjung@nunki.usc.edu
(It's easier to just use the reply function, tho)
#####

2156. Message

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-23 11:23:26 UTC
From: LISTSERV@MARIST.BITNET
Message-ID: <8904231124.AA09520@ucbvax.Berkeley.EDU>
Source record: 115810

```
Error 2013 from LSVFWR1 INFO-A8 89-00451 I while logging mail for INFO-A8.
An incomplete copy of the message might be present in the notebook. List is
being held with current mailing being postponed. Your file (7623) has been
transferred to HARRY@MARIST.
```

2157. Wanted: PaperClip or advise on other good WP package for 8bits

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-23 18:47:45 UTC
From: cwilliam@umd5.umd.edu
Message-ID: <4753@umd5.umd.edu>
Source record: 115811
Cross-posted to: comp.sys.atari.8bit,misc.wanted,misc.forsale

I have only received one response to my previous posting about
PaperClip.

I am willing to pay $$ for an old package of PaperClip w/spelling checker
to anyone who still has a copy around.

I know nothing about 8bit software in the last 5 years, so I would
like a recommendation of a word processor for my brother who has a 130XE

Any good word processors that have spelling checkers that will let you
add your own words, and will make use of the extra memory in the XE?
(actually it is a 327K XE upgraded...)

Thanks for any recommendations...

- Chris
cwilliam@umd5.umd.edu ARPA
cwilliam@UMDD BITNET
cwilliam@3017795408 C&P

2158. Antic's New Magazine(?)

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-23 21:47:48 UTC
From: sale5312@fredonia.UUCP
Message-ID: <1535@fredonia.UUCP>
Source record: 115812
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I haven't purchased STart in over a year, so I was suprised to
see a new Amiga magazine in my local bookstore's shelf,with "Antic"
on the cover.

I'm not mad (*please,PLEASE* don't start that stupid "war" again...)
but I am puzzled. Why would they do something like that? If that brings
in more revenue, then great. But since reading Antic from their first year,
I can't imagine them publishing anything but an Atari magazine (at least
with "Antic" on the cover.)

The only thing I can figure is new owners. Kinda a switch from
a few years ago. Antic (named after and Atari chip) making a Commodore-
only mag, and "LFP" rescuing Analog. What's next?

-Marty

--
/ / |\ | / / | / ~Marty Saletta @ Fredonia,New York~~Yanks:6th place~~
/ __ /__ | \| /__ / | / ~Atari ST,New York Yankees,Who,Pink Floyd,ELP,Fripp~~
\ / \ | | \ \ | \ ~Toronto Maple Leafs,Yes,CZ-1,Mad Max,and hi Lorie!~~
\/ \ | | \ / | / ~UUCP:...{decvax,rutgers}!sunybcs!fredonia!sale5312~~

2159. Re: Antic's New Magazine(?)

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-24 02:58:45 UTC
From: c60c-3ds@web-1b.berkeley.edu
Message-ID: <23509@agate.BERKELEY.EDU>
Source record: 115813
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1535@fredonia.UUCP> sale5312@fredonia.UUCP (Marty Saletta) writes:
[about the new amiga mag from antic]
> I'm not mad (*please,PLEASE* don't start that stupid "war" again...)
>but I am puzzled. Why would they do something like that? If that brings
>in more revenue, then great. But since reading Antic from their first year,
>I can't imagine them publishing anything but an Atari magazine (at least
>with "Antic" on the cover.)
>

Actually, Antic has published an Apple][magazine for a while now. Just
check the publisher of II Computing. They also sell software for the
Amiga, through the Catalog.

John Kawakami
c60c-3ds@web.berkeley.edu

2160. Indus Info Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-24 15:56:54 UTC
From: syzy@vax5.CIT.CORNELL.EDU
Message-ID: <18447@vax5.CIT.CORNELL.EDU>
Source record: 115814

I have an Indus GT for the atari 8-bits which is in need of repair (the belt which links the motor to the mechanism turning the disk needs to be replaced).

Unfortunately, I have lost track of Indus since I bought the drive about 3 years ago (do they still exist?) and have no current address or phone number. Can someone either send me the current address/phone # of Indus or recommend a good place within New York City that does repairs? Thanks.

Bitnet: SYZY@CRNLVAX5
Internet: SYZY@VAX5.CIT.CORNELL.EDU

2161. Re: More on SIO

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-24 17:04:08 UTC
From: rcbamw@eutrc3.UUCP
Message-ID: <604@eutrc3.UUCP>
Source record: 115815

In article <38936@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>...
>to read the PC-written disk, and then attempting to read sectors 1,2,3
>of an Atari disk (which, by the way, Atari keeps in SD. Question 1.
>Is that done by software in the computer, or by the drive itself?)
>..
>...SpartaDos... it seems those sectors may have been formatted DD...
>... Question 2. Does anybody know?
>..
>Finally. I still can't read PC-DOS disks. Are they in 256-byte sectors?
>Is there some other incompatibility that will stop me? How do I find
>out?

Hi Stan!

A little tutorial upon Atari DOS, also interesting for those who wonder why
it is so hard to write software for an Atari to read/write PC-format...

First of all, there is the BOOT PROCESS: When an Atari is turned on, it
polls the serial bus for the presence of a drive. If it finds a drive,
it loads the first three sectors, called the BOOTSECTORS. These sectors
contain a piece of code (called the BOOTSTRAP), to load the rest of
DOS.SYS. This code will be executed right after it is loaded. The code
to read the bootsectors is in the ROM of the Atari and originates from
the early days of the machine. When they had 128 byte sectors... This
explains why, even on a DD (=256 byte sectors) disk, the first three
sectors _have_ to be SD. On a DD disk the bootstrap does not only contain
code to load DOS.SYS, but also code that replaces the OS-routines for
sector I/O, thus allowing the next sectors to be of another density.
Quite logical, isn't it?

This is an answer to your first question. And to your second: No DOS can
ever write DD bootsectors, since the Atari OS _requires_ SD bootsectors.

Then there are some physical differences between Atari disks and PC disks.
Atari uses SS, 40 track, 18 sectors/track, 128 (or 256) bytes/sector,
versus (SS XT floppy) 40 track, 9 sectors/track, 512 bytes/track on a PC.
An unmodified 1050 (I do not know anything about the XF551) can _ONLY_ read/
write 128 byte sectors. When those drives came out, Atari advertised with
its capability to read/write E(nhanced)D(ensity) disks. They just crammed
26 sectors in a track (40*26*128=130K, vs SD:40*18*128=90K). As far as I
have understood, the new (after my Atari time, so that's new to me :-)))
XF551 can read/write 256 byte sectors, BUT THAT IS STILL NO 512 !!!

To make things even worse, a PC drive uses the index hole of a disk to
determine which sector is the first of a track. The 1050 makes that sector

(about) twice as long... This should answer your third question...
Sorry, but there is only one way to make an Atari drive read/write PC format disks: MODIFY THE DRIVE!!. The Atari drives contain a 6508, which is in fact a baby-6502(smaller casing, smaller address space), some ROM (containing software to perform its tasks, ie read/write, communicate with the Atari over a serial line, format a disk etc..), some RAM for sector buffering (only 128 bytes in a 1050..) and the very same disk controller as used in the PC (a WD1793, I believe). So the controller can be programmed to read/write PC format, but only by changing the code in the ROM of the drive....

DON'T PANIC: You don't have to do this all, it has been done allready!! There is an upgrade available for Atari drives, the Happy controller, which does all the things described. It was originally meant to boost the capacity of the slow 1050 and 810 drives. It does not only double the storage capacity, but also speeds things up quite a bit. I have heard that they ship their Happy Controller with software to read and write PC format disks!! Sorry, but I do not have their address.....
(too bad...)

Ciao!

Michel J. Waucomont.

DISCLAIMER: All the knowledge about the Atari 1050, it's internals and how to control it are reproduced from memory. The last time I have seriously been working with an Atari is about two years ago. This should explain my lack of knowledge about their latest products (XF551) and some of the inaccuracies, which might be in this article. The recent purchase of a second hand 800XL w. 1050, which happened to be equipped with a Happy controller, just revived my interest in the machine. Furthermore, I have got nothing to do with Happy, other than being a satisfied owner of a product of them...

2162. Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-24 17:36:55 UTC
From: mikey@resrch.MoliEnergy.BC.CA
Message-ID: <673@resrch.MoliEnergy.BC.CA>
Source record: 115816

To Stan Lackey,

Sorry to post this, but I tried email to no avail. Stan, I am
interested in your Emacs-like Text Editor, and would like your Canadian
"rate". Please let me know if you can send me a copy up here. I have an
800XL with a 1050 drive, and my editor is hopeless. Thanx.

mikey@resrch.Moli.BC.CA
Michael McPeak
Moli Energy Ltd.
3958 Myrtle St.
Burnaby,B.C.
Canada
V5C 4G2

2163. The SX212 and Kermit65

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-24 20:39:12 UTC
From: cs1551cu@hydra.unm.edu
Message-ID: <4927@charon.unm.edu>
Source record: 115817

Well, I've downloaded Kermit65 from score.stanford.edu,
uudecoded it, and unarced it...
Well....it's not working once I go into the terminal mode...
I have an SX212 modem with SIO connection to my Atari 130XE, and I have
what I thought was the R: handler from the SX212 Companion! for working
with the 850 EXPRESS terminal program, but it didn't work.
So, I went over to my local Atari dealer (Plaza Computers) and we
tried using the P:R: Connect as the go-between...we tried all sorts of
combinations to make it work, from using the KERMIT.COM with
the PRC.SYS file (which is supposed to make any program for the 850 work
on the P:R: Connect) to using the KERMITNR.COM with any handler, including
the SX212A file (found with the SX212 Companion), we did get some response
from the terminal when we used plain atari (none) emulation, but
it was only error messages and the cursor appearing and dissapearing..
Does anyone have any idea what could be causing this problem?
Also, if someone has a true or better R: handler for the SX212, I would
love to know who you are.. I would appreciate ANY thoughts or help
on this, as I NEED a vt100 emulator real bad!! BTW, I got the vt10sqr
emulator to talk to the modem, but it just takes the first input
and repeats it for ever...

Thanks a lot,

M c B Marc Bluefire <aka cs1551cu@hydra.unm.edu>
[~] [~]
| |^^^^| |
|_|_/_|_|

2164. Re: Antic's New Magazine(?)

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-24 20:57:13 UTC
From: joe@cbmvax.UUCP
Message-ID: <6681@cbmvax.UUCP>
Source record: 115818
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1535@fredonia.UUCP> sale5312@fredonia.UUCP (Marty Saletta) writes:
>
>
> I haven't purchased STart in over a year, so I was suprised to
>see a new Amiga magazine in my local bookstore's shelf,with "Antic"
>on the cover.
>
> I'm not mad (*please,PLEASE* don't start that stupid "war" again...)
>but I am puzzled. Why would they do something like that? If that brings
>in more revenue, then great. But since reading Antic from their first year,
>I can't imagine them publishing anything but an Atari magazine (at least
>with "Antic" on the cover.)

The magazine title is actually "Antic's Amiga+".

I would imagine that the publishers see a potential market and are therefore
attempting to garner additional business.

Ditto on the "no war" plea. Both machines have their advantages.
--
==
Joe O'Hara || Comments represent my own opinions,
Commodore Electronics Ltd || not my employers. Any similarity to
Software QA || to any other opinions, living or dead,
|| is purely coincidental.
==

2165. help wtd. building/buying 8bit EPROM programmer

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-24 21:25:16 UTC
From: dorian@pawl.rpi.edu
Message-ID: <1554@rpi.edu>
Source record: 115819

I'm trying to build or buy an EPROM programmer for my Atari 800.

I've heard that Antic published plans for one. Can someone point me to that issue?

-Dorian->
|\ /\ ARPAnet: DORIAN@PAWL.RPI.EDU \ "Lang loi! Lai dae foo hi
| \/ __ \ mae an sic?"
| /\ / FoNet: (518) 276-4518
|/ \/ SloNet: 2002 White II, RPI, Troy, NY 12180-3590

2166. atari 8 bit to ibm pc

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-25 12:50:58 UTC
From: jeffs@scr1.UUCP
Message-ID: <318@scr1.UUCP>
Source record: 115822

I need to transfer atari 8bit text files to a ibm pc. Has anyone done
this? And what is the procedure to do it.

thanks in advance
--
Jeffrey J. Schnell System Support Eng. | Concurrent Computer Corp.
FAX: 201-870-4249 Ph: (201) 870-4120 | 2 Crescent Place, M/S 117
UUCP: ucbvax!rutgers!petsd!tsdiag!scr1!jeffs | Oceanport NJ, 07757

2167. Re: Antic's New Magazine(?)

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-25 15:01:50 UTC
From: dlm@druwy.ATT.COM
Message-ID: <3994@druwy.ATT.COM>
Source record: 115821
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

in article <1535@fredonia.UUCP>, sale5312@fredonia.UUCP (Marty Saletta) says:
> I haven't purchased STart in over a year, so I was suprised to
> see a new Amiga magazine in my local bookstore's shelf,with "Antic"
> on the cover.
>
> I'm not mad (*please,PLEASE* don't start that stupid "war" again...)
> but I am puzzled. Why would they do something like that? If that brings
> in more revenue, then great. But since reading Antic from their first year,
> I can't imagine them publishing anything but an Atari magazine (at least
> with "Antic" on the cover.)

There hasn't been a change of ownership at Antic. They haven't
been an Atari only company for several years. They used to have an Apple
mag and a R/C Model mag, I know the Apple mag is gone and think the R/C
one is also.

They (actually Jim Capparell(sp)) started an Amiga mag because
the Amiga is a rapidly growing market. That means they should have a
lot of growth and profits for their Amiga mag. I know the 8 bit mag is
selling into a shrinking market, I'm not sure about "STart" since I
haven't been tracking the circulation numbers recently. (All I ever
look at is Dave and my column, so I know which was was published this
month.)

Actually you could make a reasonable case that Antic should only
publish mags about the 8 bit Atari's and the Amiga since both were
designed by the same person.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

2168. Re: Forth for c64/6502

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-26 00:38:13 UTC
From: mrr@amanpt1.amanpt1.Newport.RI.US
Message-ID: <562@amanpt1.amanpt1.Newport.RI.US>
Source record: 115820
Cross-posted to: comp.lang.forth,comp.sys.cbm,comp.sys.apple,comp.sys.atari.8bit

In article <57986@yale-celray.yale.UUCP>, sekora-jay@CS.YALE.EDU (Jay Sekora) writes:
> In article <12298@ut-emx.UUCP> allred@ut-emx.UUCP (Kevin L. Allred) writes:
> >I have a c64 computer, and I am interested in learning Forth and/or
> >related threaded languages. I have considered coding one from scratch
>
> i would be interested in any information on this too. probably worth
> posting.
>

I have a used SuperForth-64 from Parsec research that I'd be willing to
part with for $40.00 (I paid $100 a few years back). It's an outstanding
implementation - I just discovered that I didn't like Forth, the language.
Contact me via email if you're interested.

Mark

--
{ Mark R. Rinfret mrr@amanpt1.Newport.RI.US }
{ HyperView Systems Corp. Hypermedia Solutions for Documentation/Training }
{ 28 Jacome Way Work: 401-849-9390 x301 }
{ Middletown, RI 02840 Home: 401-846-7639 }

2169. pc <--> Atari disk conversion

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-26 07:11:46 UTC
From: rcbamw@eutrc3.UUCP
Message-ID: <610@eutrc3.UUCP>
Source record: 115824

Recently I posted an article explaining why it is __impossible__ to
write software for an Atari to make it read/write MS/DOS format disks.
It points out that to achieve this, a hardware modification to the
drive is needed.
The SUBJECT field read 'Re: More on SIO' though...

This does not *clearly* indicate that the contents is of interest to
anybody interested in transfering files from Atari to PC and vice versa,
so many might just have skipped the article...

So if you want to know more about reading/writing PC format on your
Atari, read article <604@eutrc3.UUCP> with subject:Re: More on SIO.
(SIO:Serial Input Output...)

Michel 'Mikki' Waucomont

2170. Re: The Anaheim World of Atari Show -- A report

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-26 16:24:42 UTC
From: david@bdt.UUCP
Message-ID: <555@bdt.UUCP>
Source record: 115829
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <3571@nunki.usc.edu> rjung@nunki.usc.edu (Robert allen Jung) writes:
> BECKMEYER DEVELOPMENT TOOLS talked about Micro C-Shell, MT C-Shell,
>Micro Make, and Micro C-Tools.

Actually the featured product at the BDT booth was TURBOPOS, our new
multiuser business package. We also featured Hard Disk Toolkit and
Hard Disk Sentry; and we did have MT C-Shell and the Visual Shell
running on a Mega-4.

Also there was a meeting on TOS 1.4. Sig said that it was out for
ROM production and that devlopers would be able to get PROMs "soon"
at about $50. The implication was that it may be six months or more
before ROMs are readily available to end-users. No discussion of
the ARGV decision, although I spoke briefly with Ken about it.

--
David Beckemeyer (david@bdt.UUCP) | "Adios amigos. And, as they say when
Beckemeyer Development Tools | the boys are scratching the bad ones,
478 Santa Clara Ave. Oakland, CA 94610 | 'Stay a long time, Cowboy!'"
UUCP: {uunet,ucbvax}!unisoft!bdt!david | - Jo Mora

2171. Adaptek Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-26 20:43:27 UTC
From: mrp@ihlpb.ATT.COM
Message-ID: <10338@ihlpb.ATT.COM>
Source record: 115827

(F.Y.I. - I have an 800XL and hope to get an ICD MIO soon.)

I saw an ad in "Computer Shopper" which raised a couple of questions:

1) Adaptek 3530 - SCSI to Tape OIC 36 ($78)
What is "Tape OIC 36" used for? Does this mean that I can do
tape back-up if I buy one of these and an ICD MIO? What devices
use "Tape OIC 36" interfaces?

2) Adaptek 4000, 4000A, and 5500 - SCSI to ST506/412 ($89, $129, & $125)
Are there any differences between these three controllers?
Please provide details if possible.

3) Adaptek 5580 - SCSI to SMD ($175)
What does SMD stand for? What devices use SMD interfaces?

AdTHANKSvance,
Marcus Prickett
att!ihlpb!mrp

2172. Re: Atari News - Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-27 01:28:00 UTC
From: sac585@uxf.cso.uiuc.edu
Message-ID: <49700004@uxf.cso.uiuc.edu>
Source record: 115834

Here's the REAL question: Will it run OPUS? :-)
How about floppy or hard drives?

2173. Indus GT Rumors...

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-27 01:50:00 UTC
From: sac585@uxf.cso.uiuc.edu
Message-ID: <49700005@uxf.cso.uiuc.edu>
Source record: 115823

Back in 1983 when I purchased my Indus GT drive, there were rumors of potential "upgrades" for the drive, allowing such things as a complete Z80 based computer running CP/M which would hook up with some expansion connector on the Indus' circuit board. Having been out of touch with the Atari world for some time now, I was wondering if anything neat for the GT ever did materialize. Also, was any sort of technical information on the GT ever published?

Signed,
Curious.

2174. Personal (sigh) to Jean Goulet, Gil Yehuda, and Tom Madigan !

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-27 05:16:01 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <17653@cup.portal.com>
Source record: 115825

Hit 'n' now unless your name is in the header OR you want my US Mailing address for some bizarre reason...

Forgive me for putting all of this in one message, but I wanted to minimize the personal traffic in the public area.

1) Jean -

Did you get either of the two e-mail messages I sent you in reply to your "please clarify" comments about SIO and emulating the 850? One was my general comments, another was an old article I'd discovered from someone who, while working at Atari, "homegrew" and is still using today a serial interface box that outperforms the 850...

Please let me know if you got them; the mailer at Sun sent them back saying it would "keep trying for several days" after it was unable to find a machine named 'vedge' between you and myself.

2) Gil -

Glad to hear that you got, at long last, the information about file-transfer, null-modem cables, et al! What a relief!

Am fascinated with the idea of you coming to Rochester; hope I haven't MISSED it. Give me a call when you're here, if you can -- and/or try to let me know IN ADVANCE when you're GOING to be here. (See my address/phone below, in Tom M's section!)

3) Tom -

I was a bit disturbed to recently receive a second copy of your message explaining how you misplaced my address after our original phone conversation; I had answered your FIRST copy of that message, with email, several weeks/months? earlier, and since it DIDN'T BOUNCE I sort of assumed you GOT it. I guess it went to Limbo instead.

I also called your "work" phone number and left a message on whatever passes for your "answering machine" -- did you get that?

And, regardless of whether you got the info, we're sort of running into yet another complication: I am moving to an apartment, the address I gave you is still going to be my PARENTS' address, but they are going to be away for a few days as of Thursday, May 4th. If you don't get the book here by THEN, you'll have to wait til about the 10th before you have a chance at successful C.O.D. delivery. (The apartment address isn't even worth trying -- neither I nor my roommate/girlfriend ;-) will be there during the day, and the landlord would just be confused; I'm tempted to give you my WORK address and have you send it THERE. Aw,

what the heck, I'll give you ALL my addresses!)

Home, til 5/1 (and my parents' thereafter):

15 Leland Road
Rochester, NY 14617

Apartment, after 5/1:

509 Shelford Rd.
Rochester, NY 14609

Work, any dang time at all:

LVT
100 King's Highway
Suite 1400
Rochester, NY 14617

Yes, that's right, my work and parents' house are both in the same zip code.
I live CLOSE to work. Or, rather, I work close to home.

If you want phone numbers:

parents': (716) 544-5188
mine (til 5/1): (716) 342-5914 (new # after 5/1, as yet unknown)
work (receptionist): (716) 724-1111

THAT should fix ANYBODY who wants to reach me. Amen.

2175. Re: atari 8 bit to ibm pc

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-27 10:55:19 UTC
From: rcbamw@eutrc3.UUCP
Message-ID: <619@eutrc3.UUCP>
Source record: 115830

In article <318@scr1.UUCP> jeffs@scr1.UUCP writes:
>
> I need to transfer atari 8bit text files to a ibm pc. Has anyone done
>this? And what is the procedure to do it.
>

There are two ways:
1) Transmit information over a serial line. You will need a serial interface
for this (850 I believe...), a cable (nul modem) and a communications
package...
2) Information interchange via magnetic media:
a) Have an IBM read Atari floppies. A program to do this seems to be
available, but I have no information as to availability/functionality
b) Have an Atari drive read/write IBM floppies. To do so you need an
enhancement for your drive plus software. Both are available from
'Happy'. I do not have their address/full name though. Read the ads
in Atari Magazines :-)))

Michel 'Mikki' Waucomont

2176. Re: pc <--> Atari disk conversion

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-27 14:24:44 UTC
From: slackey@bbn.com
Message-ID: <39175@bbn.COM>
Source record: 115828

In article <610@eutrc3.UUCP> rcbamw@eutrc3.UUCP (m.waucomont) writes:
>
>Recently I posted an article explaining why it is __impossible__ to
>write software for an Atari to make it read/write MS/DOS format disks.
>It points out that to achieve this, a hardware modification to the
>drive is needed.

Yes the Happy upgrade. What is involved in this? What are the odds of
totally screwing up the drive?

Also, the benifits... It clearly gives the drive greater capacity.
After the upgrade, though, is it still FULLY backward compatible?
Are there docs provided that show you how to program it? Does it
come with MS/DOS driver software? Does any Atari/Sparta/etc software
access the greater density?

For the answers to these and many other burning issues of the day,
stay tuned to COMP.SYS.ATARI.8BIT !!!

p.s. I remember someone selling a 1050 with the happy upgrade. Is
it still available? With docs/sw?

:-) Thanks. Stan

2177. Re: Antic's New Magazine(?)

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-27 16:27:14 UTC
From: jdutka@wpi.wpi.edu
Message-ID: <2062@wpi.wpi.edu>
Source record: 115831
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1535@fredonia.UUCP> sale5312@fredonia.UUCP (Marty Saletta) writes:
> The only thing I can figure is new owners. Kinda a switch from
>a few years ago. Antic (named after and Atari chip) making a Commodore-
>only mag, and "LFP" rescuing Analog. What's next?

They apparently saw the possibility of profit, as there are over a million
Amigas out there...

2178. Advice sought regarding 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-27 17:00:47 UTC
From: mlaprade@x102a.harris-atd.com
Message-ID: <1986@trantor.harris-atd.com>
Source record: 115826

Help, I need some advice. My brother has a 130XE with a floppy drive. He is graduating from high school and perhaps going to Catholic U in D.C.. I want to get him a present that would make his 130XE useful in college. He can take a cheap B/W TV with him so he doen't need a monitor.

I don't have any idea how the computer system is set up at Catholic U. Would he want a modem to connect to the university and use their printer or would a personal printer be more useful? Recommendations on what brand and where to buy would be appreciated to. And also if anyone knows anything about how Catholic U computer system is set up.

Also, does anyone know where to buy game cartridges for the 130XE. He would like to get a milliped game.

Thanks

--
Maria Laprade ARPA: mlaprade@x102a.harris-atd.com
Harris Corporation - GASD UUCP: ...uunet!x102a!mlaprade
Palm Bay, Florida voice: (407)729-2147

2179. Vintage Atari Equiment STILL for sale...!

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-27 19:25:02 UTC
From: pipprg@jhunix
Message-ID: <1617@jhunix.HCF.JHU.EDU>
Source record: 115832

Here it is - still ready to be sold - and in great condition!

With LOWER prices (had to do it!)

Atari 800 48K $ 125
Indus GT disk $ 125
Commodore 1702 Composite COLOR monitor $ 125
Atari 850 interface and 830 modem $ 100
All necessary cables included
Will sell as a whole for $ 400.00 (unbeatable !)

Please email or call (301) 659-6258 7am-3pm EST
922-4956 5pm10pm EST
Larry.

2180. Local Atari User Group - May Meetings

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-27 20:44:41 UTC
From: daroloson@watmath.waterloo.edu
Message-ID: <25610@watmath.waterloo.edu>
Source record: 115835
Cross-posted to: ont.micro,kw.micro,comp.sys.atari.8bit,comp.sys.atari.st

The KWEST [Kitchener-Waterloo Eight Sixteen Thirty-two] Atari user group,
formerly Vector-GTIA, has a separate 8-bit meeting and 16-bit meeting.
We meet monthly, have special interest groups (SIGs),
associated bulletin boards, and public domain libraries.

I am on the executive of the group
so I should be able to handle most questions or
get replies from the rest of executive.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

The group currently meets at :
DCS Course Room, Room 2009 (2nd floor)
Math & Computer Building
University of Waterloo

Next Meetings
****
8-bit - 7:00 pm, Wed May 3, 1989
16-bit (ST) - 7:00 pm, Wed May 10, 1989

Hope to see you there,
Dani Roloson
579-3695

2181. Re: Advice sought regarding 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-27 20:49:02 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3452@udccvax1.acs.udel.EDU>
Source record: 115833

In article <1986@trantor.harris-atd.com> mlaprade@x102a.harris-atd.com (laprade maria 42641) writes:
>Help, I need some advice. My brother has a 130XE with a floppy drive. He is
>graduating from high school and perhaps going to Catholic U in D.C.. I want
>to get him a present that would make his 130XE useful in college. He can
>take a cheap B/W TV with him so he doen't need a monitor.
>
>I don't have any idea how the computer system is set up at Catholic U.
>Would he want a modem to connect to the university and use their printer
>or would a personal printer be more useful? Recommendations on what brand
>and where to buy would be appreciated to. And also if anyone knows anything
>about how Catholic U computer system is set up.
>
A personal printer is almost always better than printing on a remote system, unless you are on an ethernet or something. A modem would be useful if you have access to the University mainframes. If his major involves a lot of writing, a printer would be a major help. If he is majoring in something technical that uses mainframes, a modem would probably be better.
I have been using a Panasonic KXP1091 printer for several years, and it works pretty well. This printer is no longer made, but they make similar printers. You will need a printer interface (ICD Printer Connection, MPP, ICD MIO, ICD P:R: Connection, etc.) & maybe a cable to make it work.
I currently use a SupraModem 2400 which requires an 850, MIO, P:R:, etc. to work. I have owned an Avatex modem in the past, and I would not suggest them. The SX212 might be ok, but it would be better to ask those who have them. This one doesn't necessarily need an interface.

>Also, does anyone know where to buy game cartridges for the 130XE. He would
>like to get a milliped game.
Toys 'R Us has them every once in a while. XEGS cartridges should work.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

2182. Re: Atari News - Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-28 04:19:52 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <17692@cup.portal.com>
Source record: 115836
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Lisa Raine asks about the Atari Portfolio and its applications for the handicapped...

Sunny... I know what you're dreaming of, but unfortunately, the Atari Portfolio is NOT it... I wish it was, for you..

BobR

2183. Re: Advice sought regarding 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-28 08:30:51 UTC
From: c60c-3ds@web-1b.berkeley.edu
Message-ID: <23722@agate.BERKELEY.EDU>
Source record: 115837

In article <3452@udccvax1.acs.udel.EDU> gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
> I have been using a Panasonic KXP1091 printer for several years, and
>it works pretty well. This printer is no longer made, but they make
>similar printers. You will need a printer interface (ICD Printer Connection,
>
> Gary Duzan

It's a nice little printer, and you can still get them on the west coast.
BUT their new printers are nicer, and well worth the extra $40 or so. For
the extra money, you get a better paper feed system, more fonts, and a
larger buffer. At $200, they are a hard deal to beat. The ribbons are
also pretty easy to find (but expensive).

John Kawakami
c60c-3ds@web.berkeley.edu

2184. Re: Indus GT Rumors...

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-28 19:14:04 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1081@cs.rit.edu>
Source record: 115838

The INDUS GT CP/M upgrade is definitely a reality. I spoke recently to someone in the local ACORN (Atari Computer Owners of Rochester, New York) user group who has upgraded his drive. I hope to get more information soon so I can upgrade my INDUS to CP/M status. When I do, I'll share the information with everyone here. Maybe someone here already has that info and could post it?

(it'll seem kind of odd to be using my computer as a TERMINAL to my disk drive!!!)

--

_____ ** ** **
| Albert Yarusso | Rochester Institute of Technology | ** ** **
| ajy2208@ritvax.bitnet | Computer Science (Don't use a Sun too | ** ** **
| ajy2208.ritcv.rit.edu | long -- you might get a Sunburn). | ** ** **

2185. Re: Looking for technical information on Happy Enhancement

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-28 19:32:37 UTC
From: hans@umd5.umd.edu
Message-ID: <4776@umd5.umd.edu>
Source record: 115839

In article <6735@c3pe.UUCP> charles@c3pe.UUCP (Charles Green) writes:
>Has anyone gleaned any useful technical information about the Happy
>Enhancement, especially in the area of downloadable code? I'm wondering
>if it's possible to support either a double-sided drive, or maybe even a
>96tpi (80-track) drive with their hardware. I asked when I placed my order,
>but received no such technical information with the product.
>
>Thanks, Charles Green
>--

If you are interested in running 80-track drives, you might check with
"Computer Service Land", in Chantilly, Va. (703-631-4949).
At an Atarifest a few years back (the first one held at Fairfax) they
were showing a Percom controller with two 3.5 inch floppy drives
attached.

2186. Re: Finding the HSYNC signal

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-28 19:39:07 UTC
From: hans@umd5.umd.edu
Message-ID: <4777@umd5.umd.edu>
Source record: 115840

In article <773@sunkisd.CS.Concordia.CA> jean@maxwell.Concordia.Ca (JEAN GOULET | DCKS004 | |) writes:
>Hello. I've been looking into making a light pen for my computer, and I think
>the design is complete, except for one important detail. My circuit needs
>to be restarted every time the electron beam starts a new horizontal line, so
>I figure the HSYNC signal is what I need. Unfortunately I don't have the
>...

The sync signal appears on pin 25 of the GTIA chip. I believe it is combined
horizontal and vertical sync, scope it if you need to know for sure.
From there it goes through a CD4050 into a summing network.

2187. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-28 19:47:38 UTC
From: hans@umd5.umd.edu
Message-ID: <4778@umd5.umd.edu>
Source record: 115841

In article <38777@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
<1. I am trying to use SIO directly. I am doing this so I can do physical
< sector accessing of the disk. (I really want to do this, so don't try
< to talk me out of it.) I was successful in reading 1050 and 810 density
< disks, on both the 1050 and XF551. I haven't tried writing yet.
<
< My problem is: I get error# 138,139,144 which are device errors, NAK's
< and timeouts accessing DSDD disks on the XF551. I assumed that you
< just set the byte count from 128 to 256. Some of the data I read
< might have been right, but with all the trash it was hard to tell. I
< tried setting the byte count back to 128, but the symptoms were the
< same. I turned the drive off and back on again, and got the same.
< Apparently, there is something different you must do when accessing DD
< disks.
<
From all i've heard about it I assume that the XF551 switches to the
appropriate density when you insert single, double, or enhanced density
disks. It does not, however, switch to double sided mode on its own,
you need to send it a configuration command to do so.
Are you familiar with the commands to change drive configuration? If not
I could send you some info.

2188. Re: More on SIO

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-28 19:56:58 UTC
From: hans@umd5.umd.edu
Message-ID: <4779@umd5.umd.edu>
Source record: 115842

In article <38936@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
> ... read sectors 1,2,3
>of an Atari disk (which, by the way, Atari keeps in SD. Question 1.
>Is that done by software in the computer, or by the drive itself?)

The sectors on the disk are actually 256 byte double density sectors.
The drive only transfers the first 128 bytes from/to the computer.

>
>As I recall, when I used Spartados DSDD XF551, it seems those sectors
>may have been formatted DD because it took a couple "tries" before
>a DD would boot. Question 2. Does anybody know?
>
I think these problems are related to the drive not recognizing (at least not
until it gets several errors) that the disk is double sided.

>Finally. I still can't read PC-DOS disks. Are they in 256-byte sectors?

No, 9 512 byte sectors per track.
A slight additional complication is the fact that all Atari formats write
the complement of the data to disk.

2189. Re: Indus Info Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-28 20:54:52 UTC
From: hans@umd5.umd.edu
Message-ID: <4780@umd5.umd.edu>
Source record: 115843
Body handling: HTML body converted to readable text

In article <18447@vax5.CIT.CORNELL.EDU> syzy@vax5.cit.cornell.edu (Don Lee) writes:

2190. Re: More on SIO

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-28 21:13:35 UTC
From: hans@umd5.umd.edu
Message-ID: <4781@umd5.umd.edu>
Source record: 115844

In article <604@eutrc3.UUCP> rcbamw@eutrc3.UUCP (m.waucomont) writes:
>To make things even worse, a PC drive uses the index hole of a disk to
>determine which sector is the first of a track. The 1050 makes that sector
>(about) twice as long... This should answer your third question...

This is not quite accurate. The PC (and most other reasonable disks) start
a track at the index mark, write the required number of sectors (with all
the appropriate headers and gaps), and then write a gap until they encounter
the index mark again. The 1050 does not use the index mark, and therefore
must use a different approach to ensure that the track does not contain
unwanted sector headers: It writes a very long gap (about 1/4 track, I
think), then all the sectors, and then stops immediately. Most of the
long gap gets overwritten.
The resulting track format is almost identical, and most disk drives /
controllers / software drivers can read disks formated by either method
equally well.

2191. To Jean Goulet (what is WITH the Net lately? Email bouncing li

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-29 07:31:01 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <17742@cup.portal.com>
Source record: 115845

I hate to keep doing this to people, but although I can RECEIVE mail from nearly everywhere, about 20% of what I've sent out in the last few weeks has bounced! One major culprit seems to be the mailer(s) at 'sun'-- a friend whose path I *know*, always arrives with one of the components missing, and I have to edit it back into shape -- and I don't always remember to do so, and end up having to wait for the bounce, edit out the headers, and try again. And that's the person I can GET THROUGH TO. Some of the folks are just S.O.L. Like poor Jean here... So, if you're NOT Jean Goulet, at least you've read THIS much that was of general interest (I hope); hit 'n' now and let me talk to Jean...

Jean -

E-mail is going to take forever. Send me (YOUR email arrives okay) your USmail address AND your telephone number. I'd be more than willing to circumvent this ridiculousness.

Chris

(Excuse me, USmail is a misnomer. Your "real mail" address, whatever it may be up there in CANADA! Forgive me, it just popped out.)

2192. Re: atari 8 bit to ibm pc

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-29 20:03:00 UTC
From: sac585@uxf.cso.uiuc.edu
Message-ID: <49700006@uxf.cso.uiuc.edu>
Source record: 115846

```
/* Written 5:55 am Apr 27, 1989 by rcbamw@eutrc3.UUCP in
uxf.cso.uiuc.edu:comp.sys.atari.8bit */
In article <318@scr1.UUCP> jeffs@scr1.UUCP writes:
>
> I need to transfer atari 8bit text files to a ibm pc. Has anyone done
>this? And what is the procedure to do it.
>

.
.
.
2) Information interchange via magnetic media:
a) Have an IBM read Atari floppies. A program to do this seems to be
available, but I have no information as to availability/functionality
Michel 'Mikki' Waucomont
/* End of text from uxf.cso.uiuc.edu:comp.sys.atari.8bit */

A program called UTIL does this. It's available from Xanadu BBS, (217) 384-2127
as UTIL.ARC. It works very well for me.
```

2193. Re: More on SIO

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-29 23:08:10 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <17757@cup.portal.com>
Source record: 115847

RE: XF551 & Spartados, etc

The XF551 when first turned on pretends that it is a single sided single density (SSSS) disk. IT doesn't care what disk you put it, it retains that configuration until the computer access the drive; at that time, it reconfigures for the correct type of disk that is inserted. Unfortunately, SpartaDos thinks the drive is still SSSS when actually it is a DSDD disk. This causes the boot error, but if you hit reset it will boot correctly. This may even happen with DOS XE, but since I can't see a reason to use it, I don't know for sure.

Ordania-DM
@cup.portal.com

2194. Re: atari 8 bit to ibm pc

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-30 00:36:06 UTC
From: andrewh@dasys1.UUCP
Message-ID: <9485@dasys1.UUCP>
Source record: 115848

In article <318@scr1.UUCP>, jeffs@scr1.UUCP writes:
>
> I need to transfer atari 8bit text files to a ibm pc. Has anyone done
> this? And what is the procedure to do it.
>
> thanks in advance
> --

Will you be doing it over phone lines or direct computer-to-computer? If it is direct, you can use standard terminal programs w/ text send/capture as the protocol (the RS232 interface (if you have one) will translate the Atari newlines to ASCII carriage returns). I'm also assuming you have a null modem cable to hook up the two computers (if you ask, "What is a null modem cable" you probably don't have one, in which case, you will have to refer to somebody more hardware-oriented on the net about the specifics). If you are doing it over phone lines, you can use:
1) Text send/capture like before, but if random characters seep in, they won't be caught.
2) Kermit 65, or another program that can transfer in kermit's ASCII (text?) mode (assuming the PC can do kermit in the first place).
3) Xmodem, ymodem, etc., but you should translate the ATASCII newlines to ASCII CR's before transferring. A good word processing prog, a public domain ATASCII to ASCII translator, or even a program you write yourself will do the trick.

--
andrew huie
Big Electric Cat Public UNIX
andrewh@dasys1 ("What's all the hubbub, Bub?")

2195. Re: Announcement of email magazines

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-30 01:54:20 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <624@stag.math.lsa.umich.edu>
Source record: 115849
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1378@hudson.acc.virginia.edu> gl8f@Virginia.EDU (Greg Lindahl) writes:
> ZMagazine (Atari 8bit)
> ST ZMagazine (Atari ST)
> ST Report (Atari ST)
>
>Back issues are (allegedly) available via anonymous FTP from the PC7:
>archive.

Allow me to confirm it. We keep back issues of all three magazines on
the terminator Atari archive. Check the files zmag.arc, streport.arc
and stzmag.arc. As soon as I get a bit more organized, I'll put them
in their own directory.

Jon Brode -- dyer@math.lsa.umich.edu
Terminator Atari Archive Moderator

2196. Game Hint

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-30 01:58:00 UTC
From: mwh1629@uxf.cso.uiuc.edu
Message-ID: <49700007@uxf.cso.uiuc.edu>
Source record: 115850

Sorry to but in on this otherwise serious notes group with a request for a game hint, but this has been bugging me for a while and just maybe somebody can help me out. Has anyone solved MONTEZUMA'S REVENGE? I have gotten to what I believe is the end. There's a giant guy stomping and everytime he does the screen shakes. This is so much unlike every other screen that I've got to assume that it's the last screen.

Matthew "Carefree" Henry
"[College was] the most profitable damn nap I ever took." - Cecil Adams

2197. 8-bits no more?

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-30 21:36:26 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Apr.30.17.36.24.1989.17201@topaz.rutgers.edu>
Source record: 115851

Addressed to everyone on the net to see if they've heard this
one too; but mostly addressed to the folks at Atari...I'd like
to have this either confirmed or denied please.

I've heard the following rumour on several BBS' the past week or
two, and today had someone who usually only passes along rumours
which he has the inside scoop on tell me about it again. The rumour
is that Atari has officially dropped the 8-bit line of computers.
All production and support for the XE line has been cancelled...
computers and peripherals both. The only 8-bit product not completely
dropped is the XEGS, and that is being sold to Atari Games.

So what's the deal? Has everyone here in NJ lost their minds, or is
this (SAY IT ISN'T SO) unfortunately true?

-Ray

wilmott@topaz.rutgers.edu

2198. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 1989-04-30 23:24:04 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1084@cs.rit.edu>
Source record: 115852

I also would love to get my hands on an EMACS like editor. I typically
use Textpro to edit files, but it is more a word processor than a program
editor and the word processing features can sometimes get in the way
(for example, the program always has word wrap on, so when I get into
it I have to hit ctrl-y [I think] to turn it off).

Albert Yarusso,
CPU 2783
30 Lowenthal Dr.
Rochester, NY 14623
____ ** ** **
| Albert Yarusso | Rochester Institute of Technology | ** ** **
| ajy2208@ritvax.bitnet | Computer Science (Don't use a Sun too | ** ** **
| ajy2208.ritcv.rit.edu | long -- you might get a Sunburn). | ** ** **
| "God does not play dice with the universe." -- Albert Einstein | ** ** **
|____| Atari Rules!

2199. Re:Atari Show May 6 & 7

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-01 01:45:47 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <17790@cup.portal.com>
Source record: 115853
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I know I should have posted this long ago, but...

The Michigan Atari Computer Enthusiasts presents the MACE Expo,
May 6 and 7 at the Detroit Metro Airport Hilton Hotel.

Representatives from Atari US and Atari Canada will be there, along with
regional Atari dealer representatives and Atari MIDI reps.

Among the exhibitors (that I can remember) are WordPerfect Corp.,
Alpha Systems, ICD Inc., CodeHead Software, DataQue, Gribnif, TimeWorks
and more..

DataQue is planning on showing the Turbo 8-16 accellerator board for the
8-bit Atari systems and Bob Puff (creator of SuperUnArc among others) will
hopefully be displaying his "Black Box" Super Interface for the 8-bit,
for the first time.

Darek Mihocka will be introducing his last version of the ST-Xformer 8-bit
emulator for the ST at the show.

Seminars are planned on a wide variety of subjects, presented by representativ
from many of the companies in attendance.

Admission is $5.00 for both days, and the seminars are free.

The show will be open from 10AM to 6PM on Saturday, and 10AM to 5PM Sunday.

The Hilton Hotel is offering a special rate of only $55 per room, and
there will be drawings for doorprizes throughout the day. One vendor is
holding a special drawing for an ST system...

The show is user group oriented, with special discounts offered by vendors
for user group members, and many user groups will have booths set up
offering memberships in their groups. Any user groups who are interested
in having a FREE booth at the show should call for information.

The MACE Expo "hotline" for information is: (313) 973-8825

2200. Re: Atari News - Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-01 02:18:15 UTC
From: SunShine@cup.portal.com
Message-ID: <17792@cup.portal.com>
Source record: 115854
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bob Reteel says he knows what I'm dreaming of........

Bob, why not? With a little help from canada who has come up
with a speech synthesizer about the same size as the folio,
why wouldn't it work?

Anything bigger than my tiny tandy pocket puter's gotta be better!
even if it doesnt 'talk' I still have a bigger screen & keyboard
to work with.....

Thanks bob, I know you worked hard, with many others to get the
special rates for handicapped pc pursuiters.....
Gotta call my doctoir on monday first thing & get that letter!

Sunny

2201. Indus GT upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-01 03:17:25 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1085@cs.rit.edu>
Source record: 115855

The following message is being posted for Dennis Beach, who doesn't have write access to the net at this time.. Please don't Reply to this message; rather, mail him using the address at the bottom of the message. (even though I'll gladly forward any messages I receive to him)..

Curious,

Yes, the Indus rumors you have heard are perfectly correct. I bought the upgrade to bring its memory to 64K. I also have tech notes for the drive which include the whole operating system source code! I have had lots of fun with it. After looking through the tech notes, it looked possible to read a whole track in at a time and write it back (it would make quite a copy program). I was able to read the whole track (including inter-sector info), but could not get it written back properly. The 64K board plugs right into the main board (nothing but a screwdriver necessary). I ordered mine from a mail-order place called "black patch systems" which I found in Antic magazine. The tech notes I recieved when I bought the Indus used from a good friend. One more thing, Indus has been bought out or something and the company is named "Future Systems". The address/phone is:

Future Systems, Inc.
9811 Owensmouth Avenue, Suite 9
Chatsworth, CA 91311
(818) 407-1647

- Dennis Beach
Atari hardware hacker
fwj@mentor.cc.purdue.edu

2202. XL Parallel Bus

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-01 03:18:48 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1086@cs.rit.edu>
Source record: 115856

The following message is being posted for Dennis Beach, who doesn't have write access to the net at this time.. Please don't Reply to this message; rather, mail him using the address at the bottom of the message. (even though I'll gladly forward any messages I receive to him)..

To all who were interested in the parallel bus information, I finally got tired of scrounging around and called Atari. Their technical support office gave me the pin-outs for it:

1 GRD 14 A10 26 D5 39 unused
2 ext. select 15 A11 27 D6 40 reference
3 A0 16 A12 28 D7 41 CAS
4 A1 17 A13 29 GRD 42 GRD
5 A2 18 A14 30 GRD 43 MPD
6 A3 19 GRD 31 phase 2 44 RAS
7 A4 20 A15 32 GRD 45 GRD
8 A5 21 D0 33 unused 46 R/W
9 A6 22 D1 34 RST 47 unused
10 GRD 23 D2 35 IRQ 48 unused
11 A7 24 D3 36 RDY 49 audin
12 A8 25 D4 37 unused 50 GRD
13 A9 38 extend b

Thanks to everyone who helped, and especially to Al Yarusso who posts these messages for me since I do not have write access to this network.

- Dennis Beach
Atari hardware hacker
fwj@mentor.cc.purdue.edu

2203. Re: More on SIO

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-01 11:45:04 UTC
From: rcbamw@eutrc3.UUCP
Message-ID: <633@eutrc3.UUCP>
Source record: 115857

In article <4781@umd5.umd.edu> hans@umd5.umd.edu (Hans Breitenlohner) writes:
>In article <604@eutrc3.UUCP> rcbamw@eutrc3.UUCP (m.waucomont) writes:
>>To make things even worse, a PC drive uses the index hole of a disk to
>>determine which sector is the first of a track. The 1050 makes that sector
>>(about) twice as long... This should answer your third question...
>
>This is not quite accurate. The PC (and most other reasonable disks) start

You're right Hans! But the point I tried to make in my article was to tell
Stan that it is not possible to control such features by modifying software
in the Atari. To do so, the software in the drive must be re-written.
Thanks for your reaction though.. I have learnt something :-)))

M. 'Mikki' Waucomont

2204. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-01 15:24:37 UTC
From: slackey@bbn.com
Message-ID: <39299@bbn.COM>
Source record: 115858

In article <673@resrch.MoliEnergy.BC.CA> mikey@resrch.MoliEnergy.BC.CA (Mike McPeak) writes:
> To Stan Lackey,
>interested in your Emacs-like Text Editor, and would like your Canadian "rate"
To Mike McPeak:
It's in the mail, rate same as US, $5. If you don't like it just return it.

To the newsgroup:
Sorry to reply on the net etc, but you know how it is. Gee if I'd known there'd be so much interest in my editor I'd have charged more. :-) I was thinking about expanding its file access mode to do all dup.sys does, and having it live under the basic rom, accessed through the DOS command. Worthwhile? Then I WOULD charge more. :-)
-Stan

2205. ACTION! Run-time disk...

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-01 17:16:00 UTC
From: ACSCHW@SEMASSU.BITNET
Message-ID: <8905011930.AA09972@ucbvax.Berkeley.EDU>
Source record: 115859

Hello fello Atari-enthusiats,

I just recently bought ACTION! and found out (as I had figured) that even though ACTION! is compiled, without a Run-Time library (which can be licensed through OSS) disk version, the ACTION! cartridge is required to run ACTION! programs.

Well, I would like to be able to share a few utils I'm making between me and anyone who wants them. Therefore I'm asking if anyone out there has this disk version of the run-time library for ACTION!. I believe it has been distributed on some of the ANALOG disk subscription disks (around issue 50 probably).

Also, if anyone is interested, the utils are going to be for translating between diferent machine language forms. I.E Boot disk to Binary Load File converter. (This can be used on old non protected single stage boot disks to make them into files you can load with dos's L option)

Thanks,

-- Curt

[Curtis H. Wilbar Jr. junior-senior in CS at Southeastern Massachusetts Univ]
[BITNET: ACSCHW@SEMASSU]

p.s. I believe I can access Internet (where the regular atari group is). Does anyone have the groups address on Internet.

2206. reply to Curt

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-01 23:48:19 UTC
From: cs1551cu@hydra.unm.edu
Message-ID: <4999@charon.unm.edu>
Source record: 115860

>Marc,
>
> I read your e-mail to so and so in the BITNET Atari Digest #27, and saw
>how you commented to the guy about the usefullness of ACTION!. I agree,
>I just got ACTION!, but so far I think its great !
>
I'm glad to hear that!

>I noticed you said something about Star Fleet I. Is this written in ACTION!
>Is it the same Star Fleet I available for the IBM by Cygnus ?
>
Yes, it is, only the Atari version uses fonts for the ships, stars, etc..
So, I find the Atari version the best..

>I like that game.... and would like to have it for the Atari, source too !
>
>Do you have a copy of the ACTION! run time library on disk so that the ACTION!
>cartridge would not be needed to run a compiled program. The manual says that
>it can be licensed from them (OSS). Also, a version of the run-time library
>was included on some ANALOG disks (around issue 50 ?).

No, I don't, and the game, I haven't tried to look at it..
It is, of course, already in binary...

Well, I'm glad to see there are still SOME people who agree
with me.. Thanks, and thankyou for not complaining about
my castle (the big one) like a couple of other rude
people have...

>Thanks,
>
>-- Curt
>[Curtis H. Wilbar Jr. junior-senior in CS at Southeastern Massachusetts Univ]
>[BITNET: ACSCHW@SEMASSU]
>

You're welcome, for what little help I was...

Marc Bluefire

M c B Marc Bluefire <aka cs1551cu@hydra.unm.edu>
[~] [~]
| |^^^^| |
|_|_/_|_|

2207. Re: Atari News - Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-02 01:17:08 UTC
From: kbad@atari.UUCP
Message-ID: <1472@atari.UUCP>
Source record: 115861
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
In article <17792@cup.portal.com> SunShine@cup.portal.com (Lisa T Raine) writes:
| Bob Reteel says he knows what I'm dreaming of........
|
| Bob, why not? With a little help from canada who has come up
| with a speech synthesizer about the same size as the folio,
| why wouldn't it work?
|
| Anything bigger than my tiny tandy pocket puter's gotta be better!
| even if it doesnt 'talk' I still have a bigger screen & keyboard
| to work with.....
|
I too must beg to differ with Mr. Retelle. With appropriate
text-to-speech software, the Portfolio would be ideal for Lisa's needs.
Remember, folks, Portfolio is an MS-DOS(tm) compatible, with a built-in
speaker!

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>
```

2208. trakball games

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-03 00:03:44 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <May.2.20.03.41.1989.5213@topaz.rutgers.edu>
Source record: 115862

Quick question for the net -

I know Missile Command has hidden, built-in trakball support
(gotta press control-T to go into trakball mode). Does anyone know
of any other games that offer support for the trakball???

-Ray

wilmott@topaz.rutgers.edu

The Hell Hole BBS - (201) 727-2537
The A.U.A. BBS - (201) 290-1133

2209. 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-03 12:29:55 UTC
From: PXO100@PSUVM.BITNET
Message-ID: <84376PXO100@PSUVM>
Source record: 115863

I have the following items for sale:

Atari 800XL + 256K Upgrade / software for RamDisk
850 interface (1 parallel/4 serial ports)
digitizer - caputure VCR/camera pictures
ADC 300/1200 Modem (haves comp.) / Clock/Manual/Software/Cable
2 Indus GT drives (in new condition)

for inquire write to:

Patrick J. O'Toole
c/o Hackshop BBS Systems
500 Second Avenue
Jessup, Pa. 18434

@@@@@@@@ Patrick J. O'Toole @@@@@@@@
@@@@@@@@@@ Worthless Worthington @@@@@@@@@@
@@@@ @@@@ Computer Science Mjr @@@@ @@@@ @@@@ @@@@
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:-)

2210. Re: trakball games

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-03 16:05:35 UTC
From: slackey@bbn.com
Message-ID: <39419@bbn.COM>
Source record: 115864

In article <May.2.20.03.41.1989.5213@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>I know Missile Command has hidden, built-in trakball support
>(gotta press control-T to go into trakball mode). Does anyone know
>of any other games that offer support for the trakball???

I don't know of any, and don't think there are any either (this question has been asked here before).

Some games work well with the trakball in joystick mode anyway; like millipede and actually MC ain't bad. Even tried it on the 2600 MC. Trakball is pretty useless in some games, though, like pacman.

I use the commodore mouse now for a lot of this stuff, which works pretty good in joystick mode, after my trakball started sticking. (I was using the tb as a mouse in some of my programs, but I need two buttons anyway). (I gave up trying to get the mouse to run in proportional mode, too; it is read through the pot inputs, and for some reason works on a commodore but not on an atari.)
-Stan

2211. Help needed accessing Xanadu

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-03 19:32:37 UTC
From: slackey@bbn.com
Message-ID: <39437@bbn.COM>
Source record: 115865

There has been some communication going on regarding ways to send files between Atari 8bit and PC's. I am told that there is an existing program, called UTIL.COM, which runs on a PC and allows the PC to read/write floppies in Atari format (either 128 byte sector/1050/DOS 2.5, or 256 byte sector/XF551/DOSXE or SpartaDOS compatible I hope!).

The message goes on to say that the program is down-loadable from the Xanadu BBS. Now I for one have not the hardware, software, nor knowledge to allow me to get it myself.

There are a number of people in my situation who would like this program, but for some reason can't get it in the straightforward way. If some kind soul would do the legwork and mail me a working copy, I would 1) reimburse you for any ***COSTS*** incurred, and 2) organize a method for copying and distributing it to the interested parties.
-Stan

2212. Re: Atari News - Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-04 00:27:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <17909@cup.portal.com>
Source record: 115866
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Lisa Raine asks about the Atari Portfolio...

(Regarding its use for the handicapped, and my reply that it wouldn't be suitable..)

>Bob, why not? With a little help from canada who has come up
>with a speech synthesizer about the same size as the folio,
>why wouldn't it work?

That's the problem... the "Atari" Portfolio is a toy computer which is only being marketed by Atari... they had nothing to do with its development, and as far as I know, nothing to do with its manufacture.. they're just slapping an Atari label on it...

The Portfolio has no standard interfaces or "ports" on it, so any devices like speech synthesizers which needed an RS-232 interface, would be useless..

There are no "internal card slots" to use standard IBM PC style expansion cards (actually, that's understandable, given the compact size), so that avenue of expansion is closed..

There is no provision for attaching any standard printers or disk drives...

There is virtually *NO* software available for it, despite the fact that it will *RUN* any MS-DOS programs, because of the "RAM-Card" storage device.. (try an experiment... call any IBM software store, and ask them how many IBM programs they have... then ask them how many of those are available *now* on "RAM-Cards"... if they're polite, they'll wait until after they hang up before they laugh..)

There *IS* built-in software provided with the Portfolio... anyone who plans to use a "Lotus 1-2-3" spreadsheet clone with an 8-line by 40 character display, raise their hands... I didn't think so...

There is a "wordprocessor" built-in, but with no printer support, and no disk drives to easily port your documents (again, typed on an 8-line by 40 character display), it's nothing but an electronic "notepad"...

Supposedly you'll be able to buy a "RAM-Card drive" to attach to a "real" computer so that you can transfer data from the Portfolio to a more capable machine for printing or whatever.. add the cost of that to the Portfolio's original cost...

There *is* a 60 pin connector on the back of the Portfolio which could theoretically be used to go to a serial/parallel port adapter, but none are currently available, and unless Atari manages to sell an awful lot of Portfolios, I don't expect to see much in the way of this kind of

peripherial...

In short, Atari has found a convenient "short term profit" vehicle, which has the added advantage of attracting a lot of Press coverage because it has the "magic word," MS-DOS attached to it...

I expect to see the Atari Portfolio a year from now, if indeed we see it at all, in Perry Drug Stores, right next to the Timex/Sinclair 1000... or given away free with every air-conditioner from Crazy Fred's appliance store, like the Atari/Hartech calculators...

To get back to Lisa's original question... by the time you'd add all the things missing from the Portfolio, you'd have a monstrosity that would be twice as big and expensive, and far more bulky, than a "real" computer that had all those features built-in...

The Portfolio sounds nice when you read the publicity releases.. but take a closer look before getting your hopes up...

BobR

2213. Help with Diskcomm/File Fix 2

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-04 04:47:40 UTC
From: C467049@UMCVMB.BITNET
Message-ID: <8905040450.AA25734@ucbvax.Berkeley.EDU>
Source record: 115867

I'm using diskcomm, to un-compact some files I got from a friend of
mine via bitnet. They seemd to transfer without error, but when I run
diskcomm on them, it tells me that the file has bad bytes in it, and I
need to run FileFix2 (or something like that) on them. Can anyone out
there help me with this? Any help would be greatly appreciated.
I'm not sure I'm subscribed to this list, so please send replies
directly to me on Bitnet at C467049 at UMCVMB. Thanx much,
Scott Stanton

2214. Atari portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-04 16:30:46 UTC
From: rjung@sal13.usc.edu
Message-ID: <3751@nunki.usc.edu>
Source record: 115868
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> [Criticisms of the Atari Portfolio by BobR deleted]

Just two things I want to say about this whole thing:

(1) I believe IBM already has a similar "portfolio" device out. It's an in-house package, manufactured specifically for them by Motorola, I believe. I saw a friend with one the other day and caught a few tidbits about it. If it's that popular, it might be more useful than Bob suspects.

(2) What's wrong with Atari slapping an Atari lable on third-party developments? Does it TRULY make a difference if the SM194 19" monitor is made by Moniterm instead of Atari? Do I really care that Atari only licensed WordFlair from another developer? In the end, all this adds up to is more Atari support/product development, and isn't this what we were arguing for in the first place?

1989 looks like a nice year for Atari -- now if only they can get some BIG advertising done... (Yes, I'm waiting for the Atari response to Apple's "1984" commercial)

--R.J.
B-)

==========
Disclaimer: This message was written with my authorization
#
Mailing address: rjung@nunki.usc.edu
(It's easier to just use the reply function, tho)
#####

2215. Sparta Dos X

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-04 19:19:03 UTC
From: rohde@baseball.cis.ohio-state.edu
Message-ID: <46633@tut.cis.ohio-state.edu>
Source record: 115869

I have finally decided to purchase the sparta dos x cartridge and found out retail was $79. HELP!! thats not real cheap. I hope this hasnt been beaten into the ground...but i was wondering what the lowest cost anyone has seen on it. thanks....Joe

-=-
---
rohde@cis.ohio-state.edu
joe@eng.ohio-state.edu

2216. Re: Atari News - Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-04 22:48:30 UTC
From: good@atari.UUCP
Message-ID: <1481@atari.UUCP>
Source record: 115870
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

THIS IS IN RESPONSE TO BOB RETELLE'S RATHER ONE-SIDED POSTING RE PORTFOLIO:

in article <17909@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com says:
>
> ... the "Atari" Portfolio is a toy computer which is only
> being marketed by Atari... they had nothing to do with its development,
> and as far as I know, nothing to do with its manufacture.. they're just
> slapping an Atari label on it...

1) It is most certainly NOT a toy - not when some large companies show
interest in buying large quantities for internal use.
2) Atari has been VERY closely involved in development - all packaging and
production engineering has been done by Atari/Japan. Design eng'g
and software features have also be with Atari's full participation.
3) Atari is solely responsible for its manufacture.
>
> The Portfolio has no standard interfaces or "ports" on it, so any devices
> like speech synthesizers which needed an RS-232 interface, would be useless..

Portfolio has a very flexible "bus-style" connector, making it easy to
develop customized dumb or intelligent cables for all manner of expansion
possibilities, and not just slow RS232. Indeed, Atari is developing several
such options.
>
> There are no "internal card slots" to use standard IBM PC style expansion
> cards (actually, that's understandable, given the compact size), so that
> avenue of expansion is closed..

One of the interface cables will allow direct connection to a PC Bus.
>
> There is no provision for attaching any standard printers or disk drives...

See comments re cables interface above.
>
> There is virtually *NO* software available for it, despite the fact that it
> will *RUN* any MS-DOS programs, because of the "RAM-Card" storage device..
> (try an experiment... call any IBM software store, and ask them how many IBM
> programs they have... then ask them how many of those are available *now* on
> "RAM-Cards"... if they're polite, they'll wait until after they hang up
> before they laugh..)

But how many, subject to copyright issues, could be downloaded via the
intelligent cable into the battery-backed RAM card? And some packages have
a license which allows you to have copies on more than one system provided
you only use one of them at a time. Of course, some users might just like to

develop their own programs and download them - no copyright problems at all!
>
> There *IS* built-in software provided with the Portfolio... anyone who plans
> to use a "Lotus 1-2-3" spreadsheet clone with an 8-line by 40 character
> display, raise their hands... I didn't think so...

Sure beats a pencil (and eraser!!), calculator and pocket notebook!
>
> There is a "wordprocessor" built-in, but with no printer support, and no
> disk drives to easily port your documents (again, typed on an 8-line by
> 40 character display), it's nothing but an electronic "notepad"...

See previous comments re connectability etc.
>
> Supposedly you'll be able to buy a "RAM-Card drive" to attach to a "real"
> computer so that you can transfer data from the Portfolio to a more capable
> machine for printing or whatever.. add the cost of that to the Portfolio's
> original cost...

.... which is a remarkably low entry-level price in the first place - about
equal to the sales tax on a full blown system?.
>
> There *is* a 60 pin connector on the back of the Portfolio which could
> theoretically be used to go to a serial/parallel port adapter, but none
> are currently available, and unless Atari manages to sell an awful lot
> of Portfolios, I don't expect to see much in the way of this kind of
> peripherial...

See above.
>
> In short, Atari has found a convenient "short term profit" vehicle, which
> has the added advantage of attracting a lot of Press coverage because it
> has the "magic word," MS-DOS attached to it...

Not to mention attracting a lot of potential buyer coverage.
>
> I expect to see the Atari Portfolio a year from now, if indeed we see it
> at all, in Perry Drug Stores, right next to the Timex/Sinclair 1000...
> or given away free with every air-conditioner from Crazy Fred's appliance
> store, like the Atari/Hartech calculators...

You certainly will see it a year from now. You'll also see it a lot sooner,
provided your eyes (and mind?) are open.
>
> To get back to Lisa's original question... by the time you'd add all the
> things missing from the Portfolio, you'd have a monstrosity that would be
> twice as big and expensive, and far more bulky, than a "real" computer
> that had all those features built-in...

Of course, a "real" computer probably wouldn't weigh a pound or so and
fit in a normal briefcase, purse etc. And the size/cost estimates are wildly
imaginative!

>
> The Portfolio sounds nice when you read the publicity releases.. but take
> a closer look before getting your hopes up...

... and then you'll see that publicity releases, press articles, and word of mouth just can't do it justice - it's even better!
>
> BobR

Roy Good / Atari

2217. Oh, boy! PC to Atari again!

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-05 20:30:06 UTC
From: slackey@bbn.com
Message-ID: <39575@bbn.COM>
Source record: 115871

Hi, guys! It's me and my stupid PC-to-Atari trash again!

Well, if you want to read more than this drivel, post something!

Chris Chiesa sent me a program via Email that looked like it indeed initialized a disk, then transferred PC files to Atari format. Only problem was it was Mydos format, which I don't know from a hole in the ground. So, I put some ascii files on the disk and will attempt to reverse-engineer Mydos format over the weekend. Also, it seems to only understand only non-XF551 drives. (A Percom one and the ATR8000 or something like that?) I wrote using the default (I don't even know which one it picked) and will attempt to read on the XF551. When I took a directory, it looked like it gave back the starting sector and the number of sectors. I will start with that.

Wish me luck (or send me information on the Mydos format!) (Or both.)
-Stan

2218. Re: Atari portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-06 00:43:18 UTC
From: c60c-3ds@e260-3g.berkeley.edu
Message-ID: <24089@agate.BERKELEY.EDU>
Source record: 115872
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <3751@nunki.usc.edu> rjung@sal13.usc.edu (Robert allen Jung) writes:
>(2) What's wrong with Atari slapping an Atari lable on third-party
>developments? Does it TRULY make a difference if the SM194 19" monitor is
>made by Moniterm instead of Atari? Do I really care that Atari only licensed
>WordFlair from another developer? In the end, all this adds up to is more
>Atari support/product development, and isn't this what we were arguing for in
>the first place?

In the end, it adds up to more Atari licensing and more of the Not Invented
Here syndrome. Broken SM194s will probably end up at Moniterm service
centers. WordFlair bugs will take a long time to fix, if they are fixed
at all (I hope they didn't buy only the BINARIES this time; remember
Write. What about Ultrascript).

I wish atari would focus some development in two areas: redesigning the
Laser Printer smaller, nicer looking, and easier to change parts; and
a better font system for GDOS, maybe a combination outline/bitmap.
Oh yeah, it would be nice to see those TOS 1.4 roms before Bush is out
of the white house.

John Kawakami The 80's were old before they were new.
c60c-3ds@web.berkeley.edu

2219. Re: Atari portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-06 03:45:52 UTC
From: bissiri@blake.acs.washington.edu
Message-ID: <1916@blake.acs.washington.edu>
Source record: 115873
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
>Oh yeah, it would be nice to see those TOS 1.4 roms before Bush is out
>of the white house.
>
> John Kawakami The 80's were old before they were new.

It'd be nice to see BUSH out before TOS 1.4, actually.

---
-
---

-kevin
bissiri@blake.acs.washington.edu
```

2220. Re: Atari portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-07 06:05:01 UTC
From: Xorg@cup.portal.com
Message-ID: <18054@cup.portal.com>
Source record: 115874
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bush out ... Qualye in? ... AAAHHHH!!!

No, I think I'll just take the TOS 1.4 and a one-way plane
ticket to Canada please :-]

Peter Szymonik
Xorg@cup.portal.com

2221. Re: Atari portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-07 15:36:04 UTC
From: jlemon@cory.Berkeley.EDU
Message-ID: <13399@pasteur.Berkeley.EDU>
Source record: 115875
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <18054@cup.portal.com> Xorg@cup.portal.com (Peter Ted Szymonik) writes:
>
>
>Bush out ... Qualye in? ... AAAHHHH!!!
>
>No, I think I'll just take the TOS 1.4 and a one-way plane
>ticket to Canada please :-]
>
Make that West Germany for me, as long as this happens before the end of
Bush's term....
--
Jonathan ...ucbvax!cory!jlemon or jlemon@cory.Berkeley.EDU

2222. Re: Oh, boy! PC to Atari again!

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-07 19:59:00 UTC
From: sac585@uxf.cso.uiuc.edu
Message-ID: <49700009@uxf.cso.uiuc.edu>
Source record: 115876

As far as I can tell, the Mydos format is upward compatible with the Atari SSDD format. I can say for sure that the program works for me on my 800XL and Indus GT, and both OSS DOS XL and Smart DOS have absolutely no trouble reading the disks written on my 360K standard IBM drives.

2223. PC portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-08 08:51:22 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <961@sactoh0.UUCP>
Source record: 115877
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

It seems that we have a Mr. Downer leaving his impressions on a computer (the PC Folio) that he has not even used (so it seems) and bases the future of the computer on the performance of a much less capable system (Timex Sinclair 1000)

I would rather read news and comments about a system *after* they have tried it, not *guess* what the capabilites are before they even see it.

He forgets *completely* at what segment of the market the PC Portfolio is aimed at. It is not a replacement for a desktop system! It was never meant to replace your PCx! It is (in my opinion) a supplement to your system, be it a PCx or ST.

I work at an electronics store (the good guys!) and we sell quite a few of the Sharp Wizards. Now if you've ever seen them, they are practically computers, using ROM/RAMCards for programs and information storage. I have mentioned the PC Portfolio to a few customers, and the interest is there (Atari, are you listening? Talk to our buyers!! The malcontent moans about the method to connect it to PCs. Heck, I have customers asking me every other week if we have the PC Link cable/software interface for the Sharp Wizard to connect to a PC or a Macintosh!

Listen, if you could carry a computer in your pocket, rather than taking up all the room in your briefcase, wouldn't you rather have the Portfolio? Again, I have business customers that come back, and mention about the Sharp Wizard being more convienent than carrying around those book-like organizers. And the Portfolio is certainly more convienent than a briefcase-size computer.

I was glad to see someone at Atari speak up for the Portfolio. Of course he has the better information, and I think he answered the percieved criticisms of the computer.

Mark Newton-John

--

##
PRIVATE # SAC-UNIX, Sacramento, Ca.
PARKING # UUCP=...pacbell!sactoh0
##

2224. Print Graphics on the 1025?

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-08 13:13:05 UTC
From: devoz@pinocchio.encore.com
Message-ID: <6733@xenna.Encore.COM>
Source record: 115878

[]

Can the 1025 printer print graphics? (I.E. screen dumps etc?).

thanks - devoz

2225. Fleeing to Canada

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-08 14:10:28 UTC
From: silvert@cs.dal.ca
Message-ID: <3267@cs.dal.ca>
Source record: 115879
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <18054@cup.portal.com> Xorg@cup.portal.com (Peter Ted Szymonik) writes:
>Bush out ... Qualye in? ... AAAHHHH!!!
>
>No, I think I'll just take the TOS 1.4 and a one-way plane
>ticket to Canada please :-]
>
>Peter Szymonik
>Xorg@cup.portal.com

Oh dear, better notify Immigration Canada! Do we have room for
everybody who quayles at the thought of the VP taking over the job that
Reagan handled so masterfully?

I think I'll suggest to my MP that U. S. refugees should be relocated
north of 60 -- we have space there, and I think that you will appreciate
our good telecommunications system!

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

2226. Re: Atari News - Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-08 17:28:03 UTC
From: covertr@gtephx.UUCP
Message-ID: <431a2d01.14a1f@gtephx.UUCP>
Source record: 115880
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1481@atari.UUCP>, good@atari.UUCP (Roy Good) writes:
> THIS IS IN RESPONSE TO BOB RETELLE'S RATHER ONE-SIDED POSTING RE PORTFOLIO:
>
> in article <17909@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com says:
> >
> > ... the "Atari" Portfolio is a toy computer which is only
> > being marketed by Atari... they had nothing to do with its development,
> > and as far as I know, nothing to do with its manufacture.. they're just
> > slapping an Atari label on it...
>
> ... and then you'll see that publicity releases, press articles, and word of
> mouth just can't do it justice - it's even better!
> >
> > BobR
>
> Roy Good / Atari

I, for one. appluade Roy Good@ATARI for his reply!!

I am happy to see someone from
Atari repsond to flames about
Vaporware product announcements!!

I can't wait to see the new Atari Portfolio P.C.!!!

So, thanks Roy for your comments about the new Portfolio (tm).
I sure hope that it will make a lot of $$ for Atari!!

Richard (One of the Original SLiMers!!!) Covert

2227. computers 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-09 17:33:08 UTC
From: PXO100@PSUVM.BITNET
Message-ID: <85766PXO100@PSUVM>
Source record: 115881

Atari 800XL + 256K memory upgrade
2 Indus GT drives
850 interface
digitizeir (VCR or camera)
books......programs......cartrages
My account is up.

Inquiry:

Patrick J. O'Toole
C/O Hackshop BBS systems
500 Second Avenue
Jessup, pa. 18434
(717)383-0578

life's a beach then you graduate! :-)

2228. Acorn Computers anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-10 04:34:17 UTC
From: shaver@atanasoff.cs.iastate.edu
Message-ID: <1078@atanasoff.cs.iastate.edu>
Source record: 115882
Cross-posted to: comp.sys.amiga,comp.sys.apple,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc,comp.sys.m6809,comp.sys.misc,comp.sys.tandy

(Sorry for the wide cross-posting; I'll keep it REAL short)

A few weeks ago I bought two Acorn computers. This was the system the BBC endorsed for their TV-based computer training show. With each of them I got two user's manuals. The company which made these is long gone, so I'm wondering if anyone out there has ANY information on these machines (especially anyone in the UK.) Schematics, technical information, manuals, etc. (Examples: information on Econet, disk interface, co-processor "bus," or the printer interface.) Please MAIL responses as I don't think the net is ready for comp.sys.acorn 8-). Thanks!

/\ Dave Shaver -=*=- CS Systems Support Group, Iowa State University
\\ UUCP: {hplabs!hp-lsd, uunet!umix!sharkey}!atanasoff!shaver
\/ Internet: shaver@atanasoff.cs.iastate.edu

...In stereo where available...

2229. Re: Oh, boy! PC to Atari again!

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-11 14:35:34 UTC
From: Wayne_Nichols.WBST208P@XEROX.COM
Message-ID: <890511-073558-2571@Xerox>
Source record: 115883

If someone really has a PC program to write to Atari disks,
could they please post it?

One was posted to the net a few months ago, but my attempts to
uudecode and then decompress it do not reproduce the file correctly
(I could tell by looking at some of the text messages; besides, it won't run).

I would like a version that is ARC'd and then uuencoded.

I have an XF551, and Indus, and a Rana.
I can use DOS 2.0, DOS 2.5, DOS XL, and SmartDOS.
I keep hoping that I can find *something* to write on Atari disks from a PC.

Note: The recent note that the desired program was on the Xanadu BBS
produced frustrating results. I could not find such a program;
they only allow downloads after you have done an upload;
they do not accept uploads which are already on other local BBSes;
and they prefer text uploads, as opposed to programs.
This adds up to a very small chance of getting what I want from
Xanadu, if it even exists there at all. Arghh.

2230. Re: Atari portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-13 05:42:43 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <18302@cup.portal.com>
Source record: 115884
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Responding to comments on my posting about the Atari Portfolio...

I'd expected that they would stir up a bit of controversy, but remember,
I was replying to a specific question about the applicability of the
Portfolio that was posed by a woman who is handicapped, and whose hopes
had been raised by the press coverage of the machine.

Effectively, my reply is substantiated by the points in Roy Good's reply..

For Lisa Raine, the Portfolio would not be a good choice.

There is no provision for using *standard, currently available* RS-232
or parallel port devices. Atari has these "under development" for release
some time in the future.

There is no (or little) software *currently available* on RAM-cards. Perhaps
companies will release software on this non-standare format some time in
the future.

Software might also be downloaded to the Portfolio using a direct connect
cable from a PC, or by modem, using cables to be released some time in the
future.

Work done on the Portfolio could be transferred to a PC by using the
"RAM-card" drive to be released some time in the future.

In all cases, the operative phrase is "some time in the future"...
when the Portfolio is released, it will be a computer... NOT a computer
SYSTEM...

This may be fine for some needs, and if large companies are interested in
buying Portfolios in quantities, that's great... but for people like Lisa,
who need a complete, working computer system, the Portfolio is not the
answer.

It may indeed be that it was never intended to fill the need for a portable
system, and that used properly in its own niche, it may be a great success..
my objection is that all the press hype of recent months has been trumpeting
the Portfolio's "MS-DOS compatibility" without going on to tell the rest
of the story about how limited the basic machine will be.

Generating lots of "potential buyers" is only good if those buyers find that
they can do something useful with the computer when they get it home.
An awfully large number of people were soured on personal computers when they
bought the Timex 1000, then discovered there was little they could really
do with it. I hope the Portfolio doesn't repeat the same history.

I'd love to see Atari have a big hit on its hands... I just don't think the Portfolio is it... maybe I'm wrong, and I'll log in next year at this time on mine to admit it..

BobR

2231. Re: PC portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-13 06:15:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <18303@cup.portal.com>
Source record: 115885
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Mark Newton-John had a few comments about my assesment of the Atari Portfolio (which were contained in an answer to a question about the capabilities of the machine).

Of course I haven't used the Portfolio yet. My comments are based on the Press coverage the machine has been getting. This coverage, from the information released by Atari, has been playing up the MS-DOS compatibility without also covering the limitations.

Far from forgetting the market the Portfolio *should* be targeted for, I'm well aware of what that market should be. The Portfolio could be thought of as a "peripherial" for an existing PC system, for use by salesmen in the field, for transporting files between work and home PCs, and as a compact "electronic notepad" that's easily transportable.

Unfortunately, so far, that is NOT the impression being given to the public. We'll have to wait and see if Atari defines the marketplace for the Portfolio, or tries to sell it as a general purpose computer.

(Incidentally, I think that the Portfolio is quite a technical accomplishment in reducing a 640K PC compatible system to such a small size. If it could be released along with the interfaces needed to connect it to the outside world, along with software in its RAM-card format, it could be quite a successful computer *in its own niche*.)

BobR

2232. Speech Synthesis Circuit

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-15 08:50:13 UTC
From: RCH@cup.portal.com
Message-ID: <18383@cup.portal.com>
Source record: 115886

On a closeout at Radio Shack, I purchased the two speech synthesis circuits (SP0256 Narroator Speech Processor and CTS256A-AL2 Code-to-speech Processing Chip) commonly used to build speech synth units for small computer applications. I got the chips both for under $10, and now I need to build the unit.

The April 1985 Analog magazine has a project for building a unit that plugs into the Atari 800/XL/XE's joystick ports 0&1. It is a good hardware article, but I have seen somewhere a design for a circuit that uses the RS-232 port instead. Does anyone know where I could find this project?

My idea is to hook the unit up with a y-cable to my modem, and have it speak the text it receives while BBSing and chatting. Heard of any Atari app's for this?

Thanks for any reponse!
-Ric Helton RCH@cup.portal.com
-PO Box 2133, Athens, GA 30612-0133

2233. Re: Acorn Computers anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-15 09:33:57 UTC
From: bdc@tigger.planet.bt.co.uk
Message-ID: <228@tigger.planet.bt.co.uk>
Source record: 115887
Cross-posted to: comp.sys.amiga,comp.sys.apple,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc,comp.sys.m6809,comp.sys.misc,comp.sys.tandy

From article <1078@atanasoff.cs.iastate.edu>, by shaver@atanasoff.cs.iastate.edu (Dave Shaver):
> (Sorry for the wide cross-posting; I'll keep it REAL short)
>
> A few weeks ago I bought two Acorn computers. This was the system the
> BBC endorsed for their TV-based computer training show. With each of
> them I got two user's manuals. The company which made these is long
> gone,
NOT SO, Acorn Computers Ltd. are still alive and kicking very well indeed.
They have very healthy profits in the UK and have just announced an upgrade
to the BEST RISC based personal computer: Archimedes 3000, 3-4Mips+, 1mbyte mem.
800k floppy etc for less than UK pounds 1000.00.
They are also still actively supporting the BBC B/Master computer in the
educational & domestic market, with 3 full colour monthly magazines devoted
to their products.(Acorn User, A&B Computing , ?? third name slips my mind now)
contact Acorn Computers Ltd, Fulbourn Road Cherry Hinton, Cambridge CB1 4JN,
England for sales and support contacts.
There is also an active news feed in Europe for comp.sys.Acorn why not get
your administrator to check on getting a feed to USA?

I have no commercial connection with Acorn Computers Ltd, just dont like
to see a good company written off because they are not pushing in the US
marketplace, its very difficult for European firms to get started in the US
as you have very well established domestic suppliers- a lot of firms have been
burned in attempting to get started there.
If you need further info please post your specific requests and I will try adn
get the info/contacts you need.

2234. Re: Acorn Computers anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-15 09:44:27 UTC
From: bdc@tigger.planet.bt.co.uk
Message-ID: <229@tigger.planet.bt.co.uk>
Source record: 115888
Cross-posted to: comp.sys.amiga,comp.sys.apple,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc,comp.sys.m6809,comp.sys.misc,comp.sys.tandy

From article <228@tigger.planet.bt.co.uk>, by bdc@tigger.planet.bt.co.uk (Brian Cantwell):
> From article <1078@atanasoff.cs.iastate.edu>, by shaver@atanasoff.cs.iastate.edu (Dave Shaver):
> If you need further info please post your specific requests and I will try adn
> get the info/contacts you need.
Sorry I forgot my signoff , here it is in case you want to contact me via
mail Snail or tele.

B Cantwell-Wright Dept., RT5111, | Phone Ipswich (0473) 646774
British Telecom Research Labs, | International + 44 473 646774
Martlesham Heath, | email bdc@planet.bt.co.uk
Ipswich, Suffolk, England, IP5 7RE |

>

2235. INDUS GT prints

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-15 17:28:41 UTC
From: devoz@pinocchio.encore.com
Message-ID: <6882@xenna.Encore.COM>
Source record: 115889

[]

Hey,

Does anyone know where I can get some prints to an Indus GT disk drive?

It seems to initialize fine, but the 65XE doesn't see it when you turn on the 65.

The serial port seems to work, (you can print to the 1025), so it is looking like the drive.

BTW, since nobody responded to my question about printing graphics screens on the 1025, I guess it cannot be done?

Thanks - devoz

2236. MAX

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-16 00:14:19 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <May.15.20.14.17.1989.21675@topaz.rutgers.edu>
Source record: 115890

Just thought I'd pass along this worthwhile info for those of
you who may have missed the article in Zmag a couple weeks ago...

A new organization headed up by Marty Albert is trying to provide
new, quality software to Atari 8-bitters. MAX Systems is currently
searching for programs written for the 8-bits. Anyone who has written
anything (games, applications, utilities, etc) for the 8-bit that
they think is fairly good is strongly encouraged to contact MAX
about the possibility of marketing the program (their royalty
rate is VERY attractive). For more information about submitting
programs to them, or about available software just send an SASE to

MAX Systems
Suite 6-216
4005 Manzanita Ave.
Carmicael, CA 95609-4005

Ray Wilmott
HHBBS (201) 727-2537
EBBBS (201) 247-8252
Ghost (201) 627-6880
A.U.A (201) 290-1133

2237. Re: Speech Synthesis Circuit

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-16 13:41:22 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <7222@bsu-cs.bsu.edu>
Source record: 115891

In article <18383@cup.portal.com>, RCH@cup.portal.com (Ric C Helton) writes
(severely paraphrased here):

> [...] (I) purchased two speech synthesis circuits [...]
> [...] now I need to build the unit.
> [...] I have seen somewhere a design for
> a circuit that uses the RS-232 port [...]
>
> My idea is to hook the unit up with a y-cable to my modem, and
> have it speak the text it receives while BBSing and chatting.
> Heard of any Atari app's for this?
>

This reminds me of something I did several years ago in BASIC. I typed in the
little "terminal emulator" program provided in the 850 Interface Technical
Manual, and added a few lines so that text received from the modem line would
be spoken by "S.A.M." - that's the Software Automated Mouth speech synthesis
thing that came out in the early 80's... With very little work on my part, I
had a "talking" terminal that would read me whatever came up on the screen.
It was INVALUABLE for reading E-mail, as I could walk around my apartment, make
lunch, etc., WHILE "READING" MY MAIL!

S.A.M.'s only limitation was that it required a "pause" to process a line of
text before speaking it -- so I implemented an automatic XON/XOFF to halt
host transmission while S.A.M. was speaking, and it thereafter worked fine
once you got used to the "gaps" in speech, S.A.M.'s rather oddly accented
speech, etc. etc...

A "S.A.M. handler" later appeared which allowed text to be PRINTed to a "V:"
(for Voice, I imagine) device whereupon S.A.M. spoke it -- that was a little
"cleaner" than the X=USR(...) call that I had to use.

If anyone is interested in developing this old chestnut, I might be able to
dig it up somewhere...

Chris
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2238. Need mail order info

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-17 13:03:06 UTC
From: alaa@pedsga.UUCP
Message-ID: <860@pedsga.UUCP>
Source record: 115892

I need some maths/educational software for my son's Atari XE,
does anyone know of mail order magazines/catlogues that carry this stuff.
I also need a backpup storage device. What do I need to connect a cassette
player to this system, and would any cassete player do or would I need a
special one?

Appreciate your help.

Alaa Zeineldine Internet: alaa@tinton.ccur.com
UUCP: {rutgers, princeton,..}!petsd!pedsgd!alaa
NJ-Bell: (201) 758 7344

2239. Re: Acorn Computers anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-18 14:07:03 UTC
From: cssrajh@cc.brunel.ac.uk
Message-ID: <719@Terra.cc.brunel.ac.uk>
Source record: 115893
Cross-posted to: comp.sys.amiga,comp.sys.apple,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc,comp.sys.m6809,comp.sys.misc,comp.sys.tandy

I have been trying to reply to the plea by shaver@... but am not able to
get through with the several attempts I have made. What follows is the
effort together with the response.

Can anyone tell me what I have done wrong?

How does one get in touch with shaver@...?

H-E-L-P

Regards to all

Alan Holmes

Text starts here:-
From mmdf@nsfnet-relay.ac.uk Tue May 16 17:15:35 1989
Received: from Terra by Saturn.cs.brunel.ac.uk; Tue, 16 May 89 17:15:29 +0100
Received: from Pluto.me.brunel.ac.uk (Pluto) by Terra.cc.brunel.ac.uk; Tue, 16 May 89
17:17:00-0000
Message-Id: <13925.8905161619@Pluto.me.brunel.ac.uk>
Received: from uk.ac.nsf by Pluto.me.brunel.ac.uk; Tue, 16 May 89 17:19:34 +0100
Date: Tue, 16 May 89 15:04:55 BST
From: NSFnet-Relay Memo Service (mmdf.5.86) <mmdf@nsfnet-relay.ac.uk>
Sender: mmdf@nsfnet-relay.ac.uk
Subject: Failed mail (msg.aa10020)
To: Alan.Holmes@brunel.ac.uk
Status: O

Your message could not be delivered to
'@sri-nic.arpa:shaver@atanasoff.cs.iastate.edu (host: sri-nic.arpa) (queue: satnet)' for
the following
reason: ' Local deliveries only, please!'

Your message follows:

Received: from brunel.ac.uk by NSFnet-Relay.AC.UK via Janet with NIFTP
id aa10020; 16 May 89 13:11 BST
From: Alan J Holmes <Alan.Holmes@uk.ac.brunel>
Date: Tue, 16 May 89 13:14:42 BST
Message-Id: <14685.8905161214@Terra.cc.brunel.ac.uk>
To: shaver@edu.iastate.cs.atanasoff
Subject: Re: Acorn Computers anyone?
Newsgroups: comp.sys.amiga,comp.sys.apple,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc
,comp.sys.m6809,comp.sys.misc,comp.sys.tandy
In-Reply-To: <1078@atanasoff.cs.iastate.edu>

Organization: Brunel University, Uxbridge, UK
Cc:

In article <1078@atanasoff.cs.iastate.edu> you write:
>(Sorry for the wide cross-posting; I'll keep it REAL short)
>
>A few weeks ago I bought two Acorn computers. This was the system the
>BBC endorsed for their TV-based computer training show. With each of
>them I got two user's manuals. The company which made these is long
>gone, so I'm wondering if anyone out there has ANY information on these

The beeb is alive and well, there is a great following for it in
the UK, lots of suppliers are supporting it and there is a lot of software
availlable together with manuals and lots of add-on goodies, there are
also two magazines which support the beeb as well as several user clubs.

I am a user, but mainly for word-processing and other domestic problems,
if I can help with any specific questions, please mail me.

If you would like a copy of one or both of the magazines please mail
me an address to send it (them).

This is my third attempt to send you a message regarding the beeb,
I hope this one is successful!!

Regards

Alan Holmes

It obviously wasn't!!!!!

2240. ST<->XL connection

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-18 16:12:15 UTC
From: lanzki@infoac.rmi.de
Message-ID: <475@infoac.rmi.de>
Source record: 115894

Hi,

now I got a null-modem-cable between the ST and the 800XL without
using the 850 interface. The ST is connected direct to the 800XL
system-bus (19200 Bd).

I want to use the ST as one or two RAM-disks for the XL. Maybe I
include a printer-buffer, if the printer is connected to the ST.

But I need some info's to realize the project.

How is the data-exchange done between the XL and a 1050 drive , printer ?
Commands used ? Data format ? Checksum ?

I want to boot the DOS from D1 and then the ST should respond like D2
and/or D3.

Any help is appreciated... thanks in advance...

greetings --Juergen

Juergen Lanzki RMI Net, Aachen, West-Germany

UUCP: lanzki@infoac.rmi.de

2241. Re: Need mail order info

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-19 18:24:17 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <3525@ihlpm.ATT.COM>
Source record: 115895

In article <860@pedsga.UUCP>, alaa@pedsga.UUCP (Alaa Zeineldine) writes:
>
> I need some maths/educational software for my son's Atari XE,
> does anyone know of mail order magazines/catlogues that carry this stuff.

Look at the ads in magazines like Analog Computing, Antic, and Atari Explorer. (One or more of these are usually available in some bookstores.) I know there is some educational s/w out there (although I don't know specifics) and at least some of it must be available by mail order. Also, is there an Atari user's group in your area? If so, check with those people.

> I also need a backpup storage device. What do I need to connect a cassette
> player to this system, and would any cassete player do or would I need a

Given that you will be buying software for your son's XE, you would be better off with a disk drive than a cassette. There is relatively little s/w available on cassette anymore. Also, cassettes are slow and not as reliable.

Nick DiMasi njd@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI: TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

2242. Re: Since there is no comp.binaries.atari.8bit ...

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-19 20:49:55 UTC
From: phh@uoregon.uoregon.edu
Message-ID: <4709@uoregon.uoregon.edu>
Source record: 115896

Thanks! That's the kind of thing I LIKE to see.. Not arguments about the portfolio, or even requests for Acorn info!

Comp.binaries.atari.8bit? I like the Idea!
How do we go about getting it started?

..Paul..

2243. Printer interface for sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-19 22:06:33 UTC
From: opielask@sun.soe!clutx.clarkson.edu
Message-ID: <3102@sun.soe.clarkson.edu>
Source record: 115897

For Sale:

Xetec Graphix AT

Printer Interface
for the Atari 8-bit

Includes Atari Keyboard Graphics
plus 8 function switches

Never used (salesman says parents needed it).
Original box & manual.
Lets one hook up virtually any printer (Including Epson)
up to the Atari 400/800/800xl/1200xl/etc...

Asking 23$
Will pay shipping to Continential US.

AAron nAAs opielask@clutx.clarkson.edu
8 W. Elizabeth St. naas17@snypotba.bitnet
Skaneateles, NY 13152

2244. Re: Since there is no comp.binaries.atari.8bit ...

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-20 04:26:59 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3679@udccvax1.acs.udel.EDU>
Source record: 115898

In article <4709@uoregon.uoregon.edu> phh@drizzle.UUCP (paul henry harrison) writes:
=>Thanks! That's the kind of thing I LIKE to see.. Not arguments about the
=>portfolio, or even requests for Acorn info!
=>
=>Comp.binaries.atari.8bit? I like the Idea!
=>How do we go about getting it started?
=>
=>..Paul..

Oh dear, what have I done? :-]

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

p.s. If you don't know about it and can do it, try the info-atari.8-bit
directory on score.stanford.edu through anonymous FTP. A few interesting
things there.
GD,TL,TR,AEE

--
+---+ UUCP: !uunet!udel.edu!vax1!gdtltr
| "Two hearts are better than one." -- Yes | Internet: gdtltr@vax1.acs.udel.edu
| "Don't listen to me; I never do." -- Doctor Who | Other: Relay through CUNYVM
+---+ or something.

2245. Re: Need mail order info

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-20 07:35:07 UTC
From: BigD@cup.portal.com
Message-ID: <18584@cup.portal.com>
Source record: 115899

Pick up any issue of an 8-bit mag. (Antic, etc) and you will find lots of mail

2246. WEFAX and other radio-modem projects

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-20 17:38:25 UTC
From: RCH@cup.portal.com
Message-ID: <18596@cup.portal.com>
Source record: 115900

In digging around in old Antic mags, I found details for a WEFAX
weather map receiver project... You receive the radio fax signal
with a radio-modem, and view the weather maps on the screen or
print them out.

I have a couple of questions from people who built the interface... like
what was your total cost (shortwave receiver, modem, parts, etc),
what problems did you encounter receiving the fax signals, etc?
Are there many things sent fax now? The article mentions AP photos
and the like being sent on certain frequencies at various times....
Thanks for email or net replies!
D
__ Ric Helton RCH@cup.portal.com
\/ PO Box 2133, Athens, GA 30612-0133

2247. Analog source

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-21 22:14:49 UTC
From: jean@maxwell.Concordia.CA
Message-ID: <819@clyde.Concordia.CA>
Source record: 115901

This is partially in response to one inquiry from soneone in Germany asking about 8-bit/ST communications. There was a 3-part series in Analog magazine that showed how to make a programmable printer interface by using an extra 8-bit computer. Most of the articles talk about how serial I/O is done on the atari, and there is enough info in there to figure out how to use an extra computer as a ramdisk. The articles are by Lee Brilliant in issues 59,60, and 62 of Analog magazine under the Bits & Pieces column (under the title Zucchini - stupid name, but good articles).

My concern is that they screwed up on the Mac/65 source listing (the last part was left out), and I need it. So: Does anyone have the file ZUCCHINI.M65? I would appreciate it if it was posted here, or emailed to me (although the fellow in Germany will probably need it too). The file is on the disk for Analog #62 (July 88).

If I can return the favor in any way, let me know. Thanks in advance.

Jean Goulet
Electrical Engineering
Class of '89
Concordia University
Montreal, Canada

2248. atari8f archive

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-22 08:30:00 UTC
From: ATKIN@GRIN1.BITNET
Message-ID: <19890522142658.9.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115902

[This message has been redirected:
info-atari8@score.stanford.edu has been added.]

THE BITNET ARCHIVE FOR 8-BIT ATARI SOFTWARE IS OPERATIONAL !

Sound familiar? Well, here's the important bit--

AND THERE ARE ACTUALLY FILES THERE !

Yes, almost everything that's supposed to be there has now been stored.
This means that anyone who can send mail to bitnet can now get copies
of Super-UnArc, YAU, Kermit-65, the GOE demo, and lots of other files
that have long been available on the Internet archive. (However, people
with FTP access to the Internet archive should use it instead of the
Bitnet archive, for traffic load reasons.)

The Bitnet archive consists of a bunch of files managed by a list server
at Bitnet node TCSVM (Tulane University---thanks guys!). To get files,
a directory of the files, or whatever, you send a command to the LISTSERV
program (daemon, server, whatever.) Commands can be sent to listserv in
three basic ways: interactive messages, mail, and non-mail files.

If you are directly connected to bitnet and your system supports them,
interactive messages are the easiest way to send a command to listserv.
The command to send an interactive message is:
"TELL LISTSERV AT TCSVM" on VM/SP systems,
"TRANSMIT TCSVM.LISTSERV NOPROLOG" on MVS systems with TSO/E,
"TO LISTSERV@TCSVM" on some JES2 systems (you might have to
use "VMSG" or "XMSG" instead of "TO")
"SEND LISTSERV@TCSVM" on VAX/VMS systems.
Then type the listserv command as the text of the message.

If you can't use interactive messages, you can probably use mail. The
command to send a mail message (as if you don't know) is:
"NOTE LISTSERV AT TCSVM" on (all) VM systems, or
"MAIL LISTSERV@TCSVM" on VM systems with a Crosswell mailer,
"TELL LISTSERV@TCSVM" on VAX/VMS systems.
Most other systems have a mail facility, but I don't know all the commands.
PROFS users can send PROFS mail, but it must be send as MAIL, not DOCUMENT.
Anyway, type the listserv command (on one line) as the mail message.

If neither of these work, you'll have to resort to (non-mail) file
transmission. Prepare a file in advance containing the listserv command(s)
(one per line). The command to send the file to listserv is:
"SENDFILE filename filetype TO LISTSERV AT TCSVM" on VM systems,
"TRANSMIT TCSVM.LISTSERV DATASET(dsname)" on MVS systems,
"SEND/FILE filespec LISTSERV@TCSVM" on VAX/VMS systems.

Okay, now that you know how to send a command to the list server, you're probably wondering what the commands look like. There are two commands you're probably interested in:
INDEX ATARI8-F
will cause the server to mail/send you the directory of files that it knows about. Note that there may be a few files listed that haven't yet been stored there. (Don't ask.) Such files can be identified by the presence of dots where the file length and modification time should be. The other command:
GET filename filetype ATARI8-F
will cause the server to mail/send you a copy of the named file. Note that there is a space (not a period, not a slash, a SPACE) between the name and the type. You should hear back from the server within a day or two, assuming all links between you and it are up, so don't send the same commands repeatedly. If you use interactive messages, the server will acknowledge your command with an interactive message and then mail/send you the file.

For example, if you're on a VAX/VMS system (running JNET), after typing
SEND LISTSERV@TCSVM GET SUPUNARC UUE
you should see a message from the server like "file supunarc uue sent to you" and eventually a system message like "received network file supunarc.uue" indicating that it arrived.

Questions or problems should be sent to John Dunning (jrd@stony-brook.scrc.symbolics.com) as I am graduating tomorrow to join the ranks of the unemployed, and won't be able to spend much time making long-distance phone calls to my alma matter's computer.

Geoffrey Atkin, atkin@grin1.bitnet or [72337,3414] on Compu$serve.

2249. Cassete to Disk

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-22 19:43:41 UTC
From: houser@mcnc.org
Message-ID: <4506@alvin.mcnc.org>
Source record: 115903

Does anyone have a simple basic program to save a cartridge to tape
and/or disk?? Also, tape to disk transfer of games would be nice.
Lastly, anyone have a working ATR3000 (runs CP/M and lets one use standard
disk drives on the Atari 8 bits?) that they wouldn't mind parting with?
I need a disk drive and other various 8 bit add on hardware/software so that
I can hook the 800xl to my ST and COCO3/os9 combo.

Kevin Houser
houser@mcnc.org
(919) 859-5467 H
(919) 248-1996 W

2250. Re: atari8f archive

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-22 20:38:19 UTC
From: slackey@bbn.com
Message-ID: <40297@bbn.COM>
Source record: 115904

In article <19890522142658.9.JRD@MOA.SCRC.Symbolics.COM> ATKIN@GRIN1.BITNET writes:
> THE BITNET ARCHIVE FOR 8-BIT ATARI SOFTWARE IS OPERATIONAL !
>
> "SENDFILE filename filetype TO LISTSERV AT TCSVM" on VM systems,
> "TRANSMIT TCSVM.LISTSERV DATASET(dsname)" on MVS systems,
> "SEND/FILE filespec LISTSERV@TCSVM" on VAX/VMS systems.
Lots of other stuff deleted...

Anyway, can these operations (getting a directory, getting files)
be done on usenet from a Sun3 network? If so, how?

---Stan

2251. Reply to "alaa@pedsga"'s posting of last week or so...

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-22 20:56:13 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <7361@bsu-cs.bsu.edu>
Source record: 115655

Sometime last week, 'alaa@pedsga' posted the following request for information:
>
> I need some maths/educational software for my son's Atari XE,
> does anyone know of mail order magazines/catlogues that carry this stuff.
> I also need a backpup storage device. What do I need to connect a cassette
> player to this system, and would any cassete player do or would I need a
> special one?

As so often happens, the E-mail I tried to send in response BOUNCED -- some system out there can't find "pedsga" and MY system doesn't turn it up on a 'findhost' command so I can't try any alternate mail paths... I don't even have a copy of the original posting and don't know the original poster's real name. I do hope he/she is reading this... the rest of you, hit 'n' now; 'alaa', whomever you are, READ ON please!

MY ORIGINAL REPLY, FROM 5/19:

I don't know of a catalogue, per se, but you can try looking in the back of nearly any issue of "ANTIC" magazine -- which should be easily found on the rack nearly anywhere with a decent selection of magazines. (Try college book-store, Waldenbooks or B.Dalton bookstores; heck, around here, I get 'em at the GROCERY or DRUG store.)

As for math/educational software, HOW OLD is your son? I recently bought a "package deal" Atari system that came with a lot of cartridge software that I am NEVER, EVER going to use... if your son is in the first or second grade, (my opinion; the labels/instructions may be more specific) perhaps you might be interested in one or more of these, and we could work something out. I'd like to get about $10 per cartridge but that's a BARGAIN compared to anywhere else... Of course, these games are pretty unsophisticated and a bit "dumb" in my opinion, but then, I'm not a first-grade child either... ;-)

Lastly, the "Atari 1010 Program Recorder" is Atari's own cassette drive unit. You could probably find this item listed, as is true with nearly everything available for the Atari, in the back of ANTIC... It is a "newer" model than the older "Atari 410 Program Recorder." I have a 410 myself, and could probably be convinced to part with it for about $20 as I never use it.

Send me e-mail about this -- but NOT to THIS username (this machine is going to be down sometime in the next few days, and is not all that reliable to begin with). Send instead to

Chris_F_Chiesa@cup.portal.com

That's much easier for me to receive and answer.

Chris Chiesa

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2252. Re: WEFAX and other radio-modem projects

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-23 16:07:58 UTC
From: arg@netcom.UUCP
Message-ID: <1276@netcom.UUCP>
Source record: 115656

While reading USENET, I Discovered something written by RCH....

*I have a couple of questions from people who built the interface... like
*what was your total cost (shortwave receiver, modem, parts, etc),
*what problems did you encounter receiving the fax signals, etc?
*Are there many things sent fax now? The article mentions AP photos
*and the like being sent on certain frequencies at various times....
*Thanks for email or net replies!
* __ Ric Helton RCH@cup.portal.com
* \/ PO Box 2133, Athens, GA 30612-0133

RCH,
If you can call Long-Distance, contact Mike Delaney on the Bay Area Atari Users Group BBS (408) 986-0215. He has built the interface (nice pictures too!).

I have tried building it, but failed (lack of a PC-board probably caused problems.). Mike has a pc-board, and I'm sure he'd be willing to send you one.

```
*******************************************************************************
*Greg Argendeli | Available in one of these fine flavors! *
*Technical Resource Coordinator; | dlb!netcom!arg netcom!nusjarg!arg *
*National University, San Jose, CA| nusjarg!nusjecs!arg nusdecs!nusjecs!arg *
*My employeer knows not of what I speak, and has no relation to these words *
*******************************************************************************
```

2253. C , Pascal Compilers wanted!!!

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-23 19:18:03 UTC
From: rptalbot@vax1.tcd.ie
Message-ID: <43252@vax1.tcd.ie>
Source record: 115657

```
Hi!,
Does anyone out there know where i can get a
good C compiler for the 8-bit? Or even a reasonably
decent version of Pascal?

thanks in advance,
R.P.Talbot.
(rptalbot@vax1.tcd.ie)
or (rtalbot@maths.tcd.ie)

------------------------------------------------------------
------------------------------------------------------------
```

2254. Pricing query

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-24 17:16:59 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <7410@bsu-cs.bsu.edu>
Source record: 115658

I've recently moved to a new apartment, and I want to put my Atari computer equipment on Renter's Insurance. I need information about "replacement costs" of the various items, though, and I have NO IDEA since I bought most of this stuff quite a while ago. Below is a list of what I have; I'd really appreciate it if anyone in a position to know, would send me current "replacement cost" information on these items. What I'm after is, how much would it cost me, TODAY, to go out and BUY these items (or their equivalents). Thanks in advance.

Atari 800XL computer (* All items "with power supply" *)
Atari 1050 disk drive (normal)
Atari 1050 disk drive (with U.S. Doubler chip)
Atari 1020 printer/plotter
Atari SX212 modem
Atari 850 Interface Module
SIO cables
Printer cable (from 850 to Centronics parallel)
Modem cable (full-RS232 from 850 to standard DB-25)

I'm deliberately NOT listing disks, software, etc., as I don't have ANY good idea what I have, nor the time to go through and "figure it out."

If anyone reading this message can think of any item(s) I may have left out, e.g. supplies (paper, ribbons, disks), that should be listed, please feel free to point them out to me.

Chris Chiesa

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2255. Re: WEFAX and other radio-modem projects

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-24 17:27:15 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <7414@bsu-cs.bsu.edu>
Source record: 115659

In article <1276@netcom.UUCP>, arg@netcom.UUCP (Greg Argendeli) writes:

> *I have a couple of questions from people who built the interface... like
> *what was your total cost (shortwave receiver, modem, parts, etc),
> *what problems did you encounter receiving the fax signals, etc?
> *Are there many things sent fax now? The article mentions AP photos
> *and the like being sent on certain frequencies at various times....
> *Thanks for email or net replies!
> * __ Ric Helton RCH@cup.portal.com
> * \/ PO Box 2133, Athens, GA 30612-0133

I must have missed earlier postings on this subject: this sounds NEAT!
Can someone summarize or digest the articles (I hope someone saved them) and
E-mail them to me either here or at

Chris_F_Chiesa@cup.portal.com

? Thanks in advance. (I've just gotten started hanging around with a
ham enthusiast and we were just brainstorming this sort of thing the other
night! :-)

Chris Chiesa
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2256. Re: C , Pascal Compilers wanted!!!

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-24 17:37:53 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <7415@bsu-cs.bsu.edu>
Source record: 115660

In article <43252@vax1.tcd.ie>, rptalbot@vax1.tcd.ie writes:
> Hi!,
> Does anyone out there know where i can get a
> good C compiler for the 8-bit? Or even a reasonably
> decent version of Pascal?
>

I bought Kyan Pascal over a year ago, and haven't used it much because up until recently I only had ONE DRIVE -- Kyan Pascal requires that you have certain utility and library files in D1: at all times, which didn't leave much disk space for me to work on PROGRAMS! I haven't had a chance to try it with TWO drives, yet, because I've just moved. Unfortunately, Kyan is either out of business or just doesn't make their Pascal anymore, but maybe you could get it from someone who's not using it any more.

A public-domain C compiler -- called "CC8," as I recall; can anyone confirm or reject? -- was posted right here sometime last year. It works with a particular commercial compiler's public-domain Run-Time engine (whatever that means; I haven't tried it myself yet although I did pick it up), Ace C I believe.

Sorry I can't be any more specific, but perhaps this will jog the memories of others on the Net who may remember more than I.

Send me E-mail if you totally bomb out; I might be able to compress the CC8 disk (if I can find it -- moving etc.!) and send it to you UUencoded.

Chris Chiesa
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2257. Re: Since there is no comp.binaries.atari.8bit ...

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-25 23:20:45 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1123@cs.rit.edu>
Source record: 115661

I also would like to see a place to throw 8-bit files. I have a large (VERY large) collection of PD software that I'd love to upload to the net--if there were a place to put it!!!

Albert Yarusso

2258. Re: Since there is no comp.binaries.atari.8bit ...

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-26 14:17:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19890526141757.5.JRD@CORD.SCRC.Symbolics.COM>
Source record: 115662

Date: 25 May 89 23:20:45 GMT
From: rochester!rit!ritcv!ajy2208@rutgers.edu

I also would like to see a place to throw 8-bit files. I have a large (VERY large) collection of PD software that I'd love to upload to the net--if there were a place to put it!!!

Any PD stuff that you'd like made available in the program archives should just be sent to me. I'll see that they make it in.

2259. Antic

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-26 22:23:46 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <May.26.18.23.45.1989.26340@topaz.rutgers.edu>
Source record: 115663

Hello all. Just curious to see what other people's feelings are about Antic's decision to go to a disk-only format. (For those who haven't heard, beginning in August, you can *ONLY* subscribe to the disk version of Antic magazine. Current subscribers automatically have been given a 2 for 1 deal - for every 2 issues left on your subscription, they're gonna send you 1 disk version)

My opinion? I don't like it. *Occasionally* Antic has a month where I'd *want* the disk version (such as last months AMP 2.0 music program, along with song files). But usually it's the same old "1 BASIC game, 1 tired utility (like yet another font editor), 1 tutorial and 1 little tidbit" format. Many months I wouldn't want the disk if they through it in for free. I'd be all for going for the disk subscription *if* they now will shift towards longer, better programs (and more ML instead of BASIC stuff) since they don't have to worry about the length that people have to type in. But if they keep to the same as they've been, I'm afraid they've lost a loyal 8-bitter and 5 year subscriber.

-Ray

wilmott@topaz.rutgers.edu

2260. ALP

Newsgroup: comp.sys.atari.8bit
Date: 1989-05-30 20:02:00 UTC
From: HABKE@ccm.UManitoba.CA
Message-ID: <8905302047.AA20279@ucbvax.Berkeley.EDU>
Source record: 115664

Several people at my site have exprest interest in ALP
but before we make a final decision we would like to
have more documentation on this produce.
For example will it convert pl1 type open and close statments
into assemble.

Thanks.

Bill Habke
Systems Analyst
University of Manitoba

2261. DataQue Turbo-816 Speed

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-02 03:27:28 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3753@udccvax1.acs.udel.EDU>
Source record: 115665

Please do not publish the following information anywhere outside USENET
(i.e. newsletters or pay systems. I guess BBS's are ok, though.)
I had a chat with Chuck Steinman on the DataQue support BBS, and he was
very helpful in answering my questions. It seems that the 65816 processor
used in the Turbo 816 is rated for 5 Mhz, though it appears it would probably
handle 8 Mhz. However, due to restrictions placed by the RAM on the
motherboard and some of the support chips (Pokey was mentioned), the Turbo
will be running at the normal 1.79 Mhz. { This may sound very limiting, but the
65816 in native mode will still be a good bit faster due to its ability to
handle 16 bit data chunks. More advanced features of the 65816 help as well
(there are two commands to move blocks of memory.) } DataQue is working on
this problem and will probably release an accelerator board in the future to
increase the speed closer to the chip's limit.
(Info in {} above is my own, not Chuck's.)

If you are interested in calling this BBS, the number is (419)529-5197
(I believe it is ASCII, 300-1200 baud).

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
+---+ UUCP: !uunet!udel.edu!vax1!gdtltr
| "Two hearts are better than one." -- Yes | Internet: gdtltr@vax1.acs.udel.edu
| "Don't listen to me; I never do." -- Doctor Who | Other: Relay through CUNYVM
+---+ or something.

2262. trying to locate...

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-04 00:30:05 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Jun.3.20.30.03.1989.23656@topaz.rutgers.edu>
Source record: 115666

If anyone knows how I can get in touch with phillip Price (creator of Alternate Reality for the Atari 8-bits), please e-mail me with the info. Thanks.

-Ray

wilmott@topaz.rutgers.edu

2263. Need information on double-density SIO commands

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-04 01:41:53 UTC
From: charles@c3pe.UUCP
Message-ID: <7097@c3pe.UUCP>
Source record: 115667

Now that I have an Atari drive that can read and write 256-byte sectors, I'd like to try accessing floppies from a CP/M machine in our office, which can write 40-track, single-sided, double density 256-byte sectors. However, I haven't been able to successfully use SIO to read the sectors.

I have a BASIC program with machine language assist which can read/write the standard 128-byte sectors via SIO calls, stuffing 'R' into DCOMND and filling in the other fields of the DCB for sector number and buffer. I hoped that by putting 256 into DBYTLO/HI I would be able to read the sectors, but I only got data for the first three sectors, which leads me to believe I'm still only giving the "single-density" read command, and the drive is being tolerant in case I'm trying to boot from PROM.

So, can anyone shed some light on this issue? Thanks for any information...
--
{decuac.dec.com,cucstud,sundc}!c3pe!charles ex::!echo Boo:

2264. Alternate Reality: The City; Patch?

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-04 06:32:10 UTC
From: guest_tmp@misery.dec.com
Message-ID: <2738@shlump.dec.com>
Source record: 115668

A while ago, someone posted a patch for Alternate Reality: The City that "opened" some of Philip Price's "closed" areas in the game. It was a short BASIC sector patch program. Does anyone happen to have this? I finally had some time to battle with the 8-bit and I can't remember where I stored the flaming patch! Could someone send me this beast?

--Ron === guest_tmp%misery.dec@decwrl.dec.com ===
=== decwrl!misery.dec.com!guest_tmp ===

2265. 1027 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-05 04:30:20 UTC
From: wood@dvinci.USask.CA
Message-ID: <2047@dvinci.USask.CA>
Source record: 115669

Hi...

I bought a 1027 printer without the power supply at a garage sale (cheap).
Can anyone tell me what kind of supply it requires? (12V AC, 9V AC, ???)

Thanks a lot.

Monty Wood

wood@dvinci.UUCP
or - wood@admin.usask.ca
or - wood@sask (Bitnet)

2266. Re: Need information on double-density SIO commands

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-05 05:17:17 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <8280@killer.DALLAS.TX.US>
Source record: 115670

In article <7097@c3pe.UUCP>, charles@c3pe.UUCP (Charles Green) writes:
> Now that I have an Atari drive that can read and write 256-byte sectors, I'd
> like to try accessing floppies from a CP/M machine in our office, which can
> write 40-track, single-sided, double density 256-byte sectors. However, I
> haven't been able to successfully use SIO to read the sectors.

> So, can anyone shed some light on this issue? Thanks for any information...
> --
> {decuac.dec.com,cucstud,sundc}!c3pe!charles ex::!echo Boo:

You should be able to do that (I once wrote an ATR8000 "driver" that allowed
it to read/write 128-byte 1050-double-density disks, and another than read
1024-byte CP/M disks). The major gotchas are (1) use $E459, not $E453 (the disk
handler), since $E453 code resets the length to 128 bytes before doing anything,
and (2) make sure you set the drive to double-density mode (if you need to) --
this depends on the type and generation of the drive . . . they're all different

Charles Marslett
chasm@killer.dallas.tx.us

2267. Re: DataQue Turbo-816 Speed

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-05 13:19:35 UTC
From: iwarner@zaphod.axion.bt.co.uk
Message-ID: <1711@zaphod.axion.bt.co.uk>
Source record: 115671

From article <3753@udccvax1.acs.udel.EDU>, by gdtltr@vax1.acs.udel.EDU (Gary D Duzan):

> Please do not publish the following information anywhere outside USENET
> (i.e. newsletters or pay systems. I guess BBS's are ok, though.)
> I had a chat with Chuck Steinman on the DataQue support BBS, and he was
> very helpful in answering my questions. It seems that the 65816 processor
> used in the Turbo 816 is rated for 5 Mhz, though it appears it would probably
> handle 8 Mhz. However, due to restrictions placed by the RAM on the
> motherboard and some of the support chips (Pokey was mentioned), the Turbo
> will be running at the normal 1.79 Mhz. { This may sound very limiting, but the
> 65816 in native mode will still be a good bit faster due to its ability to
> handle 16 bit data chunks. More advanced features of the 65816 help as well
> (there are two commands to move blocks of memory.) } DataQue is working on
> this problem and will probably release an accelerator board in the future to
> increase the speed closer to the chip's limit.
> (Info in {} above is my own, not Chuck's.)

> Gary Duzan
> Time Lord
> Third Regeneration
> Atari Enthusiast Extreme

Could you post some more information about the DataQue Turbo-816,
as this is the first I've heard of it.

From what you say, can I assume that it is a board that runs
standard Atari/6502 software, but using the 65816 instead of a 6502 ??

I am interested because the final year project of my degree was
to add a 65816 2nd processor to an Atari 800XL. I ran the 65816 at 2.5MHz,
as I was not constrained by the graphics chips (Antic,GTIA) which require
the Atari to run at 1.79MHz. This meant that graphics progs would not work
unmodified, but stuff like BASIC, and Assemblers would.
The software ran twice as fast on the 65816 as on the 800XL (because the
6502 on the 800XL is slowed down by DMA performed by Antic).

I connected the two together using the 800XL's parallel port. Any
I/O operations (such as screen, keyboard and disc accesses) were passed
across the parallel port to be handled by the 800XL. Thus the 65816
took over the role as main processor, and the 800XL was an intelligent
terminal to it.

Ivan Warner

2268. Re: Need information on double-density SIO commands

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-05 17:56:40 UTC
From: rcbamw@eutrc3.UUCP
Message-ID: <705@eutrc3.UUCP>
Source record: 115672

In article <7097@c3pe.UUCP> charles@c3pe.UUCP (Charles Green) writes:
>Now that I have an Atari drive that can read and write 256-byte sectors, I'd
>like to try accessing floppies from a CP/M machine in our office, which can
>write 40-track, single-sided, double density 256-byte sectors. However, I
>haven't been able to successfully use SIO to read the sectors.

>So, can anyone shed some light on this issue? Thanks for any information...

Yep, the sources to read/write 256 bytes from/to a modified drive are on
its way to you, Charles. Anybody else interested in these sources can drop
a line (I don't want to blow that much info over comp.sys.atari.8bit). I
will mail them then :-)

Michel 'Mikki' Waucomont

2269. Re: Need information on double-density SIO commands

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-05 18:49:29 UTC
From: slackey@bbn.com
Message-ID: <40946@bbn.COM>
Source record: 115673

In article <7097@c3pe.UUCP> charles@c3pe.UUCP (Charles Green) writes:
>Now that I have an Atari drive that can read and write 256-byte sectors, I'd
>like to try accessing floppies from a CP/M machine in our office, which can
>write 40-track, single-sided, double density 256-byte sectors. However, I
>haven't been able to successfully use SIO to read the sectors.
>
>I have a BASIC program with machine language assist which can read/write the
>standard 128-byte sectors via SIO calls, stuffing 'R' into DCOMND and filling
>in the other fields of the DCB for sector number and buffer. I hoped that by
>putting 256 into DBYTLO/HI I would be able to read the sectors, but I only got
>data for the first three sectors, which leads me to believe I'm still only
>giving the "single-density" read command...

It sounds like you have the XF551. I have hacked around doing exactly what
you are doing. I believe that the way the density is selected is by using
'R' with the number of bytes; 128 selects single density (which is what the
first three sectors are written in) and 256 selects double density. That's
all. Note: the standard SIO entry (the address escapes me) resets the byte
count to 128! If you have the OS listing, you should be able to figure out
the proper address; that is, the routine that is called after SIO sets byte
count to 128. I can look it up if you need it.

My mission was to transfer files from IBM PC to Atari. A kind soul on the
net came to my aid with a program to r/w Mydos 256-sector files with a
PC, and as it turns out Spartados can r/w Mydos disks. I was prepared
to write all that stuff myself! It all works beautiful now.

-Stan

2270. Re: DataQue Turbo-816 Speed

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-05 23:41:24 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3767@udccvax1.acs.udel.EDU>
Source record: 115674

In article <1711@zaphod.axion.bt.co.uk> iwarner@zaphod.axion.bt.co.uk writes:
=>
=> Could you post some more information about the DataQue Turbo-816,
=>as this is the first I've heard of it.
=>
Sure thing.

=> From what you say, can I assume that it is a board that runs
=>standard Atari/6502 software, but using the 65816 instead of a 6502 ??
=>
Correct. DataQue has also completely rewritten the Atari OS in the 65816 native mode. The basic upgrade will replace the OS ROM, 6502, add one wire to the motherboard, and will initially run about $120. Supposedly they have gone to great pains to maintain compatability with existing hardware and software., and I understand they have had reasonable success. They will be adding all sorts of neat stuff like a card bus, enhanced color graphics card, RAM cards, accelerators, coprocessors, and some other stuff.

=> I am interested because the final year project of my degree was
=>to add a 65816 2nd processor to an Atari 800XL. I ran the 65816 at 2.5MHz,
=>as I was not constrained by the graphics chips (Antic,GTIA) which require
=>the Atari to run at 1.79MHz. This meant that graphics progs would not work
=>unmodified, but stuff like BASIC, and Assemblers would.
=>The software ran twice as fast on the 65816 as on the 800XL (because the
=>6502 on the 800XL is slowed down by DMA performed by Antic).
=>
=> I connected the two together using the 800XL's parallel port. Any
=>I/O operations (such as screen, keyboard and disc accesses) were passed
=>across the parallel port to be handled by the 800XL. Thus the 65816
=>took over the role as main processor, and the 800XL was an intelligent
=>terminal to it.
=>
=>
=> Ivan Warner

This sounds very interesting, and I have been thinking lately of similar things myself. If you have your work written in some digital media somewhere, I would be ever grateful if you could send me a copy. Thanx.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
+--+ UUCP: !uunet!udel.edu!vax1!gdtltr

| "Two hearts are better than one." -- Yes | Internet: gdtltr@vax1.acs.udel.edu
| "Don't listen to me; I never do." -- Doctor Who | Other: Relay through CUNYVM
+---+ or something.

2271. CROSS-COMPILING WITH AN IBM-PC:HOW TO DO IT?

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-06 01:38:44 UTC
From: rvp@cbnewsh.ATT.COM
Message-ID: <1179@cbnewsh.ATT.COM>
Source record: 115675

I am a longstanding atari 8 bit enthusiast, with an interest in
writing game software. I have done so with various assemblers,
BASIC, and ACTION!

I have recently stepped into the IBM-PC world, and I am pretty
satisfied with most capabilities available, except for support for
game programming.

Rather than throw money into 8-bit hardware and software, and time into
learning their details, I believe that my most productive option for
developing 8-bit games would involve cross-compiling code on the IBM-PC,
and downloading it via the PC's serial port to my Atari 800, somehow.

It seems reasonable that one could download binary code serially to the
ATARI 800 at 9600bps using some dedicated driver for this purpose,
through the 850 interface, joystick ports, or SIO interface (whichever
is cheapest, easiest, and fastest, of course).
Therefore, An 8K program should take only 10 seconds or so to download.
At the same time, I could avail myself of the IBM-PC's speed,
cheap hardware support, to support program development.

Does anyone out there work in this type of environment?
If so, I am sure the net would be interested in the particular
software and hardware you use, on both machines, to accomplish
this type of seemingly ideal work environment. I certainly am
interested! Please share your knowledge.

If you know of source code for a 6502 cross-compiler written in
portable C, please let me know.

I could compile the cross-compiler code on my IBM with MSC 5.0.

Thanks!
Rob Phillips (homxc!rvp)

2272. Re: CROSS-COMPILING WITH AN IBM-PC:HOW TO DO IT?

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-06 12:14:51 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <7605@bsu-cs.bsu.edu>
Source record: 115676

In article <1179@cbnewsh.ATT.COM>, rvp@cbnewsh.ATT.COM (rob.v.phillips) writes:

> Rather than throw money into 8-bit hardware and software, and time into
> learning their details, I believe that my most productive option for
> developing 8-bit games would involve cross-compiling code on the IBM-PC,
> and downloading it via the PC's serial port to my Atari 800, somehow.
>
> It seems reasonable that one could download binary code serially to the
> ATARI 800 at 9600bps using some dedicated driver for this purpose,

Assuming I had the appropriate cross-assembler that wrote its output into the appropriate Atari-required format ($FF,$FF headers, etc.) on the PC, I would proceed to download it from PC to Atari using MS-Kermit on the PC, Kermit65 on the Atari, and a null-modem cable. I've used this technique to transfer Atari executables from my Amiga to the Atari, after downloading them from BBSs onto the Amiga, and it works fine. I wouldn't try just DUMPing the binary data from one computer to the other; I'd prefer to use some Kermit or XMODEM error-correction protocol. On the other hand, that's more of an issue when one is using a telephone line, than when using a direct cable...

> Therefore, An 8K program should take only 10 seconds or so to download.

I'd say that's about right. I was able to use 9600 baud over the null-modem cable, through the 850 interface.

> Does anyone out there work in this type of environment?

I haven't tried cross-assembling for the 6502 since I became a CS major; I did try it once on an IBM mainframe around 1982 though. Ack.

Have you considered writing your OWN Atari-specific 6502 cross-assembler in, say PC BASIC or whatever language you're familiar with? There's a COMPUTE! book in existence that contains 6502 assemblers and disassemblers, written in BASIC, for the Commodore 64 and the Atari 800; perhaps you could use those as a jumping-off point and "port" the concept or the information from that program over to the PC? I'd do it that way myself if I were going to try it; first off, I'd need the existing program as a crutch to know what I was doing, and second, I'd then have full control over the format of output, addition of features I needed (like, reading the source from a text file that had been previously created under one's favorite text editor), etc.

> If you know of source code for a 6502 cross-compiler written in
> portable C, please let me know.

Hmmm... I think there's something for the Amiga that will cross-assemble 6502 code -- with switches for "machine-specificity" for the Atari 800 among other popular machines... THAT might be written in C, although I don't know

how "portable" it would be...
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2273. 6502 cross-operations on other computers

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-08 01:19:57 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <7636@bsu-cs.bsu.edu>
Source record: 115677

Whoops. I recently responded to someone's "I wanna cross-assemble (or compile) for my Atari on a PC" posting, with a comment to the effect thathere was "something for the Amiga" that did 6502 cross-assembly, etc. etc...

I looked through my Amiga disks and found the program I'd THOUGHT was a 6502 cross-assembler -- and it turns out it is a 6502 DISassembler, NOT an ASsembler...

Sorry for the unwarranted excitement; there may STILL be something out there, but it's not the one I thought it was.

Chris Chiesa
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2274. atari pictures to ibm pictures(gif prefered?)

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-09 12:31:44 UTC
From: jeffs@scr1.UUCP
Message-ID: <369@scr1.UUCP>
Source record: 115678

Has anybody moved their atari pictures collection to a ibm yet? How and with what.

thanks

--
Jeffrey J. Schnell System Support Eng. | Concurrent Computer Corp.
FAX: 201-870-4249 Ph: (201) 870-4120 | 2 Crescent Place, M/S 117
UUCP: ucbvax!rutgers!petsd!tsdiag!scr1!jeffs | Oceanport NJ, 07757

2275. Re: CROSS-COMPILING WITH AN IBM-PC:HOW TO DO IT?

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-09 22:50:32 UTC
From: phil@calvin.EE.CORNELL.EDU
Message-ID: <1123@calvin.EE.CORNELL.EDU>
Source record: 115679

I noticed a few articles concerning a 6502 cross-assembler.
One DOES exist, in C - although I don't know how portable
it is. It's written primarily for APPLE II users, so it
probably needs to be tweaked a little, but someone has done
the major work already.

On the InterNet, it's available by anonymous FTP from
kentucky (128.163.128.6 is the address) - login as anonymous,
with the password 'guest'. Get the file
/pub/appleII/misc.utils/unix6502asm.tar.Z
onto your local Unix system, uncompress it, and un-tar it.
Docs are included.

If you don't have access to a Unix system or can't uncompress
or un-tar, I could try to post it - but it's a few files.
Let me know either way.

Hope this helps,

Phil Erickson Space Plasma Physics 5143 Upson Hall
Cornell University Ithaca, NY 14853
ARPA: phil@calvin.spp.cornell.edu
or phil%calvin.spp.cornell.edu@cunyvm.cuny.edu
UUCP: {rochester,cmcl2}!cornell!calvin!phil

2276. Re: CROSS-COMPILING WITH AN IBM-PC:HOW TO DO IT?

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-12 21:13:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19890612211344.3.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115680

Date: 9 Jun 89 22:50:32 GMT
From: calvin!phil@cu-arpa.cs.cornell.edu (Phil Erickson)

I noticed a few articles concerning a 6502 cross-assembler.
One DOES exist, in C - although I don't know how portable
it is. It's written primarily for APPLE II users, so it
probably needs to be tweaked a little, but someone has done
the major work already.

If anybody's interested, I have a program that takes the output of that
cross-assembler and makes Atari-format executables out of it.

2277. MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-13 00:34:13 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3815@udccvax1.acs.udel.EDU>
Source record: 115681

Simply put, I am thinking about buying it; is it worth it?

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
+---+ UUCP: !uunet!udel.edu!vax1!gdtltr
| "Two hearts are better than one." -- Yes | Internet: gdtltr@vax1.acs.udel.edu
| "Don't listen to me; I never do." -- Doctor Who | Other: Relay through CUNYVM
+---+ or something.

2278. Re: MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-13 18:14:19 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1151@cs.rit.edu>
Source record: 115682

Mac/65 is an excellent assembler, and I highly suggest you purchase it over the Atari Assember/Editor cart. Although, I must say that Mac/65 has no resident debugger, and for that alone, the Atari Assember/Editor cartridge is nice to have lying around. Mac/65 FLIES when compiling as compared to the Assember cart... And it has a lot more features...

Good luck!

2279. Re: MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-14 01:01:52 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <19450@cup.portal.com>
Source record: 115683

RE: Mac/65 Is it worth buying?

Yes, yes, a thousand times yes! I used the atari editor/assembler to create
a disk copying program...it took 3 minutes to compile about 100 lines of code.
Using Mac/65 it took about 10 seconds and that included writing to disk
(though I do use a ramdisk :).
The debugging portion of MAC/65 (called DDT appropriately enough) is
unbeatable, it makes debugging a delight rather that the awful chore it was
with the Atari cart.
So, I give MAC/65 a 10 across the board...it is the best assembler/editor
ever made for the Atari 8 bit. And on top of all that...it is being sold by
ICD, Inc...the number 1 atari 8-bit company.

Ordania-DM
@cup.portal.com

2280. Disk Operating Systems

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-14 20:47:47 UTC
From: robby@vax1.acs.udel.EDU
Message-ID: <3820@udccvax1.acs.udel.EDU>
Source record: 115684

Does anyone have the source to any Atari DOS? It can be on disk or paper. I'm interest in seeing what an Atari Operating System does..

Rob

2281. Composite video

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-15 00:20:04 UTC
From: jean@maxwell.Concordia.CA
Message-ID: <903@clyde.Concordia.CA>
Source record: 115685

I am looking for information regarding the conversion of video signals from one format to another. This is because the XEP-80 only has a composite luminance output, and since I don't have that type of monitor, and further, few computers use them anymore, I'd rather convert the signal so that I don't have to go buy an obsolete monitor.

For starters, I'd like to see the output of the XEP-80 on a regular TV (via the rf modulator), so what kind of circuit would do the trick? After I get sick of looking at the poor results, I'll want to switch to a monitor that works with IBM PC's (i.e. a cheap TTL monochrome monitor), so if you have any ideas or references on how to do this, let me know.

Jean Goulet
Electrical Engineering
Class of '89
Concordia University
Montreal, Canada

2282. Re: MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-15 02:05:00 UTC
From: sac90286@uxa.cso.uiuc.edu
Message-ID: <115200033@uxa.cso.uiuc.edu>
Source record: 115686

```
In a word: YES!
```

2283. Re: MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-15 04:37:01 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <8369@killer.DALLAS.TX.US>
Source record: 115687

In article <1151@cs.rit.edu>, ajy2208%ritcv@cs.rit.edu writes:
> Mac/65 is an excellent assembler, and I highly suggest you purchase it over
> the Atari Assember/Editor cart. Although, I must say that Mac/65 has no
> resident debugger, and for that alone, the Atari Assember/Editor cartridge
> is nice to have lying around. Mac/65 FLIES when compiling as compared to
> the Assember cart... And it has a lot more features...

All so true, except for the "no resident debugger". The current version (with
the yellow manual) does include the DDT debugger in the cartridge.

> Good luck!

On the other hand, if Omnimon is sufficient debugger, and if you have a
text editor that handles unnumberd lines, I will be posting a PD assembler
in the next few days (source is available, let me know if it should be
included with the binary, seperately, or not at all...)

Charles Marslett
chasm@killer.dallas.tx.us

2284. Re: Info-Atari8 Digest V89 #42

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-15 14:05:34 UTC
From: DRBOB.WBST139@XEROX.COM
Message-ID: <890615-160420-6740@Xerox>
Source record: 115688

Re. request by Monty Wood for info on 1027 printer power supply:

******** The power supply is #CO61636 ..... 9.5 V AC, 40 VA. ********

DRBOB:WBST139:XEROX

2285. MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-15 14:21:31 UTC
From: cmoore@oahu.prime.com
Message-ID: <1172@cvbnet2.UUCP>
Source record: 115689

gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:

>Subject: MAC/65

> Simply put, I am thinking about buying it; is it worth it?

I think so, I've used it and found it to be quite good. The
biggest thing I ever wrote with it was a graphics printer driver for
an Epson RX-80.

Chris Moore Hardware Engineer CV/Pr1me Computer, Inc.
cmoore@oahu.prime.com My opinions are my own, not Prime's

2286. Textpro 3.2R

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-16 03:57:07 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <19518@cup.portal.com>
Source record: 115690

A little background:
I am using SpartaDos X version 4.2 with an MIO (256k), 130xe, and 20 meg
hard drive. Whenever I run Textpro3.2r under this it:
1) locks up if I let it sit for a few minutes
2) doesn't allow /C /Z /A to work

Does anyone have a fix for these problems?

Ok, assuming that no one does, could someone please drop a line to:

Ronnie Riche on Compuserve (70337,3727)
or Mike Collins on Compuserve (74005,475)
and ask them for a fix to the problem.

Ok, now for a silly unlikely wish...does anyone have the source code for
Textpro 3.2R? OR is Ronnie Riche or Mike Collins on the net somewhere?

Thanks
Charles Hughes
@cup.portal.com

2287. Re: MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-16 11:18:33 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <7770@bsu-cs.bsu.edu>
Source record: 115691

The last version of Mac/65 I actually set eyes on was disk-based, and the debugger was called Bug/65. Apparently "things have changed!" Can someone post the address/phone for the manufacturer, and any price/shipping info they may have?

C.

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2288. Re: Disk Operating Systems

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-16 11:25:12 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <7771@bsu-cs.bsu.edu>
Source record: 115692

In article <3820@udccvax1.acs.udel.EDU>, robby@vax1.acs.udel.EDU (Robert Spotts) writes:
>
> Does anyone have the source to any Atari DOS? It can be on disk or
> paper. I'm interest in seeing what an Atari Operating System does..
>
> Rob
>

Atari published, around 1982 or so, an OS Listing and a DOS listing, both in 6502 assembly source. The DOS listing is actually a DUP.SYS listing, though - not the FMS routines that actually manage the disk, but the "DOS 2.0" menu-screen application program that lets you REQUEST various disk/file operations...

I believe the FMS itself (the REAL "DOS" listing) appears in "Inside Atari DOS," a long-since-discontinued COMPUTE! Books publication. I've been trying for years to track down and obtain a copy, but they're very scarce. COMPUTE! doesn't print it, doesn't have any copies (that they know of or will admit to) lying around unsold, and doesn't have any suggestions on obtaining it; the only option here seems to be to find someone (through this Net or other means) who HAS a copy and would be willing to sell/loan it to you.

I know there are a couple of people reading this right now who have it and are willing to sell/give it; I've talked to a few of them, and come "this close" a couple of times, but so far none of the deals have been completed although the current one is JUST ABOUT to! (Hi Tom... mail it yet??? :-)) Give it a try.

Chris
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2289. Re: Disk Operating Systems

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-16 12:58:39 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <4840@ihlpe.ATT.COM>
Source record: 115693

From article <3820@udccvax1.acs.udel.EDU>, by robby@vax1.acs.udel.EDU (Robert Spotts):
>
> Does anyone have the source to any Atari DOS? It can be on disk or
> paper. I'm interest in seeing what an Atari Operating System does..

Charles M...(can't remember his last name) posted MYDOS 4.5 to the net
a couple of months ago. I think the source was posted also. Anyway, the
documents for MYDOS says that the source is available. If you can't find
a copy on a BBS or at a Users Group meeting, maybe Charles will follow-up
this message. He is on the net via a public BBS in Texas if memory
serves me correctly.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

2290. Re: Textpro 3.2R

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-17 01:10:57 UTC
From: oaa@holin.ATT.COM
Message-ID: <561@holin.ATT.COM>
Source record: 115694

In article <19518@cup.portal.com>, Ordania-DM@cup.portal.com (Charles K Hughes) writes:
>
> I am using SpartaDos X version 4.2 with an MIO (256k), 130xe, and 20 meg
> hard drive. Whenever I run Textpro3.2r under this it:
> 1) locks up if I let it sit for a few minutes

I am not sure why it locks up. Can you include how the CONFIG.SYS is
setup and are and drivers running, like KEY or TD?

I would try to start with a simple config, ie. USE SPARTA BANKED, with a
ramdisk. Copy TextPro to the ramdisk then if possible unpower the MIO,
then run TextPro for a while. If this works add more components until
you have the configuration in which it fails.

> 2) doesn't allow /C /Z /A to work

The reason these don't work, is that SDX changed the way NOTE and POINT
operations work which TextPro uses for these functions. Before it would
give an offset relative to the disk, now it gives the offset relative to
a file. You could possibly try to find the locations in TextPro where
the offsets are calculated, via an XIO call, then change the values
passed, but this might be a bit much.

Another possibility (especially since you have a hard disk) would be to
boot SpartaDOS 3.2d, run TextPro, then re-enter SDX by either going to
BASIC and peeking at an address (5???? I forget it) which re-enables SDX
after you press RESET.

==
Owen Alexander | For the wages of sin is death; but the gift of
AT&T Bell Laboratories | God is eternal life through Jesus Christ our Lord.
UUCP: att!holin!oaa | - Romans 6:23 -
==

2291. Anyone disabled individual primaries on the Commodore 1702 monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-17 18:57:54 UTC
From: charles@c3pe.UUCP
Message-ID: <7199@c3pe.UUCP>
Source record: 115695
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

The convergence on my Commodore 1702 monitor is pretty good, but I feel that the ability to disable the red and blue would improve the legibility of text in my 80-column terminal emulator. I'm sure that nothing more than a couple of switches at strategic points in the circuitry is necessary. Has anyone already done this little modification? I'd appreciate knowing the best place to do this.

Thanks, Charles Green
--
{decuac.dec.com,cucstud,sundc}!c3pe!charles ex::!echo Boo:

2292. Re: MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-17 19:37:40 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <19578@cup.portal.com>
Source record: 115696

RE: address of MAC/65 company

ICD, Inc.
1220 Rock Street
Rockford, Illinois 61101
(815) 968-2228

Call or write and ask for a free catalog.

2293. Re: Textpro 3.2R

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-17 23:07:43 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <19585@cup.portal.com>
Source record: 115697

Previous post:

In article <19518@cup.portal.com>, Ordania-DM@cup.portal.com (Charles K Hughes) writes:
>
> I am using SpartaDos X version 4.2 with an MIO (256k), 130xe, and 20 meg
> hard drive. Whenever I run Textpro3.2r under this it:
> 1) locks up if I let it sit for a few minutes

I am not sure why it locks up. Can you include how the CONFIG.SYS is
setup and are and drivers running, like KEY or TD?

I would try to start with a simple config, ie. USE SPARTA BANKED, with a
ramdisk. Copy TextPro to the ramdisk then if possible unpower the MIO,
then run TextPro for a while. If this works add more components until
you have the configuration in which it fails.

> 2) doesn't allow /C /Z /A to work

The reason these don't work, is that SDX changed the way NOTE and POINT
operations work which TextPro uses for these functions. Before it would
give an offset relative to the disk, now it gives the offset relative to
a file. You could possibly try to find the locations in TextPro where
the offsets are calculated, via an XIO call, then change the values
passed, but this might be a bit much.

Another possibility (especially since you have a hard disk) would be to
boot SpartaDOS 3.2d, run TextPro, then re-enter SDX by either going to
BASIC and peeking at an address (5???? I forget it) which re-enables SDX
after you press RESET.

==========
Owen Alexander | For the wages of sin is death; but the gift of
AT&T Bell Laboratories | God is eternal life through Jesus Christ our Lord.
UUCP: att!holin!oaa | - Romans 6:23 -
==========

I know the reason the /C /Z /A commands don't work, it is because SDX thinks
that the / is part of the filename. That is what ICD said in any case.
Textpro doesn't terminate the filename line properly, so when I do a load
"D1:>JUNK.TXT/C" SpartaDos X receives the filename exactly as shown, complete
with the /C. I just want a fix for this problem. (A short ML routine to put a
EOL at the / before turning control over to SDX would do the trick, but I
don't want to disassemble Textpro to make the patch.)

As for the lockup...this only happens with Textpro and SDX. Since I keep my
entire system connected when using SP3.2 none of the peripherals should be

causing it. The config.sys is:
```
USE BANKED
SET PROMPT=SDX D$N:
SET PATH=CAR:;1:>U*>;1:>;2:>MOS*>
SET CAR=C:BXE
DEVICE SPARTA
DEVICE SIO
DEVICE ATARIDOS
DEVICE CLOCK
DEVICE XEP80.SYS
```

I keep KEY ON, and TD ON while using it. I can live without TD ON but if I have to do a KEY OFF I'd rather trash SDX and use Sparta 3.2.

FYI - Bobterm is a new terminal program by Bob Puff (SuperArc/Unarc) but KEY ON has no effect, you still type at normal atari speed and that really sucks. Apart from that it is a really nice program, now if he will just let the KEY ON work. :)

Ordania-DM
@cup.portal.com

2294. Re: Disk Operating Systems

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-17 23:48:00 UTC
From: sac90286@uxa.cso.uiuc.edu
Message-ID: <115200034@uxa.cso.uiuc.edu>
Source record: 115698

"Inside Atari DOS" contains a complete source listing of Atari DOS 2.0 -
my copy is quite thoroughly used and was worth the high (at the time)
purchase price (it's an excellent reference work).

2295. Re: MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-18 01:17:00 UTC
From: charles@c3pe.UUCP
Message-ID: <7202@c3pe.UUCP>
Source record: 115699

In article <1151@cs.rit.edu> ajy2208.ritcv.rit.edu (Albert Yarusso) writes:
> Although, I must say that Mac/65 has no
>resident debugger, and for that alone, the Atari Assember/Editor cartridge
>is nice to have lying around.

How so? I just received my OSS (now a division of ICD) Mac/65 cartridge,
and it contains DDT ("Dunion's Debugging Tool" :-) on-board. At least, the
manual says it's there... Claims to have a debugging screen that's separate
from your program's display, which sounds like a nice feature. What am I
missing here?
--
{decuac.dec.com,cucstud,sundc}!c3pe!charles ex::!echo Boo:

2296. Asm/Ed cartridge quesion

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-18 01:58:24 UTC
From: ccastmr@pyr.gatech.EDU
Message-ID: <8543@pyr.gatech.EDU>
Source record: 115700

A friend of mine is just getting into asembly language programming on his
Atari 800XL. Unfortunately, he has had the ASM/ED cartridge for a long time and
has lost the documentation. I would appreciate any help anyone could give.
In particular, we have been unable to figure out the format of the SAVE command.
Please respond via mail, as I don't usually read this newsgroup. Thank you.

Mark J. Reed
==========
uucp : ..gatech!pyr!ccastmr | "There can BE no justice so long as
Internet: ccastmr@pyr.gatech.edu | laws are absolute."
BITNET : CCASTMR@GITNVE2.BITNET | --Picard
==========

2297. Re: Disk Operating Systems

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-18 03:58:21 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <8391@killer.DALLAS.TX.US>
Source record: 115701

In article <4840@ihlpe.ATT.COM>, kimes@ihlpe.ATT.COM (Kit Kimes) writes:
> From article <3820@udccvax1.acs.udel.EDU>, by robby@vax1.acs.udel.EDU (Robert Spotts):
> >
> > Does anyone have the source to any Atari DOS? It can be on disk or
> > paper. I'm interest in seeing what an Atari Operating System does..
>
> Charles M...(can't remember his last name) posted MYDOS 4.5 to the net
> a couple of months ago. I think the source was posted also. Anyway, the
> documents for MYDOS says that the source is available. If you can't find
> a copy on a BBS or at a Users Group meeting, maybe Charles will follow-up
> this message. He is on the net via a public BBS in Texas if memory
> serves me correctly.

Yep, here I am.

I am about to release a new copy of MYDOS -- some real minor bug fixes, and changing the format back to the old Atari AMAC text format -- it should be easier on anyone trying to do cross development, and it then can be assembled with the A65 assembler I will also be posting. If anyone has a PD text edit/program editor and a C compiler, we would have a full blown system!!

> Kit Kimes
> AT&T--Bell Laboratories
> ...att!ihlpe!kimes

Charles Marslett
Wordmark Systems
chasm@killer.dallas.tx.us

2298. 65816 motherboard replacement...

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-18 20:36:17 UTC
From: jca@pnet01.cts.com
Message-ID: <4411@crash.cts.com>
Source record: 115702

I heard that there was a 65816 motherboard upgrade kit/replacement for one of the Atari 8-bit machines (XL/XE I believe) could somebody give me some in depth information on it?

```
/*---------------------------------------------------------------------------*
* Flames: /dev/null (on my Minix partition)
*---------------------------------------------------------------------------*
* APRA : crash!pnet01!jca@nosc.mil
* INET : jca@pnet01.cts.com
* UUCP : {nosc ucsd hplabs!hd-sdd}!crash!pnet01!jca
*---------------------------------------------------------------------------*/

#include <disclaimer.h>

void main (void)
{

#if defined (MSDOS) || defined (OS2) || defined (VMS)
printf ("You call that an operating system???\n");
#else
printf ("Unix might not be perfect...\n");
printf (" ...but it's the best I've seen thus far...\n");
#endif
}
```

2299. INNOVATIVE CONCEPTS PRESS RELEASE

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-19 14:01:30 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <4845@ihlpe.ATT.COM>
Source record: 115703

Note: Posting of the following press release is for information only and
does not constitute an endorsement by me or my employer AT&T.

(From CompuServe and Zmag #161)

Innovative Concepts (I.C.)
31172 Shawn Drive
Warren, MI 48093 USA
Phone: (313) 293-0730
CompuServe: 76004,1764

New Products!

We at I.C. are proud to announce the availability of 2 NEW products. They
both are available NOW. If you have any questions reguarding these, or any
of our other fine products, please contact us.

Ramdrive + XL to XE
==========

Finally, a low cost memory upgrade for the Atari 800XL computer! This upgrade
brings the total RAM to 128K, AND gives you 100 percent compatibility with the
130XE, including the Extended Antic Modes! This allows you to run programs
like: AtariWriter+, Basic XE, Typesetter, Synfile+, and many others.
Or you can use the extra 64K of memory to set-up a RAMdisk (a FAST simulated
disk drive) which is EXCELLENT for disk maintenance. Coming soon: A 128K
upgrade for the 600XL (yes!).

Installation is required by an experienced kit builder (requires some
soldering).

Price: $59.95 (+ S&H - see below)

Happy Doubler
==========

Now, Happy 1050 Drive owners (and clones) can program their drive to be
fully compatible with ICD's U.S. Doubler! This includes formatting
disks in the U.S. Sector Skew--making reads and writes MUCH faster! Also,
the software allows you to re-program the drive numbers to be D1: thru D8:
without having to use the drive's dip-switches. This allows you to to
have up to 8 drives online!

Best of all, since the Happy Doubler is completely disk based--no installation
is required! And, unlike hardware mods, you only have to buy the software
ONCE, no matter how many Happy 1050s you have!

Price: $19.95 (+ S&H - see below)

U.S.: Be sure to include $3.50 Shipping and Handling with your order.
COD is available (U.S. only) at $3.00 extra.

APO/FPO: Include $3.50 with order.

Canada/Mexico: Include $7.00 with order.

ALL other countries: Include $10.00 with order.

2300. Vintage Atari 800 still for sale !

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-19 15:48:57 UTC
From: pipprg@jhunix
Message-ID: <1944@jhunix.HCF.JHU.EDU>
Source record: 115704

I still have the following items to sell:

Atari 800 computer with 48K and GTIA graphics chip 175.00
Atari 850 interface and 830 modem (together only) 75.00
Indus GT 5.25" disk drive 150.00

I'll take 350.00 for the complete system

All in excellent working order...
Buyer must pay shipping/handling charges

E-mail: pipprg@jhunix.BITNET or just pipprg@jhunix

V-mail: (301) 659-6258 7am-3pm EST
(301) 922-4956 anytime (machine picks up on 4th ring)

ps. all the software; games, word-processor, database, spreadsheet
is included in complete system.

Larry Campf
Senior Computer Specialist
The Johns Hopkins University
Center For Communication Programs
Population Communication Services
527 St. Paul Place, Room 244
Baltimore, Maryland 21202

2301. Re: Vintage Atari 800 still for sale !

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-19 18:43:48 UTC
From: brett@umd5.umd.edu
Message-ID: <5029@umd5.umd.edu>
Source record: 115755

In article <1944@jhunix.HCF.JHU.EDU> pipprg@jhunix (Larry Campf) writes:
>I still have the following items to sell:
>
>Atari 800 computer with 48K and GTIA graphics chip 175.00
>Atari 850 interface and 830 modem (together only) 75.00
>Indus GT 5.25" disk drive 150.00
>
>I'll take 350.00 for the complete system
>
>E-mail: pipprg@jhunix.BITNET or just pipprg@jhunix

WOW! I thought I was seeing things when I first read this message. $175 for the Atari 800 used, when I can get the same thing from a dealer for $40?? I think you should look at the market prices before you come up with your selling price next time. But, hey, if you can get someone to pay that- more power to you.

--

--Brett S Bourbin, Instructional Computing Programs -- Univ of Maryland
Computer Science Center, College Park, MD 20742
INTERNET: brett@umd5.umd.edu BIX: brettb DELPHI: brettb

2302. Re: Disk Operating Systems

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-20 09:10:19 UTC
From: iwarner@zaphod.axion.bt.co.uk
Message-ID: <1790@zaphod.axion.bt.co.uk>
Source record: 115756

From article <115200034@uxa.cso.uiuc.edu>, by sac90286@uxa.cso.uiuc.edu:
>
> "Inside Atari DOS" contains a complete source listing of Atari DOS 2.0 -
> my copy is quite thoroughly used and was worth the high (at the time)
> purchase price (it's an excellent reference work).

I might be interested in this. Do you have an author, publisher
and ISBN number?

Does the book contain a reasonable description of the workings of
DOS 2, or is it just a source listing. Is DUP.SYS also covered (i.e. the
DOS menu), or just DOS.SYS ?

Ivan Warner

2303. Re: MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-20 18:29:35 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1168@cs.rit.edu>
Source record: 115757

Charles,

I have an early version of Mac 65 that is on disk.. (complete with OSS's command line DOS).. After hearing all this talk of Mac65 on Cartridge, with DDT built in, I think I'll spring for it.

Al Yarusso,

Bitnet: ajy2208@ritvax.bitnet
Usenet: ajy2208.ritcv.rit.edu

"Captain Chekov here..."

2304. Re: Vintage Atari 800 still for sale !

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-20 23:34:28 UTC
From: clf3678@ultb.UUCP
Message-ID: <949@ultb.UUCP>
Source record: 115758

In article <1944@jhunix.HCF.JHU.EDU> pipprg@jhunix (Larry Campf) writes:
>I still have the following items to sell:
>
>Atari 800 computer with 48K and GTIA graphics chip 175.00

You HAVE to be kidding! Old 800's go for $35, $45 TOPS! I paid
$40 for my 48k machine with GTIA chip.

>Atari 850 interface and 830 modem (together only) 75.00

Now that isn't a bad price.

>Indus GT 5.25" disk drive 150.00

You can buy one brand new for $20 more.

>
>I'll take 350.00 for the complete system

No, you'll be DAMN lucky to get $350.00 for the complete system.
>
>All in excellent working order...

At that price, it had better be in VERY good condition!

>Buyer must pay shipping/handling charges

Uh, yeah, sure.
>
>E-mail: pipprg@jhunix.BITNET or just pipprg@jhunix
>
>V-mail: (301) 659-6258 7am-3pm EST
> (301) 922-4956 anytime (machine picks up on 4th ring)
>
>ps. all the software; games, word-processor, database, spreadsheet
> is included in complete system.
>
>Larry Campf
>Senior Computer Specialist
>The Johns Hopkins University
>Center For Communication Programs
>Population Communication Services
>527 St. Paul Place, Room 244
>Baltimore, Maryland 21202

Hey man, for $350.00, you're just ASKING for put-downs. Nothing
personal.

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
"Another brilliant mind ruined by higher education" | 3) Coke Classic

2305. 810's and 65XE's

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-21 20:21:12 UTC
From: slackey@bbn.com
Message-ID: <41785@bbn.COM>
Source record: 115759

Hello again, with requests as usual.

1) I am in need of the cheapest used disk drive that works that I can get my hands on. The dirtiest slimiest 810 will do. Anyone interested in selling that old relic? I don't even need a power supply.

2) Does ANYONE know how to convert a 65XE into a 130XE? I have seen upgrades for the 130XE to like 576K is it? but never a mention of the 65XE. OK I blew it, I should have sprung for the extra $30 and bought the 130XE. I admit it. I am an EE so even the most general instructions will do.

Thanks! -Stan

2306. SpartaDOS directories

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-21 23:12:04 UTC
From: jeremy@mgse.UUCP
Message-ID: <244@mgse.UUCP>
Source record: 115760

Does anyone know how to switch from the main directory to any sub directory
from basic??? A short example would be helpful.

Jeremy Bardwell, Metairie, La.
UUCP: uunet!rex!mgse!jeremy

2307. Need Sector Editor!

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-22 05:13:21 UTC
From: meadb@tramp.Colorado.EDU
Message-ID: <9624@boulder.Colorado.EDU>
Source record: 115761

I was editing a really long letter to a friend, when I saved it, proofread it, and tried to reload it after rebooting, it Severely truncated the file. Arrg. When trying to copy the file to another disk it stops partway, and says either file name mismatch, or file number mismatch. I would REALLY appreciate it if someone could send me a sector editor that could take an ENHANCED density disk, and somehow build a file back up that has a corrupt sector in the middle. I wouldn't even mind loosing the bad sector! I would be willing to go through a disk sector by sector, and build the file from individual sectors. Im operating on a atari 130XE with access to two Indus drives, an Atari 1050, and an Atari XF551 drive. I dont think it matters, but I am also using the ICD P:R:Connection. Please send any program that might do the job by Email.
Thank you so much in advance!
Bennett Mead

| Meadb%tramp@boulder.colorado.edu | In this day and age there isn't any |
| meadb!tramp!boulder!ncar.... | Such thing as NORMAL. |
| or meadb!tramp!boulder!sunybcs!rutgers... |

2308. Re: Need Sector Editor!

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-22 14:24:17 UTC
From: slackey@bbn.com
Message-ID: <41834@bbn.COM>
Source record: 115762

In article <9624@boulder.Colorado.EDU> meadb%tramp@boulder.Colorado.EDU (Bennett Ross Mead) writes:
>I was editing a really long letter to a friend, when I saved it, proofread it,
>and tried to reload it after rebooting, it Severely truncated the file.

1) There were routines from like Analog posted here several weeks ago to help someone hack disks on the bare metal. Part BASIC, part assembly, they could be used as building blocks to help recover your files.

2) I had my own versions of these which I had written, so I did not save them. Note the use of past tense.

A) I was using ARC (for the first time) under DOS XE (also for the first time). Something I or ARC did caused the root directory (at least) on the DOS XE disk to get trashed. Has anyone tried ARC under DOS XE? (That is, was it ARC or me that screwed up?)

B) Given that my sector hacker is lost, would someone email or repost the Analog(?) one? I would like to try to reclaim some of the lost files.

I mean, like, don't you just hate it when for the first two years you keep lots of backups, and then for a full year you never need the backups, so you stop bothering to take them, then when you try something new and screw up for the first time in two years is the time you didn't write protect the disk? Like, don't you just hate it when that happens? I know I do.

I was thinking that a cassette might be a great way to make backups. How much data does like a C-90 hold? Does ARC/UNARC do tapes? Or should I just go ahead and write a backup program? If I hadn't gotton a second disk drive I would have done this ages ago anyway.
-Stan

2309. Re: Info-Atari8 Digest V89 #49

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-22 16:14:22 UTC
From: gdtltr@CIS.UDEL.EDU
Message-ID: <8906221214.aa01429@mercury.cis.udel.edu>
Source record: 115763

Please remove me from the digest mailing list. Thanx.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

2310. Re: 810's and 65XE's

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-22 16:46:54 UTC
From: rcbamw@eutrc3.urc.tue.nl
Message-ID: <752@eutrc3.urc.tue.nl>
Source record: 115764

In article <41785@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>Hello again, with requests as usual.
>
>2) Does ANYONE know how to convert a 65XE into a 130XE? I have seen

Years ago, I upgraded my 800XL to 256k by replacing the 64kb chips, which sat in sockets, by 256kb chips and adding a small pcb with 8 TTL IC's. It was all pretty straightforward. The RAM chips where 7.35 DG each, the TTL stuff was a few guilders, alltogether it costed me about 95 DG. That would be roughly $40,- now...

As far as I know, the 65XE is an 800XL in fancy casing, so you might be able to do something with the schematics. I wrote an article in the 'Stackpointer' the newsletter of the Univ. computer club. It's in Dutch, but all that matters is the schematic and the printlayout :-)

Anyone interested in this info, mail your SnailMail address and I will send you a xerox-copy of the article. I will wait till july first to collect addresses of interested people. Then I will send them the info. Requests coming in later than july first I will not reply to.

I will need at least a week to dig up the newsletter in my messy room anyhow :-). Hopeing that I can do some Atarians a favor,

Michel 'Mikki' Waucomont

2311. Re: Info-Atari8 Digest V89 #49

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-22 18:06:58 UTC
From: slackey@bbn.com
Message-ID: <41857@bbn.COM>
Source record: 115765

Please add me to the digest mailing list, whatever it is. I'm game.

-Stan

2312. Re: Asm/Ed cartridge quesion

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-23 01:04:46 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <19799@cup.portal.com>
Source record: 115766

Mark Reed asked about the Atari ASM/ED cartridge SAVE command...

The SAVE command looks like this: SAVE#D:FILE.EXT<STARTADDR,ENDADDR

The ADDR arguments are the HEX address for the start and end of the block
of memory you want to save to disk.

The cooresponding LOAD command is: LOAD#D:FILE.EXT

The block will be reloaded into the same address space it was SAVEd to.

Note that this is ONLY for binary blocks of memory...
(finished OBJ code, data blocks, graphics images, etc..)

To save your SOURCE CODE to disk, use this command:

LIST#D:FILE.EXT (optionally with ,xx,yy to save only lines xx to yy)

To reload SOURCE CODE, use: ENTER#D:FILE.EXT

Note that all these commands must be done from the EDIT mode, not DEBUG.

BobR

2313. Re: Need Sector Editor!

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-23 01:26:03 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Jun.22.21.26.01.1989.11345@topaz.rutgers.edu>
Source record: 115767

.....or how about "Yeah, I really should make a backup of all my
important programs. I think I'll do it tomorrow...tomorrow.....
tomorrow. OOPS! Too late". Oh well. Anyway...

Anyone have any inside info on new carts (or anything else)
available for the Atari 8-bits. The latest I've heard of is
Airball, Midi Maze, Xenophobe, and Mean 18 Golf for the XEGS;
and (finally) GOE and Express! on cart for the XL/XE.
Any other info???

-Ray

2314. Re: 810's and 65XE's

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-23 02:16:20 UTC
From: jca@pnet01.cts.com
Message-ID: <4441@crash.cts.com>
Source record: 115768

I think I have an answer to question #2. You can't effectively convert a 65XE to a 130XE. Why? Because it doesn't have the FREDDY chip in it. The FREDDY chip is the 130XE 'expanded' memory MMU. You might, however, be able to get a Rambo XL running in it, but I have never heard of an memory upgrades for a 65XE, of course, I have never (in my 5 years of using an Atari 8-bit) of anybody using a 65XE. What you need to do is to find the exact differences between a 65XE and a 800XL and apply the desired memory upgrade. Believe me, you WERE better off with springing for a 130XE. The 65XE is pretty much vaporware in comparison to the 800XL and 130XE and what you can slap in it.

```
/*---------------------------------------------------------------------------*
* Flames: /dev/null (on my Minix partition)
*---------------------------------------------------------------------------*
* APRA : crash!pnet01!jca@nosc.mil
* INET : jca@pnet01.cts.com
* UUCP : {nosc ucsd hplabs!hd-sdd}!crash!pnet01!jca
*---------------------------------------------------------------------------*/

#include <disclaimer.h>

void main (void)
{

#if defined (MSDOS) || defined (OS2) || defined (VMS)
printf ("You call that an operating system???\n");
#else
printf ("Unix might not be perfect...\n");
printf (" ...but it's the best I've seen thus far...\n");
#endif
}
```

2315. Re: BOBTERM 1.10

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-23 09:28:28 UTC
From: iwarner@marcie.axion.bt.co.uk
Message-ID: <1823@zaphod.axion.bt.co.uk>
Source record: 115769

I must have missed BOBTERM 1.01, so what is it; what does it do, ...

Do you have any on-line documentation for it.

Assuming that I would like to use it, how do I unpack and download it?

Thanks

Ivan Warner.

2316. Stuff _FOR_SALE_

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-23 15:53:51 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <650001@hpmcaa.mcm.hp.com>
Source record: 115770

Atari 8-bit Stuff For Sale:

Music Composer Atari (Cart) - $3
The Home Filing Manager (Disk) - $3
The Home Accountant Atari (Disk) - $3
Flight Simulator II (Disk) - $6
Richard Petty's Talladega (Disk) - $2
Elektraglide (Disk) - $3
Baja Buggies (Disk) - $3
MindShadow (Disk) - $5
Temple of Apahai (Cass) - $3

Atari 1020 Printer/Plotter W/Draw (Cass) Program $15

Covox Voice Master W/Atari & C64 (Disk) Software - $49

Buyer Pays Postage $.50 per Item

Contact:
Patrick J. Hawke
104 S. Filbert St.
McMinnville, OR
97128
Home: 503-434-5122 (leave message?)
Work: 503-472-5101 ext. 411

patrick@hpmcaa.HP.COM

2317. Looking for MyDOS 4.5

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-23 16:55:38 UTC
From: merlin@bsu-cs.bsu.edu
Message-ID: <7895@bsu-cs.bsu.edu>
Source record: 115771

Can anyone mail me MYDOS 4.5 and the docs??????

Thanks in advance

Scott McPheeters
UUCP: <backbones>!{iuvax,pur-ee}!bsu-cs!merlin
AARP: merlin@bsu-cs.UUCP

2318. Text editor

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-23 19:24:32 UTC
From: slackey@bbn.com
Message-ID: <41904@bbn.COM>
Source record: 115772

To the users of my text editor:

In response to the complaints about the display not fitting on a regular TV - I have a NEW VERSION which has the ADDED FEATURE of NOT CHANGING the display!!! After many, many man months of effort, this NEW, ADDED FEATURE is available NOW for just $... just kidding. Please everyone who wants it just email me your name&address and I will mail you the new version. (I guess I should have kept a list but I'm new to this sort of thing.)
-Stan

2319. Re: 810's and 65XE's

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-23 19:57:01 UTC
From: hans@umd5.umd.edu
Message-ID: <5052@umd5.umd.edu>
Source record: 115773

In article <41785@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>2) Does ANYONE know how to convert a 65XE into a 130XE? I have seen

Functionally the 65XE is identical to the 800XL. Thus my first reaction was to recommend any of the memory upgrades for the 800XL. Unfortunately things are not that easy: in the 130XE some of the TTL circuits of the 800XL are replaced by a LSI circuit. This affects the circuitry doing the address multiplexing, which is where all the memory expansions connect. At best this would make it more messy to install any of these upgrades.

The 130XE has an additional custom circuit to do the bank switching. If you can get 130XE schematics, it might be possible to wedge that additional circuit and the extra memories onto the board. (It is probably too much to hope that Atari left space for all that on the circuit board, but I have never seen the inside of a 65XE.

If you can get your hands on an 800XL, you could upgrade it instead, and get a better keyboard in the bargain.

Question: Does the XEGS use the same circuit board as the 65XE?

2320. Re: Info-Atari8 Digest V89 #49

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-23 23:09:45 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <19824@cup.portal.com>
Source record: 115774

Ok, I'll bite...add me to the mailing list also. :)

Ordania-DM
@cup.portal.com

2321. Re: Textpro 3.2R

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-23 23:43:10 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <19826@cup.portal.com>
Source record: 115775

I just posted the UUE version of Textpro3.2R (.com file only) to the net,
now everyone with spartdos X can have my problems. :)

Ordania-DM
(Charles K Hughes)
@cup.portal.com

2322. My new Turbo-816

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-24 02:09:27 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3879@udccvax1.acs.udel.EDU>
Source record: 115776

Well, it's here and it's in. I was scared off by the dual PROM option. I didn't feel like trying to piggyback my new OS on the old OS. Could get messy. Anyway, it seems to be acting a bit wierd with some of my stuff. Part of this may have to do with my MIO. BOBTERM seems to freeze every once in a while and then mysteriously restart. Kermit65 tends to repeat itself, sending lines of text over again once in a while. This is probably a quirk in the Turbo-OS's R: handler. Speed seems to have increased, since BOBTERM only waited about 1/3 the time I told it to when dialing. Fear not, however, the jiffy clock seems to have been preserved. I will have a more complete report later.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--

_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2323. Re: Looking for MyDOS 4.5

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-24 05:36:13 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <8446@killer.DALLAS.TX.US>
Source record: 115777

In article <7895@bsu-cs.bsu.edu>, merlin@bsu-cs.bsu.edu (Scott McPheeters) writes:
>
> Can anyone mail me MYDOS 4.5 and the docs??????

I really will be posting a minor enhanced version of the MYDOS source code and documentation in the next week or two -- the biggest difference is that it includes an assembler now, and the code is AMAC-ish so the assembler tolerates it.

Charles Marslett
Wordmark Systems
chasm@killer.dallas.tx.us

2324. An Atari Assembler: A65

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-24 05:38:14 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <8447@killer.DALLAS.TX.US>
Source record: 115778

```
# This is a shell archive (Part 1 of 3)
#
# It contains 6 source files that contain the source
# code for the A65 (NON-macro) assembler.
#
# Run it through the Bourne shell "sh" or an unshar program.
# The remaining files when put on a single diskette in the
# default disk drive can then be assembled to generate a new
# copy of the A65 assembler.
#
# The documentation and executable binary files follow.
#
#----cut here-----cut here-----cut here-----cut here----#
#!/bin/sh
# shar: Shell Archiver
# Run the following text with /bin/sh to create:
# a65.asm
# asm1.asm
# asm2.asm
# asm3.asm
# asm4.asm
# asm5.asm
# This archive created: Fri Jun 23 20:23:34 1989
sed 's/^X//' << \SHAR_EOF > a65.asm
X TITLE '6502/65C02 ASSEMBLER'
X SUBTTL 'SOURCE = A65.ASM, 6/24/84, 6/16/89'
X;
X; Copyright (C) 1984, 1986, 1989 by Charles Marslett
X; WORDMARK Systems
X; All rights reserved. 2705 Pinewood Dr.
X; Garland, TX 75042
X;
X; Permission granted to copy, modify or execute
X; this program for noncommercial purposes only.
X;
XLOGDEV = $00 ;LOG (SCREEN) IOCB
XPRUNIT = $10 ;LIST OUTPUT IOCB
XOBUNIT = $20 ;OBJECT FILE IOCB
XINUNIT = $30 ;SOURCE FILE IOCB
X LIST I
X;
X; PARAMETERS OF THE ASSEMBLER
X;
XSYMSIZ = 11 ;MAX NUMBER OF CHARACTERS IN A SYMBOL
```

```
XFNSIZE = 18 ;MAX LENGTH OF A FILE NAME STRING
XSTRMAX = 120 ;MAX LENGTH OF QUOTED STRING
XLINLEN = 100 ;MAX LENGTH OF AN INPUT LINE
XPRTLEN = 80 ;PRINT LINE WIDTH
XBUFLEN = 256+6 ;MAX SIZE OUTPUT RECORD
XCWIDTH = SYMSIZ+9
X;
XTAB = $7F
XEOL = $9B
X;
X; REGISTERS ON ZERO PAGE
X;
XDOSVEC = $0A
X;
X ORG $0080
XTEXTP DS 2 ;ADDRESS OF TEXT BUFFER
XTABPTR DS 2 ;ADDRESS OF OPCODE ENTRY
XENDSTAB DS 2 ;ADDRESS OF END OF SYMTAB
XPASSNO DS 1 ;CURRENT ASSEMBLER PASS
XOPCODE DS 1 ;OPCODE VALUE
XVALUE DS 2 ;VALUE OF OPERAND
XSECVAL DS 2
XOPER DS 1
XSVAL DS 2 ;SYMBOL VALUE
XSFLGS DS 1 ;SYMBOL FLAGS
X ; BIT 7=UNDEFINED
X ; BIT 6=GLOBAL
X ; BIT 5=0
X ; BIT 4=0
X ; BIT 3=FORWARD REFERENCE (IN GETVAL)
X ; BIT 2-1=ORG COUNT
X ; BIT 0=UNUSED
XSLEN DS 1
XPARENS DS 1
XTEMP DS 2 ;GENERAL TEMPORARIES
XCNT = TEMP
XMODE DS 1 ;ADDRESSING MODE OFFSET
XISVAL DS 1 ;FLAG (NONZERO -> LABEL=VALUE)
XLEN DS 2 ;LENGTH OF CURRENT INSTRUCTION
XADRERR DS 1 ;ADDRESS ERROR FIELD
XTXTPTR DS 1 ;CURRENT TEXT BYTE OFFSET
XOBJPTR DS 1 ;NEXT BYTE IN OBJECT BUFFER
XFILE DS 1 ;IOCB USED CURRENTLY FOR INPUT
XSYMBOL DS SYMSIZ ;RESERVE 9 BYTES FOR THE SYMBOL
X DS 1
XPC DS 2 ;CURRENT VALUE OF *
XHIGHP DS 2
XLOWP DS 2
XOPRSP DS 1 ;OPERATOR STACK POINTER
XOPDSP DS 1 ;OPERAND STACK POINTER
```

```
XFUNC DS 1 ;HIGH/LOW FUNCTION FLAG
X;
XCURLINE DS 1
XLPP DS 1
XCURPAGE DS 2
XTTLLEN DS 1
XTTLFLG DS 1
XENDFLG DS 1
XENTPTF DS 1
XINIFLG DS 1
XFWDREF DS 1
X;
XFR0 = $D4
XFR1 = $E0
XINBUFF = $F3
X;
XRUNVEC = $02E0
XINIVEC = $02E2
XINIORG = $02E7 ;BASE LOAD ADDRESS IS IN THIS WORD
X;
X ORG $0340
X DS 2
XICMD DS 1
XISTAT DS 1
XIBUF DS 2
X DS 2
XILEN DS 2
XIAUX DS 2
X DS 2
X DS 2
X;
XFASCII = $D8E6
XIFP = $D9AA
XCIOV = $E456
X;
X ORG $2180 ;END OF RESIDENT MYDOS (4.51 IS ACTUALLY AT 1F80)
XOPERS DS 50 ;EXPRESSION STACKS
XOPNDL DS 50
XOPNDH DS 50
X;
XTEXTBF DS LINLEN
XOBJBUF DS BUFLEN
XPRBUF DS PRTLEN+2
X;
XSTART LDA #TTLSIZE
X STA TTLLEN
X LDX #$FF
X STX CURLINE
X INX
X STX CURPAGE
```

```
X STX CURPAGE+1
X STX TTLFLG
X LDA #59 ;DEFAULT LINES/PAGE
X STA LPP
X LDA #'A'
X STA EXTTXT
X LDA #'S'
X STA EXTTXT+1
X LDA #'M'
X STA EXTTXT+2
X JSR PROMPT
X DB 'Source file = ',0
X DW INF
X;
X LDA #'O'
X STA EXTTXT
X LDA #'B'
X STA EXTTXT+1
X LDA #'J'
X STA EXTTXT+2
X JSR PROMPT
X DB 'Object file = ',0
X DW OUTF
X;
X LDA #'L'
X STA EXTTXT
X LDA #'S'
X STA EXTTXT+1
X LDA #'T'
X STA EXTTXT+2
X JSR PROMPT
X DB 'List file = ',0
X DW PRF
X;
X LDA #1 ;FIRST PASS IS 1
X STA PASSNO ;SECOND PASS IS 0
X;
X LDA #LOW[SYMTAB]
X STA ENDSTAB
X LDA #HIGH[SYMTAB]
X STA ENDSTAB+1
X LDX #$FF
X STX SYMTAB
X;
X LDA PRF+2
X CMP #'-'
X BEQ NOPRNT
X LDX #PRUNIT
X LDA #LOW[PRF]
X LDY #HIGH[PRF]
```

```
X JSR OPNOUT
X BMI ABORT
X;
XNOPRNT LDA #'A'
X STA EXTTXT
X LDA #'S'
X STA EXTTXT+1
X LDA #'M'
X STA EXTTXT+2
X;
XPASSLP LDA #0
X STA ENDFLG
X STA ENTPTF
X STA INIFLG
X STA ERRCNT
X STA ERRCNT+1
X LDA INIORG ;INITIALIZE THE STARTING ADDRESS
X STA PC
X LDA INIORG+1
X STA PC+1
X LDX #INUNIT
X STX FILE
X LDA #LOW[INF]
X LDY #HIGH[INF]
X JSR OPENIN
X BMI ABORT
X;
XLOOP LDA #$00
X STA SFLGS
X STA LABEL
X JSR READLN
X BMI CKEOF
X JSR GENCODE ;GENERATE CODE/DO DIRECTIVE
X JSR ADDSYM ;IF LABEL DEFINED, ADD TO SYM/TAB
X LDA PASSNO
X BNE NOPLIN ;IF NOT PASS 2, SKIP PRINTING
X LDA ADRERR
X CMP #' ' ;ERRORS?
X BNE FORCEPR ;IF SO, FORCE PRINTING
X LDA ICMD-2+PRUNIT
X BMI NOPLIN
XFORCEPR JSR PRINT ;LIST LINE TO PRINTER
X BMI ABORT
XNOPLIN LDA ENDFLG
X BNE ASDONE
X;
X CLC
X LDA LEN
X ADC PC
X STA PC
```

```
X LDA LEN+1
X ADC PC+1
X STA PC+1
X JMP LOOP
X;
XABORT LDX FILE
XCLINFS JSR CLOSEF
X TXA
X SEC
X SBC #$10
X TAX
X CPX #INUNIT
X BCS CLINFS
X BCC ABXIT
X;
XCKEOF CPY #136 ;IS THIS EOF?
X BNE ABORT ;IF SO, THEN TREAT AS 'END'
XASDONE LDX FILE
X JSR CLOSEF
X CPX #INUNIT
X BNE ENDINCL
X;
X; CHECK FOR END OF PASS
X;
XPASSCK DEC PASSNO
X BPL PASS2
XABXIT JMP ASMXIT ;ASSEMBLY DONE, GO WRAP UP!
X;
XPASS2 LDY #LOW[SYMTAB]
X LDA #HIGH[SYMTAB]
X STA TABPTR+1
X LDA #0
X STA TABPTR
X BEQ NEXTSET ;THIS SHOULD BRANCH ALWAYS!
X;
XSETFREF INY
X BNE NEXTSET
X INC TABPTR+1
XNEXTSET LDA TABPTR+1
X CPY ENDSTAB
X SBC ENDSTAB+1
X BCS FREFXT
X;
X LDA (TABPTR),Y
X BPL SETFREF ;IF THE FIRST BYTE OF A SYMBOL
X ORA #$04 ;SET FORWARD REFERENCE FLAG
X STA (TABPTR),Y
X;;;; JSR DEBUG1 ;Print them out as we mark them!
X BNE SETFREF ;JUMP ALWAYS!
X;
```

```
XENDINCL TXA
X SBC #$10
X STA FILE
X LDA ENDFLG
X BNE ASDONE
X JMP LOOP
X;
X; ALL SYMBOLS MARKED FWD REF (GO ON TO THE REAL WORK)
X;
XFREFXT LDX #OBUNIT
X LDA #LOW[OUTF]
X LDY #HIGH[OUTF]
X JSR OPNOUT
X BMI TOABRT
X;
X LDA #$FF
X STA OBJBUF
X STA OBJBUF+1
X LDA #2
X STA ILEN,X
X LDA #0
X STA ILEN+1,X
X STA OBJPTR ;NO DATA IN BUFFER YET (LEN=0)
X LDA #11
X STA ICMD,X
X LDA #LOW[OBJBUF]
X STA IBUF,X
X LDA #HIGH[OBJBUF]
X STA IBUF+1,X
X JSR CIOV
X BMI TOABRT
X JMP PASSLP
XTOABRT JMP ABORT
X;
XASMXIT LDA ENTPTF
X BEQ NOENTV
X LDX #2
X LDA #LOW[RUNVEC]
X STA PC
X LDA #HIGH[RUNVEC]
X STA PC+1
X LDX #2
X LDA INIFLG
X BEQ VECT2
X LDX #4
X LDA INIPT
X STA OPCODE+2
X LDA INIPT+1
X STA OPCODE+3
X;
```

```
XVECT2 LDA ENTPT
X STA OPCODE
X LDA ENTPT+1
X STA OPCODE+1
X JMP WRVECT
X;
XNOENTV LDA INIFLG
X BEQ NOINIV
X LDA INIPT
X STA OPCODE
X LDA INIPT+1
X STA OPCODE+1
X LDA #LOW[INIVEC]
X STA PC
X LDA #HIGH[INIVEC]
X STA PC+1
X LDX #2
XWRVECT STX LEN
X JSR CODOBJ+4
X LDX #VECLL
XCPYVL LDA VECLIN-1,X
X STA TEXTBF-1,X
X DEX
X BNE CPYVL
X JSR PRINT ;PRINT VECTOR CODE LINE
XNOINIV LDY OBJPTR
X BEQ NOOBJB
X JSR WRTOBJ
XNOOBJB LDX #OBUNIT
X JSR CLOSEF
X LDA ICMD-2+PRUNIT
X BMI NOPSYM
X LDA #' '
X STA PRBUF
X LDA #EOL
X STA PRBUF+1
X JSR LIST
X JSR PRSTAB ;PRINT SYMBOL TABLE
X LDX #PRUNIT
X JSR CLOSEF
XNOPSYM LDA ERRCNT
X STA PC
X ORA ERRCNT+1 ;IF ANY ERRORS, WAIT FOR A KEY
X BEQ NOERRS
X;
X LDA ERRCNT+1
X STA PC+1
X LDX #0
X STX LEN
X LDX #ERRLL
```

```
XCPYEL LDA ERRTOT-1,X
X STA TEXTBF-1,X
X DEX
X BNE CPYEL
X JSR PRINT ;PRINT VECTOR CODE LINE
X JSR PROMPT ;WAIT FOR A KEY
X DB 'Press [RETURN] to continue',0
X DW INF
X;
XNOERRS JMP (DOSVEC) ;AND RETURN TO DOS
X;
XVECLIN DB '<<< RUN/INIT VECTORS >>>',EOL
XVECLL = *-VECLIN
XERRTOT DB '<<< ERRORS OCCURRED >>>',EOL
XERRLL = *-ERRTOT
X;
X INCLUDE D:ASM1.ASM
X;
X INCLUDE D:ASM2.ASM
X;
X INCLUDE D:ASM3.ASM
X;
X INCLUDE D:ASM4.ASM
X;
X INCLUDE D:ASM5.ASM
X;
XTTLINE DB $0C ;FORMFEED
XTITLE DB ' '
X DB ' ',' Page '
XPAGE DB ' ',EOL
XSUBTTL DB ' '
X DB ' ',' (C) 1984',EOL
X DB ' '
X DB ' ','WORDMARK Systems',EOL
XTTLSIZE = *-TTLINE
X;
X; NON-ZERO PAGE RAM
X;
XENTPT DS 2
XINIPT DS 2
XERRCNT DS 2 ;NUMBER OF ERRORS REPORTED
X;
XEXTTXT DS 3
X;
XINF DS FNSIZE
X DS 1
XOUTF DS FNSIZE
X DS 1
XPRF DS FNSIZE
X DS 1
```

```
XDATBUF DS STRMAX
X DS 6
XFNBUF DS FNSIZE
X DS 2
XLABEL DS SYMSIZ
X DS 2
X;
XSYMTAB END START
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > asm1.asm
X;
X;
X; OPCODE TABLE AND OPERAND EVALUATION ROUTINES
X;
X; BYTE 0, BASE OPCODE VALUE: BITS 7-3 RIGHT SHIFTED 1 BIT (BIT2 ALWAYS 0)
X; BYTE 1, CODE IDENTIFYING VALID OPERAND MODES
X;
X; 0 -- NO OPERAND ALLOWED
X; 1 -- RELATIVE ADDRESSING
X; 2 -- XIND, ZP, IMM, ABS, INDY, ZPIND, ZPX, ABSY, ABSX
X; 3 -- ZP, IMM, ABS
X; 4 -- ZP, ACC, ABS, ZPX, ABSX
X; 5 -- XIND, ZP, ABS, INDY, ZPIND, ZPX, ABSY, ABSX
X; 6 -- ZP, ABS, ZPYSP
X; 7 -- ZP, ABS, ZPX, ABSX (DEC, INC)
X; 8 -- ZP, ABS, ZPX
X; 9 -- ZP, ABS (BIT)
X; 10 -- ABS, ABSIND (JMP)
X; 11 -- (JSR)
X; 12 -- ZP, IMM, ABS, ZPYSP, ABSYSP
X; 13 -- ZP, IMM, ABS, ZPX, ABSX
X;
X; DEFINE MODES
X;
XXIND = $00
XZP = $04
XACC = $08
XIMM = $08
XABS = $0C
XINDY = $10
XZPIND = $11
XZPX = $14
XABSY = $18
XABSX = $1C
X;
XOPS DB $B1,$02,'ADC'
X DB $91,$02,'AND'
X DB $82,$04,'ASL'
X DB $C8,$01,'BCC'
X DB $D8,$01,'BCS'
```

```
X DB $F8,$01,'BEQ'
X DB $90,$09,'BIT'
X DB $98,$01,'BMI'
X DB $E8,$01,'BNE'
X DB $88,$01,'BPL'
X DB $C0,$01,'BRA'
X DB $80,$00,'BRK'
X DB $A8,$01,'BVC'
X DB $B8,$01,'BVS'
X DB $8C,$00,'CLC'
X DB $EC,$00,'CLD'
X DB $AC,$00,'CLI'
X DB $DC,$00,'CLV'
X DB $E1,$02,'CMP'
X DB $F0,$03,'CPX'
X DB $E0,$03,'CPY'
X DB $FF,$49,'DB'
X DB $FF,$4A,'DC'
X DB $E2,$07,'DEC'
X DB $E6,$00,'DEX'
X DB $C4,$00,'DEY'
X DB $FF,$43,'DS'
X DB $FF,$48,'DW'
X DB $FF,$42,'END'
X DB $A1,$02,'EOR'
XEQCODE DB $FF,$41,'EQU'
X DB $FF,$45,'INCLUDE'
X DB $F2,$07,'INC'
X DB $F4,$00,'INX'
X DB $E4,$00,'INY'
X DB $A0,$0A,'JMP'
X DB $8C,$0B,'JSR' ;VERY FUNNY OPCODE (ABNORMAL)
X DB $D1,$02,'LDA'
X DB $D2,$0C,'LDX'
X DB $D0,$0D,'LDY'
X DB $FF,$44,'LIST'
X DB $A2,$04,'LSR'
X DB $FF,$4C,'MACRO'
X DB $FF,$4D,'MEND'
X DB $F6,$00,'NOP'
X DB $81,$02,'ORA'
X DB $FF,$40,'ORG'
X DB $FF,$4B,'PAGE'
X DB $A4,$00,'PHA'
X DB $84,$00,'PHP'
X DB $B4,$00,'PLA'
X DB $94,$00,'PLP'
X DB $92,$04,'ROL'
X DB $B2,$04,'ROR'
X DB $A0,$00,'RTI'
```

```
X DB $B0,$00,'RTS'
X DB $F1,$02,'SBC'
X DB $9C,$00,'SEC'
X DB $FC,$00,'SED'
X DB $BC,$00,'SEI'
X DB $C1,$05,'STA'
X DB $C2,$06,'STX'
X DB $C0,$08,'STY'
X DB $FF,$47,'SUBTTL'
X DB $D6,$00,'TAX'
X DB $D4,$00,'TAY'
X DB $FF,$46,'TITLE'
X DB $DE,$00,'TSX'
X DB $C6,$00,'TXA'
X DB $CE,$00,'TXS'
X DB $CC,$00,'TYA'
XENDOPS DB $FF,$FF
X;
XNOTHG LDA LABEL
X BNE LABONL
XCOMMNT LDA #$80
X STA ISVAL
XLABONL CLC
X RTS
X;
XGENCODE LDY #0
X JSR GETSYM ;LABEL?
X LDA SYMBOL
X BEQ NOLBL ;NO DO OPCODE THEN
X LDX #SYMSIZ+1
XSAVLAB LDA SYMBOL-1,X
X STA LABEL-1,X
X DEX
X BNE SAVLAB
X;
XNOLBL JSR NXTFLD ;NEXT, SKIP OVER TO OPCODE
X LDA #0
X STA ISVAL
X STA MODE
X STA LEN
X STA LEN+1
X LDA #' '
X STA ADRERR
X JSR NXTFLD
X CMP #';' ;COMMENT?
X BEQ NOTHG
X TAX
X BMI NOTHG
X CMP #'='
X BNE NOTEQ
```

```
X LDA #LOW[EQCODE]
X STA TABPTR
X LDA #HIGH[EQCODE]
X STA TABPTR+1
X INY
X JSR NXTFLD
X STY TXTPTR
X JMP SPCLOP
X;
XNOTEQ JSR GETSYM
X JSR NXTFLD
X STY TXTPTR
X;
X LDA #LOW[OPS-1]
X STA TABPTR
X LDA #HIGH[OPS-1]
X STA TABPTR+1
X LDY #0
XFINDOP INY
X LDA (TABPTR),Y
X BPL FINDOP
X CLC
X TYA
X ADC TABPTR
X STA TABPTR
X LDA #0
X ADC TABPTR+1
X STA TABPTR+1
X LDY #1
X LDA (TABPTR),Y
X BMI NOTOPC ;IF NO MATCH IN THE TABLE
X LDX #$FF
X;
XOPCPL INY
X INX
X LDA SYMBOL,X
X BEQ TSTEM ;END OF SYMBOL, END OF TABENT?
X CMP #$7B
X BCS DOCOMP
X CMP #$61
X BCC DOCOMP
X SBC #$20
XDOCOMP CMP (TABPTR),Y
X BNE FINDOP
X BEQ OPCPL
X;
XNOTOPC LDA #'O'
X STA ADRERR
X LDA #$EA ;3 NOP INSTRUCTIONS
X STA OPCODE
```

```
X STA VALUE
X STA VALUE+1
X LDA #3
X STA LEN
X LDY #0 ;CC=ZERO, PLUS (ERROR)
X RTS
X;
XTSTEM LDA (TABPTR),Y
X BPL FINDOP ;NOT END OF TABLE ENTRY, NO MATCH
X;
XSPCLOP LDY #0
X LDA (TABPTR),Y
X STA OPCODE
X INY
X INC LEN
X LDA (TABPTR),Y
X BEQ OPNDOK
X LDY TXTPTR
X CMP #$40
X BCC MACHCD ;IF 6502 INSTRUCTION
X JMP ASSDIR
X;
XMACHCD JSR RDOPND
X STY TXTPTR
X BCC OPNDOK
X LDA #'E'
X STA ADRERR
XOPNDOK LDA OPCODE
X AND #$FC
X CLC
X ADC OPCODE
X CLC
X ADC MODE
X STA OPCODE
X JMP CODOBJ
X;
X; ESTABLISH MODE FROM SYNTAX OF OPERAND
X;
XRELJMP JSR EVALAB ;EVALUATE ADDRESS
X CLC
X LDA VALUE
X SBC PC
X STA VALUE
X BNE GRELV
X DEC VALUE+1
XGRELV LDA VALUE+1
X SBC PC+1
X STA VALUE+1
X DEC VALUE
X;
```

```
X LDA VALUE
X ASL A
X LDA VALUE+1
X ADC #0
X BEQ RRELV
X LDA #' '
X CMP ADRERR
X BCC RRELV
X LDA #'V'
X STA ADRERR
XRRELV CLC
X RTS
X;
XJMPGRP LDA (TEXTP),Y
X CMP #'('
X BNE JABS
X LDA #$2C ;MODE OFFSET = 2C
X STA MODE
X INY
X JSR EVALAB
X DEY
X LDA (TEXTP),Y
X CMP #')'
X BNE SMERR
X JMP SMXIT
X;
XJABS JSR EVALAB
X JMP SMABS
X;
XACCREF LDA #1
X STA LEN
X BNE ACCJ
X;
XJSUB JSR EVALAB
XACCJ LDA #ACC
X JMP SMRET
X;
XABSOPD JMP ZPOPNOK
X;
XRDOPND INC LEN
X CMP #1 ;IF RELATIVE BRANCH, SPECIAL
X BEQ RELJMP
X INC LEN
X CMP #$0A ;IF JUMP, ONLY ABS AND ABSIND ARE ALLOWED
X BEQ JMPGRP
X CMP #$0B
X BEQ JSUB
X TAX ;SAVE FOR FUTURE REF.
X STA MODE
X LDA (TEXTP),Y
```

```
X CPX #$04 ;ACC OPERAND ALLOWED?
X BNE NOACC ;NO, THEN "A" IS NOT SPECIAL
X CMP #'a'
X BEQ ISACC
X CMP #'A'
X BNE NOACC
XISACC INY
X LDA (TEXTP),Y
X CMP #'0'
X BCC ACCREF
X CMP #'z'+1
X BCS ACCREF
X DEY
X BCC GOTACH
XNOACC CMP #'#'
X BEQ SMIMM
X CMP #'('
X BEQ SMIND
XGOTACH JSR EVALAB ;EVALUATE ABSOLUTE OPERAND
X DEY
X LDA FWDREF ;FORWARD REFERENCES ARE ALWAYS 16-BIT
X ORA VALUE+1
X BNE ABS16
X LDA ADRERR
X CMP #' '
X BEQ ABSOPD
XABS16 LDA (TEXTP),Y
X CMP #','
X BNE SMABS
X JSR NEXTCHR ;GET NEXT CHAR (INY) AND FORCE UPPER CASE
X CMP #'Y'
X BEQ SMAY
X CMP #'X'
X BEQ SMAX
XSMERR SEC ;ELSE, ERROR
X RTS
X;
XSMIND DEC LEN
X INY
X JSR EVALAB
X LDA VALUE+1
X BNE SMERR
X DEY
X LDA (TEXTP),Y
X CMP #','
X BEQ SMINX
X CMP #')'
X BNE SMERR
X INY
X LDA (TEXTP),Y
```

```
X CMP #','
X BNE SZI
X JSR NEXTCHR ;GET NEXT CHAR (INY) AND FORCE UPPER CASE
X CMP #'Y'
X BNE SMERR
X LDA #INDY
X DB $2C ;BIT [ADDR16] (SKIP 2 BYTES)
X;
XSMABS LDA #ABS
X DB $2C ;BIT [ADDR16] (SKIP 2 BYTES)
X;
XSMAX LDA #ABSX
X JMP SMRET
X;
XSMZPY CMP #'Y'
XTSMERR BNE SMERR
X LDX MODE
X CPX #$03
X BEQ ZPYSP
X CPX #$0C
X BEQ ZPYSP
X CPX #$06
X BEQ ZPYSP
X;
XSMAY LDA #3
X STA LEN
X LDX MODE
X CPX #$0C
X BEQ SMAX
X LDA #ABSY
X BNE SMRET
X;
XSMIMM DEC LEN
X INY
X JSR EVALAB
X LDA VALUE+1
X BEQ SMIMOK
X LDA VALUE
X BPL SMIMBD
X INC VALUE+1
X BEQ SMIMOK
XSMIMBD LDA #' '
X CMP ADRERR
X BCC SMIMOK
X LDA #'V'
X STA ADRERR
XSMIMOK LDX MODE
X CPX #$03
X BEQ XYIMM
X CPX #$06
```

```
X BEQ XYIMM
X CPX #$08
X BEQ XYIMM
X CPX #$0C
X BEQ XYIMM
X CPX #$0D
X BEQ XYIMM
X LDA #IMM
X BNE SMRET
X;
XSMINX JSR NEXTCHR ;GET NEXT CHAR (INY) AND FORCE UPPER CASE
X CMP #'X'
X BNE TSMERR
X INY
X LDA (TEXTP),Y
X CMP #')'
X BNE TSMERR
XXYIMM LDA #XIND
XSMRET STA MODE
XSMXIT CLC
X RTS
X;
XSZI LDA #ZPIND
X BNE SMRET
X;
XZPYSP LDA #ZPX
X BNE SMRET
X;
XSMZP LDA #ZP
X BNE SMRET
X;
XZPOPNOK DEC LEN
X LDA (TEXTP),Y
X CMP #','
X BNE SMZP
X JSR NEXTCHR ;GET NEXT CHAR (INY) AND FORCE UPPER CASE
X CMP #'X'
X BEQ ZPYSP
X JMP SMZPY
X;
XNEXTCHR INY
X LDA (TEXTP),Y
X CMP #$7B
X BCS CHROK
X CMP #$61
X BCC CHROK
X SBC #$20
XCHROK RTS
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > asm2.asm
```

```
X;
X; MACRO.ASM
X;
XDOMACRO RTS
XDOMEND RTS
X;
X; DATA.ASM
X;
XDSETUP LDY #STRMAX
X LDA #' '
XCLRSTR STA DATBUF-1,Y
X DEY
X BNE CLRSTR
X LDY TXTPTR
X RTS
X;
XDEFWP JSR DSETUP
XDEFWPL JSR EVALAB
X LDA VALUE
X LDX LEN
X STA DATBUF,X
X INX
X LDA VALUE+1
X STA DATBUF,X
X INX
X STX LEN
X DEY
X LDA (TEXTP),Y
X INY
X CMP #','
X BEQ DEFWPL
X BNE EXITWS
X;
XGETTTL JSR DSETUP
X LDA #2
X BNE TTLS
XGETSTL JSR DSETUP
X LDA #1
XTTLS BIT TTLFLG
X BEQ DOTTL
X LDX PASSNO
X BNE IGNTTL
XDOTTL TAX
X LDA TTLCODE,X
X ORA TTLFLG
X STA TTLFLG
X BNE DEFBPE
X;
XDEFCOP JSR DSETUP
X LDA #$80
```

```
X BMI DEFBEN
X;
XDEFBP JSR DSETUP
XDEFBPE LDA #0
XDEFBEN STA MODE
X LDX #0
XDEFBLP LDA (TEXTP),Y
X CMP #$27 ;STARTING QUOTE?
X BEQ QTSTR
X CPX #STRMAX
X BCS TOLONG
X CMP #EOL
X BEQ TOLONG
X JSR EVALAB
X LDA VALUE
X LDX LEN
X STA DATBUF,X
X INX
X DEY
XENDBS STX LEN
X LDA MODE
X ORA DATBUF-1,X ;SET THE HIGH BIT OF THE LAST CHAR
X STA DATBUF-1,X
X LDA (TEXTP),Y
X INY
X CMP #','
X BEQ DEFBLP
XEXITBS BIT TTLFLG
X BMI LDTITL
X BVS LDSTTL
XEXITWS LDX #6
XCPYTXT LDA DATBUF-1,X
X STA OPCODE-1,X
X DEX
X BNE CPYTXT
X STX MODE
X JSR DATOBJ
XIGNTTL CLC
X RTS
X;
XQTSTR INY
X LDA (TEXTP),Y
X CMP #$27 ;END QUOTE?
X BEQ CLQUOT
X CMP #EOL
X BEQ TOLONG
X STA DATBUF,X
X INX
X CPX #STRMAX
X BCC QTSTR
```

```
X;
XTOLONG LDA #'S'
X STA ADRERR
X DEY ;INSURE WE SEE EOL LATER
X;
XCLQUOT INY
X BNE ENDBS
X;
XLDTITL LDX #60
XLDTITA LDA DATBUF-1,X
X STA TITLE-1,X
X DEX
X BNE LDTITA
XTTLXIT STX LEN
X LDA #$80
X STA ISVAL
X LDA TTLFLG
X AND #3
X STA TTLFLG
X RTS
X;
XLDSTTL LDX #60
XLDSTTA LDA DATBUF-1,X
X STA SUBTTL-1,X
X DEX
X BNE LDSTTA
X BEQ TTLXIT
X;
XDOEJECT JSR DSETUP
X LDA CURLINE
X BEQ ALREADY
X LDA #$FF
X STA CURLINE ;FORCE A PAGE EJECT
XALREADY JSR IFARG
X BCC NOARG
X JSR EVALAB
X LDA VALUE+1
X BNE TERROR
X LDA VALUE
X BMI TERROR
X STA LPP
XNOARG CLC
X RTS
X;
XIFARG JSR NXTFLD
X CMP #EOL
X BEQ NOARG
X CMP #';'
X BEQ NOARG
X;
```

```
XTERROR SEC
X RTS
X;
XTTLCODE = *-1
X DB $41,$82
X;
X; DIREC.ASM
X;
X; HANDLE ASSEMBLER DIRECTIVES (Byte 2 of opcode table > 0x40)
X;
XASSDIR DEC LEN
X AND #$3F
X CMP #DIRTBH-DIRTBL
X TAX
X LDA DIRTBH,X
X PHA
X LDA DIRTBL,X
X PHA
X RTS
X
XDIRTBL DB LOW[ASSORG-1]
X DB LOW[ASSEQU-1]
X DB LOW[ASSEND-1]
X DB LOW[ASSDEFS-1]
X DB LOW[ASSLIST-1]
X DB LOW[ASSINCL-1]
X DB LOW[GETTTL-1]
X DB LOW[GETSTL-1]
X DB LOW[DEFWP-1]
X DB LOW[DEFBP-1]
X DB LOW[DEFCOP-1]
X DB LOW[DOEJECT-1]
X DB LOW[DOMACRO-1]
X DB LOW[DOMEND-1]
X
XDIRTBH DB HIGH[ASSORG-1]
X DB HIGH[ASSEQU-1]
X DB HIGH[ASSEND-1]
X DB HIGH[ASSDEFS-1]
X DB HIGH[ASSLIST-1]
X DB HIGH[ASSINCL-1]
X DB HIGH[GETTTL-1]
X DB HIGH[GETSTL-1]
X DB HIGH[DEFWP-1]
X DB HIGH[DEFBP-1]
X DB HIGH[DEFCOP-1]
X DB HIGH[DOEJECT-1]
X DB HIGH[DOMACRO-1]
X DB HIGH[DOMEND-1]
X;
```

```
XASSORG JSR EVALAB
X LDA VALUE
X LDX PC
X STA PC
X STX VALUE
X LDA VALUE+1
X LDX PC+1
X STA PC+1
X STX VALUE+1
X INC ISVAL
X RTS
X;
XASSEQU JSR EVALAB
X INC ISVAL
X RTS
X;
XASSEND LDA (TEXTP),Y
X CMP #';'
X BEQ NOENDV
X CMP #EOL
X BEQ NOENDV
X JSR EVALAB
X DEY
X LDA (TEXTP),Y
X INY
X CMP #','
X BNE RUNEND
X LDA VALUE
X STA INIPT
X LDA VALUE+1
X STA INIPT+1
X DEC INIFLG
X BNE ASSEND
X;
XRUNEND LDA VALUE
X STA ENTPT
X LDA VALUE+1
X STA ENTPT+1
X DEC ENTPTF
XNOENDV DEC ENDFLG
X RTS
X;
XASSDEFS JSR EVALAB
X LDA VALUE
X STA LEN
X LDA VALUE+1
X STA LEN+1
X LDA #$FF
X STA MODE
X RTS
```

```
X;
XBMPFIL STX FILE
XCMTXIT JMP COMMNT
X;
XASSINCL LDX #0
XASSINL LDA (TEXTP),Y
X CMP #'z'+1
X BCS ICLXIT
X CMP #'.'
X BCC ICLXIT
X STA FNBUF,X
X INY
X INX
X CPX #FNSIZE
X BNE ASSINL
X;
XICLXIT LDA #EOL
X STA FNBUF,X
X JSR BLDFNB
X CLC
X LDA FILE
X ADC #$10
X BMI TMINCF
X TAX
X LDA #LOW[FNBUF]
X LDY #HIGH[FNBUF]
X JSR OPENIN
X BPL BMPFIL
X;
XTMINCF LDA #'I'
X STA ADRERR
X BNE CMTXIT
X;
XASSLIST EQU CMTXIT ;NOT IMPLEMENTED YET
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > asm3.asm
X;
X; EXPR.ASM
X;
X; PROVIDE FOR EXPRESSIONS IN OPERANDS
X;
XMUL16 LDA OPNDL-1,X
X STA SECVAL
X LDA OPNDH-1,X
X STA SECVAL+1
X LDA OPNDH-2,X
X PHA
X LDA OPNDL-2,X
X TAX
X LDA #0
```

```
X STA VALUE
X STA VALUE+1
X LDA #8
X STA CNT
X PLA
XML0 JSR MUL1
X DEC CNT
X BNE ML0
X;
X LDA #8
X STA CNT
X TXA
XML1 JSR MUL1
X DEC CNT
X BNE ML1
X RTS
X;
XMUL1 ASL VALUE
X ROL VALUE+1
XMUL0 ASL A
X BCC MEX
X PHA
X CLC
X LDA VALUE
X ADC SECVAL
X STA VALUE
X LDA VALUE+1
X ADC SECVAL+1
X STA VALUE+1
X PLA
XMEX RTS
X;
XDIV16 LDA OPNDL-1,X
X STA SECVAL
X LDA OPNDH-1,X
X STA SECVAL+1
X LDA OPNDL-2,X
X PHA
X LDA OPNDH-2,X
X TAX
X LDA #0
X STA VALUE
X STA VALUE+1
X LDA #-16
X STA CNT
X PLA
XGETSIZ BIT SECVAL+1
X BMI DODVS
X ASL SECVAL
X ROL SECVAL+1
```

```
X INC CNT
X BNE GETSIZ
X RTS
X;
XDODVS PHA
X LDA CNT
X AND #$0F
X STA CNT
X PLA
XCMP16 CPX SECVAL+1
X BNE CMPX
X CMP SECVAL
XCMPX PHP
X ROL VALUE
X ROL VALUE+1
X PLP
X BCC NOSUB
X SBC SECVAL
X PHA
X TXA
X SBC SECVAL+1
X TAX
X PLA
XNOSUB LSR SECVAL+1
X ROR SECVAL
X DEC CNT
X BPL CMP16
X RTS
X;
XDOADD CLC
X LDA OPNDL-2,X
X ADC OPNDL-1,X
X STA OPNDL-2,X
X LDA OPNDH-2,X
X ADC OPNDH-1,X
X STA OPNDH-2,X
X JMP DOOPXB
X;
XDOSUB SEC
X LDA OPNDL-2,X
X SBC OPNDL-1,X
X STA OPNDL-2,X
X LDA OPNDH-2,X
X SBC OPNDH-1,X
X STA OPNDH-2,X
X JMP DOOPXB
X;
XDONEG SEC
X LDA #0
X SBC OPNDL-1,X
```

```
X STA OPNDL-1,X
X LDA #0
X SBC OPNDH-1,X
X STA OPNDH-1,X
X JMP DOOPXU
X;
XDOOP LDX OPDSP
X CMP #'+'
X BEQ DOADD
X CMP #'-'
X BEQ DOSUB
X CMP #'!'
X BEQ DONEG
X CMP #'*'
X BEQ DOMUL
X CMP #'/'
X BEQ DODIV
X CMP #'%'
X BEQ DOMOD
X CMP #'&'
X BEQ DOAND
X CMP #'|'
X BEQ DOOR
X BNE DOOPXU
X;
XDOOPCX LDX OPDSP
X LDA VALUE
X STA OPNDL-2,X
X LDA VALUE+1
X STA OPNDH-2,X
XDOOPXB DEC OPDSP
XDOOPXU DEC OPRSP
X LDX OPRSP
X LDA OPERS+1,X
X CLC
X RTS
X;
XDOMUL JSR MUL16
X JMP DOOPCX
X;
XDODIV JSR DIV16
X JMP DOOPCX
X;
XDOMOD JSR DIV16
X PHA
X TXA
X LDX OPDSP
X STA OPNDH-2,X
X PLA
X STA OPNDL-2,X
```

```
X JMP DOOPXB
X;
XDOAND LDA OPNDL-2,X
X AND OPNDL-1,X
X STA OPNDL-2,X
X LDA OPNDH-2,X
X AND OPNDH-1,X
X STA OPNDH-2,X
X JMP DOOPXB
X;
XDOOR LDA OPNDL-2,X
X ORA OPNDL-1,X
X STA OPNDL-2,X
X LDA OPNDH-2,X
X ORA OPNDH-1,X
X STA OPNDH-2,X
X JMP DOOPXB
X;
X; SYMBOLIC FUNCTION TESTS
X;
XLTEST LDA SYMBOL
X CMP #'L'
X BNE NOTM
X LDA SYMBOL+1
X CMP #'O'
X BNE NOTM
X LDA SYMBOL+2
X BEQ TMATCH
X CMP #'W'
X BNE NOTM
X LDA SYMBOL+3
X BNE NOTM
X;
XTMATCH SEC
X RTS ;CY=1
X;
XHTEST LDA SYMBOL
X CMP #'H'
X BNE NOTM
X LDA SYMBOL+1
X CMP #'I'
X BNE NOTM
X LDA SYMBOL+2
X BEQ TMATCH
X CMP #'G'
X BNE NOTM
X LDA SYMBOL+3
X CMP #'H'
X BNE NOTM
X LDA SYMBOL+4
```

```
X BEQ TMATCH
XNOTM CLC
X RTS
X;
XDOFUN LDX OPDSP
X LDA FUNC
X CMP #'H'
X BNE SAVLO
X LDA OPNDH-1,X
X STA OPNDL-1,X
XSAVLO LDA #0
X STA OPNDH-1,X
X BEQ UNEXIT
X;
XLOWFUN LDA #'L'
X BNE LFXIT
X;
XHIGHFUN LDA #'H'
XLFXIT STA FUNC
X LDA (TEXTP),Y
X CMP #'['
X BNE NOBMP
X INY
XNOBMP LDA #'@'
X BNE PUSHOP
X;
XCKPAREN LDA (TEXTP),Y
X INY
X CMP #'-' ;UNARY MINUS?
X BEQ PSHCOM
X CMP #'['
X BEQ PUSHOP
XRETERR SEC
X RTS ;ELSE, EXPRESSION ERROR!
X;
XPSHCOM LDA #'!' ;UNARY MINUS ON STACK
XPUSHOP LDX OPRSP
X STA OPERS,X ;PUT NEW OPERATOR ON STACK
X INC OPRSP
X JMP EVAL
X;
XUNEST LDX OPRSP
X BEQ RETERR
X LDA OPERS-1,X
X CMP #'['
X BEQ UNEXIT
X CMP #'@'
X BEQ DOFUN
X JSR DOOP
X BCC UNEST
```

```
X RTS
X;
XUNEXIT DEC OPRSP
X JMP GETOPR
X;
XEVALAB LDA #0
X STA OPRSP
X STA OPDSP ;CLEAR EVALUATION STACKS
X STA FWDREF ;AND FORWARD REF. FLAG
X JSR NXTFLD
XEVAL STY TXTPTR
X JSR GETSYM
X JSR HTEST
X BCS HIGHFUN
X JSR LTEST
X BCS LOWFUN
X LDY TXTPTR ;NOT A SYMBOLIC FUNCTION
X JSR PRIMRY
X BCS CKPAREN
X LDX OPDSP
X LDA VALUE
X STA OPNDL,X
X LDA VALUE+1
X STA OPNDH,X
X INC OPDSP
X;
XGETOPR LDA (TEXTP),Y
X INY
X CMP #'-'
X BEQ ADDSUB
X CMP #'+'
X BEQ ADDSUB
X CMP #'*'
X BEQ MULDIV
X CMP #'/'
X BEQ MULDIV
X CMP #'%'
X BEQ MULDIV
X CMP #'&'
X BEQ ANDOP
X CMP #'|'
X BEQ OROP
X CMP #']'
X BEQ UNEST
XWRPUP LDX OPRSP
X BEQ EVDON
X LDA OPERS-1,X
X CMP #'['
X BEQ EVDON
X JSR DOOP
```

```
X BCC WRPUP
X RTS
X;
XEVDON CLC
X DEC OPDSP
X BEQ EVNXIT
X SEC
XEVNXIT LDA OPNDL
X STA VALUE
X LDA OPNDH
X STA VALUE+1
X RTS
X;
XADDSUB LDX OPRSP
X STA OPERS,X ;IF WE NEED TO DO IT NOW
X BEQ EXIT
X LDA OPERS-1,X
X CMP #'['
X BEQ EXIT
X CMP #'@'
X BEQ EXIT
X JSR DOOP
X BCC ADDSUB
X RTS
X;
XANDOP LDX OPRSP
X STA OPERS,X
X BEQ EXIT
X LDA OPERS-1,X
X CMP #'!'
X BNE EXIT
X JSR DOOP
X BCC ANDOP
X RTS
X;
XEXIT INC OPRSP
X JMP EVAL
X;
XMULDIV LDX OPRSP
X STA OPERS,X
X BEQ EXIT
X LDA OPERS-1,X
X CMP #'+'
X BEQ EXIT
X CMP #'-'
X BEQ EXIT
X CMP #'['
X BEQ EXIT
X CMP #'@'
X BEQ EXIT
```

```
X JSR DOOP
X BCC MULDIV
X RTS
X;
XOROP LDX OPRSP
X STA OPERS,X
X BEQ EXIT
X LDA OPERS-1,X
X CMP #'!'
X BEQ ORDOOP
X CMP #'&'
X BNE EXIT
XORDOOP JSR DOOP
X BCC OROP
X RTS
X;
XEVLSYM STY TXTPTR
X JSR FIND ;GET SYMBOL FROM TABLE
X BCS UNDFSM ;IF SYMBOL UNDEFINED
X;
X JSR GETVAL
X;
X LDA SFLGS
X AND #$08 ;PROPOGATE FORWARD REFERENCES
X ORA FWDREF ;NOTE THAT THE FLAG IS IN BIT 3 NOW
X STA FWDREF ;(BIT 2 IN THE SYMBOL TABLE)
X;
X BIT SFLGS
X BMI UNDFSM
X LDA SVAL
X STA VALUE
X LDA SVAL+1
X STA VALUE+1
XEVSXIT LDY TXTPTR
X CLC
X RTS
X;
XUNDFSM LDA #'U'
X STA ADRERR
X BNE EVSXIT
X;
X; EVALUATE AN OPERAND EXPRESSION
X;
XPRIMRY LDA #0
X STA VALUE
X STA VALUE+1
X STA SYMBOL
X JSR GETSYM
X LDA SYMBOL
X BNE EVLSYM ;IF A SYMBOL WAS FOUND
```

```
X LDA (TEXTP),Y
X CMP #'$'
X BNE NOTHEX
XHEXCVL INY
X LDA (TEXTP),Y
X CMP #'f'+1
X BCS ENDEXP
X CMP #'a'
X BCC NLCHD
X SBC #'a'-10
X BCS HEXDGT
X;
XNLCHD CMP #'F'+1
X BCS ENDEXP
X CMP #'A'
X BCC NUCHD
X SBC #'A'-10
X BCS HEXDGT
X;
XNUCHD CMP #'9'+1
X BCS ENDEXP
X CMP #'0'
X BCC ENDEXP
X SBC #'0'
XHEXDGT ASL VALUE
X ROL VALUE+1
X ASL VALUE
X ROL VALUE+1
X ASL VALUE
X ROL VALUE+1
X ASL VALUE
X ROL VALUE+1
X ORA VALUE
X STA VALUE
X JMP HEXCVL
X;
XENDEXP CLC
X RTS
X;
XNOPRIM SEC
X RTS
X;
XNOTHEX CMP #'%'
X BEQ ISBIN
X CMP #'@'
X BEQ ISOCT
X CMP #'*'
X BEQ ISPC
X CMP #$27 ;QUOTED CHARACTERS
X BEQ ISQSTR
```

```
X CMP #'9'+1
X BCS NOPRIM
X CMP #'0'
X BCC NOPRIM
XDECCVL CMP #'9'+1
X BCS ENDEXP
X CMP #'0'
X BCC ENDEXP
X SBC #'0'
X PHA
X ASL VALUE
X ROL VALUE+1
X LDA VALUE+1
X STA TEMP
X LDA VALUE
X ASL A
X ROL TEMP
X ASL A
X ROL TEMP
X CLC
X ADC VALUE
X STA VALUE
X LDA TEMP
X ADC VALUE+1
X STA VALUE+1
X CLC
X PLA
X ADC VALUE
X STA VALUE
X LDA #0
X ADC VALUE+1
X STA VALUE+1
X INY
X LDA (TEXTP),Y
X JMP DECCVL
X;
XISBIN INY
X LDA (TEXTP),Y
X CMP #'0'
X BCC ENDEXP
X CMP #'1'
X BCC SHFTBN
X BNE ENDEXP
XSHFTBN ROL VALUE
X ROL VALUE+1
X JMP ISBIN
X;
XISOCT INY
X LDA (TEXTP),Y
X CMP #'7'+1
```

```
XENDOCT BCS ENDEXP
X CMP #'0'
XND2OCT BCC ENDEXP
X SBC #'0'
X ASL VALUE
X ROL VALUE+1
X ASL VALUE
X ROL VALUE+1
X ASL VALUE
X ROL VALUE+1
X ORA VALUE
X STA VALUE
X JMP ISOCT
X;
XISPC INY
X LDA PC
X STA VALUE
X LDA PC+1
X STA VALUE+1
X BCS ENDOCT
X;
XISQSTR INY
X LDA (TEXTP),Y
X INY
X CMP #$27
X BEQ ENDOCT
X CMP #EOL
X BEQ STRERR
X STA VALUE
X LDA (TEXTP),Y
X INY
X CMP #$27
X BEQ ENDOCT
X CMP #EOL
X BEQ STRERR
X STA VALUE+1
X LDA (TEXTP),Y
X INY
X CMP #$27
X BEQ ENDOCT
XSTRERR LDA #'S'
X STA ADRERR
X JMP ENDEXP
X;
XGETSYM LDX #0
XGSYMLP LDA (TEXTP),Y
XGSLP1 CMP #'A'
X BCC ENDOPC
X CMP #'Z'+1
X BCC STCHAR
```

```
X CMP #'_' ;ALLOW UNDERSCORES IN SYMBOLS
X BEQ STCHAR
X CMP #'a'
X BCC ENDOPC
X CMP #'z'+1
X BCS ENDOPC
XSTCHAR INY
X CPX #SYMSIZ ;ALLOW 8 CHAR SYMBOLS
X BCS GSYMLP
X STA SYMBOL,X
X INX
X LDA (TEXTP),Y
X CMP #'9'+1
X BCS GSLP1
X CMP #'0'
X BCS STCHAR
X;
XENDOPC LDA #0
X INX
X STA SYMBOL-1,X
X RTS
X;
XSKPTXT LDA (TEXTP),Y
X CMP #EOL
X BEQ SKXIT
X CMP #' '
X BEQ SKXIT
X CMP #TAB
X BNE SKPTXT
X
XSKIPF INY
XNXTFLD LDA (TEXTP),Y
X CMP #' '
X BEQ SKIPF
X CMP #TAB
X BEQ SKIPF
XSKXIT RTS
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > asm4.asm
X;
X; SYMBOLS.ASM
X;
X; SYMBOL TABLE FORMAT:
X;
X; BYTE 0: FLAGS AND BITS 8 AND 0 OF VALUE
X; BIT 7 -- ALWAYS 1
X; BIT 6 -- UNDEFINED
X; BIT 5 -- GLOBAL
X; BIT 4 -- VALUE BIT 8
X; BIT 3 -- VALUE BIT 0
```

```
X; BIT 2 -- FORWARD REFERENCE FLAG
X; BITS 1-0 -- ORIGIN NUMBER
X;
X; BYTE 1: BITS 7-1 OF VALUE
X;
X; BYTE 2: BITS 15-9 OF VALUE
X;
X; PRINT THE SYMBOL TABLE
X;
XPRTABE RTS
X;
XPRSTAB LDA #LOW[SYMTAB]
X STA TABPTR
X LDA #HIGH[SYMTAB]
X STA TABPTR+1
XPRTALN JSR CLEAR
X LDA #0
XPRTABL STA TXTPTR
X LDA TABPTR+1
X LDX TABPTR
X CPX ENDSTAB
X SBC ENDSTAB+1
X BCS PRTABE
X JSR GETVAL
X LDX TXTPTR
X LDA SVAL+1
X JSR PRHEX
X LDA SVAL
X JSR PRHEX
X INX
X BIT SFLGS
X BPL SYMDFD
X LDA #'U'
X STA PRBUF,X
XSYMDFD INX
X LDA #'L'
X BVC SYMLCL
X LDA #'E'
XSYMLCL STA PRBUF,X
X LDA #' '
X LDY #2
XSYMNLP INX
X INY
X STA PRBUF,X
X LDA (TABPTR),Y
X BPL SYMNLP
X STX TXTPTR
X CLC
X TYA
X ADC TABPTR
```

```
X STA TABPTR
X LDA #0
X ADC TABPTR+1
X STA TABPTR+1
X LDA #0
XNXTCOL CLC
X ADC #CWIDTH
X CMP TXTPTR
X BCC NXTCOL
X CMP #PRTLEN-CWIDTH
X BCC PRTABL
X LDA #EOL
X STA PRBUF+1,X
X JSR LIST
X JMP PRTALN
X;
X; ADD A SYMBOL AND VALUE TO THE SYMBOL TABLE
X;
XADDSYM LDA LABEL
X BEQ NOSYM
X LDX VALUE
X LDY VALUE+1
X LDA ISVAL
X BNE USEVAL
X LDX PC
X LDY PC+1
XUSEVAL STX SVAL
X STY SVAL+1
X;
X LDX #2
XFESYM INX
X LDA LABEL-3,X
X STA SYMBOL-3,X
X BNE FESYM
X STX SLEN
X JSR FIND
X BCC OLDSYM
X LDA ENDSTAB+1
X STA TEMP+1
X LDY ENDSTAB ;POINT TO END OF SYMBOL TABLE
XCPFS1 STY TEMP
X LDY #0
X LDA (TEMP),Y ;AND MAKE ROOM FOR
X LDY SLEN ;NEW ENTRY OF SLEN BYTES
X STA (TEMP),Y
X LDY TEMP
X BNE DECFS1
X DEC TEMP+1
XDECFS1 DEY
XFSNDCK LDA TEMP+1 ;START OF NEW SYMBOL?
```

```
X CPY TABPTR
X SBC TABPTR+1
X BCS CPFS1 ;NO, MOVE ANOTHER BYTE
X;
X LDA SLEN
X TAY
X ADC ENDSTAB ;POINT TO END OF
X STA ENDSTAB ;LONGER SYMBOL TABLE
X LDA #0
X ADC ENDSTAB+1
X STA ENDSTAB+1
XNEWTXT DEY
X LDA SYMBOL-3,Y
X STA (TABPTR),Y
X CPY #3
X BNE NEWTXT
X;
X; SAVE VALUE AND FLAGS IN SYMBOL TABLE ENTRY
X;
XPUTVAL LDA SVAL+1
X LSR A
X PHP
X LDY #2
X STA (TABPTR),Y
X LDA SVAL
X LSR A
X DEY
X STA (TABPTR),Y
X DEY
X TYA
X ROR A
X PLP
X ROR A
X LSR A
X LSR A
X ORA SFLGS
X SEC
X ROR A
X STA (TABPTR),Y
XNOSYM RTS
X;
X; CLEAR THE FORWARD REFERENCE FLAG
X;
XOLDSYM LDY #0
X LDA (TABPTR),Y
X AND #$FB ;CLEAR BIT 2 (FORWARD REF. FLAG)
X CMP (TABPTR),Y
X BEQ DUPSYM
X STA (TABPTR),Y
X RTS
```

```
X;
XDUPSYM LDA #'D' ;ERROR ON SECOND DEFINITION
X STA ADRERR
X RTS
X;
X; RECOVER VALUE AND FLAGS FROM SYMBOL TABLE ENTRY
X;
XGETVAL LDY #0
X LDA (TABPTR),Y ;GET FLAGS
X ASL A
X PHA
X AND #$CE ;EXTRACT FLAGS
X STA SFLGS ;AND SAVE THEM
X PLA
X ASL A
X ASL A
X ASL A ;SAVE BIT 8 IN CY
X PHP
X ASL A ;PUT BIT 0 INTO CY
X INY
X LDA (TABPTR),Y
X ROL A ;MERGE BITS 0 AND 1-7
X STA SVAL
X PLP
X INY
X LDA (TABPTR),Y
X ROL A ;MERGE BITS 8 AND 9-15
X STA SVAL+1
XSYMFND RTS
X;
X; FIND LOCATION FOR A SYMBOL IN THE TABLE
X;
XFIND LDX ENDSTAB
X STX HIGHP
X LDA ENDSTAB+1
X STA HIGHP+1
X LDX #LOW[SYMTAB]
X STX LOWP
X LDA #HIGH[SYMTAB]
X STA LOWP+1
X STA TABPTR+1
X STX TABPTR
X;
X CPX HIGHP
X SBC HIGHP+1
X BCS SNFND
X;
XHALVE SEC
X LDA HIGHP
X ADC LOWP
```

```
X STA TABPTR
X LDA HIGHP+1
X ADC LOWP+1
X ROR A
X ROR TABPTR
X STA TABPTR+1
X LDY #0
X LDA (TABPTR),Y
X BMI GSTRT ;FOUND START OF A SYMBOL
XNOT1ST LDA TABPTR
X BNE FBKUP
X DEC TABPTR+1
XFBKUP DEC TABPTR
X LDA (TABPTR),Y
X BPL NOT1ST
X;
XGSTRT LDY #3
XFCHRLP LDA (TABPTR),Y
X BMI MTCHOK
X CMP SYMBOL-3,Y ;MATCH?
X BCC FADVC1 ;TABLE ENT. < SYMBOL
X BNE FBKUP1 ;TABLE ENT. > SYMBOL
X INY
X BCS FCHRLP
X;
XMTCHOK CLC
X LDA SYMBOL-3,Y
X BEQ SYMFND ;SYMBOL FOUND (CY=0)
X BNE FADVC2
X;
XFADVC1 INY
XFADVC2 LDA (TABPTR),Y
X BPL FADVC1
X CLC
X TYA
X ADC TABPTR
X LDY TABPTR+1
X BCC FADVNI
X INY
XFADVNI CPY HIGHP+1
X BCC FADVC3
X CMP HIGHP
X BCC FADVC3
X STA TABPTR ;SYMBOL NOT FOUND (CY=1)
X STY TABPTR+1
XSNFND RTS
X;
XFADVC3 STY LOWP+1
X STA LOWP
X BCC HALVE
```

```
X;
XFBKUP1 LDA LOWP
X CMP TABPTR
X LDA LOWP+1
X SBC TABPTR+1
X BCS SNFND ;SYMBOL NOT FOUND (CY=1)
X LDA TABPTR
X STA HIGHP
X LDA TABPTR+1
X STA HIGHP+1
X BCC HALVE
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > asm5.asm
X;
X; PRINT.ASM
X;
X; PRINT THE GENERATED CODE/SOURCE LINE
X;
XPRINT JSR CLEAR
X;
X LDX #2
X LDA ISVAL
X BMI NOADDR
X BNE VALADR
X;
X LDA PC+1
X JSR PRHEX
X LDA PC
X JMP LSTHLF
X;
XVALADR LDA VALUE+1
X JSR PRHEX
X LDA VALUE
XLSTHLF JSR PRHEX
X;
XNOADDR LDA LEN
X STA TEMP
X BEQ NODATA
X LDA MODE
X BMI NODATA
X JSR PROBJT ;PRINT 1 TO 6 BYTES OF OBJECT CODE
XNODATA LDX #20
X JSR PRSRC
X;
X LDA ADRERR
X STA PRBUF
X CMP #' '
X BEQ PRINTQ
X;
X LDX #LOGDEV
```

```
X JSR DOPRINT ;LOG ERRORS TO THE SCREEN
X;
X INC ERRCNT
X BNE PRINTQ ;AND COUNT THEM
X INC ERRCNT+1
X;
XPRINTQ LDA ICMD-2+PRUNIT
X BMI LOKXIT
X;
XEXCODE JSR LIST
X BMI LINXIT
X LDA MODE
X BMI LOKXIT
X LDA TEMP
X BEQ LINXIT
X JSR CLEAR
X JSR PROBJT
X LDA #EOL
X STA PRBUF,X
X JMP EXCODE
X;
XLOKXIT LDA #0
XLINXIT RTS
X;
X; PRINT A FORMATTED LINE TO LISTING DEVICE
X;
XLIST LDA CURLINE
X INC CURLINE
X CMP LPP ;NUMBER OF LINES/PAGE
X BCC NONEWP
X LDA #' '
X STA PAGE+3 ;BLANK OUT PAGE NO.
X STA PAGE+2
X STA PAGE+1
X LDA #0
X STA CURLINE ;START OF NEW PAGE
X INC CURPAGE
X BNE PAGEOK
X INC CURPAGE+1
XPAGEOK LDA CURPAGE
X STA FR0
X LDA CURPAGE+1
X STA FR0+1
X JSR IFP
X JSR FASCII ;CONVERT TO ASCII STRING
X LDY #$FF
XPGCPLP INY
X LDA (INBUFF),Y
X STA PAGE,Y ;COPY TO HEADING BUFFER
X BPL PGCPLP
```

```
X AND #$7F
X STA PAGE,Y
X;
X LDX #PRUNIT
X LDA #11 ;PRINT MULTIPLE LINES
X STA ICMD,X
X LDA #LOW[TTLINE]
X STA IBUF,X
X LDA #HIGH[TTLINE]
X STA IBUF+1,X
X LDA TTLLEN
X STA ILEN,X
X LDA #0
X STA ILEN+1
X JSR CIOV ;WRITE TITLE LINE
X;
XNONEWP LDX #PRUNIT
XDOPRINT LDA #LOW[PRBUF]
X STA IBUF,X
X LDA #HIGH[PRBUF]
X STA IBUF+1,X
X;
X LDA #9
X STA ICMD,X ;PRINT A LINE ENDING WITH EOL
X LDA #81
X STA ILEN,X
X LDA #0
X STA ILEN+1,X
X JMP CIOV
X;
X; CONVERT NUMBER TO HEX IN PRINT LINE
X;
XPRHEX PHA
X LSR A
X LSR A
X LSR A
X LSR A
X SED
X SEC
X SBC #9+1
X ADC #'9'+1
X STA PRBUF,X
X INX
X PLA
X AND #$0F
X SEC
X SBC #9+1
X ADC #'9'+1
X CLD
X STA PRBUF,X
```

```
X INX
X RTS
X;
X; CLEAR THE PRINT LINE
X;
XCLEAR LDX #0
XCLLP LDA #' '
X STA PRBUF,X
X INX
X CPX #80
X BCC CLLP
X LDA #EOL
X STA PRBUF,X
X RTS
X;
X; PRINT SOURCE LINE
X;
XPRSRC LDY #0
XPRSCP LDA (TEXTP),Y
X CMP #TAB
X BNE STINBF
X;
X TXA
X LDX #NTABS
XNXTTAB DEX
X CMP TABTAB,X
X BCC NXTTAB
X LDA TABTAB+1,X
X TAX
X BCS PRBMPY
XSTINBF STA PRBUF,X
X CMP #EOL
X BEQ GOTEOL
X INX
XPRBMPY INY
X CPX #80
X BCC PRSCP
XGOTEOL RTS
X;
XTABTAB DB 0,2,7,20,29
X DB 35,43,51,59,67
X DB 72,73,74,75,76
X DB 77,78,79
XNTABS = *-TABTAB
X;
X; PRINT OUT A CHUNK OF OBJECT CODE
X;
XPROBJT LDX #7
X LDY #0
X STY TEMP+1
```

```
XOBJPRL LDA OPCODE,Y
X JSR PRHEX
X DEC TEMP
X BEQ HEXIT
X INC TEMP+1
X LDY TEMP+1
X CPY #6
X BNE OBJPRL
X;
XLDOUTB LDA DATBUF-1+6,Y
X STA OPCODE-1,Y
X DEY
X BNE LDOUTB
X;
XPRNX6 LDA DATBUF+6,Y
X STA DATBUF,Y
X INY
X CPY TEMP
X BCC PRNX6
X;
XHEXIT RTS
X;
X; OBJECT.OBJ
X;
X; PUT CONTENTS OF THE DATA BUFFER INTO THE OBJECT FILE
X;
XDATOBJ LDY PASSNO
X BNE NOOBJG
X JSR OBJSET
XDOLOOP LDA DATBUF,X
X JSR WRTBYTE ;PUT EACH BYTE INTO THE BUFFER
X INX
X CPX LEN ;DONE?
X BNE DOLOOP
X STY OBJPTR
XNOOBJG RTS
X;
X; PUT THE CONTENTS OF THE MACHINE CODE BUFFER INTO THE OBJECT FILE
X;
XCODOBJ LDY PASSNO
X BNE NOOBJG
X JSR OBJSET
XCODELP LDA OPCODE,X
X JSR WRTBYTE
X INX
X CPX LEN
X BNE CODELP
X STY OBJPTR
X RTS
X;
```

```
X; INSURE THE PC AGREES WITH THE LOCATION BEING LOADED
X;
XOBJSET LDY OBJPTR
X BEQ NEWSET ;IF NOTHING IN BUFFER
X TYA
X CLC
X ADC OBJBUF
X LDX OBJBUF+1 ;ELSE COMPARE BUF ADDR AND PC
X BCC NOBX
X INX
XNOBX CMP PC
X BNE NOTSET
X CPX PC+1
X BEQ SETXIT ;IF NEXT BYTE ADDR MATCHES PC
XNOTSET JSR WRTOBJ
X;
XNEWSET LDA PC
X STA OBJBUF
X LDA PC+1
X STA OBJBUF+1
XSETXIT LDX #0
XWRTXIT RTS
X;
X; WRITE A BYTE TO THE OBJECT FILE BUFFER
X;
XWRTBYTE STA OBJBUF+4,Y
X INY
X BNE WRTXIT ;IF NOT THE END OF THE BUFFER
X;
X; WRITE A BLOCK OF OBJECT TEXT IN OBJBUF
X;
XWRTOBJ STX LOWP+1
X DEY
X TYA
X PHA
X LDX OBJBUF+1
X CLC
X ADC OBJBUF
X STA OBJBUF+2
X BCC WRTEQL
X INX
XWRTEQL STX OBJBUF+3
X LDX #OBUNIT
X SEC
X PLA
X ADC #4
X STA ILEN,X
X LDA #1
X BCS ZEROPB
X LDA #0
```

```
XZEROPB STA ILEN+1,X
X JSR CIOV
X BMI OBJERR
X LDA OBJBUF+3
X STA OBJBUF+1
X LDY OBJBUF+2
X INY
X STY OBJBUF
X BNE WRTOUT
X INC OBJBUF+1
XWRTOUT LDX LOWP+1
X LDY #0
X RTS
X;
XOBJERR BRK
X NOP
X JMP ($000A)
X;
X; INPUT.ASM
X;
X; PROMPT FOR COMMAND INPUT
X;
XPROMPT PLA
X STA LOWP
X PLA
X STA LOWP+1
XPRETRY LDA #11
X STA ICMD
X LDY #1
X LDX #0
X STX ILEN
X STX ILEN+1
XPMTLP LDA (LOWP),Y
X BEQ PMTEND
X INY
X STY TEMP
X JSR CIOV
X LDY TEMP
X BNE PMTLP
X;
XPMTEND INY
X LDA (LOWP),Y
X STA HIGHP
X INY
X LDA (LOWP),Y
X STA HIGHP+1
X STY TEMP
X LDA #5
X STA ICMD
X LDA #FNSIZE-2
```

```
X STA ILEN
X LDA #0
X STA ILEN+1
X LDA #LOW[FNBUF]
X STA IBUF
X LDA #HIGH[FNBUF]
X STA IBUF+1
X JSR CIOV
X BMI PRETRY
X JSR BLDFNB
X LDY #$FF
XCPFNLP INY
X LDA FNBUF,Y
X STA (HIGHP),Y
X BPL CPFNLP
X CLC
X LDA TEMP
X ADC LOWP
X STA TEMP
X LDA LOWP+1
X ADC #0
X PHA
X LDA TEMP
X PHA
X RTS
X;
XBLDFNB LDX #0
X LDY #0
X STX TEMP+1
X LDA FNBUF
X BPL BLDFNE
X DEY
XKEEPNM INY
X LDA INF,Y
X STA FNBUF,Y
X BMI NOTDFLT
X CMP #'.'
X BNE KEEPNM
XNOTDFLT LDA #EOL
X STA FNBUF,Y
X LDY #0
X BEQ BLDFNE
X;
XBLDFNL CMP #':'
X BNE BLDFCP
X DEX
XBLDFCP CMP #'.'
X BNE BLDFND
X DEC TEMP+1
XBLDFND INY
```

```
XBLDFNE LDA FNBUF,Y
X BPL BLDFNL
X LDA TEMP+1
X BNE GOTEXT
X LDA #'.'
X STA FNBUF,Y
X INY
X LDA EXTTXT
X STA FNBUF,Y
X INY
X LDA EXTTXT+1
X STA FNBUF,Y
X INY
X LDA EXTTXT+2
X STA FNBUF,Y
X INY
X LDA #EOL
X STA FNBUF,Y
XGOTEXT TXA
X BNE GOTPFX
XSHFTBF LDA FNBUF,Y
X STA FNBUF+2,Y
X DEY
X BPL SHFTBF
X LDA #'D'
X STA FNBUF
X LDA #':'
X STA FNBUF+1
XGOTPFX RTS
X;
X; CLOSE A FILE
X;
XCLOSEF LDA #12
X STA ICMD,X
X JMP CIOV
X;
X; OPEN A FILE FOR INPUT
X;
XOPENIN STY TEMP
X PHA
X JSR CLOSEF
X LDA #4
XDOPEN STA IAUX,X
X PLA
X STA IBUF,X
X LDA TEMP
X STA IBUF+1,X
X LDA #3
X STA ICMD,X
X JMP CIOV ;OPEN INPUT FILE
```

```
X;
X; OPEN LIST OR OBJECT FILE
X;
XOPNOUT STY TEMP
X PHA
X LDA #12
X STA ICMD,X
X JSR CIOV
X LDA #8
X BNE DOPEN
X;
X; READ A LINE INTO THE TEXT BUFFER
X; AND INITIALIZE THE TEXT POINTERS
X;
XREADLN LDX FILE ;READ SELECTED FILE
X LDA #5
X STA ICMD,X
X LDA #LINLEN
X STA ILEN,X
X LDA #0
X STA ILEN+1,X
X STA TXTPTR
X LDA #LOW[TEXTBF]
X STA IBUF,X
X STA TEXTP
X LDA #HIGH[TEXTBF]
X STA IBUF+1,X
X STA TEXTP+1
X JSR CIOV
X LDA ILEN,X
X TAX
X LDA #EOL
X STA TEXTBF,X
X TYA
X RTS
SHAR_EOF
# End of shell archive
exit 0
```

```
==============================================================================
```

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Wordmark Systems <== No disclaimers required -- that's just me
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2325. An Atari Assembler: A65

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-24 05:40:40 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <8448@killer.DALLAS.TX.US>
Source record: 115779

```
# This is a shell archive (Part 2 of 3)
#
# It contains the documentation (what little there is)
# for the A65 (NON-macro) assembler.
#
#----cut here-----cut here-----cut here-----cut here----#
#!/bin/sh
# shar: Shell Archiver
# Run the following text with /bin/sh to create:
# a65.doc
# This archive created: Fri Jun 23 20:31:09 1989
sed 's/^X//' << \SHAR_EOF > a65.doc
X
X
X A65 (A very simple 6502 assembler)
X
X by
X Charles Marslett
X Wordmark Systems
X
X
XThe A65 assembler is modeled after the Atari MACRO Assembler (AMAC) that
Xwas distributed by APX along with the MEDIT editor and the DDT debugger.
XThe most significant thing about it is that the source files cannot contain
Xline numbers (so editors that use line numbers must be able to write an
Xunnumbered output file). A second characteristic is that it is a disk-to-
Xdisk assembler (the source must be in a disk (or cassette) file and the
Xobject cannot be inserted directly into memory.
X
XThe assembler is run from the DOS menu using the 'L' command, and prompts
Xyou for the source file name, the object file name and the listing file
Xname: a RETURN in response to the object and listing prompts will cause
Xthe assembler to generate files on the same drive with extensions '.OBJ'
Xand '.LST' using the same file name as the source file. If no '.' appears
Xin the source file name, '.ASM' is its assumed extension. A listing can
Xbe printed directly by specifying 'P:' as the list file or dumped to the
Xscreen by specifying 'E:'. A '-' disables the listing if you do not want
Xone.
X
XA start at implementing support for the 65C02 opcodes is in the code, but
Xwhat is there has not been tested very thouroughly and most of the opcodes
Xand addressing modes are not in place yet. Otherwise, the machine
Xinstructions are as any other standard 6502 assembler would expect.
XExpressions can include +, -, * and / operators as well as HIGH[] and LOW[]
```

```
Xfunctions to extract the high and low bytes of 16-bit numbers. Brackets,
X[ and ], may be used to group terms in an expression if necessary. Symbols
Xmay have up to 11 characters, including upper and lower case letters,
Xunderscores and numbers. Symbols must start with an underscore or letter,
Xand case is significant except for the predefined assembler opcodes and the
Xregister names A, X and Y.
X
XThe machine opcodes recognized are:
X
X ADC, AND, ASL, BCC, BCS, BEQ, BIT, BMI, BNE, BPL, BRA (65C02 only),
X BRK, BVC, BVS, CLC, CLD, CLI, CLV, CMP, CPX, CPY, DEC, DEX, DEY,
X EOR, INC, INX, INY, JMP, JSR, LDA, LDX, LDY, LSR, NOP, ORA, PHA,
X PHP, PLA, PLP, ROL, ROR, RTI, RTS, SBC, SEC, SED, SEI, STA, STX,
X STY, TAX, TAY, TSX, TXA, TXS, TYA
X
XThe assembler directives are:
X
XDB defines a byte, in decimal (12), hex ($0C), octal (@14) or binary
X (%00001100) and may also be a character string (enclosed in quotes)
XDC defines a byte, as above, but with the high bit set (if defining a
X string, only on the last byte of the string)
XDW defines a word, low byte first, as if an indirect pointer
XDS allocates a number of bytes without storing any data in them
X
XORG sets the location counter to a fixed address
X*= same as ORG
XEQU defines a symbol to have a specific value
X= same as EQU
X
X
X
X
X
X
X
X
XINCLUDE causes the file specified to be inserted at this point in the
X assembly (can be nested if the DOS supports sufficient numbers
X of files open at once -- the object, list and source files are
X kept open at all times, and each level of nested includes requires
X one more open file. MYDOS and Atari DOS 2 allow 3 normally, which
X does not allow a listing and include files. If set to 5, the
X assembler could generate a listing and handle 1 level of nested
X includes)
XTITLE specifies the first title line
XSUBTTL allows entering a second title line
XPAGE causes the assembler to go to the top of th next listing page
X
XEND terminates the program and specifies INIT and RUN addresses
X
```

```
XLIST a stub for future expansion
XMACRO another stub (does nothing, not even generate an error)
XMEND another stub
X
XOctal numbers, EQU, *=, and INIT and RUN addresses may have bugs in them --
Xgood luck. Most of the rest has been debugged reasonably well.
X
XThe END statement can have the following forms:
X
X END no RUN or INIT vectors generated at all
X END ADDR ADDR is the RUN entry point
X END ADDR, ADDR is the INIT entry point (no RUN vector)
X END INIT,RUN both vectors specified
X
X(This is what I call minimum documentation, I will add to it as questions
Xare asked)
X
X Charles Marslett
X 8/21/85
X
X
X
XChanges since the first release:
X
XThe assembler now behaves more reasonably when a forward reference is
Xencountered (it used to just generate junque quietly!) -- forward references
Xare forced to 16-bit values if possible, otherwise A65 assumes you know what
Xyou are doing, and assumes it will be an 8-bit value when it is defined.
X
XThe assembler allows upper and lower case symbols, and it is case sensitive.
XIt still ignores case, however, when handling the directives and machine
Xopcodes as well as the register names ("A", "X" and "Y"). Underscores are
Xalso allow in symbols and are treated as letters (makes C people happy!).
XSymbols may also be up to 11 characters long (rather than 8 as before).
X
XThe initial load address is the HIMEM value from DOS (the lowest possible
Xload address) rather than a random value left over in memory.
X
XErrors are marked in the listing file (as before) but they are also echoed
Xto the screen, and the total number of errors (in HEX) are reported at the
Xend of the assembly. If any errors occur, the automatic return to the DOS
Xprompt is delayed until the [RETURN] key is pressed to give you an opportunity
Xto note any (unexpected) errors reported.
X
X
X
X
X
X
X
```

```
X
X
XFinally, some errors that were previously accepted (and generated bad code)
Xare now caught and flagged as errors). These included multiply defined
Xsymbols and some invalid addressing modes.
X
X Charles Marslett
X 6/16/89
SHAR_EOF
# End of shell archive
exit 0
```


```
==========================================================================
Charles Marslett
STB Systems, Inc. <== Apply all standard disclaimers
Wordmark Systems <== No disclaimers required -- that's just me
chasm@killer.dallas.tx.us
```

2326. An Atari Assembler: A65

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-24 05:42:26 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <8449@killer.DALLAS.TX.US>
Source record: 115780
Body handling: Inline uuencoded payload not displayed: a65

```
This is NOT a shell archive (Part 3 of 3).

Rather it is a uuencoded executable binary of the MYDOS A65 assembler.
Remove the lines up to and including the "cut here" line on the front and
remove any lines following the "end" or "size" line, depending on your
uudecoder's preferences, then feed the resulting UUENCODEd file into
UUDECODE (YAU, etc.) to generate a binary executable copy of A65.

----cut here-----cut here-----cut here-----cut here----#

[Inline uuencoded payload not displayed: a65]

size 4732
================================================================================
Charles Marslett
STB Systems, Inc. <== Apply all standard disclaimers
Wordmark Systems <== No disclaimers required -- that's just me
chasm@killer.dallas.tx.us
```

2327. un-arcing bitnet files

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-24 15:57:00 UTC
From: BIW109@URIMVS.BITNET
Message-ID: <8906251237.AA04907@ucbvax.Berkeley.EDU>
Source record: 115781

A while back I seem to remember something being said about how
compressed files are corrupted when they go from usenet to bitnet. I
think it had something to do with the ascii/ebcdic conversion. I don't
remember the particulars.. I just need to know the story, because
I would like to get mydos4.5 when it comes through... thanks

Ray Courtois bitnet: biw109@urimvs

2328. MYDOS 4.51 source posting

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-24 16:24:21 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <8450@killer.DALLAS.TX.US>
Source record: 115782

```
# This is a shell archive (Part 1 of 3)
#
# It contains a note describing the changes made to
# MYDOS from version 4.50 to 4.51, a short file
# describing how to rebuild MYDOS from the source
# files, and the source to the BUILD utility program
# used to install MYDOS into memory -- the final step
# in rebuilding MYDOS from the sources.
#
# Run it through the Bourne shell "sh" or an unshar program.
# Assemble the BUILD.ASM file using the just posted A65
# assembler and read the other two.
#
# The source to MYDOS 4.51 follows in the two remaining parts of
# this posting.
#
#----cut here-----cut here-----cut here-----cut here----#
#!/bin/sh
# shar: Shell Archiver
# Run the following text with /bin/sh to create:
# changes
# read.me
# build.asm
# This archive created: Sat Jun 24 08:36:56 1989
sed 's/^X//' << \SHAR_EOF > changes
XMYDOS 4.51 -- Released June 14, 1989
X
XMYDOS 4.51 restores some of the
X"features" of 4.3, including being
Xwritten in Atari AMAC syntax (that
Xis, compatible with MADMAC and my
Xown A65 assemblers). This seems more
Xconsistent than MAC/65. See the
Xfollowing list for the changed
Xcode. Like 4.50, it mostly fixes
Xbugs in features that never worked
Xright in the past. the changes are
Xvery minor.
X
X
XChanges from 4.50 to 4.51 --
X
X1.Lock/Unlock work the way they
X used to. Query is the default.
```

```
X2.A bug inserted into the program
X load code is corrected (some code
X that has to be resident was moved
X into the DUP overlay area).
X3.The code to work around I/O errors
X deleting the program file in most
X BASIC program "starter"s is re-
X inserted (inadvertently removed
X in 4.50).
X4.Formatting of disks with bad sec-
X tors is reenabled (with warning).
X5.Corrected code to copy DOS.SYS
X from one diskette to another (this
X never really worked before).
X6.The RAMdisk configuration code in-
X serted by Bob Puff was retained,
X but the old code (with specifiable
X I/O port) is restored for non-
X Axlon, non-XE compatible RAMdisks.
X7.The correction to keep the VTOC
X of other disks from being corrupt-
X ed when I/O errors occurred while
X writing a VTOC was worse than the
X problem (any I/O error scrambles
X all VTOCs with output files open).
X Perhaps the best fix is to retry
X forever? Anyway, this is still a
X problem area.
X8.And, of course, the assembler A65
X is included. The executable code
X in MYDOS 4.51 was all assembled
X using A65.
X
XCopying DOS.SYS -- we now . . .
X
X1) load the 3 boot sectors into RAM
X from the source disk.
X2) copy the actual file, renaming it
X "diamond"OS.SYS on the destina-
X tion disk.
X3) write the 3 boot sectors to the
X destination drive (updating the
X sector link mask, link location
X and sector size flag).
X4) rename "diamond"OS.SYS to DOS.SYS
X (updating the sector size flag
X and the starting sector number of
X DOS.SYS).
X
X
```

```
XTo do (before 1990, at least):
X
X1. Add script (batch file) support.
X2. Enable BASIC if no cartridge is
X installed and the [B] command is
X issued. Then, disable BASIC if
X the [L] or [N] commands are
X issued.
X
XAny volunteers?
X
X
XEnjoy,
X
XCharles Marslett
X
XUsenet: chasm@killer.dallas.tx.us
XCompuserve: 73317,3662
X
XJune 16, 1989
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > read.me
X
X
X
X
X
X
X
X
X
X
X
X
X
X
X
X MYDOS 4.51 Source Code Documentation
X
X
X Copyright (C) 1988, 1989 by WORDMARK Systems and the authors:
X
X Charles Marslett
X 2705 Pinewood Dr.
X Garland, TX 75042
X CIS: 73317,3662
X UseNet: CHASM@KILLER.DALLAS.TX.US
X
X and
X
X Robert Puff
```

```
X Suite 222
X 2117 Buffalo Rd.
X Rochester, NY 14624
X GEnie: BOB.PUFF
X
X
X
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X this copyright notice is left intact, and provided that:
X
X (1) The source code in machine readable form is provided with
X any binary distribution, or made available at no additional cost
X to the recipients of the binary distribution.
X
X (2) A binary version of a derivative work may be sold for a
X reasonable distribution charge (less than $50), and the
X source code in machine readable format must be available.
X
X (3) A derivative work may not impose and restriction on the free
X distribution of the source code.
X
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X
X This is the source code to MYDOS version 4.51. It is written in
X Atari AMAC format. Use the included A65 assembler, Atari AMAC or the
X Atari MADMAC programs to assemble it. If you do not want a listing, or
X do not have a printer, and you are assembling with A65, you can specify
X "-" as the listing file and only the object files will ge generated.
X If you want a listing you will probably have to increase the "FILES"
X configuration parameter to 4 (so the included files can be read -- this
X is the cause of the "I" errors).
X
```

```
X Here are a few notes on how to create a working copy of MYDOS
X from the source:
X
X (1) It is easiest to use an older version of MYDOS to assemble the
X new DOS. All filenames used in assembling use the D: default drive
X number; so go to your DOS menu, and set the default drive (and
X directory) to where your source code resides. The source code and
X object files will all fit on one double density disk. If you only
X have single density drive(s), then separate the MDOS and MDUP files,
X but put the object files on the same disk prior to BUILDing.
X
X (2) Load A65 and enter D:MDOS.ASM as the source file. Press return
X for the object file and either - or P: for the listing file. A65 will
X exit back to the MYDOS menu when the assembly is completed.
X
X (3) Load A65 and enter D:MDUP.ASM as the source file. This will
X assemble the rest of the resident code, and also the non-resident
X DUP.SYS part. Again A65 will return to the MYDOS menu.
X
X (4) If necessary, copy the MDOS.OBJ and MDUP.OBJ files to a diskette
X containing BUILD. Now load (and execute) BUILD. This file will read
X the MDOS.OBJ and MDUP.OBJ files you just created. When asked to,
X press START, and you will be in the new DOS! Now use the [H] command
X to write out DOS files, and you're set!
X
X
X What the files contain:
X
X The MDOS.ASM and MDUP.ASM files are "header" files, that have
X some equates, and simply INCLUDE the actual source files (source
X files are MDOS1.ASM, MDOS2.ASM, MDOS3.ASM, MDOS4.ASM, MDUP1.ASM,
X MDUP2.ASM, MDUP3.ASM, MDUP4.ASM, MDUP5.ASM, MDUP6.ASM and MDUP3.ASM).
X Be warned that there are absolute references that MDUP makes to the
X MDOS files; these are limited to locations in MDOS1.ASM so if the
X MDOS.ASM or MDOS1.ASM files are modified in any way, these references
X may need to be changed as well. They are located in the very beginning
X of the MDUP.ASM file.
X
X The DOS.SYS file itself is contained mostly in the MDOSx files;
X but the code that takes care of MEM.SAV and loading DUP.SYS is in the
X file MDUP1.ASM. Because the DOS is split between two files, you must
X take note of the last byte the assembly of MDOS.ASM produced, and
X place this address in the "ORIGIN = xxxx" statement in the MDUP.ASM
X segment, or the possibility of both files running into each other
X will exist.
X
X I think that is about it. If you find/correct any bugs, or do
X any major modifications, Mr. Marslett and I would like to see them.
X Please see the above references on how to contact us.
X
```

```
X Bob Puff 11/28/88
X Charles Marslett 6/14/89
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > build.asm
X TITLE 'DOUBLE DENSITY MYDOS3 SYSTEM DISK BUILDER'
X;
X; Copyright 1984, Charles Marslett, Wordmark Systems
X;
X; Permission is granted by the author for any use whatsoever of this
X; code, so long as this notice remains in the source code, and so
X; long as the source to this routine, however modified or unmodified,
X; is made available for a nominal cost.
X;
X;
X; Some important absolute addresses
X;
XCIOV = $E456 ;CIO ENTRY VECTOR
X;
XMENUP = $02E0 ;THE RUN ENTRY POINT OF "MDUP.OBJ"
X;
XORIGIN = $4800 ;GOTTA BE BIG ENOUGH TO NOT HIT EITHER COPY OF MYDOS
X;
XZCTR = $FA ;A GENERAL PURPOSE COUNTER
XBPTR = $FC ;A GENERAL PURPOSE POINTER
XZPTR = $FE ;AND ANOTHER GENERAL PURPOSE POINTER
X;
X; Define the fields of IOCB $10 that I use
X;
X ORG $0351
X DS 1
XICMD DS 1
X DS 1
XIBUF DS 4
XILEN DS 2
XIAUX1 DS 1
XIAUX2 DS 1
X;
X; The BUILD program itself -- loads MDOS.OBJ and MDUP.OBJ into memory above
X; itself, then relocates the code down over the previous version of MYDOS
X; that we are running with and starts it up. This is how we create a new
X; version of MYDOS.
X;
X ORG ORIGIN
X;
XSTART LDX #LOW[SIGNON]
X LDY #HIGH[SIGNON] ;LOG ONTO THE SCREEN
X JSR DMSG
X;
X LDA #$C0
X STA BPTR+1 ;POINT BPTR AT $C000
```

```
X LDY #0
X STY BPTR
X LDA #$FF
X STA SAVC
X LDX #$10
XCLRC STA (BPTR),Y
X INY
X BNE CLRC
X INC BPTR+1
X DEX
X BNE CLRC
X;
X LDA #HIGH[BUFFER]
X STA BPTR+1 ;POINT BPTR AT "BUFFER"
X LDA #LOW[BUFFER]
X STA BPTR
X LDX #$20
X LDA #0
XMVLP1 STA (BPTR),Y ;FILL THE 8K BUFFER WITH $00 BYTES
X INY
X BNE MVLP1
X INC BPTR+1
X DEX
X BNE MVLP1
X;
X; COPY NEW DOS CODE FROM FILE "MDOS.OBJ"
X;
X LDX #LOW[MSG01]
X LDY #HIGH[MSG01]
X JSR DMSG ;ANNOUNCE WE ARE READING "D:MDOS.OBJ"
X LDY #LOW[DOSFIL]
X LDA #HIGH[DOSFIL]
X JSR LOADBF ;LOAD CONTENTS OF "MDOS.OBJ"
X;
X; COPY NEW DOS AND DUP CODE FROM FILE "MDUP.OBJ"
X;
X LDX #LOW[MSG02]
X LDY #HIGH[MSG02]
X JSR DMSG ;ANNOUNCE WE ARE READING "D:MDUP.OBJ"
X LDY #LOW[DUPFIL]
X LDA #HIGH[DUPFIL]
X JSR LOADBF ;LOAD CONTENTS OF "MDUP.OBJ"
X;
X; MOVE BUFFER DOWN TO LOW MEMORY
X;
X LDX #LOW[MSG03]
X LDY #HIGH[MSG03]
X JSR DMSG ;ANNOUNCE WE ARE RELOCATING DOS AND DUP CODE
X LDA #$07
X STA ZPTR+1
```

```
X LDA #$00
X STA ZPTR ;SET DESTINATION POINTER TO $0700
X LDA #HIGH[BUFFER]
X STA BPTR+1
X LDA #LOW[BUFFER]
X STA BPTR ;SET SOURCE POINTER TO "BUFFER"
X;
X LDY #0
XMVLP2 LDA (BPTR),Y
X STA (ZPTR),Y ;COPY 256 BYTES AT A TIME UNTIL WE
X INY ;ARE ABOUT TO OVERWRITE BUILD ITSELF
X BNE MVLP2 ;(THIS IS TOO MUCH, I HOPE, BUT IT WORKS)
X INC BPTR+1
X INC ZPTR+1
X LDA ZPTR+1
X CMP #HIGH[START]
X BNE MVLP2
X;
X; REINITIALIZE THE SYSTEM
X;
X LDX #LOW[MSG04]
X LDY #HIGH[MSG04]
X JSR WFSTR ;ANNOUNCE STARTUP AND WAIT FOR A KEY
X;
X JSR DOSINI ;REINITIALIZE THE NEW MYDOS
X;
X LDX #0
X LDA #3
X STA ICMD-16
X LDA #$2C
X STA IAUX1-16
X LDA #LOW[EC]
X STA IBUF-16
X LDA #HIGH[EC]
X STA IBUF+1-16
X JSR CIOV ;REOPEN THE KEYBOARD/SCREEN "E:" DEVICE
X;
X LDX #LOW[MSG05]
X LDY #HIGH[MSG05]
X JSR WFSTR ;ANNOUNCE WE ARE READY TO RUN THE NEW MYDOS
X;
X JMP (MENUP) ;ENTER BACK AT MENU (USE "H" TO SAVE NEW DOS)
X;
X;
X; LOAD CONTENTS OF OBJECT FILE INTO BUFFER
X;
XLOADBF STY IBUF
X STA IBUF+1
X LDA #$FF
X STA MINAD
```

```
X STA MINAD+1 ;SET LOW ADDRESS TO $FFFF
X LDA #3
X STA ICMD
X LDA #4
X STA IAUX1
X LDA #0
X STA MAXAD ;SET HIGH ADDRESS TO $0000
X STA MAXAD+1
X STA IAUX2
X LDX #$10
X JSR CIOV ;OPEN D:MDOS.OBJ OR D:MDUP.OBJ
X BPL GOTFIL
X LDX #LOW[NOFIL]
X LDY #HIGH[NOFIL]
X JSR DMSG ;REPORT IT IF WE CANNOT OPEN THE FILE
X JMP ($000A)
X;
XGOTFIL LDA #7 ;ELSE,
X STA ICMD ;CHANGE COMMAND TO READ
X LDA #LOW[BUFAD]
X STA IBUF
X LDA #HIGH[BUFAD] ;BUFFER ADDRESS TO THAT OF LOCAL BUF.
X STA IBUF+1
X LDA #2
X STA ILEN
X LDA #0
X STA ILEN+1 ;LENGTH TO 2 BYTES
X LDX #$10
X JSR CIOV ;READ HEADER
X BMI INVHDR ;IF ERROR, REPORT IT
X LDA BUFAD
X AND BUFAD+1
X CMP #$FF ;ELSE, VALID HEADER?
X BPL RDNXTB
XINVHDR LDX #LOW[NOHDR]
X LDY #HIGH[NOHDR]
X JSR DMSG ;IF NOT, REPORT THAT ERROR
X JMP ($000A)
X;
XRDNXTB LDA #LOW[BUFAD] ;READ THE NEXT WORD PAIR (START & END ADDR)
X STA IBUF
X LDA #HIGH[BUFAD]
X STA IBUF+1
X LDA #4
X STA ILEN ;SET LENGTH TO 4 BYTES
X LDA #0
X STA ILEN+1
X LDX #$10
X JSR CIOV ;READ START/END ADDRESSES
X BPL RDDATA ;IF NO ERROR, LOAD THE DATA
```

```
X CPY #$88 ;ELSE, IS IT EOF?
X BNE ABORT ;IF NOT EOF, REPORT THE ERROR
X JMP MOVER ;IF EOF, WE HAVE LOADED IT ALL, RETURN NORMALLY
X;
XRDDATA LDA BUFAD+2
X LDY BUFAD+3
X CPY MAXAD+1
X BCC NOTMAX ;IF THIS BLOCK SETS A NEW HIGH ADDRESS LOADED
X BNE NEWMAX
X CMP MAXAD
X BCC NOTMAX
XNEWMAX STY MAXAD+1 ;UPDATE THE HIGH WATER MARK
X STA MAXAD
XNOTMAX SEC
X SBC BUFAD
X STA ZCTR
X TYA
X SBC BUFAD+1
X STA ZCTR+1
X INC ZCTR
X BNE LENOK
X INC ZCTR+1
XLENOK JSR DEBUG1
X LDY BUFAD+1
X LDA BUFAD
X CPY MINAD+1 ;AND IF IT SETS A NEW LOW ADDRESS LOADED
X BCC NEWMIN
X BNE NOTMIN
X CMP MINAD
X BCS NOTMIN ;UPDATE THE LOW WATER MARK
XNEWMIN CPY #$03
X BCC NOTMIN
X STY MINAD+1
X STA MINAD
XNOTMIN CPY #$07
X BCC DONTMV
X CPY #$C0 ;SKIP THE INDIRECT BUFFER AND MOVE
X BCS DONTMV ;IF THE ADDR <0700 OR >BFFF
X ADC #LOW[BUFFER-$700]
X PHA
X TYA
X ADC #HIGH[BUFFER-$700]
X TAY
X PLA
XDONTMV STA BPTR
X STY BPTR+1
X JSR DEBUG2
X LDA #0
X STA ILEN
X STA ILEN+1 ;READ ONE BYTE AT A TIME
```

```
XGETNB LDX #$10
X JSR CIOV
X BPL STBYTE ;AND IF NO ERROR, STORE IT
XABORT LDX #LOW[ABORTED]
X LDY #HIGH[ABORTED]
X JSR DMSG ;REAL I/O ERROR
X JMP ($000A) ;EXIT TO DOS
X;
XSTBYTE LDY BPTR
X BNE STBY0
X LDY BPTR+1 ;TEST FOR BUFFER POINTER BEING STILL VALID
X CPY #$C0
X BNE STBY0
X STA SAVC
X BEQ STBY3
XSTBY0 LDY #0
X STA (BPTR),Y ;ALL OK, STORE THE BYTE JUST READ
XSTBY3 INC BPTR
X BNE STBT1
X INC BPTR+1
XSTBT1 LDA ZCTR
X BNE STBT2 ;INCREMENT THE MEMORY POINTER
X DEC ZCTR+1
XSTBT2 DEC ZCTR
X LDA ZCTR
X ORA ZCTR+1 ;DECREMENT THE BYTE COUNTER
X BNE GETNB ;IF STILL IN THE BLOCK, READ THE NEXT BYTE
X JMP RDNXTB ;ELSE, EXAMINE THE NEXT BLOCK
X;
XMOVER LDA #12 ;DONE WITH THE LOAD,
X STA ICMD
X LDX #$10
X JSR CIOV ;CLOSE LOAD FILE
X JSR PSTR
X DB '(',0
X LDA MINAD+1
X JSR PHEX ;REPORT THE LOW AND HIGH WATER MARKS
X LDA MINAD
X JSR PHEX
X JSR PSTR
X DB '-',0
X LDA MAXAD+1
X JSR PHEX
X LDA MAXAD
X JSR PHEX
X LDX #LOW[LOADED]
X LDY #HIGH[LOADED]
X JSR DMSG
X RTS ;AND RETURN TO THE MAIN LINE CODE
X;
```

```
X; PROGRAM FILE (NEW FMS)
X;
XDOSFIL DB 'D:MDOS.OBJ',$9B
X;
X; PROGRAM FILE (NEW UTILITY PROGRAM)
X;
XDUPFIL DB 'D:MDUP.OBJ',$9B
X;
X; CONSOLE KEYBOARD/DISPLAY
X;
XEC DB 'E:',$9B
X;
X; DISPLAY A MESSAGE AND WAIT FOR "START"
X;
XWFSTR JSR DMSG ;NESTED CALL TO DISPLAY THE MESSAGE
X LDA #8
X STA $D01F
XWFSTRT LDA $D01F ;READ CONSOLE SWITCHES
X AND #1
X BNE WFSTRT ;WAIT UNTIL START IS DEPRESSED
X RTS
X;
X; DISPLAY A MESSAGE TO THE OPERATOR
X;
XDMSG STX ZPTR
X STY ZPTR+1
X LDA #0
X STA ZCTR
XMSGLP LDY ZCTR
X LDA (ZPTR),Y
X BEQ DXIT
X JSR BYTOUT
X INC ZCTR
X BNE MSGLP
X;
XDXIT RTS
X;
XCODE DB '0123456789ABCDEF'
X;
X; DISPLAY A 4 DIGIT HEX NUMBER ON THE SCREEN
X;
XPHEX PHA
X LSR A
X LSR A
X LSR A
X LSR A
X TAX
X LDA CODE,X
X JSR BYTOUT
X PLA
```

```
X AND #$0F
X TAX
X LDA CODE,X
X;
XBYTOUT LDX #11
X STX ICMD-$10
X LDX #0
X STX ILEN-$10
X STX ILEN-$10+1
X JSR CIOV
X RTS
X;
XPSTR PLA
X STA ZPTR
X PLA
X STA ZPTR+1
XPLOOP INC ZPTR
X BNE POUT
X INC ZPTR+1
XPOUT LDX #0
X LDA (ZPTR,X)
X BEQ PEXIT
X JSR BYTOUT
X JMP PLOOP
X;
XPEXIT LDA ZPTR+1
X PHA
X LDA ZPTR
X PHA
X RTS
X;
X; REPORT THE HIGH AND LOW BUFFER LIMITS
X;
XDEBUG1 JSR PSTR
X DB '(',0
X LDA BUFAD+1
X JSR PHEX
X LDA BUFAD
X JSR PHEX
X JSR PSTR
X DB '-',0
X LDA BUFAD+3
X JSR PHEX
X LDA BUFAD+2
X JSR PHEX
X RTS
X;
XDEBUG2 JSR PSTR
X DB ')'
X DB $1E,$1E,$1E,$1E,$1E
```

```
X DB $1E,$1E,$1E,$1E,$1E
X DB $1E,0
X RTS
X;
X; ROUTINE TO REINITIALIZE DOS 2.0
X;
XDOSINI LDA $704
X STA $00C
X LDA $704+1
X STA $00C+1
X JMP ($00C) ;==REINITIALIZE ENTIRE DOS/DUP
X;
X; MESSAGES TO OPERATOR
X;
XSIGNON DC $9B,$9B,' '
X DC 'M','Y','D','O','S','3',' ','d','o','u','b','l','e'
X DC ' ','d','e','n','s','i','t','y'
X DC ' ','A','T','A','R','I',' ','O','S',' ',$9B
X DB ' '
X DC ' ',' ',' ',' ',' ',' ','s','y','s','t','e','m'
X DC ' ','d','i','s','k',' ','b','u','i','l','d','e','r'
X DC ' ',' ',' ',' ',' ',' ',' ',$9B,$9B
X DB 0
X;
XMSG01 DB 'LOADING MDOS.OBJ',0
XMSG02 DB 'LOADING MDUP.OBJ',0
XLOADED DB $1E,$1E,$1E,$1E,$1E
X DB $1E,$1E,$1E,$1E,$1E
X DB $1E,$1E,$1E,$1E,$1E
X DB $1E,$1E,$1E,$1E,$1E
X DB $1E,$1E,'ED',$FE,$9B,0
XMSG03 DB 'Moving DOS/DUP into place',$9B,0
XMSG04 DB 'PRESS '
X DC 'S','T','A','R','T'
X DB ' TO INITIALIZE NEW DOS',$9B,0
XMSG05 DB 'PRESS '
X DC 'S','T','A','R','T'
X DB ' TO ENTER NEW DOS.',$9B,0
X;
XNOFIL DB 'Cannot open Object File',$9B,0
XNOHDR DB 'Invalid Header in Object File',$9B,0
XABORTED DB 'I/O Error, load aborted',$9B,0
X;
X; BUFFER FOR PATCHING A RUNNING DOS
X;
XMAXAD DS 2
XMINAD DS 2
XSAVC DS 1
XBUFAD DS 6 ;FOR ADDRESSES
XBUFFER DS START-$0700
```

```
X;
X; EXECUTION FORCED, LOAD RUN ADDRESS
X;
X; ORG $02E0
X; DW START ;run address
X;
X END START
SHAR_EOF
# End of shell archive
exit 0
```

```
-------------------------------------------------------------------------------
```

Charles Marslett
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Wordmark Systems <== No disclaimers required -- that's just me
chasm@killer.dallas.tx.us

2329. MYDOS 4.51 source posting

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-24 16:26:52 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <8451@killer.DALLAS.TX.US>
Source record: 115783

```
# This is a shell archive (Part 2 of 3)
#
# It contains the source code to the file manager
# part of MYDOS. See the documentation in part 1 to
# assemble it.
#
# Run this file through the Bourne shell "sh" or an unshar
# program to extract the individual files. Assemble using
# the just posted A65 assembler.
#
#----cut here-----cut here-----cut here-----cut here----#
#!/bin/sh
# shar: Shell Archiver
# Run the following text with /bin/sh to create:
# mdos.asm
# mdos1.asm
# mdos2.asm
# mdos3.asm
# mdos4.asm
# This archive created: Sat Jun 24 08:37:24 1989
sed 's/^X//' << \SHAR_EOF > mdos.asm
X TITLE 'LARGE DISK FMS'
X;
X; Copyright 1984, Charles Marslett, Wordmark Systems
X;
X; Permission is granted by the author for any use whatsoever of this
X; code, so long as this notice remains in the source code, and so
X; long as the source to this routine, however modified or unmodified,
X; is made available for a nominal cost.
X;
X LIST C,G,I
X;
X; DISK I/O EQUATES
X;
XDKADDR = $31 ;SIO ADDRESS OF FIRST DISK DRIVE (D1:)
XTODK = $80 ;STATUS BYTE FOR A DATA TRANSFER TO THE DISK
XFROMDK = $40 ;STATUS BYTE FOR A DATA TRANSFER FROM THE DISK
X;
XREAD = 'R' ;SIO COMMAND EQUATE FOR READING A DISK
XWRITE = 'P' ;SIO COMMAND EQUATE FOR WRITING A DISK
XRDSTAT = 'S' ;SIO COMMAND EQUATE FOR READING THE DRIVE STATUS
XWRITEV = 'W' ;SIO COMMAND EQUATE FOR WRITING A DISK with VERIFY
XFMTCMD = '!' ;SIO COMMAND TO FORMAT A DISKETTE
X;
```

```
XLK128 = 125 ;LOCATION OF 128 BYTE SECTOR LINK
XLK256 = 253 ;LOCATION OF 256 BYTE SECTOR LINK
X;
XWARMST = $0008
XDOSVEC = $000A
XDOSINI = $000C
X;
X ORG $0020
XICHIDZ DS 1
XICDNOZ DS 1
XICCOMZ DS 1
XICSTAZ DS 1
XICBALZ DS 1
XICBAHZ DS 1
XICPTLZ DS 2
XICBLLZ DS 1
XICBLHZ DS 1
XICAX1Z DS 1
XICAX2Z DS 1
X DS 2
XCURFCB DS 1
XDATBYT DS 1
X;
X ORG $0031
XCHKSUM DS 1
XBUFR DS 2
X;
X ORG $0043
XFMSZPG DS 2
XDIRDSP = FMSZPG
XDIRSEC = FMSZPG+1
XCURFNO DS 1
XFMSBPT DS 2
XTMP1 DS 1
XTMP2 DS 1
X;
X; DEFINITIONS FOR THE ATARI ROM EXECUTIVE
X;
XDSKTIM = $0246
XRUNADR = $02E0
XINIADR = $02E2
XMEMTOP = $02E7
XDVSTAT = $02EA
X;
X; SIO COMMAND BUFFER DEFINITION
X;
X ORG $0300
XDDEVIC DS 1
XDUNIT DS 1
XDCOMND DS 1
```

```
XDSTATS DS 1
XDBUFLO DS 1
XDBUFHI DS 1
XDTIMLO DS 2
XDBYTLO DS 1
XDBYTHI DS 1
XDAUX1 DS 1
XDAUX2 DS 1
X;
X; I/O SYSTEM DEFINITIONS
X;
XHATABS = $031A ;BASE OF THE DYNAMIC HANDLER TABLE
X;
X; CIO COMMAND TABLE BASE DEFINITIONS (FOR IOCB $00)
X;
X ORG $0340
XICHID DS 1
XICDNO DS 1
XICCOM DS 1
XICSTA DS 1
XICBAL DS 1
XICBAH DS 1
XICPTL DS 1
XICPTH DS 1
XICBLL DS 1
XICBLH DS 1
XICAX1 DS 1
XICAX2 DS 1
XICSPR DS 4
X;
X; CARTRIDGE SUBSYSTEM DEFINITIONS
X;
XCARINIT = $BFFE ;LOCATION OF INIT VECTOR
XCARTEST = $BFFC ;LOCATION OF FLAGS
XCARRUN = $BFFA ;LOCATION OF RUN VECTOR
X;
X; 800XL MAP CONTROL
X;
XMAPREG = $D301
X;
X; OTHER I/O PORT DEFINITIONS
X;
XNMIEN = $D40E
X;
X; ROM VECTORS
X;
XDSKINV = $E453 ;SINGLE DENSITY DISK I/O ENTRY POINT
XSIOV = $E459 ;SERIAL I/O O.S. ENTRY POINT
X;
X INCLUDE D:MDOS1.ASM ;DATA AND CODE THAT REMAINS FIXED
```

```
X;
X INCLUDE D:MDOS2.ASM ;FILE SYSTEM FUNCTIONS
X;
X INCLUDE D:MDOS3.ASM ;INTERNAL DISK I/O ROUTINES
X;
X INCLUDE D:MDOS4.ASM ;UTILITY SUBROUTINES
X;
XBOOTND END ;START DUP HERE!
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > mdos1.asm
X;================================================
X;= MYDOS BOOT CODE ==
X;================================================
X;
X; DISK BOOT SECTORS (3)
X;
X ORG $0700 ;DOS.BOOT LOADS AT 0700
XBOOTFL DB 'M' ;INDICATE MYDOS 4.5 OR LATER
XBOOTL DB 3 ;NUMBER OF SECTORS IN THE BOOT
XBOOTAD DW BOOTFL ;ADDRESS OF BOOT CODE IN RAM
XBOOTIN DW INIT
X JMP INBOOT ;JUMP TO THE BOOT CONTINUATION
XFILES DB 3 ;NUMBER OF FILES THAT MAY BE OPEN AT ONCE
X;DRIVES = * ;USED TO BE BIT PATTERN FOR DRIVES
XRAMDKU DB $09 ;RAM DISK UNIT #
X;BUFALC = * ;USED TO BE BUF. ALLOC. DIR.
XDEFAULT DB 1 ;DEFAULT UNIT NUMBER
XDOSEND DW BOOTND ;ADDRESS OF THE FIRST BYTE OF FREE MEM.
XSECDAT DB 1 ;1=128 BYTE SECTOR/2=256 BYTE SECTOR
XDOSLOC DW 4 ;SECTOR ADDRESS OF DOS.SYS
XDLINK DB LK128 ;OFFSET TO THE SECTOR LINK FIELD
XDOSAD DW BASE ;ADDRESS TO LOAD DOS.SYS INTO
X;
XINBOOT LDY DOSAD ;SET UP START OF DOS AS BUFFER ADDRESS
X LDA DOSAD+1
X JSR BTSET ;LOW ADDR IN Y, HIGH IN A
X;
X LDA DOSLOC+1
X LDY DOSLOC ;PUT DOS DISK ADDRESS INTO (A,Y)
X;
X; DOS.SYS INPUT LOOP
X;
XINITLP CLC ;CLEAR CY, 'DO A READ'
X LDX SECDAT ;GET CODE FOR SECTOR SIZE
X BEQ NODOS ;IF ZERO, NO DOS ON DISK!
X JSR DKIO ;INVOKE DISK I/O ROUTINE
X BMI NODOS ;IF AN ERROR, RETURN NO-DOS ERROR
X LDY DLINK ;POINT TO LINK
X LDA (FMSZPG),Y ;CHECK FOR NEXT LINK (10-BITS)
XANDCD AND #$03 ;BEING ZERO,
```

```
X PHA ;SAVE UPPER BYTE OF ADDRESS
X INY
X ORA (FMSZPG),Y ;IF SO, LOADING IS COMPLETE
X BEQ BOOTXT
X LDA (FMSZPG),Y ;ELSE, IT'S THE ADDRESS OF NEXT SECTOR
X PHA ;SAVE LOWER BYTE ON STACK
X JSR MVBUFR ;THEN ADJUST THE BUFFER POINTER IN DCB
X PLA
X TAY ;RESTORE LOWER BYTE TO Y-REG
X PLA ;RECOVER UPPER BYTE OF DISK ADDRESS
X BCC INITLP ;AND CONTINUE LOADING
X;
XNODOS LDA #$C0 ;NO BOOT PROGRAM ERROR CODE
X DB $A0 ;SKIP SINGLE BYTE (LDY #)
X;
XBOOTXT PLA
XDOSXIT ASL A ;SET CARRY, CONVER CODE TO FINAL VALUE
X TAY ;PUT CODE INTO Y-REG
X RTS ;AND EXIT
X;
X; MOVE BUFFER POINTERS TO NEXT AREA TO BE LOADED
X;
XMVBUFR LDA DLINK
X CLC
X ADC FMSZPG ;ADD DLINK TO THE CURRENT BUFFER ADDRESS
X TAY ;LOW BYTE TO Y-REG
X LDA FMSZPG+1
X ADC #0
XBTSET STY FMSZPG
X STA FMSZPG+1
XBUFSET STY DBUFLO ;STORE LOW BYTE INTO DCB
X STA DBUFHI ;THEN UPPER BYTE
X RTS
X;
X; PERFORM DISK READ(CY=0) OR WRITE (CY=1)
X;
XDKIO STA DAUX2 ;STORE UPPER BYTE OF SECTOR ADDRESS
X STY DAUX1 ;THEN LOWER BYTE
XDKIO2 LDY #3
X LDA #READ
X BCC SETRTY ;IF CY=0, READ INTO RAM
X LDA WRCMDB
X;
XSETRTY STY TMP1 ;SET NUMBER OF TRIES
XDKFME STA DCOMND
X CLC
X LDA #WRITEV ;CLC AND CONSTANT FOR POKERS
XWRCMDB = *-1
X STY DTIMLO
X LDA #128 ;ASSUME A 128-BYTE SECTOR SIZE
```

```
X DEX
X BEQ STBUFL
X LDX DAUX2 ;SECTOR > 256?
X BNE SET256
X LDX DAUX1
X CPX #4 ;SECTOR > 3
X BCC STBUFL ;IF NOT
XSET256 ASL A ;MAKE A 256 BYTE SECTOR SIZE
XSTBUFL STA DBYTLO
X ROL A
X STA DBYTHI
X LDY #DKADDR ;PUT DISK DEVICE CODE INTO DCB
X STY DDEVIC
XIORTRY DEC TMP1
X BMI DIOXIT
X LDX DCOMND
X INX
X TXA
X LDX #FROMDK ;ASSUME DATA ==> DISK
X AND #$06
X BNE ISREAD ;IF NOT X0,X7,X8 OR XF, OK
X LDX #TODK ;ELSE, DATA ==> DISK
XISREAD STX DSTATS ;RESTORE STATUS TO DCB
X JSR SIOV ;DO THE I/O OPERATIONS
X DEY
X BMI IORTRY ;IF NOT OK, RETRY
X;
XDIOXIT LDX CURFCB ;ELSE, LOAD FCB OFFSET AND STATUS
X INY
X TYA
X RTS
X;
X; FIXED RAM DEFINITIONS IN BOOT SECTORS
X;
XDIUNIT DS 1 ;UNIT NO. OF CURRENT DIRECTORY
XCDIREC DS 2 ;SECTOR NO. OF CURRENT DIRECTORY
XHOLFN DS 1
XSTATE DB $70 ;DUP loaded, MEM.SAV inactive, Warmstart
X ; bit 7 -- MEM.SAV in use
X ; bit 6 -- DUP.SYS loaded
X ; bit 5 -- AUTORUN.SYS already run
X ; bit 4 -- Initial BUILD active
X ;
XSTKPSV DS 1 ;SAVED STACK POINTER
X ORG $07C0 ;MUST MATCH DUP LOCATION
X;
XTRACKS DB 35,40,80,77 ;TRACKS IN EACH DISK FORMAT
X;
XSECSIZ DB 0,0,0,0 ;BUFFER SIZE TABLE
X DB 0,0,0,0
```

```
X;
XDRVDEF DB $52,$52 ;DRIVE CONFIGURATION TABLE:
X DB $D2,$D2 ;BIT 7=1 => NO DRIVE
X DB $D2,$D2 ;BIT 6=1 => ATARI 810 DRIVE
X DB $D2,$D2 ;BIT 5-4 IS (0=35, 1=40,
X ; 2=80, 3=77 TRACKS(8")
X ;BIT 3=1 => DOUBLE DENSITY
X ;BIT 2-1 IS DRIVE STEP RATE
X ;BIT 0=1 => DOUBLE SIDED
X;
X; DOS.SYS PROGRAM FOLLOWS
X;
XDKEPT DW DKOPEN-1
X DW DKCLOS-1
X DW DKREAD-1
X DW DKWRIT-1
X DW DKSTAT-1
X DW DKXIO-1
X;
X ORG $07E0
X;
X; IDENTIFY DRIVE TYPES
X;
XINIT LDA #LOW[361]
X STA CDIREC
X LDA #HIGH[361]
X STA CDIREC+1
X;
X; IDENTIFY DRIVE TYPES
X;
X LDX #8
XIDRVLP STX DUNIT
X JSR ZERDVS ;ASSUME THE DRIVE IS NOT PRESENT
X LDA DRVDEF-1,X
X BMI NXTDRV ;IF NOT DECLARED, WE ARE DONE
X;
X JSR JSTRD ;ELSE, READ ITS STATUS
X BEQ NXTDRV ;IF ABSENT, GO ON TO THE NEXT ONE
X LDY #9
XWOTCPY LDA WOTDCB,Y
X STA DDEVIC+2,Y
X DEY
X BPL WOTCPY
X LDA DRVDEF-1,X
X CMP #$40
X BCS NXTDRV ;IF NOT CONFIGURABLE, CONTINUE
X LDY SECSIZ-1,X
X JSR SETDRV ;TELL IT ABOUT MY CONFIGURATION
X;
XNXTDRV DEX ;STEP TO NEXT DRIVE NUMBER
```

```
X BNE IDRVLP ;IF MORE, LOOK AT THEM
X;
X; ZERO INITIALIZED MEMORY
X;
X LDY #MAPBUF+7-CHGMAP
X TXA ;NOTE X=0 HERE
XZERLP1 STA CHGMAP-1,Y
X DEY
X BNE ZERLP1
X INC MAP2MOD
X;
X; DEFINE TOP OF FMS FOR USER PROGRAM
X;
X LDA DOSEND
X STA MEMTOP
X LDY DOSEND+1
X;
X; ALLOCATE FILE SECTOR BUFFERS
X;
X LDX #15 ;MAX OF 16 SECTOR BUFFERS
XDKBFLP CPX FILES ;EMPTY BUFFERS DONE?
X BCC ALCBUF
X DEC BUFFLG,X
X BMI DKBFSQ
XALCBUF TYA
X STA SBTABU,X
X INY
XDKBFSQ DEX ;BUMP BUFFER COUNTER
X BPL DKBFLP ;IF NOT CONTINUE LOOPING
X STY MEMTOP+1 ;DEFINE TOP OF MEMORY USED
X;
X; SET UP HANDLER VECTOR
X;
XFNDHND INX
X INX
X INX
X LDA HATABS-2,X ;END OF THE HANDLER TABLE?
X BEQ NOHAND ;THEN INSTALL IT HERE
X CMP #$44 ;A 'D' ALREADY PRESENT?
X BNE FNDHND ;NO, CONTINUE LOOKING, ELSE OVERWRITE IT
X;
XNOHAND LDA #$44 ;WRITE AT END OF TABLE OR CURRENT "D" ENTRY
X STA HATABS-2,X
X LDA #LOW[DKEPT] ;STASH MYDOS ENTRY VECTOR
X STA HATABS-1,X
X LDA #HIGH[DKEPT]
X STA HATABS,X ;BUILD HANDLER VECTOR
X JMP DUPINV ;DONE, INITIALIZE DUP [overwritten by MDUP]
X;
X; DOS NON-ZERO PAGE RAM ALLOCATIONS
```

```
X;
XCHGMAP DS 1
XCURMAP DS 1
XMAP2 DS 1
XMAP2MOD DS 1
XLSTSEC DS 2
XLSTIOCB DS 1
X;
X; MYDOS FCB STRUCTURE (ALMOST THE SAME AS ATARI DOS 2.0)
X;
XFCBFNO DS 1
XFCBOTC DS 1 ;OPEN TYPE CODE
XFCBFLG DS 1
XMAXLEN DS 1
XCURLEN DS 1
XBUFNO DS 1
XCURSEC DS 2
XLNKSEC DS 2
XSECCNT DS 2
XDIRBAS DS 2 ;BASE ADDRESS OF CUR. SECTOR
XSAVSEC DS 2
XFCBLEN = 16
X DS 7*FCBLEN ;SPACE FOR THE REMAINING 7 IOCBs
X;
XBUFFLG DS 16 ;IF 0, BUFFER NOT IN USE
XSBTABU DS 16 ;UPPER BYTE OF THE SECTOR BUFFER ADDRESS
XMAPBUF DS 512 ;SPACE ALLOCATED FOR VTOC
XDIRBUF = MAPBUF ;SPACE ALLOCATED TO READ DIRECTORIES
XFNAME DS 12
XCURMP DS 1
X;
XBASE = *
XHDTAB DW 0,0,0,0 ;8 LOGICAL HARD DRIVES OF
X DW 0,0,0,0 ;UP TO 65535 SECTORS EACH
X;
X;
X;NOTE: this table is referenced by DUP.SYS, and should not be moved!
X;
X; DOS CONFIGURATION CODE
X;
X; CONTROL BLOCK TO BE WRITTEN TO A DRIVE TO CONFIGURE IT
X;
XWOTDCB DB $4E,$40
X DW DIRBUF,1
X DW 12,4
X;
X; THE CONFIGURATION CODE, FORCES A DRIVE INTO THE APPROPRIATE CONFIGURATION
X;
XSETDRV AND #$3F ;EXTRACT CONF. BITS
X STA TMP1
```

```
X STY TMP2
X JSR SIOV ;READ CURRENT CONFIGURATION
X BMI JSTRD
X LDA TMP1
X LDY TMP2
X LSR A
X PHA ;SAVE REMAINING BITS
X AND #3 ;EXTRACT STEP RATE CODE
X STA DIRBUF+1
X LDA #0
X STA DIRBUF+2
X ROL A
X STA DIRBUF+4 ;STORE DOUBLE SIDED FLAG
X TYA ;GET DENSITY
X LSR A
X STA DIRBUF+6 ;STORE UPPER BYTE OF SECTOR SIZE
X ROR A
X STA DIRBUF+7 ;THEN LOWER BYTE
X ROL A
X ASL A
X ASL A
X STA DIRBUF+5
X PLA
X LSR A
X LSR A
X LSR A ;POSITION TRACK COUNT FIELD
X TAY
X LDA TRACKS,Y ;GET NUMBER OF TRACKS
X STA DIRBUF
X AND #$04 ;SEE IF 77 TRACK 8 IN.
X PHA
X LSR A
X ORA DIRBUF+5 ;MERGE D/DENSITY WITH 8 IN. FLAG
X STA DIRBUF+5
X PLA
X ASL A ;CONVERT TO 0 OR 8
X ADC #18 ;SECTOR COUNT = 18 OR 26
X STA DIRBUF+3
X LDY DUNIT
X LDA HDTAB-1+8,Y
X BEQ TOSIOV
X STA DIRBUF+2 ;SIZE = SECTORS/TK
X LDA HDTAB-1,Y
X STA DIRBUF+3 ;LOW BYTE OF SIZE
X LDA #1
X STA DIRBUF ;ONE TRACK/DRIVE
XTOSIOV INC DCOMND ;CHANGE COMMAND TO WRITE
X LDA #$80
X STA DSTATS ;SET DIRECTION -> DISK
X JSR SIOV ;WRITE OPTION TABLE TO DRIVE
```

```
X;
XJSTRD LDA #RDSTAT
X STA DCOMND
X JSR DSKINV
X LDX DUNIT
X TYA
X BMI ZERDVS
X LDA DVSTAT
X ASL A ;SECTOR SIZE=256?
X ASL A
X ASL A
X LDA #1
X ADC #0
XSETSIZ STA SECSIZ-1,X
X RTS
X;
XZERDVS LDA #0
X BEQ SETSIZ ;ALWAYS BRANCHES!
X;
X; DOS RAMDISK CODE (moved here starting with version 4.5)
X;
X; RAM DISK I/O HANDLER (POS. IND. CODE)
X;
XMAPAGE
X DB $E3,$E7,$EB,$EF
X DB $83,$87,$8B,$8F
X DB $C3,$C7,$CB,$CF
X DB $A3,$A7,$AB,$AF
X;
X DB $93,$97,$9B,$9F
X DB $D3,$D7,$DB,$DF
X DB $B3,$B7,$BB,$BF
X DB $F3,$F7,$FB,$FF
X;
X DB $E3,$E7,$EB,$EF
X DB $83,$87,$8B,$8F
X DB $C3,$C7,$CB,$CF
X DB $A3,$A7,$AB,$AF
X;
X DB $93,$97,$9B,$9F
X DB $D3,$D7,$DB,$DF
X DB $B3,$B7,$BB,$BF
X DB $F3,$F7,$FB,$FF
X;
XVALSEC PHA
X TYA
X ORA #$80
X LSR A
X STA BUFR+1
X SEI ;DISABLE INT-S
```

```
X LDA #0
X STA NMIEN ;DISABLE NMI-S
X ROR A
X STA BUFR
X PLA
X TAY
X LDA MAPREG
X ORA #$1C
X STA CHKSUM
X ORA #$7C
X AND MAPAGE,Y
X STA MAPREG ;SELECT RAMDISK DATA PAGE
X;
X LDA DBUFLO ;USER BUFFER ADDRESS GOES HERE
X STA BUFR+2
X LDA DBUFLO+1
X STA BUFR+3
X LDY #0
X PLP
X BCC RREADL ;CY=0 IF READ
XRWRITL LDA (BUFR+2),Y
X STA (BUFR),Y
X INY
X BPL RWRITL
X BMI RIOX
X;
XRDKIO STY DAUX1 ;*** FOR FORMAT CODE ***
X CPY #$80
X ROL A
X CMP #4
XRDKLMT = *-1 ;NUMBER OF 16K PAGES IN RAMDISK
X BCC VALSEC ;CALCULATE MEM. ADDR.
X PLP
X LDA #139
X BMI RERROR
X;
XRREADL LDA (BUFR),Y
X STA (BUFR+2),Y
X INY
X BPL RREADL
X;
XRIOX LDA CHKSUM ;FORCE REAL RAM PAGE
X STA MAPREG ;BEFORE EXITING
X LDA #$C0
X STA NMIEN ;RE-ENABLE NMI
X CLI ;ENABLE INTERRUPTS
X LDA #1 ;RETURN '1' IN Y-REG
XRERROR STA DSTATS ;AND IN STATUS BYTE
X LDX CURFCB ;RESTORE FCB ADDR
X TAY
```

```
X RTS ;THEN EXIT
X;
XSTEPBP LDA DBUFLO
X EOR #$80
X STA DBUFLO
X BMI TSTEOD
X INC DBUFHI
X;
XTSTEOD LDY DAUX1
X RTS
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > mdos2.asm
X;
X; DISK OPEN ROUTINE
X;
XDKOPEN JSR WBITMP ;Fix nasty bug! [Bob Puff]
X JSR SETUP ;SET UP BUF PTRS, ETC.
X JSR GETFNM ;GET DRIVE ID OR FILE NAME FROM BUFFER
X LDA ICAX1Z ;GET TYPE OF OPEN FROM IOCB
X STA FCBOTC,X
X AND #$02 ;TEST DIRECTORY READ FLAG
X BEQ DKOPN1
X JMP LSTDIR ;IF SET, GO HANDLE DIRECTORY FORMATTING
X;
XDKOPN1 STA SAVSEC,X
X STA SAVSEC+1,X ;CLEAR SAVSEC
X JSR SFDIR
X PHP ;SAVE STATUS RETURNED
X BCS OPNEW
X LDA #$10 ;MAKE SURE THIS IS NOT A DIRECTORY
X JSR GETFLAG
X BNE DIROPN ;IF A DIRECTORY, GO HANDLE IT SEPERATELY
XOPNEW LDY ICAX1Z
X CPY #8
X BEQ OPNOP ;IF OPEN FOR OUTPUT
X CPY #4
X BEQ OPNIN ;IF OPEN FOR INPUT
X CPY #12
X BEQ OPNUP ;IF OPEN FOR READ/WRITE (UPDATE)
X CPY #9
X BEQ OPNAP ;IF OPEN FOR OUTPUT/APPENDED
XDIROPN JMP ERRCMD ;IF NONE OF THE ABOVE, IT IS AN ERROR!
X;
XOPNAP PLP ;OPEN APPEND
X BCS OPNCR0
X JSR TSTLOK
X JSR INITYP ;READ ALL THE SECTORS IN THE FILE
X LDA DIRBUF+1,Y
X STA SECCNT,X
X LDA DIRBUF+2,Y
```

```
X STA SECCNT+1,X
XAPPRD JSR RDNXTS
X BCC APPRD ;IF NOT EOF, READ ANOTHER
X LDA MAXLEN,X
X JSR LENSET ;SET LENGTHS FOR OUTPUT
X LDA SECCNT,X
X BNE SGLDEC
X DEC SECCNT+1,X
XSGLDEC DEC SECCNT,X ;ALLOW FOR SECTOR REWRITTEN
X JMP OPOUTX
X;
XOPNUP PLP ;OPEN UPDATE (OUTPUT)
X BCS OPNER1
X JSR TSTLOK
XOPNOWR JSR INSTRT
X JMP DONE
X;
XOPNIN PLP ;OPEN INPUT
X BCC OPNOWR
XOPNER1 LDA #170 ;FILE NOT FOUND
X BMI EROXIT
X;
XOPNOP PLP ;OPEN (NORMAL) OUTPUT
X BCS OPNCR
X JSR REMOVE
X JMP GET1ST
X;
XOPNCR0 DEC FCBOTC,X
XOPNCR LDA HOLFN
X STA CURFNO
X BMI OPDIRF
XGET1ST JSR ALLOC
X;
X LDA ICAX2Z ;IF OUTPUT, TYPE OF FILE
X AND #$24 ;SAVE LOCKED & FORMAT BITS (with 4.5, DOS I no-more)
X EOR #$43 ;MERGE IN DEFAULT CODE (DOS II, UNLOCKED)
X LDY MAPBUF ;WHICH TYPE DISK?
X CPY #3 ;IF >2 THEN MYDOS
X BCC LLINKS
X ORA #$04
X;
XLLINKS PHA
X JSR RDCFNO ;SELECT PROPER SECTOR IN DIRECTORY
X SEC
X JSR ENTNAME ;ENTER NAME INTO IT
X LDA LNKSEC+1,X
X STA DIRBUF+4,Y
X LDA LNKSEC,X
X STA DIRBUF+3,Y
X PLA
```

```
X JSR SAVFLAG
X JSR INITYP
X JSR TONXT
XOPOUTX LDA #$80
X STA FCBFLG,X
X JSR TSTDOS ;FILE NAME = DOS.SYS?
X BNE JDONE
X LDY CURSEC,X
X LDA CURSEC+1,X
X JSR SETDOS ;IF SO, UPDATE BOOT SECTORS
X;
X LDA DOSAD
X STA FMSZPG
X LDA DOSAD+1
X STA FMSZPG+1
X BNE OWTDOS ;NOTE: DOS CANNOT START ON ZERO-PAGE
X;
XOPDIRF LDA #169
XEROXIT JMP AEXIT
X;
XLWTDOS JSR WRNXTS ;AUTOMATICALLY WRITE DOS.SYS OUT
XOWTDOS LDY #0 ;IF WE OPEN "DOS.SYS" FOR A WRITE
XCDOSBF LDA (FMSZPG),Y ;(THIS IS BECAUSE DOS 2.0 WOULD BLOW
X STA (FMSBPT),Y ; ITSELF AWAY IF A REAL WRITE FROM THE
X INY ; DOS AREA WAS ATTEMPTED, AND WE HAVE
X CPY DLINK ; TO REMAIN COMPATIBLE).
X BCC CDOSBF
X TYA
X STA CURLEN,X
X JSR MVBUFR
X CPY DOSEND
X SBC DOSEND+1
X BCC LWTDOS
XJDONE JMP DONE
X;
X; READ DATA FROM A FILE
X;
XDKREAD JSR SETUP ;SETUP BUFFER POINTERS, ETC.
X LDA FCBOTC,X
X AND #$02 ;TEST THE DIRECTORY I/O FLAG
X BEQ RDFILE
X JMP DIRRD ;JUMP IF THE SPECIAL CASE OF A DIRECTORY READ
X;
XRDFILE LDA CURLEN,X
X CMP MAXLEN,X
X BCC RDSGBT ;IF NOT AT SECTOR BOUND., READ A BYTE AT A TIME
X BCS RDASNT ;ELSE, CHECK FOR READ MODE AND BUFFER SIZE
X;
XRDASLP LDA ICCOMZ
X AND #$02
```

```
X BEQ RDSGBT ;IF NOT BINARY I/O READ A BYTE AT A TIME
X LDY DLINK
X DEY
XRDSCLP LDA (FMSBPT),Y ;SIMULATED BURST I/O (with unrolled loop)
X STA (ICBALZ),Y
X DEY
X LDA (FMSBPT),Y
X STA (ICBALZ),Y
X DEY
X LDA (FMSBPT),Y
X STA (ICBALZ),Y
X DEY
X LDA (FMSBPT),Y
X STA (ICBALZ),Y
X DEY
X BNE RDSCLP
X LDA (FMSBPT),Y ;NUM OF DATA BYTES IS MULTIPLE OF 4 + 1
X STA (ICBALZ),Y
X JSR BUFADJ ;ADJUST BUFFER PTR BY 125 OR 253
XRDASNT JSR RDNXTS ;READ IN THE NEXT SECTOR
X BCS RETEOF ;REPORT EOF/ERROR IF NECESSARY
X LDA ICBLLZ+1
X BNE RDASLP ;AND REPEAT THE LOOP IF > 256 BYTES LEFT
X;
XRDSGBT TAY
X LDA (FMSBPT),Y ;FETCH A DATA BYTE FROM THE BUFFER
X STA DATBYT ;AND RETURN IT TO CIO
X INY
X TYA
X STA CURLEN,X ;BUMP CURRENT BUFFER LENGTH
X EOR MAXLEN,X
X ORA LNKSEC,X
X ORA LNKSEC+1,X ;TEST FOR THE LAST BYTE OF THE FILE
X BNE JDONE
X LDA #3 ;IF IT IS, REPORT THIS IS THE LAST BYTE
X DB $2C
X;
XRETEOF LDA #136 ;RETURN END OF FILE STATUS
X JMP AEXIT
X;
X; WRITE DATA TO A FILE
X;
XDKWRIT STA DATBYT ;SAVE THE DATA BYTE (IF IT IS IN ACC)
X LDY ICDNO,X
X STY ICDNOZ ;INSURE ICDNOZ IS SET UP (BASIC DOES NOT!)
X JSR SETUPW
X LDA FCBOTC,X
X AND #$08
X BEQ CANTWR ;ERROR OUT IF ILLEGAL TO WRITE (BASIC AGAIN!)
X LDA CURLEN,X
```

```
X TAY
X CMP MAXLEN,X
X BCC SKBURST ;SKIP AROUND IF NOT THE END OF THE SECTOR
X
XWRASLP JSR WRNXTS ;WRITE A SECTOR OF DATA
X BCS RETEOF ;ERROR OUT IF NO MORE DISK SPACE
X LDY STKPSV
X LDA $0102,Y
X CMP #$C0 ;IF FROM BASIC (RETURN ADDRESS < $C000)
X BCC BASWRT ;PASS SINGLE BYTES
X LDA FCBOTC,X ;Fix bug in open/update vs. burst I/O
X AND #$04 ;[Bob Puff, again!]
X BNE BASWRT
X LDA ICCOMZ ;IF RECORD I/O, PASS SINGLE BYTES ALSO
X AND #$02
X BEQ BASWRT
X LDY ICBLLZ+1 ;AND IF THE BUFFER HOLDS FEWER THAN 256 BYTES
X BEQ BASWRT ;PASS SINGLE BYTES AS WELL
X LDY MAXLEN,X
X DEY
XWRSCLP LDA (ICBALZ),Y ;ELSE, DO SIMULATED BURST I/O
X STA (FMSBPT),Y
X DEY
X LDA (ICBALZ),Y
X STA (FMSBPT),Y ;BUT ONLY UNROLL 2 ENTRIES FOR WRITES!
X DEY ;(WE GOT VERY LITTLE RAM TO WASTE!)
X BNE WRSCLP
X LDA (ICBALZ),Y
X STA (FMSBPT),Y
X JSR BUFADJ
X LDA (ICBALZ),Y
X STA DATBYT
X JMP WRASLP
X;
XBASWRT LDY #0
XSKBURST LDA DATBYT
X INC CURLEN,X
X STA (FMSBPT),Y
X LDA #$40
X ORA FCBFLG,X ;FOR UPDATE MODE, SAY THE SECTOR WAS MODIFIED
X STA FCBFLG,X
X BNE TODONE ;BRANCH ALWAYS!
X;
XCANTWR JMP ERRCMD
X;
XBUFADJ CLC
X LDA MAXLEN,X
X STA CURLEN,X
X ADC ICBALZ
X STA ICBALZ
```

```
X BCC RBAOK
X INC ICBALZ+1
XRBAOK SEC
X LDA ICBLLZ
X SBC MAXLEN,X
X STA ICBLLZ
X BCS RBLOK
X DEC ICBLLZ+1
XRBLOK RTS
X;
X; RETURN FILE STATUS
X;
XDKSTAT JSR SETUP ;SET UP RETURN ADDRESS, ETC.
X JSR LFFILE ;FIND IF FILE IS THERE, ETC.
X JSR TSTLOK ;IS IT LOCKED?
XTODONE JMP DONE ;RETURN TO CALLER
X;
X; CLOSE FILE (WRITING ANY PENDING SECTOR)
X;
XDKCLOS JSR SETUP
X LDA FCBOTC,X
X AND #$08 ;OUTPUT ALLOWED?
X BEQ CLROTC ;IF NOT, JUST EXIT
X ROL FCBFLG,X
X BCC CKFLSC
X JSR REWRIT ;REWRITE THE LAST SECTOR
X JSR RRDIR
X LDA SECCNT,X
X LDY DIRDSP
X STA DIRBUF+1,Y
X LDA SECCNT+1,X
X STA DIRBUF+2,Y
X LDA DIRBUF,Y
X AND #$FE ;NOT OPEN FOR OUTPUT ANY MORE
X JSR SAVFLAG
X LDA SAVSEC,X
X ORA SAVSEC+1,X
X BEQ CLROTC
X CPX LSTIOCB
X BEQ FAPPD
X JSR INITYP ;READ ALL THE SECTORS AGAIN
XAPPLP JSR RDNXTS
X BCC APPLP ;NOT EOF YET
X BCS TIELNK
XFAPPD LDA LSTSEC
X STA CURSEC,X
X LDA LSTSEC+1
X STA CURSEC+1,X
XTIELNK CLC
X JSR RWDISK
```

```
X LDA DLINK
X STA CURLEN,X
X LDA SAVSEC,X
X LDY SAVSEC+1,X
X JSR SAVLNK
XCLROTE BPL CLROTC
X LDA #163 ;FAILURE IS A SYSTEM ERROR
X JMP AEXIT
XCLROTC LDA #$FF
X STA ICHID,X
X LDA #0
X STA FCBOTC,X
X JMP FREDON
X;
XCKFLSC ROL FCBFLG,X
X BCC CLROTC
X JSR WRDISK
X JMP CLROTE
X;
XINITYP LDA #$06
X JSR GETFLAG
X LSR A
X ROR A
X ROR A
X ROR A
X ORA FCBOTC,X
X STA FCBOTC,X
X LDA DIRBUF+3,Y
X STA LNKSEC,X
X LDA DIRBUF+4,Y
X STA LNKSEC+1,X
X LDA CURFNO
X STA FCBFNO,X
X LDA #0
X STA FCBFLG,X
X STA CURLEN,X
X STA SECCNT,X
X STA SECCNT+1,X
X RTS
X;
X; DOS XIO ROUTINES
X;
X; Sorry about the lack of comments in some parts of this file,
X; I just never had to figure this code out after I wrote it (:-)!
X;
XNODIRF LDA #176 ;FILE NOT A DIRECTORY
X JMP AEXIT
X;
XPIKDIR LDY #0
X LDA #':'
```

```
XFDVND INY
X CMP (ICBALZ),Y
X BNE FDVND
X INY
X LDA (ICBALZ),Y
X CMP #'@'
X BCC SETRDIR
X CMP #'Z'+1
X BCC GFNDIR
X CMP #'_'
X BCC SETRDIR
X CMP #'z'+1
X BCS SETRDIR
XGFNDIR JSR LFFILE ;FIND NEW DEFAULT DIRECTORY
X JSR INITYP
X JSR TONXDR
X BEQ NODIRF ;IF NOT A DIRECTORY
X LDA DIRBAS+1,X
X TAY
X LDA DIRBAS,X
XSAVDEF STY CDIREC+1 ;UPDATE ADDRESS OF DIR.
X STA CDIREC
X LDA ICDNOZ
X STA DEFAULT ;UPDATE UNIT NUMBER
X BPL TOFDN
X;
XSETRDIR LDA #LOW[361]
X LDY #HIGH[361]
X BPL SAVDEF
X;
XRENAME JSR LFFILE ;GET OLD NAME, DRIVE, VALIDATE
X LDY #11
XSTEMPL LDA FNAME-1,Y
X STA MAPBUF+256,Y
X DEY
X BNE STEMPL
XRNLOOP JSR TSTLOK ;CANNOT RENAME IF LOCKED
X JSR TDDOS ;TEST FOR DOS GONE!
X LDY TMP2
X JSR GETNAM ;GET NEW NAME
X CLC
X JSR ENTNAME ;OVERWRITE NAME IN DIR.
X JSR WDIRBK ;REWRITE DIRECTORY TO DISK
X;
X JSR TSTDOS ;NEW NAME DOS.SYS?
X BNE REPLDS ;NO, LOOK AT NEXT
X
X LDY DIRDSP
X LDA DIRBUF+4,Y ;SAVE FILE LOCATION ON THE STACK
X PHA
```

```
X LDA DIRBUF+3,Y
X PHA
X;
X;;; JSR SYSSET ;Use the MAP buffer [IS THIS NECESSARY???]
X;
X CLC ; == READ
X LDX #1 ; == SECTOR SIZE CODE (1=128, 2=256)
X LDA #0
X LDY #1 ; == SECTOR #1
X JSR DKIO ;Read it
X;
X LDA SECDAT
X STA MAPBUF+SECDAT-$0700
X PLA
X STA MAPBUF+DOSLOC-$0700
X PLA
X STA MAPBUF+DOSLOC+1-$0700
X;
X;;; LDA #$00 ;[AND IS THIS REALLY NECESSARY???]
X;;; STA MAPBUF+STATE-$0700
X;
X SEC ; == WRITE
X LDX #1 ; == SECTOR SIZE CODE (1=128, 2=256)
X JSR DKIO2 ;Write it (same sector as I read before)
X;
X LDA #$FF ;Then make sure we reread the directory buffer
X STA DIUNIT
X;
XREPLDS LDY #11
XRTEMPL LDA MAPBUF+256,Y
X STA FNAME-1,Y
X DEY
X BNE RTEMPL
X JSR CSFDIR ;TO RENAME
X BCC RNLOOP
XTOFDN JMP FREDON
X;
XDELETE JSR LFFILE
XDELLP JSR REMOVE ;FLUSH THE SECTORS
X JSR RRDIR ;REREAD DIRECTORY BLOCK
X JSR TDDOS ;DOS.SYS DELETED?
X LDA #$80
X JSR SAVFLAG ;REWRITE DIRECTORY BLOCK
X JSR CSFDIR
X BCC DELLP ;IF ANOTHER FOUND,
X BCS TOFDN ;ELSE, WRAP UP AND EXIT
X;
XREMOVE JSR TSTLOK ;ONCE HAD 'OPVTOC' CALL FIRST
X JSR INITYP
X JSR TONXDR
```

```
X BNE DELDIR
X JSR CHASE
X;
XFREELP JSR FREE
X JSR RDNXTS
X BCC FREELP
X RTS
X;
XINVDEL LDA #175 ;DIRECTORY NOT DELETABLE
X JMP AEXIT
X;
XLOCK LDA #$20
X DB $2C ;BIT ABS (SKIP 2 BYTES)
X;
XUNLOCK LDA #$00
X STA DATBYT
X JSR LFFILE ;FIND FILE AND VERIFY WRITABLE
XLKULKL LDA #$DF ;STRIP OFF OLD BIT 5
X JSR GETFLAG
X ORA DATBYT ;AND REPLACE WITH NEW
X JSR SAVFLAG
X JSR CSFDIR
X BCC LKULKL
X BCS TOFDN
X;
XDELDIR LDY #-11
X LDA #'?'
XDELSET STA FNAME+11-256,Y
X INY
X BNE DELSET
X JSR SFDIR
X BCC INVDEL
X;
X LDA #8
X STA DATBYT
X JSR TONXT
XDELDRL JSR FREE
X JSR INCCSEC
X DEC DATBYT
X BNE DELDRL
X JMP GETFNM
X;
XPOINT LDY FCBFLG,X
X BMI ERRCMD
X;
X LDA ICSPR+1,X
X CMP CURSEC+1,X
X BNE PNTREAD
X LDA ICSPR,X
X CMP CURSEC,X
```

```
X BEQ PNTSME
XPNTREAD TYA
X BEQ PNTCLN ;IF SECTOR UNMODIFIED
X JSR WRDISK
X LDA #0
X STA FCBFLG,X
XPNTCLN LDA ICSPR+1,X
X STA LNKSEC+1,X
X LDA ICSPR,X
X STA LNKSEC,X
X JSR CHASE ;READ SECTOR POINTED TO
X BCS BADPNT
X;
XPNTSME LDA ICSPR+2,X
X CMP MAXLEN,X
X BCS PNTEQL
XPNTLST STA CURLEN,X
X JMP DONE
X;
XPNTEQL BEQ PNTLST ;IF POINTING AT LAST BYTE
XBADPNT LDA #166 ;INVALID POINT LOCATION
X DB $AE
X;
XERRCMD LDA #168 ;INVALID IOCB PARAMETER
X JMP AEXIT
X;
XNOTE LDA CURSEC,X
X STA ICSPR,X
X LDA CURSEC+1,X
X STA ICSPR+1,X
X LDA CURLEN,X
X STA ICSPR+2,X
X JMP DONE
X;
XDKXIO JSR SETUP
X LDA ICCOMZ ;GET COMMAND BYTE
X CMP #254
X BEQ FORMAT
X CMP #43 ;ADD "MKDIR" CODE FOR SpartaDOS(?) [Bob Puff]
X BCS ERRCMD ;IF INVALID COMMAND
X SBC #32-1
X BCC ERRCMD
X TAY
X LDA VECTBH,Y
X PHA
X LDA VECTBL,Y
X PHA
X RTS ;VECTOR TO PROPER ROUTINE
X;
XVECTBH DB HIGH[RENAME-1],HIGH[DELETE-1]
```

```
X DB HIGH[MKDIR-1],HIGH[LOCK-1]
X DB HIGH[UNLOCK-1],HIGH[POINT-1]
X DB HIGH[NOTE-1],HIGH[DKLOAD-1]
X DB HIGH[ERRCMD-1],HIGH[PIKDIR-1]
X DB HIGH[MKDIR-1] ;extra vector to MKDIR [Bob Puff]
X;
XVECTBL DB LOW[RENAME-1],LOW[DELETE-1]
X DB LOW[MKDIR-1],LOW[LOCK-1]
X DB LOW[UNLOCK-1],LOW[POINT-1]
X DB LOW[NOTE-1],LOW[DKLOAD-1]
X DB LOW[ERRCMD-1],LOW[PIKDIR-1]
X DB LOW[MKDIR-1]
X;
X; DOS FORMAT ROUTINES
X;
XFORMAT JSR WBITMP ;WRITE OUT ANY PENDING VTOC SECTORS
X;
X ldy #9 ;Force format to match current density
XWOTCP2 lda WOTDCB,y ;set up DCB for specified density [Bob Puff]
X sta DDEVIC+2,y
X dey
X bpl WOTCP2
X ldx ICDNOZ
X cpx RAMDKU
X beq WOTRAM ;don't do it for RAMdisks
X;
X ldy SECSIZ-1,x
X lda DRVDEF-1,x
X jsr SETDRV ;set density
XWOTRAM ldx CURFCB ;restore X reg
X;
X LDY #0
X TYA ;THEN INITIALIZE NEW BIT MAP (VTOC)
XCLRMAP STA MAPBUF,Y
X STA MAPBUF+256,Y
X INY
X BNE CLRMAP
X;
X LDA #2
X STA MAPBUF ;start out as a DOS 2.0 disk
X LDA #$FF
X STA (FMSBPT),Y
X INY
X STA (FMSBPT),Y ;PRESUME NO BAD SECTORS IF BUFFER IS UNMODIFIED
X LDY ICDNOZ
X CPY RAMDKU
X BEQ RAMFMT ;IF RAMDISK, SKIP EVERYTHING
X LDA FMSBPT+1
X LDY FMSBPT
X JSR BUFSET ;SET UP BUFFER POINTER FOR SIO CALL
```

```
X LDX #1
X STX TMP1 ;ALLOW ONE TRY ONLY
X LDA #$22 ;PRESUME 1050 D/D FORMAT NEEDED
X LDY ICAX2Z ;GET AUX2 BYTE
X BMI FMTOK ;MINUS --> NO FORMAT REQUIRED
X BNE NMLFMT ;AUX2 NONZERO, NORMAL FORMAT WITH SIZE DEFINED
X LDY ICAX1Z ;(AUX2,AUX1) = 1?
X DEY
X BEQ FT1050 ;YES, FORMAT WITH A $22 COMMAND
X;
XNMLFMT ldx DUNIT
X lda SECSIZ-1,X ;PUT SECTOR SIZE CODE (1 OR 2) INTO X
X tax
X lda #FMTCMD ;AUX IS 0, must not be 1050 d/d
XFT1050 STA DAUX1 ;MAKE SURE WE SECTOR > 3
X LDY DSKTIM ;DISK TIMEOUT VALUE (RETURNED IN STATUS)
X JSR DKFME ;ENTER DKIO AT FORMAT ENTRY
X BPL FMTOK ;Accepting 144 errors here removed [Bob Puff]
X JMP AEXIT ;RETURN ERROR CODE IF ANY OCCURRED
X;
XRAMFMT STA CURSEC,X ;STUFF PROPER NUMBER OF SECTORS INTO CURSEC
X CLC ;(256-BYTE PAGES * 2 SINCE SECTOR SIZE IS 128)
X ADC RDKLMT
X LSR A
X ROR CURSEC,X
X BNE NOTDEF ;FAIL IF NOT 256 SECTORS OR MORE (need 370)
X;
X; SUCCESSFUL FORMAT, CREATE VTOC AND EMPTY DIRECTORY
X;
XFMTOK ;Bob Puff disabled the marginal format code
X; ldy #0 ;check for a bad format
X; lda (FMSBPT),y
X; and (FMSBPT),y ;first two bytes $FF?
X; cmp #$FF
X; beq FMTOK2 ;yep, continue
X; lda #173 ;otherwise format error
X; bne FMEXIT
X;
XFMTOK2
X JSR INVUNIT ;Can we do this (asks Bob Puff)
X JSR DELDOS
X LDA ICAX1Z
X STA CURSEC,X
X LDA ICAX2Z
X AND #$7F ;DISK MUST HAVE 256 SECTORS
X BNE NOTDEF ;IF SIZE SPECIFIED, USE IT
X LDY ICDNOZ
X LDA HDTAB-1,Y ;IF NOT AND THIS IS A HARD DISK
X STA CURSEC,X ;USE THE SYSTEM DEFINED SIZE
X LDA HDTAB+8-1,Y
```

```
X BNE NOTDEF
X BIT DVSTAT ;1050 DRIVE?
X BPL FIGSIZ ;NO, FIGURE SIZE THEN
X LDA #LOW[1040] ;YES, FORCE TO 1040 SECTORS
X STA CURSEC,X
X LDA #HIGH[1040]
X BNE NOTDEF
X;
XFIGSIZ LDA DRVDEF-1,Y
X AND #$31 ;EXTRACT TRACK COUNT FLAGS
X LSR A
X PHP
X LSR A
X LSR A
X TAY
X LDA NOSECS,Y ;AND USE DRIVE DEFAULT SECTOR COUNT
X STA CURSEC,X
X LDA NOSECS+1,Y
X PLP
X BCC NOTDEF ;IF NOT DOUBLE SIDED, THIS IS IT
X ASL CURSEC,X
X ROL A ;ELSE, DOUBLE IT
X;
XNOTDEF STA CURSEC+1,X
X CMP #4 ;NEED 16 BIT LINKS?
X BCC SHORTS ;NO, SHORT FORMAT OK
X INC MAPBUF ;YES, FORCE LONG FORMAT (DOS3)
XSHORTS JSR FNDBIT ;FIND LAST BIT MAP SECTOR
X LDA TMP2
X BNE GT246 ;IF PAST 256TH MAP BYTE
X BIT DLINK ;SINGLE DENSITY?
X BMI FDBDEN
X CPY #0
X BPL FDBDEN
XGT246 STA MAP2
X CLC
X ADC #3
X STA MAPBUF
XFDBDEN LDA #HIGH[-9]
X STA MAPBUF+4
X LDA #LOW[-9]
X STA MAPBUF+3 ;START WITH 9 FREE SECTORS UN-FREE!
XFLOOP JSR FMTFRE
X JSR DECCSEC
X CMP #4 ;BOOT SECTORS YET?
X BNE FLOOP ;IF NOT, CONTINUE DEALLOCATING
X LDA CURSEC+1,X
X BNE FLOOP
X;
X; ALLOCATE BAD SECTORS
```

```
X; [Bob Puff replaced this with code to set FMSBPT to 1, since he
X; disallows bad sectors]
X;
X LDY #0
XCLRBDLP LDA (FMSBPT),Y
X STA CURSEC,X
X INY
X LDA (FMSBPT),Y
X STA CURSEC+1,X
X INY
X AND CURSEC,X
X CMP #$FF
X CLC
X BEQ MAPDONE
X STY TMP1
X JSR DECCNT
X JSR FNDLBIT
X EOR #$FF
X BCC CLRBD1
X AND MAPBUF+256,Y
X STA MAPBUF+256,Y
X BCS CLRBD2
XCLRBD1 AND MAPBUF,Y
X STA MAPBUF,Y
XCLRBD2 LDY TMP1
X BNE CLRBDLP
X SEC
X LDY #173*2-256 ;NO $FFFF => BAD FORMAT
XMAPDONE TYA
X ROR A
X STA FMSBPT ;POSITIVE VALUE = NUMBER OF BAD SECTORS
X;
X; [End of code that can be optionally deleted]
X;
X LDA #$00
X STA MAPBUF+55
X LDA #$7F
X STA MAPBUF+56
X LDY #44 ;START ALLOC. OF VTOC HERE
X LDA MAPBUF
X SEC
X SBC #2 ;GET NUMBER OF SECTORS
X BIT DLINK ;(SINGLE DENSITY?)
X BMI MPNSD ;IF NOT, M-3
X ASL A ;IF SO, M*2-5
XMPNSD TAX
X DEX ;MOVE COUNT TO X
X;
XALCMPL LDA #$FF
XALCMAP DEX
```

```
X BMI SMBSIZ
X PHA
X JSR DECCNT
X PLA
X ASL A
X BNE ALCMAP
X STA MAPBUF+10,Y
X DEY
X BPL ALCMPL ;BRANCH ALWAYS!
X;
XSMBSIZ STA MAPBUF+10,Y
X LDA MAPBUF+3 ;MARK EMPTY SIZE, TOO
X STA MAPBUF+1
X LDA MAPBUF+4
X STA MAPBUF+2
X JSR FMTMAP ;WRITE MAP TO DISK
X;
X; CREATE AN EMPTY DIRECTORY
X;
X LDA #LOW[361]
X LDY #HIGH[361]
XCLRDIR JSR SETDIR ;RESET THE DIRECTORY BASE SECTOR
X TYA
XCLRDLP STA DIRBUF,Y ;ZERO THE DIRECTORY BUFFER
X INY
X BNE CLRDLP
X;
X LDA #7
X STA DIRSEC
XCLRDL2 JSR WDIRBK ;THEN WRITE ALL 8 SECTORS OUT
X DEC DIRSEC
X BPL CLRDL2
X LDY BUFNO,X
X LDA #0
X STA BUFNO,X
X STA BUFFLG-1,Y ;FORMAT DONE, FREE THE INTERNAL BUFFER
X LDA FMSBPT
X JMP AEXIT
X;
XNOSECS DW 35*18,40*18,80*18,77*26
X;
XSETDIR STA DIRBAS,X
X TYA
X STA DIRBAS+1,X
X LDY #0
X RTS
X;
X; DOS BINARY LOAD CODE (LOAD AND OPTIONALLY EXECUTE A PROGRAM)
X;
XDKLOAD LDA ICAX1Z
```

```
X STA ICPTLZ ;SAVE PROGRAM NAME BUFFER POINTER
X CMP #$08
X BCS TOERRC ;IF WRITE, REPORT ERROR
X;
X LDA #LOW[TORTS]
X STA RUNADR
X LDA #HIGH[TORTS] ;ASSUME RUNN ADDRESS IS ABSENT
X STA RUNADR+1
X LDA #4
X STA ICAX1Z
X LDA ICHID,X ;IOCB OPEN?
X BPL CCFILE
X JSR DKOPEN ;IF NOT, OPEN IT
X BMI DKLERV
X JSR WDREAD ;READ ONE WORD OF THE HEADER
X BEQ CCFILE
X LDY #180 ;NO $FFFF, HEADER ERROR CODE
X BMI DKLERV
X;
XTOERRC LDY #168 ;INVALID IOCB
X RTS
X;
XGETTXT LDA #LOW[TORTS]
X STA INIADR
X LDA #HIGH[TORTS] ;FOR EACH SEGMENT, RECLEAR THE INIT VECTOR
X STA INIADR+1
XTXTLP JSR DKREAD
XDKLERV BMI DKLERR
X LDY #0
X STA (ICBALZ),Y
X INC ICBALZ
X BNE DECLEN
X INC ICBAHZ
XDECLEN LDA ICBLLZ
X BNE DECLOW
X DEC ICBLHZ
XDECLOW DEC ICBLLZ
X BNE TXTLP
X LDA ICBLHZ
X BNE TXTLP
X LDA ICBAHZ
X CMP #HIGH[INIADR]
X BNE CCFILE
X;
X LDA ICPTLZ ;IF NO INITS,
X LSR A
X BCS CCFILE ;SKIP TO NEXT PAGE
X TXA ;ELSE SAVE IOCB
X PHA
X LDY #256-12
```

```
XCPSICB LDA ICHIDZ-256+12,Y
X STA ICHID,X ;SAVE THE 12-BYTE IOCB ENTRY
X INX
X INY
X BNE CPSICB
X PLA
X TAX
X PHA
X JSR DOINIT ;AND CALL INIT FUNCTION
X PLA
X TAX
X PHA
X LDY #256-12
XCPRICB LDA ICHID,X ;THEN RESTORE THE 12-BYTE IOCB
X STA ICHIDZ-256+12,Y
X INX
X INY
X BNE CPRICB
X PLA
X TAX
X;
XCCFILE JSR WDREAD ;READ THE SEGMENT START ADDRESS
X BEQ CCFILE
X STA ICBALZ
X STY ICBAHZ
X JSR WDREAD ;READ THE SEGMENT END ADDRESS
X SEC
X ADC #0
X BCC CCSUBT
X INY
XCCSUBT SEC
X SBC ICBALZ ;CALCULATE THE LENGTH TO LOAD INTO RAM
X STA ICBLLZ
X TYA
X SBC ICBAHZ
X STA ICBLHZ
X BCS GETTXT ;BRANCH IF VALID LENGTH (GET DATA BYTES)
X LDY #181 ;ELSE, MEMORY WRAP ERROR
X BMI DKLERR
X;
XWDXIT PLA
X PLA
XDKLERR TYA
X PHA
X JSR DKCLOS ;CLOSE THE PROGRAM FILE
X PLA
X TAY ;AND RETURN ANY ERROR CODE
X RTS
X;
X; READ A WORD FROM THE PROGRAM FILE AND COMPARE IT WITH $FFFF
```

```
X;
XWDREAD LDA #0
X STA ICBLLZ
X STA ICBLHZ ;SET LENGTH TO ZERO
X JSR DKREAD ;READ A BYTE
X BMI WDEOF
X PHA
X JSR DKREAD ;READ THE SECOND BYTE
X BMI WDEOF1
X TAY
X PLA
X CPY #$FF ;UPPER BYTE $FF?
X BNE TORTS ;NO, THEN WORD IS NOT $FFFF
X CMP #$FF ;YES, IS LOWER BYTE $FF?
XTORTS RTS ;IF BOTH $FF, RETURN ZERO FLAG
X;
XWDEOF1 PLA
XWDEOF CPY #136 ;IS THIS END OF FILE?
X BNE WDXIT ;IF NOT, RETURN ERROR CODE
X PLA
X PLA ;ELSE, GET RID OF RETURN ADDR
X LDA ICPTLZ
X LSR A
X LSR A
X PHP
X JSR DKCLOS ;CLOSE FILE AND SET Y=1
X PLP
X BCS TORTS ;EXIT IF NO-RUN SPECIFIED
X JMP (RUNADR) ;THEN GO TO RUN ADDRESS
X;
X; INVOKE INIT FOR EVERY BLOCK OF INPUT CODE (USUALLY JUST AN RTS)
X;
XDOINIT JMP (INIADR) ;CALL INDIRECT
X;
X; XIO FUNCTION TO CREATE A NEW DIRECTORY
X;
X; PARSE DIRECTORY NAME
X;
XMKDIR JSR GETFNM
X JSR SFDIR ;FIND FILE IN DIRECTORY
X BCS MKDMRD
X LDA #172 ;FILE ALREADY EXISTS
X DB $AE ;SKIP 2 BYTES
XDISFUL LDA #169 ;DIRECTORY FULL
X JMP AEXIT
X;
X; READ IN BIT MAP
X;
XMKDMRD LDA HOLFN
X BMI DISFUL
```

```
X JSR RBITMP
X LDY MAPBUF
X DEY
X DEY
X STY DATBYT
X;
X; FIND EIGHT SECTORS FOR DIRECTORY
X;
X LDA #LOW[369] ;FIRST AVAILABLE SECTOR AFTER ROOT DIR.
X STA CURSEC,X
X LDA #HIGH[369]
X STA CURSEC+1,X
X LDA #0
X STA TMP1
XFDIRLP INC TMP1
X JSR FNDLBIT ;IS THIS SECTOR FREE?
X BCS FDIR2
X AND MAPBUF,Y
X BCC FDIR1
XFDIR2 AND MAPBUF+256,Y
XFDIR1 BNE FDIR3
X STA TMP1
XFDIR3 JSR INCCSEC
X LDA TMP1
X CMP #8
X BNE FDIRLP
X;
X; ALLOCATE THE SECTORS USED
X;
XALCDLP JSR DECCSEC
X JSR FNDLBIT
X EOR #$FF
X BCS ALCPG2
X AND MAPBUF,Y
X STA MAPBUF,Y
X BCC ALCPG1
XALCPG2 AND MAPBUF+256,Y
X STA MAPBUF+256,Y
X LSR MAP2MOD
XALCPG1 JSR DECCNT
X DEC TMP1
X BNE ALCDLP
X;
X; WRITE ALLOCATION MAP BACK TO DISK
X;
X JSR FMTMAP
X;
X; ENTER NAME AND TYPE INFO INTO PARENT DIRECTORY
X;
X LDA HOLFN
```

```
X JSR SDIRBK
X SEC
X JSR ENTNAME
X LDA CURSEC+1,X
X STA DIRBUF+4,Y
X LDA CURSEC,X
X STA DIRBUF+3,Y
X LDA #0
X STA DIRBUF+2,Y
X LDA #8
X STA DIRBUF+1,Y
X ASL A
X JSR SAVFLAG
X;
X; THEN CLEAR NEW DIRECTORY
X;
X LDA #1
X STA FMSBPT
X LDA CURSEC,X
X LDY CURSEC+1,X
X JMP CLRDIR
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > mdos3.asm
X;
X; DOS DIRECTORY ROUTINES
X;
X; OPEN A DIRECTORY (FOR USER)
X;
XLSTDIR LDY #$80-11
XSAVFNB LDA FNAME-$80+11,Y
X STA (FMSBPT),Y
X INY
X BPL SAVFNB
X JSR SFDIR ;FIND A MATCH IN THE DIRECTORY
X BCS ENDDIR ;IF NO MORE MATCHES, REPORT FREE SPACE
XNXTDIR JSR FMTDIR ;ENTRY FOUND, FORMAT INTO A TEXT STRING
X LDA CURFNO
X STA FCBFNO,X ;SAVE THE FILE NUMBER OF THE ENTRY FOUND
XGODONE JMP DONE ;AND RETURN
X;
XGOTEOD DEC DATBYT ;CONVERT EOL TO $9B (REAL EOL)
X STA CURLEN,X ;AND FINISH UP
X BNE GODONE
X;
XDIRRD LDY #$80-11
XRSTFNB LDA (FMSBPT),Y ;FETCH BYTES OF PREVIOUSLY PARSED DIRECTORY ENT
X STA FNAME-$80+11,Y
X INY
X BPL RSTFNB
X LDA CURLEN,X
```

```
X BMI DIREOF ;EOF IF WE ALREADY REPORTED FREE SPACE
X TAY
X LDA (FMSBPT),Y
X STA DATBYT
X INC CURLEN,X
X CMP #$9C
X BEQ GOTEOD
X CMP #$9B ;IS THIS END OF LINE?
X BNE GODONE ;IF NOT, CONTINUE FETCHING OLD BYTES
X LDA FCBFNO,X
X CMP CURFNO
X BNE DMSTRD
X CPX DIUNIT
X BEQ DRDNRQ
XDMSTRD JSR RRDIR ;IF SO, INSURE DIRECTORY BLOCK IS IN MEMORY
XDRDNRQ JSR CSFDIR ;AND FIND THE NEXT ENTRY
X BCC NXTDIR ;IF FOUND, LOOP BACK AND FORMAT IT
X;
X; NO MORE ENTRIES, REPORT FREE SECTORS LAST
X;
XENDDIR JSR RBITMP ;READ THE VTOC DATA
X LDY #0
X STY CURMAP ;FORCE A REREAD NEXT TIME
X LDA MAPBUF+3
X LDX MAPBUF+4 ;AND STUFF THE BUFFER WITH NO. OF FREE SECTORS
X JSR CVTDEC
X LDX #-14
XFSECL LDA FSECM+14-256,X ;FOLLOWED BY THE "FREE SECTORS" TEXT
X STA (FMSBPT),Y
X INY
X INX
X BNE FSECL
X BEQ GODONE
X;
XDIREOF JMP RETEOF ;NO MORE LINES, RETURN EOF INDICATION
X;
XFSECM DB ' FREE SECTORS',$9C
X;
X; FORMAT A DIRECTORY ENTRY FOR BASIC, ETC.
X;
XFMTDIR LDY #' '
X LDX DIRDSP
X LDA DIRBUF,X
X PHA
X AND #$20
X BEQ D0E35
X LDY #'*' ;IF SO, MARK AS LOCKED
XD0E35 TYA
X LDY #0
X STA (FMSBPT),Y
```

```
X PLA
X LDY #' '
X AND #$10
X BEQ NOTDIR
X LDY #':'
XNOTDIR TYA
X LDY #1
X STA (FMSBPT),Y
XCPYNAML INY
X LDA DIRBUF+5,X
X STA (FMSBPT),Y
X INX
X CPY #13
X BCC CPYNAML
X;
X LDA #' '
X STA (FMSBPT),Y
X LDY DIRDSP
X LDA DIRBUF+1,Y
X LDX DIRBUF+2,Y
X LDY #14 ;SECTOR COUNT STARTS HERE
X;
X; CONVERT A 16-BIT INTEGER TO A 4 OR 5 DIGIT NUMBER
X;
XCVTDEC STX TMP2
X STA TMP1
X LDX #HIGH[10000]
X LDA #LOW[10000]
X JSR MKDGT2
X CMP #'0'
X BNE SKIP5
X DEY
XSKIP5 LDX #HIGH[1000]
X LDA #LOW[1000]
X JSR MKDGT2
X LDA #100 ;FOR THE SHORT STUFF
X JSR MAKDGT
X LDA #10
X JSR MAKDGT
X TXA
X ADC #'0'+10
X STA (FMSBPT),Y
X INY
X LDA #$9B ;TERMINATE LINE
X STA DATBYT
X STA (FMSBPT),Y
X LDA #0
X LDX CURFCB
X STA CURLEN,X
X RTS
```

```
X;
X; CREATE A DIGIT AND STORE IT INTO THE DIRECTORY BUFFER
X;
XMAKDGT LDX #0 ;IF SUBTRAHEND < 256, ZERO UPPER BYTE
XMKDGT2 STX DIRDSP
X STA DIRSEC
X STY DATBYT
X LDY #'0'
X SEC
XDGTLP2 LDA TMP1
X SBC DIRSEC
X TAX
X LDA TMP2
X SBC DIRDSP
X BCC DGTXIT
X STA TMP2
X STX TMP1
X INY
X BCS DGTLP2
X;
XDGTXIT TYA
X LDY DATBYT
X STA (FMSBPT),Y
X INY
X RTS
X;
X; PARSE A FILE NAME WITH WILD CARD CHARACTERS ('*' AND '?')
X;
XGETNM2 iny ;look for ">" in
X lda (ICBALZ),y ;the start of
X cmp #'>' ;the filename
X beq GETNAM ;(for SpartaDOS compatibility)
X dey ;[Bob Puff]
X bne GETNAM ;branch always
X;
XGETFNM LDX CURFCB
X LDY #HIGH[361]
X LDA #LOW[361]
X JSR SETDIR
X INY
X LDA (ICBALZ),Y
X INY
X CMP #':' ;DEFAULT DIRECTORY?
X BNE GETNM2 ;IF NOT, CHECK FOR SPARTA ">"
X DEY
X STY TMP1
X LDY DEFAULT
X STY ICDNOZ
X TYA
X STA ICDNO,X
```

```
X JSR SETUPD
X LDA CDIREC
X LDY CDIREC+1
X JSR SETDIR
X LDY TMP1
X;
XGETNAM LDX #-11
X INY
XAFTSTR LDA (ICBALZ),Y
X CMP #'*'
X BNE TSTPER
X LDA #'?'
X INY
XQLOOP STA FNAME+11-256,X
X INX
X BPL TOXITC ;END OF EXTENSION?
XPERFND CPX #-3 ;END OF FILE NAME?
X BNE QLOOP ;NO MORE -?-S
X BEQ AFTSTR
X;
XTSTPER CMP #'.' ;A PERIOD?
X BNE TSTCHR ;IF NOT, CHECK FOR INDIVIDUAL CHARACTERS
X LDA #' ' ;IF SO, FILL WITH SPACES
X INY
X BNE PERFND
X;
XTSTCHR CMP #'?'
X BCC ENDCHR ;IF < '?', CHECK FOR DIGIT
X CMP #'Z'+1 ;ELSE, UPPER CASE LETTER, '?', OR '@'?
X BCC GOTCHR
X CMP #'_'
X BCC ENDCHR ;IF CARET, BACKSL. OR BRACKETS
X CMP #'z'+1 ;LOWER CASE, ACCENT OR UNDERSCORE?
X BCC GOTCHR
XENDCHR CPX #-11 ;IF FIRST CHAR, ERROR
X BEQ ERRCHR ;NO BYTES IN FILE NAME
X CMP #'0' ;ELSE, A DIGIT?
X BCC FILLNM ;IF NOT, THIS IS END OF NAME
X CMP #':'
X BCS FILLNM
X;
XGOTCHR STA FNAME+11-256,X
X INY
X INX
X BMI AFTSTR
X;
XTOXITC LDA (ICBALZ),Y
XTSTDIR CMP #':' ;LOOK FOR SUBDIRECTORY
X BEQ MYDIR ;IF MYDOS SYNTAX
X CMP #'>' ;OR SPARTA SYNTAX
```

```
X BNE XITCHR ;IF FINISHED, RESTORE FCB PTR TO X AND EXIT
XMYDIR STY TMP2
X JSR SFDIR ;ELSE, FIND FILE
X BCS FNER1 ;NO SUCH FILE
X JSR TONXDR
X BEQ FNER1
X LDY TMP2
X BNE GETNAM
XFNER1 LDA #174 ;IF NOT, RETURN ERROR 174
X DB $2C ;BIT ABS (SKIP 2 BYTES)
X;
XERRCHR LDA #165
X JMP AEXIT
X;
XFILLNM PHA
X LDA #' '
XFILLLP STA FNAME+11-256,X
X INX
X BMI FILLLP
X PLA
X JMP TSTDIR
X;
X; RETURN WITH NON-ZERO FLAG IF FILE IS A DIRECTORY
X;
XTONXDR LDA #$10 ;FILE FOUND, A DIRECTORY?
X JSR GETFLAG
X BEQ TONXIT ;IF NOT, SET ZERO FLAG
X LDA DIRBUF+3,Y ;IF SO, MOVE POINTERS TO THE NEW LEVEL
X STA DIRBAS,X
X LDA DIRBUF+4,Y
X STA DIRBAS+1,X
X LDA #$10 ;AND CLEAR THE ZERO FLAG
XTONXIT RTS
X;
X; ENTER A NAME INTO THE DIRECTORY AT DIRBUF[DIRDSP]
X;
XENTNAME PHP
X LDX #-11
X LDY DIRDSP
XNAMELP LDA FNAME+11-256,X ;LOAD THE MASK CHARACTER
X CMP #'?'
X BNE STORIT ;IF NOT '?', SAVE IT AS IT APPEARS
X PLP
X PHP
X BCC NOSTOR ;IF CY CLEAR, LEAVE THE CHARACTERS UNCHANGED
X LDA #' ' ;IF CY SET, CONVERT '?'S TO SPACES
XSTORIT STA DIRBUF+5,Y
XNOSTOR INY
X INX
X BMI NAMELP
```

```
X PLP
X LDY DIRDSP
XXITCHR LDX CURFCB
X RTS
X;
XSFDIR JSR WBITMP ;INSURE BIT MAP IS SAFE
X LDX #255
X STX HOLFN
X STX CURFNO
X INX
X STX DAUX2
X INX
X STX DAUX1
X LDX #READ
X STX DCOMND
X JSR SYSSET ;SET UP POINTERS FOR SYSTEM BUFFER I/O
X;
X LDA ICDNOZ
X CMP RAMDKU
X BEQ CSFDIR ;IF RAMDISK, FORGET DENSITY CHECK
X ldx CURFCB ;IF A ROOT DIRECTORY ACCESS, READ BOOT SECTOR
X lda DIRBAS,X ;IF IN A SUBDIRECTORY, ASSUME DENSITY IS OK
X cmp #LOW[361] ;[Bob Puff]
X bne CSFDIR
X;;; lda DIRBAS+1,X ;Only occasionally will we get an extra read!
X;;; cmp #HIGH[361]
X;;; bne CSFDIR
X;
X JSR DSKINV ;ELSE, READ THE FIRST BOOT SECTOR
X BMI ERRX
X JSR INVUNIT ;UPDATE DRIVE CONFIGURATION
X;
XCSFDIR INC CURFNO ;READ NEXT 16-BYTE DIR. BLOCK
X LDA CURFNO
X JSR BSECDS ;CONVERT TO SECTOR AND DISPLACEMENT
XXITCH1 BCS XITCHR
X BNE NOREAD ;IF DISP>0, PROCESS BLOCK
X JSR RDIRBK ;IF DISP=0, READ SECTOR
X;
XNOREAD LDY DIRDSP
X LDA DIRBUF,Y
X BEQ FNDOLD ;ZERO IS END OF DIRECTORY (NO MORE ENTRIES)
X BMI FNDOLD ;NEGATIVE IS EMPTY SLOT (MAY HAVE MORE ENTRIES)
X;
X; HANDLE DOS 2.5 FILES
X;
X and #$DF ;preserve lock flag
X cmp #3 ;is this DOS 2.5 + file?
X bne NOD25 ;nope
X lda #$41 ;otherwise, kludge the
```

```
X eor DIRBUF,Y ;flag to make $42
X sta DIRBUF,Y ;and save lock.
X;
XNOD25 AND #$01 ;IGNORE ANY FILE THAT IS MARKED "OPEN"
X BNE CSFDIR
X LDX #-11
XCPNXCH LDA FNAME+11-256,X
X CMP #'?'
X BEQ WCMTCH ;EVERYTHING MATCHES "?"
X CMP DIRBUF+5,Y
X BNE CSFDIR ;NO MATCH, LOOK AT THE NEXT DIRECTORY ENT
XWCMTCH INY
X INX
X BMI CPNXCH
X CLC
X BCC XITCHR ;ENTRY FOUND, RETURN WITH CY=0
X;
XFNDOLD LDX HOLFN
X BPL KPOLD ;IF AN EMPTY SLOT IS ALREADY FOUND, DO NOTHING
X LDX CURFNO
X STX HOLFN ;ELSE SAVE THIS ONE, ITS THE FIRST!
XKPOLD TAX
X BMI CSFDIR ;IF NOT END OF THE DIRECTORY, KEEP LOOKING
XERRX SEC
X BCS XITCH1 ;ELSE, ENTRY NOT FOUND, RETURN WITH CY=1
X;
X; DOS I/O ROUTINES
X;
X; DISK SECTOR I/O ROUTINES
X;
XWRDISK SEC ;FMS DISK WRITE ENTRY
XRWDISK LDY FMSBPT ;DATA SECTOR READ/WRITE ENTRY
X LDA FMSBPT+1
X JSR BUFSET
X LDA CURSEC+1,X
X LDY CURSEC,X
XFMDKIO PHP
X LDX DUNIT
X CPX RAMDKU
X BEQ RDKIO1
X PLP
X pha ;ALLOW FOR DENSITY CHANGE IN FORMAT, ETC.
X lda SECSIZ-1,X ;[Bob Puff]
X tax
X pla
X JMP DKIO
X;
XRDKIO1 JMP RDKIO ;ABSOLUTE DISK I/O ROUTINE WAS MOVED TO LOW RAM
X;
XEXTEND JSR ALLOC
```

```
X LDA FCBOTC,X
X LSR A
X BCC REWRIT
X DEC FCBOTC,X
X JSR WTRICK
X JMP WRTTST
X;
XREWRIT LDY LNKSEC+1,X
X LDA LNKSEC,X
X JSR SAVLNK
XWRTTST BMI RTBADF
X INC SECCNT,X
X BNE TONXT
X INC SECCNT+1,X
X;
XTONXT LDA LNKSEC,X ;MAKE NEXT SECTOR
X STA CURSEC,X ;NEW CURRENT SEC.
X LDA LNKSEC+1,X
X STA CURSEC+1,X
X LDA #0
X STA LNKSEC,X ;ZERO LINK
X STA LNKSEC+1,X
XLENSET STA CURLEN,X ;ZERO CURRENT OFFSET
X LDA DLINK ;GET THE LINK LOC.
X STA MAXLEN,X ;MAKE IT MAX. LEN.
X CLC ;CLEAR CY FOR LATER READ
X RTS
X;
XRDNXTS LDA FCBFLG,X
X BEQ CHASE
X;
XWRNXTS LDA FCBFLG,X
X BMI EXTEND
X ASL A
X BPL RDNXTS
X ASL A
X STA FCBFLG,X
X JSR WRDISK
X BPL RDNXTS
X;
XRTBADF JMP HWERR ;RETURN HARDWARE ERROR CODE IF PRESENT
X;
XSAVLNK PHA
X TYA
X LDY DLINK
X STA (FMSBPT),Y
X PLA
X INY
X STA (FMSBPT),Y
X INY
```

```
X LDA CURLEN,X
XNOBIT STA (FMSBPT),Y
X LDY FCBOTC,X
X BMI LEN16 ;16-BIT LENGTH?
X LDA FCBFNO,X
X ASL A
X ASL A
X LDY DLINK
X ORA (FMSBPT),Y
X STA (FMSBPT),Y
XLEN16 JMP WRDISK
X;
XWTRICK LDA LNKSEC,X
X STA SAVSEC,X
X LDA LNKSEC+1,X
X STA SAVSEC+1,X
X STX LSTIOCB
X LDA CURSEC,X
X STA LSTSEC
X LDA CURSEC+1,X
X STA LSTSEC+1
X JMP WRDISK
X;
XINSTRT JSR INITYP
X;
XCHASE LDA LNKSEC,X
X ORA LNKSEC+1,X
X BEQ NOLINK
X JSR TONXT ;SET CY=0, FUNC=READ
X JSR RWDISK
X BMI RTBADF ;CANNOT READ SO BAD FILE NUMBER(ERR=164)
X LDY DLINK
X LDA FCBOTC,X ;16-BIT LINK?
X ORA #$7F
X BMI LNGLNK
X LDA (FMSBPT),Y
X LSR A
X LSR A
X CMP FCBFNO,X
X BNE XLINKED
X LDA #$03
XLNGLNK AND (FMSBPT),Y
X STA LNKSEC+1,X
X INY
X LDA (FMSBPT),Y
X STA LNKSEC,X
X INY
X LDA (FMSBPT),Y
X STA MAXLEN,X
XDRDXIT CLC
```

```
X RTS
X;
XXLINKED LDA ICCOM,X
X CMP #FMTCMD ;IS THIS A FORMAT?
X BNE FNOERR
XNOLINK SEC
X RTS
X;
X; READ OR WRITE A DIRECTORY BLOCK
X;
XRRDIR LDA FCBFNO,X
X;
XSDIRBK STA CURFNO
XRDCFNO LDA CURFNO
X JSR BSECDS
X;
XRDIRBK JSR WBITMP ;TAKE CONTROL OF SYSTEM BUFFER
X CLC
X DB $A9 ;LDA # (SKIPS 1 BYTE)
XWDIRBK SEC
XRWDBK PHP
X LDX CURFCB ;PUT FCB NO. IN X
X STX DIUNIT ;SAVE THE DIR. BUFFER IOCB
X JSR SYSSET
X CLC
X LDA DIRSEC
X ADC DIRBAS,X
X TAY
X LDA DIRBAS+1,X
X ADC #0 ;MULTIPLE DIRS. REQ. THIS [ChasM]
X PLP
XSYSRW JSR FMDKIO
X BPL DRDXIT
X LDA #163 ;BIT MAP R/W ERROR, RETURN SYSTEM ERR. CODE
X DB $AE ;SKIP 2 BYTES
X;
XFNOERR lda #164
X sta DSTATS
X jmp HWERR ;FILE NUMBER MISMATCH
X;
X; READ OR WRITE THE DISK VTOC (BIT MAP)
X;
XRBITMP LDA CURMAP
X CMP ICDNOZ
X BEQ MAPXIT ;SKIP READ IF WHAT WE WANT IS ALREADY THERE
X JSR WBITMP ;ELSE, REAL I/O, SAVE CURRENT BUFFER CONTENTS
X;
X LDA #0
X TAY
XZMAP STA MAPBUF,Y ;ZERO ENTIRE 512
```

```
X STA MAPBUF+256,Y ;BYTES OF MAP BUF.
X DEY
X BNE ZMAP
X CLC
X JSR RWBMAP ;THEN READ 128 OR 256 BYTES OF VTOC DATA
X;
X LDY #$FF
X STY DIUNIT ;INDICATE MAP (NOT DIR) IS LOADED
X STY MAP2 ;INDICATE SECOND PAGE OF MAP IS UNLOADED
X INY
X STY CHGMAP ;INDICATE MAP IS UNCHANGED
X INY
X STY MAP2MOD
X STY CURMP
X;
XMAPCLR STA CURMAP ;AND SAVE DRIVE NUMBER MAP APPLIES TO
XMAPXIT RTS
X;
XWBITMP LDA CHGMAP
X BEQ MAPCLR ;IF MAP NOT CHANGED, SKIP WRITING IT
X STA DUNIT
XFMTMAP LDA #0
X STA CHGMAP ;ELSE MARK IT UNUSED
X STA CURMAP
X lda DUNIT ;save drive # [Bob Puff]
X pha
X SEC
X JSR RWBMAP
X pla ;then restore it [Bob Puff]
X sta DUNIT
X;
XWRNXTM LDA MAP2MOD
X BNE NOMPI2 ;IF THE PAGE BUFFER IS CLEAN, JUST EXIT
X LDA #$FF ;ELSE, WRITE IT TO DISK
X PHA
X LDA MAP2
X INC MAP2MOD
X SEC
X BCS MUSTWM
X;
XRDNXTM CMP MAP2 ;READ A PAGE INTO THE SECOND PAGE BUFFER
X BEQ NOMAPI ;IF IT IS ALREADY THERE, JUST EXIT
X PHA
X JSR WRNXTM ;ELSE, WRITE THE CURRENT PAGE (IF NECESSARY)
X PLA ;AND READ THE NEW ONE
X PHA
X CLC ;BY FALLING INTO MUSTWM WITH CY=0
X;
XMUSTWM PHA
X LDA #HIGH[MAPBUF+256]
```

```
X LDY #LOW[MAPBUF+256]
X JSR BUFSET ;SET UP THE BUFFER POINTER FOR 2ND PAGE
X PLA ; OF THE VTOC BUFFER
X JSR MAPIOC ;ISSUE I/O REQUESTS
X PLA
X STA MAP2 ;UPDATE SECOND BUFFER ID BYTE
XNOMAPI RTS
X;
XRWBMAP JSR SYSSET ;SET UP BUFFER POINTERS FOR SYSTEM BUF I/O
X LDA #0
XMAPIOC PHP
X pha
X ldx DUNIT ;NOTE: THE CURRENT I/O MAY NOT BE TO THE
X lda SECSIZ-1,X ;FCB BEING ACCESSED!
X tax ;[Bob Puff]
X pla
X cpx #2 ;256 BYTE SECS?
X beq MAPDDS
X ASL A ;128, CHANGE PAGE NUMBER TO PAIR NUMBER
XMAPDDS EOR #$FF
X SEC
X ADC #LOW[360]
X TAY
X cpx #2 ;128 OR 256 BYTE SECTORS?
X beq DDMAPX ;IF 128, READ 2 SECTORS TO FILL BUFFER
X LDA #HIGH[360]
X PLP
X PHP
X JSR SYSRW ;READ OR WRITE THE FIRST SECTOR
X LDA MAPBUF
X CMP #3 ;IF DOS 2.0 DISK, READ ONE SECTOR
X BCC XITMBF ;EVEN IN SINGLE DENSITY
X JSR STEPBP
X DEY
XDDMAPX LDA #HIGH[360]
X PLP
X PHP
X JSR SYSRW ;READ OR WRITE THE SECOND (OR ONLY) SECTOR
XXITMBF PLP
XNOMPI2 LDA ICDNOZ
X STA DUNIT ;RESTORE THE USER DRIVE NUMBER TO DUNIT,
X RTS ;SINCE I/O MAY HAVE BEEN TO ANOTHER DRIVE
X;
XSYSSET LDA #HIGH[MAPBUF]
X LDY #LOW[MAPBUF]
X JMP BUFSET
X;
X; ROUTINE TO STEP TO THE NEXT DIRECTORY ENTRY (UNTIL WE RUN OUT)
X;
XBSECDS LDY #0
```

```
X STY DIRDSP
X LSR A
X ROR DIRDSP
X LSR A
X ROR DIRDSP
X LSR A
X ROR DIRDSP ;(FILE NUMBER MOD 8) * 16 IS OFFSET IN SECTOR
X STA DIRSEC ;FILE NUMBER/8 IS SECTOR OFFSET
X;
X CMP #8 ;END OF DIRECTORY?
X DEY
X BCS BSECXT
X ROR DIRDSP
XBSECXT RTS
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > mdos4.asm
X;
X; DOS ALLOCATION ROUTINES
X;
X; FREE A SECTOR FOR LATER USE
X;
XFREE JSR RBITMP ;MAKE SURE WE HAVE THE RIGHT MAP
X STA CHGMAP
XFMTFRE INC MAPBUF+3 ;BUMP LOW BYTE OF FREE SECTOR COUNT
X BNE FREE0 ;IF NO CARRY
X INC MAPBUF+4
XFREE0 JSR FNDBIT
X PHA
X LDA TMP2
X BEQ SBMP1
X STY TMP2
X CMP CURMP ;BEFORE FIRST HOLE?
X BCS SBMP2 ;NO, LEAVE UNCHANGED
X STA CURMP ;YES, NEW FIRST HOLE
XSBMP2 JSR RDNXTM
X LDY TMP2
X LSR MAP2MOD ;MARK MAP PAGE2 DIRTY
X PLA
X ORA MAPBUF+256,Y
X STA MAPBUF+256,Y
X RTS
X;
XSBMP1 PLA
X ORA MAPBUF,Y
X STA MAPBUF,Y
X RTS
X;
X; FIND BIT ASSOCIATED WITH A SECTOR ON THE DISK
X;
XFNDBIT LDA CURSEC,X
```

```
X AND #7 ;EXTRACT THE BIT NUMBER
X TAY
X SEC
X LDA #0
XFREE1 ROR A ;POSITION CARRY TO THE BIT TO FLIP
X DEY
X BPL FREE1
X PHA ;SAVE THE BIT MASK
X;
X LDA CURSEC,X
X CLC
X ADC #10*8 ;ALLOW FOR 10 BYTE HEADER
X TAY ;SAVE LOW BYTE
X LDA CURSEC+1,X
X ADC #0 ;PROPOGATE CARRY
X LSR A
X STA TMP2
X TYA
X ROR A
X LSR TMP2
X ROR A
X LSR TMP2
X ROR A
X TAY
X;
X PLA ;RESTORE THE BIT MASK
X RTS
X;
X; ALLOCATE AN UNUSED SECTOR TO A FILE
X;
XALLOC JSR RBITMP
X STA CHGMAP
X LDY #10
X LDA #0
X STA TMP2
XALL1 CMP MAPBUF,Y ;ANY BITS LEFT?
X BNE SECFN1 ;IF SO
X INY
X BNE ALL1
X;
X SEC
X LDA MAPBUF
X SBC CURMP
X SEC
X SBC #3
X STA TMP1
XALLCK BMI ALGONE
X LDA CURMP
X STA TMP2
X JSR RDNXTM
```

```
X LDA #0
X TAY
XALL2 CMP MAPBUF+256,Y
X BNE SECFN2 ;IF FREE SECTOR IN SECOND PART OF MAP
X INY
X BNE ALL2
X INC CURMP ;TO NEXT SECTOR OF BIT MAP
X DEC TMP1
X BPL ALLCK
X;
XALGONE DEC CURMP
XDFERR LDA #162 ;DISK FULL ERROR CODE
X JMP AEXIT ;IF THIS IS IT, ERROR-EXIT
X;
XSECFN1 SEC
X LDX #$AF ;I.E., -8*10 - 1
XALL3 ROR A
X INX
X CMP MAPBUF,Y
X BCC ALL4
X CLC
X BNE ALL3
XALL4 EOR MAPBUF,Y
X STA MAPBUF,Y
X BPL ALL7
X;
XSECFN2 SEC
X LDX #$AF ;I.E., -8*10 - 1
XALL5 ROR A
X INX
X CMP MAPBUF+256,Y
X BCC ALL6
X CLC
X BNE ALL5
XALL6 LSR MAP2MOD
X EOR MAPBUF+256,Y
X STA MAPBUF+256,Y
X;
XALL7 TYA
X ASL A
X ROL TMP2
X ASL A
X ROL TMP2
X ASL A
X ROL TMP2
X STA TMP1
X TXA
X ADC TMP1
X LDX CURFCB
X STA LNKSEC,X
```

```
X LDA TMP2
X ADC #$FF
X STA LNKSEC+1,X
XDECCNT LDA MAPBUF+3
X BNE NOBOR
X DEC MAPBUF+4
XNOBOR DEC MAPBUF+3
X CLC
X RTS
X;
X; SIMULATE OLD STYLE BIT FINDER
X;
XFNDLBIT JSR FNDBIT
X PHA ;SAVE MASK
X LDA TMP2 ;FIRST PAGE?
X BEQ FNDPG0
X STY TMP2 ;SAVE OFFSET IN PAGE
X CMP DATBYT
X BCS DFEJMP
X JSR RDNXTM ;READ IN PROPER PAGE
X LDY TMP2 ;THEN RESTORE A AND Y REGS
X PLA
X SEC ;SET CY (PAGE 1 BUFFER USED)
X RTS
X;
XFNDPG0 PLA ;RESTORE SAVED MASK
X CLC ;AND CLR CY (SAY PAGE 0)
X RTS
X;
XDFEJMP JMP DFERR
X;
XDECCSEC LDA CURSEC,X
X BNE ALCPG0
X DEC CURSEC+1,X
XALCPG0 DEC CURSEC,X
X RTS
X;
XINCCSEC INC CURSEC,X
X BNE DELDIN
X INC CURSEC+1,X
XDELDIN RTS
X;
X; DOS MISC. SUBROUTINES
X;
X; SET UP STATE VARIABLES ON ENTRY
X;
XSETUP LDY ICDNOZ ;GET UNIT NO.
XSETUPW STX CURFCB
X TSX
X INX
```

```
X INX
X STX STKPSV ;SAVE POINTER TO RETURN ADDR ON STACK
XSETUPD STY DUNIT ;COPY UNIT NO. TO DCB
X LDA #1
X CPY RAMDKU
X BEQ UFIXED ;RAMDISK SECTOR SIZE IS ALWAYS 128 BYTES
X LDA SECSIZ-1,Y
X BEQ INVUNIT ;IF NOT CURRENTLY VALID UNIT, TEST FOR DENSITY
XUFIXED STA SECDAT ;OTHERWISE, STORE CORRECT DENSITY DATA
X LSR A
X ROR A
X ROR A
X ORA #$7D ;UPDATE THE LINK POSITION IN THE DISK SECTOR
X STA DLINK
X;
X LDX CURFCB
X LDY BUFNO,X ;GET THE BUFFER NUMBER
X BNE RSETUP
X LDY FILES ;IF ONE IS NOT ALLOCATED
X INY
XSFORB DEY
X BEQ NOSECB ;ALLOCATE ONE, OR ABORT THE OPERATION NOW
X LDA BUFFLG-1,Y
X BNE SFORB
X LDA #$80
X STA BUFFLG-1,Y
X TYA
X STA BUFNO,X
XRSETUP LDA DOSEND ;==SBTABL
X STA FMSBPT
X LDA SBTABU-1,Y
X STA FMSBPT+1
X RTS
X;
XINVUNIT JSR JSTRD
X BNE UFIXED
X;
XNOUNIT LDA #160 ;RETURN ST=160, DRIVE NOT PRESENT
X DB $AE ;SKIP TO JMP INSTRUCTION
XNOSECB LDA #161 ;RETURN ST=161, NO MORE FILE BUFFERS
X JMP AEXIT
X;
X; REMOVE DOS POINTER FROM BOOT SECTORS
X;
XTDDOS JSR TSTDOS ;MUST WE UPDATE BOOT?
X BNE NODOSX ;NO, RETURN
X;
XDELDOS LDY #0 ;YES, REMOVE DOS POINTER FROM BOOT
X BEQ UPDBT
X;
```

```
X; ADD DOS POINTER TO BOOT SECTORS
X;
XSETDOS STY DOSLOC
X STA DOSLOC+1
X LDY SECDAT
XUPDBT LDA DUNIT
X CMP RAMDKU
X BEQ TDEXIT
X STY SECDAT
X LDA STATE
X PHA
X LDA DEFAULT
X PHA
X LDA #$00
X STA STATE ;NOTHING IS IN MEMORY YET
X LDY #$FF
X LDA FCBOTC,X
X BMI NOAND ;LONG LENGTH FIELD?
X LDY #$03 ;IF NOT, USE ONLY 10 BITS
XNOAND STY ANDCD+1
X LDA #HIGH[BOOTFL]
X LDY #LOW[BOOTFL]
X JSR BUFSET
X LDY #0
X STY DAUX2
X;
XWSECL INY
X STY DAUX1
X LDX #1
X STX DEFAULT
X SEC
X JSR DKIO2
X JSR STEPBP
X CPY BOOTL
X BNE WSECL
X;
X PLA
X STA DEFAULT
X PLA
X STA STATE
X LDY ICDNOZ
X STY DUNIT
X LDA SECSIZ-1,Y
X STA SECDAT
XNODOSX RTS
X;
X; TEST FOR FILE NAME = 'DOS.SYS'
X;
XTSTDOS LDY #256-11
X LDX DIRDSP
```

```
XTDLOOP LDA DIRBUF+5,X
X EOR DOSSYS-256+11,Y
X BNE TDEXIT
X INX
X INY
X BNE TDLOOP
XTDEXIT LDX CURFCB
X TAY
X RTS
X;
XDOSSYS DB 'DOS SYS'
X;
X; FIND AT LEAST ONE FILE MATCHING GIVEN NAME
X;
XLFFILE JSR GETFNM ;EXTRACT FILE NAME FROM BUFFER
X STY TMP2 ;SAVE IT FOR -RENAME-
X JSR SFDIR ;FIND FIRST MATCHING FILE IN DIR
X LDA #170 ;IF NONE, RETURN ERROR 170
X BCS AEXIT ;ELSE, RETURN
X RTS
X;
X; RETURN ERROR IF FILE IS LOCKED
X;
XTSTLOK LDA #$20 ;CHECK BIT 5
X JSR GETFLAG
X BEQ TDEXIT
X LDA #167 ;FILE LOCKED ERROR = 167
X DB $AE ;SKIP 2 BYTES
X;
X; RETURN WITH NO ERROR
X;
XDONE LDA #1 ;NORMAL COMPLETION
X;
X; RETURN ERROR CODE IN ACC TO CIO (IN Y)
X;
XAEXIT LDX STKPSV ;RESTORE STACK POINTER
X TXS
X LDX CURFCB ;RESTORE IOCB OFFSET TO X-REG
X STA ICSTA,X ;RETURN STATUS IN IOCB
X TAY ;RETURN STATUS IN Y-REG
X LDA DATBYT
X CPY #0
X RTS
X;
X; RETURN HARDWARE ERRORS TO CIO
X;
XHWERR
X;;; lda #0 ;fix VTOC updating bug
X;;; sta CURMAP ;do we really want to do this?????
X;;; sta CHGMAP ;[Bob Puff]
```

```
X
X LDA DSTATS
X BNE AEXIT
X;
X; RELEASE FCB AND RETURN NO-ERROR STATUS
X;
XFREDON LDX CURFCB
X;
X LDY BUFNO,X ;FINISHED WITH THE SECTOR BUFFER, RETURN IT
X BEQ DONE ;IF NONE ALLOCATED, SO WHAT!
X LDA #0
X STA BUFNO,X
X STA BUFFLG-1,Y
X BEQ DONE
X;
X; TEST OR CLEAR A BIT IN THE FLAG BYTE
X;
XGETFLAG LDY DIRDSP
X AND DIRBUF,Y
X RTS
X;
X; SAVE FLAG BYTE AND WRITE BACK TO DIRECTORY
X;
XSAVFLAG LDY DIRDSP
X STA DIRBUF,Y
X JMP WDIRBK
SHAR_EOF
# End of shell archive
exit 0
```

```
==============================================================================
Charles Marslett
STB Systems, Inc. <== Apply all standard disclaimers
Wordmark Systems <== No disclaimers required -- that's just me
chasm@killer.dallas.tx.us
```

2330. MYDOS 4.51 source posting

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-24 16:28:48 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <8452@killer.DALLAS.TX.US>
Source record: 115784

```
# This is a shell archive (Part 3 of 3)
#
# It contains the source code to the utility overlay
# (DUP.SYS) and the interface between it an the file
# manager part of MYDOS. See the documentation in part
# 1 to assemble it.
#
# Run this file through the Bourne shell "sh" or an unshar
# program to extract the individual files. Assemble using
# the just posted A65 assembler.
#
#----cut here-----cut here-----cut here-----cut here----#
#!/bin/sh
# shar: Shell Archiver
# Run the following text with /bin/sh to create:
# mdup.asm
# mdup1.asm
# mdup2.asm
# mdup3.asm
# mdup4.asm
# mdup5.asm
# mdup6.asm
# mdup7.asm
# This archive created: Sat Jun 24 08:38:07 1989
sed 's/^X//' << \SHAR_EOF > mdup.asm
X TITLE 'MYDOS UTILITIES PROGRAM'
X LIST I
X; Copyright 1984, Charles Marslett, Wordmark Systems
X;
X; Permission is granted by the author for any use whatsoever of this
X; code, so long as this notice remains in the source code, and so
X; long as the source to this routine, however modified or unmodified,
X; is made available for a nominal cost.
X;
X; FMS ENTRY POINTS (These should not be changed lightly!)
X;
X; [Data]
X;
XFILES = $0709 ;MAX NUMBER OF OPEN DISK FILES
XRAMDKU = $070A ;LOC OF RAM DISK DRIVE NO
XDFUNIT = $070B ;CURRENT DEFAULT UNIT NUMBER
XSECDAT = $070E ;CURRENT I/O SECTOR SIZE (1=128, 2=256)
XDLINK = $0711 ;OFFSET TO THE LINK FIELD IN EACH SECTOR
XANDCD = $0734 ;OFFSET TO THE MASK EXTRACTING NEXT SECTOR BITS
```

```
XDKIO2 = $0769 ;SECTOR I/O SUBROUTINE ENTRY POINT
XWRCMD = $0779 ;ADDRESS OF WRITE COMMAND BYTE (50/57)
XSTATE = $07BE ;CURRENT STATE OF DUP/MEM/AUTORUN
XDKTYPE = $07C4 ;DISK SECTOR SIZE TABLE (8 BYTES)
XDRVDEF = $07CC ;FLOPPY DRIVE CONFIGURATION TABLE (8-BYTES)
XMDINIT = $07E0 ;MDOS initialization code
XMAPBUF = $0908 ;512-BYTE BUFFER DOWN IN RESIDENT AREA
XHDTAB = $0B15 ;HARD DISK DRIVE SIZE TABLE (0 = FLOPPY)
XWOTDCB = $0B25 ;PROTOTYPE DRIVE MODE SET TABLE
XMAPAGE = $0BBA ;Page configuration table (64-bytes) in MDOS
X;
X; [Code]
X;
XCONFIGR = $0B2F ;CONFIGURE DRIVE SUBROUTINE ENTRY
XRDCONF = $0B9A ;READ CONFIGURATION STATE SUBROUTINE ENTRY
XSTEPBP = $0C5D ;STEP TO THE NEXT BOOT SECTOR BUFFER ADDRESS
X;
X;
X; RAM disk I/O driver patch locations
X;
XRDKLMT = $0C3A ;Size of RAM disk
XRDAD1 = $0C0D ;Three locations where the control address
XRDAD2 = $0C19 ; needs to be stored
XRDAD3 = $0C4C
XNMLMAP = $0C14 ;Mask (1=part of mapping register)
X;
X; Starting location for the MDUP code
X;
XORIGIN = $1AE0 ;FIRST BYTE AFTER MDOS(19CE - 4.00)
X;
X; Patches linking MDUP into MDOS
X;
X ORG $70C
X DW RESEND ;START OF FREE MEMORY (end of resident stuff)
X;
X ORG $085E
X JMP INIT ;DUP INITIALIZATION ENTRY POINT
X;
X;
X; DEFINED VALUES
X;
XCR = $9B
XEOF = $88
X;
XOPEN = 3
XGETREC = 5
XGETCHR = 7
XPUTCHR = 11
XCLOSE = 12
XRENAME = 32
```

```
XDELETE = 33
XLOCK = 35
XUNLOCK = 36
XFORMAT = 254
X;
X; ROM AND RAM ADDRESSES
X;
XCARTST = $BFFA
X;
XAUDF1 = $D200
XAUDCTL = $D208
XSKRES = $D20A
XSERIN = $D20D
XSEROUT = $D20D
XIRQEN = $D20E
XSKCTL = $D20F
XPBCTL = $D303
X;
XFASCII = $D8E6
XIFP = $D9AA
XEDITRV = $E400
XDSKIO = $E453
XCIOV = $E456
XSIOV = $E459
XSETVBV = $E45C
XCIOINV = $E46E
X;
XWARMST = $08
XDOSVEC = $0A
XDOSINI = $0C
XPOKMSK = $10
XBRKKEY = $11
XRAMLO = $1A
X;
XDUNITZ = $21
XDCMDZ = $22
XDBUFZ = $24
XDLENZ = $28
XDAUX1Z = $2A
XDAUX2Z = $2B
XDAUX3Z = $2C
X;
XLMARGN = $52
XRMARGN = $53
X;
XFR0 = $D4
XVECTOR = $D4
XHDBUF = $D6
XBUFAD = $DA
XBUFLEN = $DC
```

```
XFNPTR = $DE
XTEMP = $E0
XTEMP2 = $E1
X;
XINBUFF = $F3
X;
XVSERIN = $20A
XVIMIRQ = $216
XCDTMV3 = $21C
XCDTMF3 = $22A
XSHFLOK = $2BE
XRUNAD = $2E0
XINITAD = $2E2
XMEMTOP = $2E5
XMEMLO = $2E7
XDVSTAT = $2EA ;SYSTEM STATUS BUFFER
X;
XDDEVIC = $300
XDUNIT = $301
XDCMD = $302
XDSTAT = $303
XDBUF = $304
XDTIMEO = $306
XDLEN = $308
XDAUX = $30A
XHATABS = $31A
X;
XIOCB = $340
XICDNO = $341
XICMD = $342
XISTAT = $343
XIBUF = $344
XILEN = $348
XIAUX = $34A
X;
X ORG ORIGIN ;START OF MDUP
X;
X INCLUDE D:MDUP1.ASM ;RESIDENT CODE
X;
XMSBASE = * ;START OF NON-RESIDENT CODE
X;
X INCLUDE D:MDUP2.ASM ;DATA AREAS AND THE MAIN MENU
X;
X INCLUDE D:MDUP3.ASM ;COPY, LIST, CREATE, AND DELETE FUNCTIONS
X;
X INCLUDE D:MDUP4.ASM ;ENTIRE DISK FUNCS (FORMAT, COPY, WRT BOOT)
X;
X INCLUDE D:MDUP5.ASM ;PROGRAM LOAD AND SAVE FUNCTIONS
X;
X INCLUDE D:MDUP6.ASM ;CONFIGURATION FUNCTIONS
```

```
X;
X INCLUDE D:MDUP7.ASM ;MISC. SUBROUTINES
X;
XDUPEND = *
XDUPLEN = DUPEND-DUPBASE
XMSLEN = DUPEND-MSBASE
X END MENUSL
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > mdup1.asm
X;
X; Resident MDUP code
X;
X; INITIALIZE MYDOS INTERFACE
X;
XINIT LDA #HIGH[DUPENT]
X STA DOSVEC+1
X LDA #LOW[DUPENT]
X STA DOSVEC
X;
X LDA #0
X STA FNAME
X LDA #$20
X BIT STATE
X BNE CKMDOS ;IF WARM START CHECK FOR DUP LOADED
X;
X; COLD START CODE
X;
X STA STATE ;SET MODE TO WARMSTART
X LDX #$10
X JSR SOPEN ;RUN AUTORUN.SYS FILE
X DB 6
X DB 39
X DW AFN
X BMI CLOSX
X JSR CLOSX
X JMP (RUNAD)
X;
X; CLOSE IOCBS 10 AND 20
X;
XCLOSX JSR CLOS20
XCLOS10 LDX #$10 ;CLOSE IOCB 10
X DB $2C ;SKIP 2 BYTES
XCLOS20 LDX #$20 ;CLOSE IOCB 20
XCLOS2 LDA #CLOSE ;CLOSE ANY IOCB
XSCMD STA ICMD,X
X JMP CIOV
X;
XDBUF10 LDX #$10
XDEFBUF STA IBUF,X
X TYA
```

```
X STA IBUF+1,X
XCKMDOS RTS
X;
X; Moved AUTORUN.SYS filename here so SUPERARC will not think
X; this is >=4.3 DOS
X;
XAFN DB 'D1:AUTORUN.SYS',$9B
X;
X; OPEN FILE
X;
X; CALLING SEQUENCE:
X; JSR SOPEN
X; DB AUX
X; DB CMD
X; DW BUFFER ADDRESS
X;
XSOPEN SEC
X DB $A9 ;LDA #IMM OPCODE
X;
X; DO A READ/WRITE TYPE I/O REQUEST
X;
X; CALLING SEQUENCE:
X; JSR DOIO
X; DB IOCBNO
X; DW BUFFER LENGTH
X; DB CMD
X; DW BUFFER ADDRESS
X;
XDOIO CLC
X PLA
X STA RAMLO
X PLA
X STA RAMLO+1
X LDY #1
X LDA (RAMLO),Y
X BCC DOIO1
X STA IAUX,X
X BCS XTRCB
XDOIO1 TAX
X INY
X LDA (RAMLO),Y
X STA ILEN,X
X INY
X LDA (RAMLO),Y
X STA ILEN+1,X
XXTRCB INY
X LDA (RAMLO),Y
X STA ICMD,X
X INY
X LDA (RAMLO),Y
```

```
X STA IBUF,X
X INY
X LDA (RAMLO),Y
X STA IBUF+1,X
X TYA
X CLC
X ADC RAMLO
X TAY
X LDA #0
X ADC RAMLO+1
X PHA
X TYA
X PHA
X JMP CIOV ;DO I/O REQUEST
X;
X; IF NO DUP.SYS, INCREMENT DRIVE NO.
X;
XRETRYOS INC DUPSYS+1
X LDA DUPSYS+1
X AND #$0F
X CMP #9
X BCC RTYOSV
X BNE GOTO1
X CMP RAMDKU
X BEQ RTYOSV
XGOTO1 LDA #'1'
X STA DUPSYS+1
XRTYOSV TAX
X LDA DKTYPE-'1',X
X BEQ RETRYOS
X BNE NOWMS
X;
X; LOAD PROGRAM FUNCTION
X;
XLDFILE JSR LDMEM
X LDX #$10
X JSR TOVECT ;LOAD PROGRAM OR GO TO IT
X DB $2C ;SKIP THE LDY #1 INSTRUCTION
X;
X;************************************
X;
X; STANDARD EXIT POINT FOR PROGRAMS
X;
X;************************************
X;
X; RESTORE DOS/DUP INIT VECTOR
X;
XDUPENT LDY #1
XSAVERR STY CBSAV
X BIT STATE
```

```
X BVS GODOS
X BPL NOWMS
X JSR CLOS10
X JSR SOPEN
X DB $08 ;WRITE MEM.SAV FILE
X DB OPEN
X DW NMSAV
X BMI NOWMS
X JSR DOIO
X DB $10
X DW MSLEN
X DB PUTCHR
X DW MSBASE
XNOWMS JSR CLOS10
X JSR SOPEN ;GET DUP.SYS INTO MEMORY
X DB $06
X DB 39
X DW DUPSYS
X BMI RETRYOS
X LDA DOSINI
X STA INISAV
X LDA DOSINI+1
X STA INISAV+1
XGODOS JSR CLOSX
X JMP DOSOS ;THEN START IT UP
X;
X; SAVE MEMORY SUBROUTINE: WRITE FILE BODY, INIT AND RUN VECTORS
X;
XWDR JSR LDMEM ;LOAD MEM.SAV IF NEED BE
XWDR1 LDX #$10 ;WRITE TEXT TO DISK FILE
X JSR CIOV
XWRERRO BMI SAVERR
X LDX #LOW[INITAD]
X JSR WRVEC
X LDX #LOW[RUNAD]
X JSR WRVEC
X BIT STATE
X BVS GODOS
X BVC NOWMS
X;
XWRVEC LSR TEMP ;WRITE THIS 6-BYTE VECTOR?
X BCC RTS2 ;IF NOT, JUST RETURN
X STX VECTOR
X LDA INITAD&$FF00,X
X STA VECTOR+4
X INX
X LDA INITAD&$FF00,X
X STA VECTOR+5
X LDA #HIGH[INITAD]
X STA VECTOR+1
```

```
X STA VECTOR+3 ;(X,A)=MIDDLE WORD
X STX VECTOR+2
XWR6BYT JSR DOIO
X DB $10
X DW 6
X DB PUTCHR
X DW VECTOR
X BMI WRERRO
XRTS2 RTS
X;
X; RUN AT ADDRESS
X;
XTOVECT JMP (VECTOR) ;TO 'RUN AT' ADDRESS
X;
X; LOAD MEM.SAV IF NEED BE
X;
XLDMEM BIT STATE ;LOAD MEM.SAV?
X BPL NOLDMS
X;
X LDX #$20
X JSR SOPEN
X DB $04
X DB OPEN
X DW NMSAV
X BMI NOLDMS
X;
X JSR DOIO
X DB $20
X DW MSLEN
X DB GETCHR
X DW MSBASE
X;
XNOLDMS JMP CLOS20
X;
XNMSAV DB 'D1:MEM.SAV',$9B
XEC DB 'E:'
XDUPSYS DB 'D1:DUP.SYS',$9B
XOPT DB 0
XDUPFLAG DB 0 ;DUP RESIDENT = $80
XINISAV DW MDINIT
XCBSAV DB 0 ;ERROR CODE FROM PROG EXECUTED
XFNAME DB 0
X DS 39 ;ALLOW FOR 40 CHAR DEF DIR
X;
XRESEND DS $300 ;ALLOW FOR THREE FILE BUFFERS
XDRIVERS DS $800 ;ALLOW 2K FOR RESIDENT CODE
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > mdup2.asm
X;
X;=================================================================
```

```
X;=====================================================================
X;
X; START OF NONRESIDENT PORTION OF DUP.SYS
X;
XDATA DS 80 ;ALLOCATE BUFFER FOR BIT MAP, ETC.
XDELIM DS 1
XPAR2 DS 20 ;PAR* BUFFERS EXPANDED TO 80 BYTES FROM 32
XPAR3 DS 80 ; BY BOB PUFF, VERSION 4.5 (PAR2 WAS OK)
XBOOTBUF DS 384 ;SPACE FOR 3 BOOT SECTORS
XTEMPBUF DS 128 ;TEMPORARY BUFFER FOR FILE OPEN DENSITY INIT.
X;
X; ORG DATA+512 ;USE THIS ORG ONLY IF ABOVE ALLOCS < 512 BYTES
X;
XUNNO DS 1
XPTR DS 1
XPTRSAV DS 1
XIPTR DS 1
XIPSAV DS 1
XCBYTE DS 1
XSECTOR DS 2
XCSRC DS 1
XCDES DS 1
XCPYTYP DS 1
XSWPFLG DS 1
XRCNT DS 1
XSECSIZ DS 2
XFNPT DS 1
XFNPT2 DS 1
XPAR DS 80 ;REAL PARAMETER (LAST)
XDUPBASE = *
XDOSSYS DB 'D1:DOS.SYS',$9B
X;
X; CLOSE (BRUTALLY) ALL IOCBS AND REOPEN SCREEN
X;
XINITIO JSR CIOINV
X LDX #0
X JSR SOPEN ;OPEN SCREEN AS IOCB #0
X DB $0C
X DB OPEN
X DW EC
X STX CDTMV3 ;CLEAR TIMER #3
X STX CDTMV3+1
X LDY #1
X LDA #3
X STA CDTMF3 ;SET TIMER NOT DONE FLAG
X JSR SETVBV
XWAITIM LDA CDTMF3 ;DONE?
X BNE WAITIM ;NO, CONTINUE LOOPING
X RTS
X;
```

```
X; DISK UTILITY PROGRAM ENTRY
X;
XDOSOS CLC
X CLD
X
X LDX #-3
XHATLP INX
X INX
X INX
X LDA HATABS,X ;REINSTALL E: HANDLER TO
X CMP #'E' ;AVOID DELETING BASIC PROGRAMS
X BNE HATLP ;STARTED UP BY AUTORUN.SYS
X LDA #LOW[EDITRV] ;"E:" HANDLER SIMULATORS
X STA HATABS+1,X
X LDA #HIGH[EDITRV] ;REMOVED BY BOB PUFF IN 4.5 [Change for scripts]
X STA HATABS+2,X
X
X LDX #$FF
X STX BRKKEY ;ENABLE BREAK KEY
X;
X LDA #HIGH[MDINIT]
X STA DOSINI+1
X LDA #LOW[MDINIT]
X STA DOSINI
X;
X LDA #2
X STA LMARGN ;SET MARGINS
X LDA #39
X STA RMARGN
X LDA DUPFLAG
X ORA STATE
X AND #$C1
X CMP #$80
X BNE NOSWF
X STA WARMST
XNOSWF LDA #$40
X ORA STATE
X STA STATE ;ELSE, SAY IT WAS DONE
X LDA #$80
X ORA POKMSK
X STA POKMSK ;ALLOW BREAK INTERRUPTS
X STA IRQEN
X JSR INITIO ;CLOSE ALL FILES
X;
X LDA STATE
X AND #1
X BEQ SHMEN
X JSR ERRXIT ;MEM.SAV ERROR CAN NOW BE SHOWN
X DB 'Error loading MEM.SAV or memory!',$9B,0
X;
```

```
XSHMEN LDA DFUNIT
X ORA #'0'
X STA DEFAULT
X LDX #28
X LDY #8
XDKSLP LDA #' '
X STA D1STAT-2,X
X STA D1STAT-1,X
X STA D1STAT,X
X STA D1STAT+1,X
X CPY RAMDKU
X BNE CKHCD ;IF NOT RAM DISK
X LDA #'R'
X BNE SETUNI
X;
XCKHCD LDA HDTAB+8-1,Y
X BEQ GENDCD ;IF NOT HARD DISK
X LDA #'H'
XSETUNI STA D1STAT,X
X BNE DKUNIN
X;
XGENDCD LDA DKTYPE-1,Y
X BEQ NXTDKS
X LSR A ;DOUBLE DENSITY?
X LDA #'S'
X BCS DKSNGD ;NO, SINGLE
X LDA #'D' ;YES, DOUBLE
XDKSNGD STA D1STAT,X
X LDA DRVDEF-1,Y
X LSR A
X LDA #'-'
X BCC DKSSD
X LDA #'='
XDKSSD STA D1STAT+1,X
XDKUNIN TYA
X ORA #'0'
X STA D1STAT-1,X
XNXTDKS DEX
X DEX
X DEX
X DEX
X DEY
X BNE DKSLP
X JSR PRINT
X DB $7D ;CLEAR SCREEN
X DB 'MYDOS 4.51 -- copyright 1989,'
X DC 'W','O','R','D','M','A','R','K'
X;
X DB $9B,'DISKS: '
XD1STAT DB '1S '
```

```
X DB '2S '
X DB '3S '
X DB '4S '
X DB '5S '
X DB '6S '
X DB '7S '
X DB '8S'
X DB 'D: = D'
XDEFAULT DB '1:',0
X LDA #LOW[FNAME]
X LDX #HIGH[FNAME]
X JSR PRTMSG
X;
X JSR PRINT
X DB $9B,$9B
X DB '1-8.Dir of D1:-D8: *. Dir of D:',$9B
X DB 'A. Disk Directory K. Save Memory',$9B
X DB 'B. Run Cartridge L. Load Memory',$9B
X DB 'C. Copy File(s) M. Run at Address',$9B
X DB 'D. Delete File(s) N. Load MEM.SAV',$9B
X DB 'E. Rename File(s) O. Change Config.',$9B
X DB 'F. Lock File(s) P. Set Density',$9B
X DB 'G. Unlock File(s) Q. Make Directory',$9B
X DB 'H. Write DOS Files R. Pick Directory',$9B
X DB 'I. Initialize Disk S. Set RAMdisk #',$9B
X DB 'J. Duplicate Disk V. Set Verify Flag',$9B
X DB ' ',$9B,0
X LDY CBSAV
X BPL MENUSL
X JSR CIOER1 ;IF LOAD ERROR, REPORT IT
X;
X; SELECT MENU FUNCTION
X;
XMENUSL LDX #$FF
X TXS
X INX
X STX OPT ;OPT=00 IF NO OPTIONS
X STX SWPFLG
X STX CBSAV ;FOR DIR SCANS, SKIP NO EXTNS.
X JSR CLOSX ;CLOSE IOCBs 10 AND 20
X LDX #$30
X JSR CLOS2 ;AND IOCB 30
X JSR PRINT
X DB 'Select Item ('
X DC 'R','E','T','U','R','N'
X DB ' for menu):',0
X LDA #$40 ;FORCE UPPER CASE
X STA SHFLOK
X ORA STATE
X STA STATE ;SAY DUP.SYS IN MEMORY
```

```
X JSR CHRGET
X CMP #$9B
X BNE CKITEM
X JMP SHMEN
X;
XCKFDIR CMP #'1'
X BCC CKFDD
X JMP FASTDIR
XCKFDD CMP #'*'
X BNE BADITM
X JMP FASTDD
X;
XCKITEM CMP #'9'+1
X BCC CKFDIR
X CMP #'A'+NFUNC
X BCS BADITM
X SBC #'A'-1
X BCS ITEMV
XBADITM LDA #NFUNC
XITEMV ASL A
X TAY
X LDA DUPJT,Y
X STA RAMLO
X LDA DUPJT+1,Y
X STA RAMLO+1
X JMP PRTMEN ;GO TO MENU EXIT (WITH MESSAGE)
X;
XTCOMND = *
XUCOMND = *
XNSI DB 'No such item!',$9B,0
X JMP MENUSL
X;
XDUPJT DW DIRLST-1,STCAR-1
X DW CPYFIL-1,DELFIL-1
X DW RENFIL-1,LKFIL-1
X DW ULKFIL-1,WBOOT-1
X DW FMTDSK-1,DUPDSK-1
X DW SAVFIL-1,LDFIL-1
X DW BRUN-1,MEMSAV-1
X DW CONFGR-1,CHDISK-1
X DW MKDIR-1,SETDIR-1
X DW RAMDRV-1,TCOMND-1
X DW UCOMND-1,VERIFY-1
XNFUNC = [*-DUPJT]/2
X DW NSI-1
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > mdup3.asm
X;
X; * AND 1-8. FAST DIRECTORY LIST
X;
```

```
XFASTDD STA PAR+2
X LDA #':'
X STA PAR+1
X BNE DOFDD
X;
XFASTDIR STA PAR+1
X LDA #':'
X STA PAR+2
XDOFDD LDA #'*'
X STA PAR+3
X STA PAR+4
X LDA #'D'
X STA PAR
X LDA #$9B
X STA PAR+5 ;fix the 174 errors in menu [Bob Puff]
X STA CPYTYP
X STA DELIM
X BNE DODIRL
X;
X; A. DIRECTORY LIST
X;
XDIRLST DB 'Files to list, Destination?',$9B,0
X LDA #$9B
X STA CPYTYP
X JSR GETFN
X JSR DEFPAR
XDODIRL LDA #LOW[PAR]
X LDY #HIGH[PAR]
X JSR DBUF10
X LDX #$10
X STX CSRC ;IOCB10 IS SOURCE
X JSR OPDIR ;OPEN IOCB10 AS DIRECTORY
X;
X LDA #HIGH[TEMPBUF+1]
X STA BUFAD+1
X LDA #LOW[TEMPBUF+1]
X STA BUFAD
X;
X LDA #38
X STA BUFLEN
X LDA #0
X STA BUFLEN+1
X;
X LDX #$00 ;CDES=IOCB00
X LDA DELIM
X BMI CPY1FSP
X LDA DELIM
X BMI SGFCPY
X JSR GETFN2
X STY IBUF+$20
```

```
X STA IBUF+1+$20
XSGFCPY LDX #$20
X LDA #GETCHR
X BNE DOCALL
X;
XCPY1FSP LDA #GETREC
XDOCALL STX CDES
X JSR COPYF
X JMP MENUSL ;THEN RETURN TO CMD. LINE
X;
XBADRN JSR ERRXIT
X DB 'Need new file name!',$9B,0
XCANTDV JSR ERRXIT
X DB 'No drive or directories allowed in new name!',$9B,0
X;
XLKMSG DB 'Lock ',0
XULMSG DB 'Unlock ',0
XDELMSG DB 'Delete ',0
X;
X; D. DELETE FILE(S)
X;
XDELFIL DB 'Delete what file?',$9B,0
X LDY #LOW[DELMSG]
X LDX #HIGH[DELMSG]
X LDA #DELETE
X BNE DOCMD
X;
X; F. LOCK FILES
X;
XLKFIL DB 'Lock which file?',$9B,0
X LDY #LOW[LKMSG]
X LDX #HIGH[LKMSG]
X LDA #LOCK
X BNE DOCMD ;GET FILE NAME THEN LOCK IT
X;
X; G. UNLOCK FILES
X;
XULKFIL DB 'Unlock which file?',$9B,0
X LDY #LOW[ULMSG]
X LDX #HIGH[ULMSG]
X LDA #UNLOCK
X;
XDOCMD STY SECSIZ
X STX SECSIZ+1
X PHA
X JSR GETFN
X JSR CKDSK
X LDX OPT
X CPX #'N' ;IF '/N' THEN DO IT THE EASY WAY
X BEQ AFTCHK
```

```
X JSR PRINT
X DB 'Answer ',$27,'Y',$27
X DB ' or ',$27,'N',$27,$9B,0
X PLA
X JSR SETSCN
X;
XRDFN JSR SCNDIR
X BCS DELX ;IF END OF DIRECTORY
X LDA SECSIZ
X LDX SECSIZ+1
X JSR PRTMSG
X LDA #LOW[PAR]
X LDX #HIGH[PAR]
X JSR PRTMSG
X JSR PRINT
X DB '?',0
X JSR CHRGET
X CMP #'Y'
X BNE NODELT
X LDX #$20
X JSR CIOCL ;DELETE THE FILE THEN
XNODELT JMP RDFN
X;
XSMPLCMD PHA
X JSR GETFN ;GET FILE NAME
X JSR CKDSK ;VERIFY A DISK FILE
XAFTCHK PLA
XISSCMD STA ICMD+$10
X LDX #$10
X JSR CIOCL
X LDA ICMD+$10
X CMP #41
X BEQ SETFNJ
XDELX JMP MENUSL
XSETFNJ JMP SETFNM
XJCANTDV JMP CANTDV
XJBADRN JMP BADRN
X;
X; E. RENAME FILE(S)
X;
XRENFIL DB 'File to rename, new name?',$9B,0
X JSR GETFN
X JSR CKDSK
X LDY PTR
X LDA DELIM
X CMP #','
X BEQ CKNAM2
X CMP #' '
X BNE JBADRN
XCKNAM2 INY
```

```
X LDA (FNPTR),Y
X CMP #':'
X BEQ JCANTDV
X CMP #'>' ;check for sparta type
X BEQ JCANTDV
X CMP #'0'
X BCC DOREN
X CMP #'z'+1
X BCC CKNAM2
XDOREN LDA #RENAME
X BNE ISSCMD
X;
X; Q. MAKE A DIRECTORY
X;
XMKDIR DB 'Full directory name?',$9B,0
X LDX #8
X STX IAUX+$10
X LDA #34 ;MAKE DIR. COMMAND
X JMP SMPLCMD
X;
X; R. SET DIRECTORY
X;
XSETDIR DB 'Directory to be used as ',$27,'D:',$27,'?',$9B,0
X JSR GETFN
X JSR CKDSK
X LDY PTR ;DRIVE OR NULL?
X CPY #4
X BCC CPYDNE
X LDA #41
X JMP ISSCMD
X;
XSETFNM LDX #0
X LDA PTR
X EOR #4
X BEQ ZAPNAM
X LDY #1
X LDA #':'
X CMP (FNPTR),Y
X BNE ALLNEW ;IF NOT SUBDIRECTORY
XFNDEND INX
X LDY FNAME-1,X
X BNE FNDEND ;END OF OLD DIR?
X STA FNAME-1,X
X;
XALLNEW INY
X BEQ CPYDNE
X CMP (FNPTR),Y
X BNE ALLNEW
X DEX ;POINT BACK AT ':'
X BEQ CPY1ST ;IF START, NO ':' TO PRESERVE
```

```
X;
XCPYNAM INX
XCPY1ST INY
X LDA (FNPTR),Y
XZAPNAM STA FNAME,X
X BNE CPYNAM
X JMP MENUSL
X;
XCPYDNE JSR ERRXIT
X DB 'Invalid directory!',$9B,0
X;
X; SINGLE FILE (DEVICE) COPY
X;
XTOERR1 JMP CIOER1
XSGCOPY LDX #$10
X STX CSRC ;SOURCE IS IOCB10
X JSR SOPEN
X DB 4 ;INPUT
X DB OPEN ;OPEN FUNCTION
X DW PAR ;INPUT DEVICE NAM
X BMI TOERR1
X JMP SGFCPY
X;
X; C. COPY FILES
X;
XDUPFIL = *
XCPYFIL DB 'File source, destination?',$9B,0
X LDA #' '
X STA PAR3+2 ;DEFINE CHAR 3 OF DEVICE NAME
X LDA #$9B
X STA CPYTYP
X JSR GETFN ;GET SOURCE FILE NAME
X;
X LDA #HIGH[DUPEND]
X STA BUFAD+1
X LDA #LOW[DUPEND]
X STA BUFAD
X;
X LDA MEMTOP
X SEC
X SBC #LOW[DUPEND]
X STA BUFLEN
X LDA MEMTOP+1
X SBC #HIGH[DUPEND]
X STA BUFLEN+1
X;
X JSR DEFPAR
X LDA DELIM
X BMI SFNAME
X JSR GETFN2
```

```
X LDA #0
XSFNAME STA SWPFLG
X ASL WARMST
X LDA FNPTR+1
X STA IBUF+1+$20
X LDA FNPTR
X STA IBUF+$20
X LDA PAR ;DISK DEVICE?
X CMP #'D'
X BNE SGCOPY
X LDA #LOW[PAR]
X LDY #HIGH[PAR]
X JSR DBUF10
X;
X LDA #'?'
X LDY #11
XQQQ STA PAR2-1,Y
X DEY
X BNE QQQ
X;
X JSR CWFSD
X LDX #$10
X JSR OPDIR ;OPEN IOCB10 AS DIRECTORY
X;
X LDY #$FF
XCPSCL1 INY
X LDA (FNPTR),Y
X STA PAR3,Y
X BNE CPSCL1
XCPSCL2 DEY
X LDA (FNPTR),Y
X CMP #'>' ;account for sparta type
X BEQ CPSCL3
X CMP #':'
X BNE CPSCL2
XCPSCL3 INY
X STY FNPT2
X LDA (FNPTR),Y
X BEQ OPINP
X;
X LDX #0 ;SCAN -PAR- STARTING AT 1-ST BYTE
XMVMSK LDA (FNPTR),Y
X BMI WCOPYB ;1 FILESPEC COPY??
X CMP #'*'
X BEQ MVNML
X CMP #'.'
X BCC WCOPYB
X BNE DOSTOR
X LDA #' '
X DEY
```

```
XDOSTOR STA PAR2,X
X INY
XMVNML INX
X CPX #8
X BCC MVMSK
XSKPPRD INY
XMVEXT LDA (FNPTR),Y
X BEQ WCOPYB
X CMP #'.'
X BEQ SKPPRD ;IF A PERIOD, SKIP OVER IT
X CMP #'*'
X BEQ OPINP
X CMP #' '
X BEQ WCOPYB
X CMP #','
X BEQ WCOPYB
X CMP #$9B
X BEQ WCOPYB
X INY
XSAVBLK STA PAR2,X
X INX
X CPX #11
X BCC MVEXT
X BCS OPINP
X;
XWCOPY JSR CWFSD
XOPINP JSR SCNDIR
X BIT CBYTE
X BMI OPINP
X BCC WCNEXT
X JMP MENUSL
X;
XWCOPYB LDA #' '
X BNE SAVBLK
XWCNEXT LDA #HIGH[PAR3]
X STA IBUF+$30+1
X LDA #LOW[PAR3]
X STA IBUF+$30
X;
X LDX #0
X LDY FNPT2
XWCNBLD LDA PAR2,X
X BEQ TERMX
X CMP #'?'
X BNE STWCC
X LDA DATA+2,X
XSTWCC STA PAR3,Y
X CMP #' '
X BEQ OVWRTC
X INY
```

```
XOVWRTC INX
X CPX #8
X BCC WCNBLD
X LDA #'.'
X STA PAR3,Y
X INY
XWCEBLD LDA PAR2,X
X BEQ TERMX
X CMP #'?'
X BNE STWCEC
X LDA DATA+2,X
XSTWCEC STA PAR3,Y
X CMP #' '
X BEQ OVWRTE
X INY
XOVWRTE INX
X CPX #11
X BCC WCEBLD
XTERMX LDA #'.'
X CMP PAR3-1,Y
X BNE NOTOVP
X DEY
XNOTOVP LDA #$9B
X LDX OPT
X CPX #'Q'
X BNE NOQUERY
X LDA #'?'
XNOQUERY STA PAR3,Y
X LDA #0
X STA PAR3+1,Y
X;
X LDA CPYTYP
X BNE DOONE
X LDA #LOW[PAR]
X LDX #HIGH[PAR]
X JSR PRTMSG
X JSR PRINT
X DB '-->',0
X LDA #LOW[PAR3]
X LDX #HIGH[PAR3]
X JSR PRTMSG
X LDA OPT
X CMP #'Q'
X BNE DOONE
X JSR CHRGET
X CMP #'Y'
X BNE SKPCOP
XDOONE LDA IAUX+5+$10
X STA IAUX+5+$20
X LDX #$20
```

```
X STX CSRC
X LDA #4
X STA IAUX,X
X LDA #LOW[PAR]
X LDY #HIGH[PAR]
X JSR DEFBUF
X LDA #OPEN
X JSR SCMD ;OPEN THE SOURCE FILE
X BMI CPYERR
X;
X LDX #7
XCKFDOS LDA CKDTST-1,X ;File name = DOS.SYS?
X CMP PAR3+2,X
X BNE NOXDOS ;No, handle it normally then
X DEX
X BNE CKFDOS
X;
X; COPYING DOS.SYS, SET UP FOR RENAME AND LOAD BOOT SECTORS
X;
X LDA PAR3+1
X STA DOSRNM+1 ;Stash the unit number in the rename buffer
X STA DOSSYS+1
X LDA #$60 ;Change destination name to diamond-OS
X STA PAR3+3
X;
X CLC ;READ BOOT SECTORS
X JSR DOBOOT ;DO BOOT I/O
X;
X; THIS REALLY COPIES THE FILE . . .
X;
XNOXDOS LDA #HIGH[PAR3]
X STA IBUF+$30+1
X LDA #LOW[PAR3]
X STA IBUF+$30
X;
X LDX #8 ;IOCB $30 set up for writing
X STX IAUX+$30
X LDX #$30
X STX CDES
X LDA #GETCHR
X JSR COPYF ;COPY FILE
X;
X LDA DOSRNM+1 ;NEED TO RENAME DOS.SYS?
X BEQ SKPCOP
X;
X; WRITE THE BOOT SECTORS OUT TO THE DESTINATION AND RENAME BACK TO DOS.SYS
X;
X JSR FIXUPDOS ;FIX BOOT SECTORS, WRITE THEM, AND RENAME FILE
X LDA #0 ;CLEAR RENAME FLAG
X STA DOSRNM+1
```

```
X;
XSKPCOP LDA CPYTYP
X BNE TOEXIT
X JMP WCOPY
XTOEXIT JMP MENUSL
XCPYERR JMP CIOER1
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > mdup4.asm
X;
X; I. FORMAT A DISK
X;
XFMTDSK DB 'Disk to FORMAT:',0
X JSR GETDN ;GET DRIVE NUMBER OR NAME
X JSR DEFPAR
X;
X LDA #HIGH[PAR]
X STA IBUF+$10+1
X LDA #LOW[PAR]
X STA IBUF+$10
X;
X LDY #1
X LDA (FNPTR),Y
X STA FMTDVN
X;
X; MAKE SURE ABOUT DRIVE NUMBER
X;
X JSR PRINT
X DB '(Press [A] for Enhanced Dns)',$9B
X DB 'Type [Y] to Format Drive '
XFMTDVN DB '0:',0
X;
X JSR CHRGET
X CMP #'A'
X BEQ FMT1050
X EOR #'Y'
X BNE WBX
XDOFMT STA IAUX+$10
X LDA #0
X LDX OPT ;REAL FORMAT?
X CPX #'N'
X BNE RELFMT
X ROR A
XRELFMT STA IAUX+1+$10
X;
X LDA #FORMAT
X STA ICMD+$10
X LDX #$10
X JSR CIOV ;DO FORMAT OF DISK
X BPL WBX
XWBERR JMP CIOER1 ;IF ERROR, SAY SO!
```

```
XWBX DEY
X BEQ ALFMTD
X JSR ERRXIT
X DC 'W','A','R','N','I','N','G'
X DB ': Bad sectors on disk!',$9B,0
XALFMTD JMP MENUSL
X;
XFMT1050 LDA #1
X BNE DOFMT
X;
X; H. WRITE DOS/DUP TO DISK
X;
XDUPFNM DB 'D1:DUP.SYS',$9B
XWBOOT DB 'Drive to write DOS files to?',0
X JSR GETDN
X LDA DUPSYS+1
X PHA
X LDA #'1'
X STA DUPSYS+1
X STA NMSAV+1
X LDY #1
X LDA (FNPTR),Y
X CMP #':'
X BNE CANWB
X LDA DEFAULT
XCANWB STA DOSSYS+1
X STA DUPFNM+1
X;
X DEY ;SET UP INITIAL VALUES OF PARMS.
X STY OPT
X LDA #$80
X STA STATE
X;
X LDA #LOW[DOSSYS]
X LDY #HIGH[DOSSYS]
X JSR DBUF10
X LDA #8 ;OPEN OUTPUT=WRITE DOS.SYS
X STA IAUX+$10
X JSR ANYDEN ;OPEN AND WRITE DOS.SYS (ANY DENSITY)
X JSR CLOS10
X PLA
X STA NMSAV+1
X STA DUPSYS+1
X;
X; **** WRITE DUP.SYS HERE ****
X;
X LDY #$70
X LDA #LOW[DUPBASE]
X LDX #HIGH[DUPBASE]
X JSR D2B8A
```

```
X;
X LDA #HIGH[DUPFNM]
X STA IBUF+$10+1
X LDA #LOW[DUPFNM]
X STA IBUF+$10
X LDA #HIGH[DUPEND-1]
X STA HDBUF+3
X LDA #LOW[DUPEND-1]
X STA HDBUF+2
X LDA #HIGH[DUPLEN]
X STA HDBUF+5
X LDA #LOW[DUPLEN]
X STA HDBUF+4
X;
X LDA #0
X STA TEMP ;CLEAR 'RUN' FLAG
X JMP WRDUP ;WRITE DUP.SYS
X;
X; J. DUPLICATE A DISK
X;
XDUPDSK DB 'Source, Destination (Sectors)?',$9B,0
X JSR GETDN
X LDY #1
X LDA (FNPTR),Y
X AND #$0F ;GET DRIVE NUMBER
X STA CSRC
X STA CDES
X LDA DELIM ;IF SINGLE DRIVE DUP.
X CMP #'('
X BEQ SETSSZ ;GO SET SECTOR SIZE
X JSR GETDN2 ;ELSE, GET SECOND DRIVE NAME
X LDY #1
X LDA (FNPTR),Y
X AND #$0F
X STA CDES
X CMP CSRC ;SAME DRIVE?
X BNE SETSSZ ;YES, SINGLE DRIVE DUP.
X LDX #$9B
X STX SWPFLG
XSETSSZ TAX
X LDY CSRC
X LDA SWPFLG
X ORA #$40 ;SET DUP-DISK FLAG
X STA SWPFLG
X BMI DODKDP
X JSR PRINT
X DB 'Insert both disks, type '
X DC 'R','E','T','U','R','N'
X DB 0
X JSR CHRGET
```

```
X;
XDODKDP JSR CWFSD
X LDA CSRC ;POINT TO SOURCE DRIVE
X JSR GETDEN ;IDENTIFY DENSITY OF SOURCE DISKETTE
X LDY CDES ;ELSE, TWO DRIVE DUP.
X LDX CSRC
X LDA DKTYPE-1,X
X CMP DKTYPE-1,Y
X BEQ SAME
X STY UNNO
X JSR SETDEN
X LDY CDES
X LDX CSRC
X LDA DKTYPE-1,X
X CMP DKTYPE-1,Y
X BEQ SAME
X JSR ERRXIT
X DB 'Drives not compatible!',$9B,0
XSAME ASL WARMST
X LSR A
X STA SECSIZ+1
X ROR A
X STA SECSIZ ;SET SECTOR SIZE (128 OR 256)
X STX DUNIT ;READ SOURCE VTOC
X;
X LDA DELIM
X PHA
X LDA #$FF
X TAX
XINIBMP STA DATA+128,X
X STA DATA+256,X
X DEX
X BNE INIBMP
X PLA ;BOOT COPY?
X CMP #'('
X BEQ BLDVTOC ;YES, BUILD IMAGINARY VTOC
X CMP #$9B
X BEQ RDVTOC ;NO, DOS COPY
XOOPS JSR ERRXIT ;ELSE, ERROR
X DB 'Invalid options!',$9B,0
XBLDVTOC JSR GETNUM
X CPY #'-'
X BNE OOPS
X STA DATA+3
X STX DATA+4
X JSR GETNUM
X CPY #')'
X BNE OOPS
X STA DATA+1
X STX DATA+2
```

```
X LDY #0
X STY PTR
X STY DATA+6
X STY DATA+5
X;
X LDA #HIGH[DATA+10]
X STA BUFAD+1
X LDA #LOW[DATA+10]
X STA BUFAD
X;
X LDA #$FE
XD26BB LDX DATA+6
X CPX DATA+4
X BNE D26CB
X LDX DATA+5
X CPX DATA+3
X BCS D26D2
XD26CB SEC
X ROL A
X JSR NXTSCT
X BNE D26BB
X;
XD26D2 LDX DATA+2
X CPX DATA+6
X BCC D26EA
X BNE D26E4
X LDX DATA+1
X CPX DATA+5
X BCC D26EA
XD26E4 ASL A
X JSR NXTSCT
X BNE D26D2
X;
XD26EA SEC
X ROL A
X BCS D26EA
X STA (BUFAD),Y
X;
XRDVTOC SEC
X LDA MEMTOP
X SBC SECSIZ
X STA BUFLEN
X LDA MEMTOP+1
X SBC SECSIZ+1
X STA BUFLEN+1
X;
X LDA BUFLEN
X CMP #LOW[DUPEND]
X LDA BUFLEN+1
X SBC #HIGH[DUPEND]
```

```
X BCS ENUF
X JSR ERRXIT
X DB 'Not enough memory!',$9B,0
X;
XNXTSCT BCS D272E
X STA (BUFAD),Y
X LDA #$FE
X INC BUFAD
X BNE D272E
X INC BUFAD+1
XD272E INC DATA+5
X BNE D2736
X INC DATA+6
XD2736 RTS
X;
XENUF LDA PTR
X BEQ SKRDVT ;IF POS, SKIP READING VTOC
X LDA #LOW[360]
X LDX #HIGH[360]
X STA DAUX
X STX DAUX+1
X LDA #LOW[DATA]
X LDX #HIGH[DATA]
X STA DBUF
X STX DBUF+1
X JSR RSEC1
X BPL NOERFD
X JMP CIOER1
XNOERFD CLC
X LDA DATA+1
X ADC #12 ;ADD IN THE BOOT, MAP AND DIR SECTORS
X STA DATA+1
X BCC CK2BIT ;THEN TAKE CARE OF SECOND BIT MAP IF NEC.
X INC DATA+2 ;ELSE, BUMP UPPER BYTE
XCK2BIT LDA DATA
X CMP #4
X BCC SKRDVT ;IF SINGLE SECTOR, SKIP READING SECOND
X INC DATA+1
X CLC
X LDA DBUF
X ADC DLEN
X STA DBUF
X LDA DBUF+1
X ADC DLEN+1
X STA DBUF+1
X DEC DAUX
X JSR RSEC1
X;
XSKRDVT LDA #0
X STA DAUX+1
```

```
X LDA #1
X STA DAUX
X LDA DATA+10
X STA CBYTE
X LDA #8
X STA IPTR
X LDA #HIGH[DATA+10]
X STA VECTOR+1
X LDA #LOW[DATA+10]
X STA VECTOR
X;
XDORD LDA VECTOR
X STA PTRSAV
X LDA VECTOR+1
X STA PTR
X LDA IPTR
X STA IPSAV
X LDA CBYTE
X STA CBSAV
X LDA DAUX
X STA SECTOR
X LDA DAUX+1
X STA SECTOR+1
X LDA #0
X STA CPYTYP ;SET OPERATION TO 'READ'
XLRS LDA #HIGH[DUPEND]
X STA DBUF+1
X LDA #LOW[DUPEND]
X STA DBUF
XLRS1 ASL CBYTE
X DEC IPTR
X BNE CBIT
X INC VECTOR
X BNE PAGE1
X INC VECTOR+1
XPAGE1 LDY #0
X LDA (VECTOR),Y
X STA CBYTE
X LDX #8
X STX IPTR
XCBIT BIT CBYTE
X BMI ASPT
X LDA CPYTYP
X ASL A ;CY=0, READ; CY=1, WRITE
X LDA CSRC
X BCC RSECIN ;ACC=DRIVE #
X LDA CDES
XRSECIN JSR SECTIO ;READ OR WRITE
XIOD CLC
X LDA DBUF
```

```
X ADC SECSIZ
X STA DBUF
X LDA DBUF+1
X ADC SECSIZ+1
X STA DBUF+1
XASPT LDA DAUX
X CMP DATA+1
X LDA DAUX+1
X SBC DATA+2
X BCC ASPN
X;
X LDA CPYTYP ;END OF DRIVE
X BPL STDD2 ;IF READ, DO WRITE
X JMP MENUSL ;IF WRITE, THEN DONE!
X;
XASPN INC DAUX
X BNE ASPX
X INC DAUX+1
XASPX LDA BUFLEN ;ELSE, END OF THE BUFFER?
X CMP DBUF
X LDA BUFLEN+1
X SBC DBUF+1
X BCS LRS1 ;NO, GET NEXT SECTOR
X;
X LDA CPYTYP
X BPL STDD2 ;IF WRITE, DO NEXT READ
X JSR CWFSD
X JMP DORD
X;
XSTDD2 BIT SWPFLG
X BPL CKFORM
X JSR PRINT
XIDD DB 'Insert DESTINATION disk, press '
X DC 'R','E','T','U','R','N'
X DB 0
X JSR CHRGET
XCKFORM LDA #'N'
X CMP OPT
X BEQ NOFORM
X STA OPT
X LDX #$20 ;IF FORMAT REQ., DO IT
X LDA #LOW[DOSSYS]
X LDY #HIGH[DOSSYS]
X JSR DEFBUF
X LDA #FORMAT
X STA ICMD+$20
X LDA CDES
X ORA #'0' ;CONVERT DRIVE NO. TO ASCII
X STA DOSSYS+1
X JSR CIOCL
```

```
XNOFORM DEC CPYTYP ;THEN, MAKE A WRITE
X LDA PTRSAV
X STA VECTOR
X LDA PTR
X STA VECTOR+1
X LDA SECTOR
X STA DAUX
X LDA SECTOR+1
X STA DAUX+1
X LDA IPSAV
X STA IPTR
X LDA CBSAV
X STA CBYTE
X JMP LRS
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > mdup5.asm
X;
X; K. SAVE FILE COMMAND
X;
XSAVFIL DB 'SAVE:filename,start,end(,init(,run))',$9B,0
X JSR GETFN
X STY IBUF+$10
X STA IBUF+1+$10
X LDA OPT
X PHA
X JSR GETNO2
X CPX #HIGH[DUPEND]
X LDY #$70
X BCS DSLMFG
X LDY #$60 ;FORCE MEM.SAV TO MEMORY BEFORE SAVING IMAGE
XDSLMFG JSR D2B8A
X JSR GETNO2
X STA HDBUF+2
X STX HDBUF+3
X SEC
X SBC HDBUF
X STA HDBUF+4
X TXA
X SBC HDBUF+1
X BPL ADDOK
X JSR ERRXIT
X DB 'Invalid START-END range!',$9B,0
XADDOK STA HDBUF+5
X INC HDBUF+4
X BNE INCOK
X INC HDBUF+5
XINCOK LDA #0
X CPY #CR
X BEQ NINTAD
X JSR GETNO2
```

```
X STA INITAD
X STX INITAD+1
X ORA INITAD+1
X BEQ NINTAD
X LDA #1 ;SET 'GOT INIT' FLAG
XNINTAD STA TEMP
X CPY #CR
X BEQ NRUNAD
X JSR GETNO2
X STA RUNAD
X STX RUNAD+1
X ORA RUNAD+1
X BEQ NRUNAD
X INC TEMP
X INC TEMP ;SET 'GOT RUN' FLAG
XNRUNAD PLA
XWRDUP LDY #0
X STY OPT
X DEY
X STY VECTOR
X STY VECTOR+1
X;
X; OPEN THE PROGRAM FILE
X;
X LDY #8
X CMP #'A'
X BNE OPTOK1
X DEC OPT
X INY
XOPTOK1 STY IAUX+$10
X LDX #$10
X JSR ANYDEN ;OPEN FILE 'OUTPUT/ANY DENSITY'
X BMI KIOERR
X LDA OPT
X BEQ FULHDR ;IF NO 'APPEND'
X JSR DOIO ;WRITE SHORT HEADER
X DB $10
X DW 4
X DB PUTCHR
X DW VECTOR+2
X BMI KIOERR
XKEXIT LDA HDBUF+4
X STA ILEN+$10
X LDA HDBUF+5
X STA ILEN+1+$10
X LDA HDBUF
X STA IBUF+$10
X LDA HDBUF+1
X STA IBUF+1+$10
X BIT STATE
```

```
X BMI KMSAV
X JMP WDR1
XKMSAV JMP WDR
X;
XFULHDR JSR WR6BYT
X BPL KEXIT
XKIOERR JMP CIOER1
X;
XD2B8A STA HDBUF
X STX HDBUF+1
X STY STATE
X RTS
X;
X; N. LOAD PROGRAM INTO MEM.SAV
X;
XMEMSAV DB 'Load MEM.SAV from what file?',$9B,0
X LDA STATE
X ORA #$80 ;TURN ON MEM.SAV FLAG
X BMI LOADIT
XTOMEN JMP MENUSL
X;
X; L. LOAD USER FILE FUNCTION
X;
XBDLDFL LDY #180
XBLOWUP JMP CIOER1
X;
XLDFIL DB 'Load from what file?',$9B,0
X LDA STATE
X AND #$7F ;TURN OFF MEM.SAV FLAG
XLOADIT STA STATE
X JSR GETFN
X STY IBUF+$10
X STA IBUF+1+$10
X LDX DATA+3 ;JUST A CR?
X BEQ TOMEN
X LDA #4
X STA IAUX+$10
X LDX #$10
X JSR ANYDEN
X JSR DOIO
X DB $10
X DW 2
X DB GETCHR
X DW DATA
X BMI BLOWUP
X LDA DATA
X AND DATA+1
X CMP #$FF
X BNE BDLDFL
X LDA DATA+3
```

```
X BEQ TOMEN
X LDA OPT
X EOR #'N'
X BEQ GOTN
X LDA #0
X STA WARMST
X LDA #3
XGOTN EOR #7
X STA IAUX+$10
X LDA #39
X STA ICMD+$10
X LDA #LOW[CIOV]
X LDX #HIGH[CIOV]
X BNE BRUN1
X;
X; B. RUN CARTRIDGE
X;
XSTCAR DB 0
X LDA $BFFD
X EOR #$AA
X STA $BFFD
X CMP $BFFD
X BNE NORAM ;IF ADDRESS SPACE IS NOT RAM
X EOR #$AA
X STA $BFFD ;IF RAM, NO CARTRIDGE
XNOCART JSR ERRXIT
X DB 'NO CARTRIDGE!',$9B,0
X;
XNORAM LDX $BFFC
X BNE NOCART ;IF NOT ATARI CARTRIDGE
X LDA CARTST
X LDX CARTST+1
XBRUN1 STA VECTOR
X STX VECTOR+1
X LDA INISAV
X STA DOSINI
X LDA INISAV+1
X STA DOSINI+1
X LDA STATE
X AND #$BF
X STA STATE
X JMP LDFILE
X;
X; M. RUN AT ADDRESS
X;
XBRUN DB 'Run from what address?',0
X JSR GETLIN
X LDA (FNPTR),Y
X CMP #$9B ;NO ADDRESS?
X BEQ BRUN2 ;IF SO, ABORT
```

```
X JSR GETNO2
X CPY #$9B
X BNE BRUN2
X LDY #0
X STY WARMST
X BEQ BRUN1
XBRUN2 JSR ERRXIT
X DB 'Address must be 1-4 hex digits!',$9B,0
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > mdup6.asm
X;
X; P. CHANGE DISK FORMAT
X;
XCHDISK DB 'Drive, new density:',0
X JSR GETDN ;GET DRIVE NO.
X LDA DELIM
X CMP #$9B ;DRIVE NUMBER ONLY?
X BNE CHDSK2 ;IF SO, CHANGE DEFAULT
XBADPCMD JSR ERRXIT
X DB 'Drive unchanged.',$9B,0
XCHDSK2 LDY PTR
X LDA (FNPTR),Y
X TAX
X LDY #1
X LDA (FNPTR),Y
X CMP #'9'
X BCS BADPCMD
X SBC #'1'-1
X BCC BADPCMD
X TAY
X INY
X STY UNNO
X LDA #1
X CPX #'S'
X BEQ TOSGL
X CPX #'D'
X BNE BADPCMD
X ASL A
XTOSGL STA DKTYPE-1,Y
X JSR DOFSIN
X JMP SHMEN ;THEN SHOW CHANGED MENU
X;
X; O. CONFIGURE SYSTEM OR DISK DRIVE
X;
XCKBANKS SEI ;was CHKBANKS
X LDY #0 ;This is BOB code...
X STY $D40E ;uncommented as
X STY $D20E ;per usual...
X LDA $D301
X PHA ;We validate the memory mapping ability
```

```
X LDX #$FF ;of the box we are running in?
XCKBL1 STY $D301 ;[Don't really understand this, but
X LDA $4000 ; thats OK, for now, ChasM]
X STA MAPBUF,Y ;[Bob Puff]
X STX $4000
X TXA
X sta MAPBUF+256,Y
X INY
X BNE CKBL1
X DEX
X STX $D301
X STX 0
X STX $4000
X STX $8000
X STX $C000
X
X LDX #0
XCKBL2 sty $D301
X lda $4000
X cmp #$FF
X bne CKBNOT
X inx
X stx $4000
X txa
XCKBNOT sta MAPBUF+256,Y
X iny
X bne CKBL2
X stx RDKLMT
X;
X ldx #1
XCKBL8 txa
X ldy #$FF
XCKBL6 cmp MAPBUF+256,Y
X beq CKBFO
X dey
X cpy #$FF
X bne CKBL6
X;;;;;; nop ;was a DEY
XCKBL9 sty $D301
X lda MAPBUF,Y
X sta $4000
X dey
X cpy #$FF
X bne CKBL9
X pla
X sta $D301
X lda #$C0
X sta $D40E
X lda $10
X sta $D20E
```

```
X cli
X rts
X;
XCKBFO tya
X sta MAPAGE-1,X
X inx
X cpx #65
X bcc CKBL8
X ldy #$FE
X bne CKBL9
X;
XSPCPORT JSR PRINT ;Handle non-standard port addresses
X DB 'Control Address(HEX)?',0
X JSR GETLIN
X JSR GETNO2
X TAY
X ORA VECTOR+1
X BNE SAVADR
X beq RAMDSU ;If < $0100, ask again!
X jmp SAVADR ;Stash the specified address
X;
X; Test for RAMdisk, and configure it
X;
XGETRDK jsr PRINT
X db 'RAM disk present?',0
X jsr CHRGET
X ldy #$FF
X cmp #'N'
X bne RAMDSU
X jmp NOFAST
X;
XRAMDSU jsr PRINT
X db '[A]xlon, [X]E or [C]ustom RAMdisk?',0
X jsr CHRGET
X cmp #'C'
X beq SPCPORT
X ldy #LOW[$D301]
X ldx #HIGH[$D301]
X cmp #'A'
X bne SAVADR
X ldy #LOW[$CFFF]
X ldx #HIGH[$CFFF]
X cmp #'X'
X bne RAMDSU ;Keep on trying!
XSAVADR sty RDAD1
X sty RDAD2
X sty RDAD3
X stx RDAD1+1
X stx RDAD2+1
X stx RDAD3+1
```

```
X cmp #'X'
X bne OKP0
X jsr CKBANKS
X lda RDKLMT
X bne OKP1
X jsr PRINT
X db 'No extra memory available!',$9B,0
X ldy #0
X jmp NOFAST
XOKP0 jmp RMDSU2
X;
XOKP1 ldx #0
X stx NMLMAP
X stx FR0+1
X asl a
X asl a
X rol FR0+1
X asl a
X rol FR0+1
X asl a
X sta FR0
X rol FR0+1
X jsr IFP
X jsr FASCII
X jsr PRINT
X db 'Use default config for ',0
X ldy #0
XOKP2 lda (INBUFF),Y
X bmi OKP3
X iny
X bne OKP2
XOKP3 and #$7F
X sta (INBUFF),Y
X iny
X lda #0
X sta (INBUFF),Y
X lda INBUFF
X ldx INBUFF+1
X jsr PRTMSG
X jsr PRINT
X db 'K?',0
X jsr CHRGET
X cmp #'N'
X beq RMDSU2
X jmp DVNOQ
X;
XRMDSU2 JSR PRINT
X DB 'Size(K)?',0
X JSR GETLIN
X JSR GETNUM
```

```
X LSR VECTOR+1
X ROR A
X LSR VECTOR+1
X ROR A
X LSR VECTOR+1
X ROR A
X LSR VECTOR+1
X ROR A
X BNE SAVRDS
X LDA #4
XSAVRDS STA RDKLMT
X;
XGETSEQN JSR PRINT
X DB 'Page sequence?',0
X JSR GETLIN
X JSR GETNO2
X CPY #CR
X BNE FSNUM
X BEQ RSEQ
XDVNOQ JSR PRINT
X DB 'RAM disk drive no?',0
XGETRDRV JSR CHRGET
X LDY #9 ;ASSUME 9
X CMP #'0'
X BCC NOFAST ;IF DIGIT, CHANGE RAMDISK CODE
X CMP #'9'
X BCS NOFAST
X AND #$0F
X TAY
XNOFAST STY RAMDKU ;SET RAMDISK UNIT NO.
X RTS
X;
XRSEQ TAY
X LDX PGMAP,Y
X STX NMLMAP
X CPY #3
X BCS CPAXSQ
X LDA SQMAP,Y
X LDX #0
XCPY0 ROL A
X ROL A
X PHA
X ROL A
X ROL A
X ROL A
X AND #$0C
X TAY
XCPY1 LDA SQTAB,Y
X STA MAPAGE,X
X INX
```

```
X INY
X TXA
X AND #3
X BNE CPY1
X PLA
X CPX #16
X BNE CPY0
XCPSEQ LDA SQTAB,X
X STA MAPAGE,X
X INX
X CPX #64
X BNE CPSEQ
X BEQ DVNOQ
X;
XCPAXSQ LDX #64
XAXSQL DEX
X TXA
X STA MAPAGE,X
X BNE AXSQL
X BEQ DVNOQ
X;
XFSNUM LDX #0
X PHA
X TXA
XFSNCL STA DATA+256,X
X INX
X BNE FSNCL
X PLA
XFSLP1 STX UNNO
X CPY #CR
X BEQ TONML
X STA DATA+256-64,X
X TAX
X LDA DATA+256,X
X BNE BADSEQ
X DEC DATA+256,X
X LDY PTR
X LDA (FNPTR),Y
X CMP #CR
X BNE FSLP4
X JSR GETLIN
XFSLP4 JSR GETNO2
X LDX UNNO
X INX
X CPX #64
X BNE FSLP1
XTONML CPX RDKLMT
X BNE WRONG
X STA NMLMAP
XUPDLP1 DEX
```

```
X LDA DATA+256-64,X
X STA MAPAGE,X
X TXA
X BNE UPDLP1
X JMP DVNOQ
XBADSEQ JSR PRINT
X DB 'Duplicated sequence number!',$9B,0
X JMP GETSEQN
X;
XWRONG JSR PRINT
X DB 'Wrong number of entries!',$9B,0
X JMP GETSEQN
X;
XPGMAP DB $00,$00,$00,$FF,$FF,$FF
XSQMAP DB $9C,$D8,$4B,$FF,$FF,$00
X;
XSQTAB DB $A3,$A7,$AB,$AF
X DB $C3,$C7,$CB,$CF
X DB $E3,$E7,$EB,$EF
X DB $83,$87,$8B,$8F
X;
X DB $A1,$A5,$A9,$AD
X DB $C1,$C5,$C9,$CD
X DB $E1,$E5,$E9,$ED
X DB $81,$85,$89,$8D
X;
X DB $A2,$A6,$AA,$AE
X DB $C2,$C6,$CA,$CE
X DB $E2,$E6,$EA,$EE
X DB $82,$86,$8A,$8E
X;
X DB $A0,$A4,$A8,$AC
X DB $C0,$C4,$C8,$CC
X DB $E0,$E4,$E8,$EC
X DB $80,$84,$88,$8C
X;
XCONSYS JSR PRINT
X DB 'Verify WRITEs?',0
X JSR DOVRFY
X JSR PRINT
X DB 'Number of File Buffers?',0
X JSR GETLIN
X JSR GETNUM
X TAX
X BEQ SKPFCT
X CMP #17
X BCS SKPFCT
X STA FILES ;SET NUMBER OF FILES (0-16)
XSKPFCT JSR GETRDK
X JSR MDINIT ;REINITIALIZE DOS3
```

```
X JMP DOSOS
X;
XZAPDRV LDA #$D2
X DB $2C ;SKIP 2 BYTES
XSET52 LDA #$52
X LDY UNNO
X STA DRVDEF-1,Y
X JSR CLRHDS
XCONXIT JMP MENUSL
X;
XCONFGR DB 'Drive number or '
X DC 'R','E','T','U','R','N'
X DB ':',0
X JSR CHRGET ;GET DRIVE NUMBER
X CMP #$9B ;IF RETURN, GO TO SYSTEM CONFIGURATION
X BNE CONDRIV
X JMP CONSYS
XCONDRIV CMP #'9'
X BCC SAVDVN
XTOBADP JMP BADPCMD
XSAVDVN SBC #'1'-1
X BCC TOBADP
X TAY
X INY
X STY UNNO
X LDA #0 ;THEN ZERO CONFIGURATION BYTE
X STA DRVDEF-1,Y
X;
X JSR PRINT
X DB 'Remove drive?',0
X JSR CHRGET
X CMP #'Y'
X BEQ ZAPDRV
X JSR PRINT
X DB 'Is drive configurable?',0
X JSR CHRGET
X CMP #'Y' ;IF NO, SET TO $52 AND EXIT
X BNE SET52
X JSR PRINT
X DB 'High capacity drive?',0
X JSR CHRGET
X CMP #'Y'
X BEQ GETHCD
X JSR PRINT
X DB 'Is drive double sided?',0
X JSR CHRGET
X CMP #'Y'
X BNE SETSS
X LDA #$01
X JSR ORDRV
```

```
XSETSS JSR PRINT
X DB 'Tracks/side?',0
X JSR GETLIN
X JSR GETNUM
X CMP #35
X BEQ SET35
X TAY
X LDA #$30
X CPY #77
X BEQ SETTKS
X LDA #$20
X CPY #80
X BEQ SETTKS
X LDA #$10
X CPY #40
X BNE SETSS
XSETTKS JSR ORDRV
XSET35 JSR PRINT
X DB 'Step rate?',0
X JSR CHRGET
X CMP #'4'
X BCS SET35
X SBC #'0'-1
X BCC SET35
X ASL A
X JSR ORDRV
X JSR CLRHDS
X JMP MENUSL
X;
XGETHCD JSR PRINT
X DB 'Drive size (in sectors)?',0
X JSR GETLIN
X JSR GETNUM
X CPX #0
X BEQ GETHCD ;INVALID SIZE
X PHA
X LDY UNNO
X LDA #$12
X STA DRVDEF-1,Y
X LDA #2
X STA DKTYPE-1,Y
X PLA
X JSR SETHDS
X JMP MENUSL
X;
X; S. Set RAMdisk Drive Number
X;
XRAMDRV DB 'RAM disk drive no?',0
X JSR GETRDRV
X JMP MENUSL
```

```
X;
X; V. Set Verify Flag ON or OFF
X;
XVERIFY DB 'Verify WRITEs?',0
X JSR DOVRFY
X JMP MENUSL
X;
XDOVRFY JSR CHRGET
X LDX #$57 ;ASSUME YES!
X CMP #'N'
X BNE DOVFY
X LDX #$50
XDOVFY STX WRCMD ;SAVE THE WRITE COMMAND IN DOS
X RTS
X;
XORDRV LDY UNNO
X ORA DRVDEF-1,Y
X STA DRVDEF-1,Y
X RTS
X;
XCLRHDS LDX #0
X TXA
XSETHDS LDY UNNO
X STA HDTAB-1,Y
X TXA
X STA HDTAB+8-1,Y
X JMP DOFSIN
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > mdup7.asm
X;
X; PUT A SINGLE CHARACTER ON THE SCREEN
X;
XCHRPUT LDX #PUTCHR
X STX ICMD
X LDX #0
X STX ILEN
X STX ILEN+1
X JMP CIOV
X;
X; PUT MESSAGE TO THE SCREEN
X;
XPRTMSG STA RAMLO
X STX RAMLO+1
XPRTNXT LDX #0
X LDA (RAMLO,X)
X BEQ PRTXIT
X JSR CHRPUT
XPRTENT INC RAMLO
X BNE PRTNXT
X INC RAMLO+1
```

```
X BNE PRTNXT
XPRTXIT RTS
X;
X; PRINT AN IN-LINE STRING
X;
XPRINT PLA
X STA RAMLO
X PLA
X STA RAMLO+1
XPRTMEN JSR PRTENT
X LDA RAMLO+1
X PHA
X LDA RAMLO
X PHA
X RTS
X;
X; READ A BYTE FROM THE KEYBOARD
X;
XCHRGET JSR XE424 ;FETCH THE BYTE
X CPY #0
X BMI KILLRD ;IF BREAK OR EOF, ABORT COMMAND
X CMP #'z'+1 ;> LOWER CASE Z?
X BCS NCHGCS
X CMP #'a' ;< LOWER CASE A?
X BCC NCHGCS
X SBC #$20 ;CONVERT TO UPPER CASE
XNCHGCS PHA ;SAVE IT
X CMP #$9B
X BEQ CHRXIT ;IF EOL, ECHO IT
X JSR CHRPUT ;ELSE, ECHO IT
X LDA #$9B ;FOLLOWED BY EOL
XCHRXIT JSR CHRPUT
X PLA ;RESTORE FOR PROGRAM
X RTS ;THEN EXIT
XKILLRD JSR CHRPUT ;MOVE TO NEXT LINE AND
X JMP MENUSL ;EXIT WITHOUT RETURN TO COMMAND
X;
XXE424 ldx #$70 ;Get a character from the keyboard [Bob Puff]
X jsr CLOS2 ;Close IOCB $70
X;
X jsr SOPEN ;Open IOCB #$70 for keyboard input
X db 4
X db OPEN
X dw KDEV
X;
X jsr DOIO ;get a character
X db $70 ;IOCB $70
X dw 0 ;Buffer length (0=return 1 byte in ACC)
X db GETCHR
X dw 0 ;Buffer address (unused)
```

```
X pha ;save the character for a sec.
X;
X ldx #$70
X jsr CLOS2 ;Close IOCB $70 again
X;
X pla ;get character back
X rts ;that's all, folks!
X;
XKDEV db 'K:',$9B ;Keyboard handler addr.
X;
XCLOSE7 jsr DOIO ;close IOCB #7
X db $70
X dw 0
X db $0C
X dw 0
X rts
X;
X; RAW SECTOR READ/WRITE FUNCTIONS
X;
XRSEC1 LDA CSRC
XRSEC2 CLC
X;
XSECTIO STA DUNIT
X LDX SECSIZ+1
X INX
X STX SECDAT
XBOOT1 LDX #3
X STX RCNT
XCLD1 LDX SECDAT
X PHP
X JSR DKIO2
X BPL DRTS
X CMP #$80
X BEQ TOERR2
X PLP
X DEC RCNT
X BPL CLD1
X PHP
XTOERR2 PLP
X JMP CIOER1
X;
XDRTS PLP
X RTS
X;
X; BOOT SECTOR I/O ROUTINE (USED TO COPY DOS.SYS)
X;
XDOBOOT
X LDA #HIGH[BOOTBUF-128]
X STA DBUF+1
X LDA #LOW[BOOTBUF-128]
```

```
X STA DBUF ;INITIALIZE THE BUFFER ADDRESS
X LDA #0 ;START WITH SECTOR #1
X STA DAUX
X;
X JSR BOOTIO
X;
X JSR BOOTIO ;2 CALLS, THEN FALL THROUGH (TRANSFER 3 SECTORS)
X;
XBOOTIO
X JSR STEPBP
X INY
X STY DAUX
X JMP BOOT1 ;JUMP ALWAYS!
X;
X; CHECK FOR 2-COLUMN DIRECTORY LIST
X;
XCLEARIT LDX CSRC
X LDA ICMD,X
X CMP #GETCHR
X BEQ CLERXIT
X LDA TEMPBUF+1
X CMP #'0'
X BCS EOFEXIT
X LDY ILEN,X
X CPY #20
X BCC SHFNL
X DEC ILEN,X
X LDY #-24
XSFTSIZ LDA TEMPBUF+39-256,Y
X STA TEMPBUF+39-1-256,Y
X INY
X BNE SFTSIZ
XSHFNL LDA TOGGL
X EOR #$BB
X STA TOGGL
X STA TEMPBUF+19
XCLERXIT RTS
X;
XEOFEXIT LDA #$9B
X CMP TOGGL
X BEQ CLERXIT
X DEC IBUF,X
X INC ILEN,X
X STA TEMPBUF
X RTS
X;
XTOGGL DB $9B
X;
X; COPY ONE FILE (AS MANY MEMORY LOADS AS NEEDED)
X;
```

```
XCOPYFL LDX CSRC
X LDA ILEN,X
X ORA ILEN+1,X
X BEQ NOOUTP
X LDA SWPFLG
X BPL WRFILE
X LDA #LOW[IDD]
X LDX #HIGH[IDD]
X JSR PRTMSG
X JSR CHRGET
X LDX CDES
X JSR RESET
XWRFILE LDX CDES
X BNE DOWRFI
X JSR CLEARIT
X LDX #$00
XDOWRFI LDA IOCB,X ;OPEN?
X BPL PUTOUT ;YES, WRITE NEXT BLOCK
X;
X LDX OPT
X LDA #8
X CPX #'A' ;APPEND?
X BNE DOPO1
X LDA #9
XDOPO1 LDX CDES
X STA IAUX,X
X JSR ANYDEN ;OPEN THE OUTPUT FILE
X BMI TOCIOR
X;
XPUTOUT LDX CDES
X LDY CSRC
X LDA ILEN,Y
X STA ILEN,X
X LDA ILEN+1,Y
X STA ILEN+1,X
X LDA IBUF,Y
X STA IBUF,X
X LDA IBUF+1,Y
X STA IBUF+1,X
X LDA #PUTCHR
X STA ICMD,X
X JSR CIOCL ;WRITE NEXT BLOCK OF DATA
XNOOUTP LDX CSRC
X LDA ISTAT,X ;EOF?
X CMP #$88
X BEQ CPYXIT
X LDA SWPFLG
X BPL RECOPY
X LDA #LOW[ISD]
X LDX #HIGH[ISD]
```

```
X JSR PRTMSG
X JSR CHRGET
X LDX CSRC
X JSR RESET
X JMP RECOPY
X;
XCOPYF LDX CSRC
X STA ICMD,X
X LDA #$9B
X STA TOGGL
XRECOPY LDX CSRC
X LDA #0
X STA TEMPBUF+22
X LDA BUFAD
X LDY BUFAD+1
X JSR DEFBUF
X LDA BUFLEN
X STA ILEN,X
X LDA BUFLEN+1
X STA ILEN+1,X
X JSR CIOV ;READ DIRECTORY DATA
X BPL TOCPFL
X CPY #$88 ;END OF FILE?
X BNE TOCIOR ;IF ERROR, ABORT
XTOCPFL JMP COPYFL
XTOCIOR JMP CIOER1
X;
XCPYXIT LDX CDES
X BEQ NOTCL
X JSR CLOS2
XNOTCL LDX CSRC
X JMP CLOS2
X;
X; FIX UP DOS COPY OPERATION
X;
XDLKMSK = *-1
X DB $03,$FF
XDLKLOC = *-1
X DB $7D,$FD
XFIXUPDOS
X LDX SECDAT ;STASH SECTOR SIZE INFO
X STX SECDAT-$0700+BOOTBUF
X LDA DLKLOC,X ;STASH LINK LOCATION IN THE SECTOR
X STX DLINK-$0700+BOOTBUF
X LDY #$14
XNOTRITE LDA #$29 ;AND COMMAND CODE
XFNDAND INY
X BMI NOAND
X CMP BOOTBUF-1,Y
X BNE FNDAND
```

```
X LDA BOOTBUF,Y
X CMP #$03
X BEQ ANDOK
X CMP #$FF
X BNE NOTRITE
XANDOK LDA DLKMSK,X ;STASH THE MASK FOR 10 BIT OR 16 BIT LINKS
X STA BOOTBUF,Y
X;
XNOAND SEC ;WRITE BOOT SECTORS
X JSR DOBOOT ;DO BOOT I/O
X;
X LDX #$30 ;USE THE DESTINATION IOCB ($30 IS ALWAYS OK)
X JSR SOPEN ;IF COPYING DOS.SYS (REALLY 'DIAMOND'OS.SYS)
X DB 0 ;AUX
X DB DELETE ;CMD
X DW DOSSYS ;FILENAME -- DELETE EXISTING DOS.SYS
X;
X LDX #$30 ;USE THE DESTINATION IOCB ($30 IS ALWAYS OK)
X JSR SOPEN
X DB 0
X DB RENAME
X DW DOSRNM ;MAKE NEW ONE
X RTS
X;
X;
X; SCAN DIRECTORY AND BUILD THE NEXT FILE NAME
X; EXIT WITH NOT-EQUAL IF AT END
X;
XSCNDIR LDA #LOW[DATA]
X LDY #HIGH[DATA]
X JSR DBUF10
X LDA #GETREC
X STA ICMD+$10
X LDA #32
X STA ILEN+$10
X LDA #0
X STA ILEN+1+$10
X STA CBYTE ;ASSUME NOT A DIRECTORY
X JSR CIOCL ;READ A FILE NAME
X LDA DATA+1
X CMP #':'
X BCS NOTDIR
X CMP #'0'
X BCS SCNDX
XNOTDIR BEQ GOTSPC
X LDA DATA+10
X CMP CBSAV
X BNE NOTSYS
XGOTSPC DEC CBYTE
XNOTSYS LDX FNPT
```

```
X LDY #2
X;
XMDN1 LDA DATA,Y
X CMP #' '
X BEQ MDN2
X STA PAR,X
X INX
X INY
X CPY #10
X BCC MDN1
X;
XMDN2 LDA #'.'
X STA PAR,X
X INX
X LDY #10
XMDN3 LDA DATA,Y
X CMP #' '
X BEQ MDN4
X STA PAR,X
X INY
X INX
X CPY #13
X BCC MDN3
XMDN4 LDA #'.'
X CMP PAR-1,X
X BNE MDN5
X DEX
XMDN5 LDA #0 ;TERMINATE FILE NAME
X STA PAR,X
X CLC
XSCNDX RTS
X;
XGETLIN LDA #LOW[DATA+3]
X STA FNPTR
X STA IBUF
X LDA #HIGH[DATA+3]
X STA FNPTR+1
X STA IBUF+1
X LDA #GETREC
X STA ICMD
X LDX #1
X STX ILEN+1
X DEX
X STX ILEN
X LDY #0
X STY PTR
X;
XCIOCL JSR CIOV
X TYA
X BMI CIOER1
```

```
X RTS
XCIOER1 STY FR0
X LDA #0
X STA FR0+1
X JSR IFP
X JSR FASCII
X LDY #0
X LDA (INBUFF),Y
X STA CIERC
X INY
X LDA (INBUFF),Y
X STA CIERC+1
X INY
X LDA (INBUFF),Y
X AND #$7F
X STA CIERC+2
X JSR ERRXIT
X DB 'Error -- '
XCIERC DB '000',$9B,0
X;
XHEXDEF LDY DATA+3
X CPY #$9B
X BNE GETNO2
X RTS
X;
XGETNUM CLC
X DB $24 ;SKIP SINGLE BYTE
X;
XGETNO2 SEC
X ROR TEMP2
X JSR NXTFLD
X STY VECTOR
X STY VECTOR+1
XGETND LDA (FNPTR),Y
X INY
X CMP #'F'+1 ;IS IT A DIGIT
X BCS GETNDE
X SBC #'0'-1 ;NOTE THAT CY=0
X BCC GETND1
X CMP #10 ;0-9?
X BIT TEMP2
X BPL GOT10
X BCC GOT1 ;YES, SHIFT INTO NUMBER
X CMP #17 ;A-F?
X BCS GOT16 ;YES, HANDLE IT
XGETND1 SEC
X ADC #'0'-1
XGETNDE STY PTR
X TAY
X LDA VECTOR
```

```
X LDX VECTOR+1
X RTS
X;
XGOT10 BCS GETND1
X PHA
X ASL VECTOR
X ROL VECTOR+1
X LDA VECTOR
X LDX VECTOR+1
X ASL VECTOR
X ROL VECTOR+1
X ASL VECTOR
X ROL VECTOR+1
X CLC
X ADC VECTOR
X STA VECTOR
X PLA
X PHP
X CLC ;[Bob Puff]
X ADC VECTOR
X STA VECTOR
X TXA
X ADC VECTOR+1
X PLP
X ADC #0
X STA VECTOR+1
X JMP GETND
X;
XGOT16 SBC #7
XGOT1 ASL VECTOR
X ROL VECTOR+1
X ASL VECTOR
X ROL VECTOR+1
X ASL VECTOR
X ROL VECTOR+1
X ASL VECTOR
X ROL VECTOR+1
X ORA VECTOR
X STA VECTOR
X JMP GETND
X;
X; GETFN -- READ A LINE, GET FILENAME FROM IT
X;
XGETFN LDA #0
X STA DOSRNM+1
X JSR GETLIN
X BEQ WCTSTL
X;
X; GETFN2 -- EXTRACT A FILENAME FROM A LINE ALREADY READ IN
X; X IS THE OFFSET IN THE BUFFER
```

```
X;
XGETFN2 JSR NXTFLD
XWCTSTL LDA (FNPTR),Y
X INY
X CMP #'?'
X BEQ SETWC ;IF ? OR * FOUND,
X CMP #'*'
X BNE CKEOFN ;SET FLAG, FIND FIRST MATCH
XSETWC LDA #0
X STA CPYTYP
X BEQ WCTSTL
X;
XCKEOFN CMP #$9B ;IF EOL, CONTINUE WIT SINGLE FILE
X BEQ FNSET
X CMP #'.'
X BEQ WCTSTL
X CMP #'/'
X BCC FNSET
X BNE WCTSTL
XSLSHLP LDA (FNPTR),Y
X CMP #'S'
X BNE NCPSYS
X STA CBSAV
X BEQ SAVED
XNCPSYS CMP #'X'
X BNE NOTSWP
X LDA #$80
X STA SWPFLG
X BMI SAVED
XNOTSWP STA OPT ;SAVE OPTION CODE
XSAVED DEY
X LDA #0
X STA (FNPTR),Y
X INY
X INY
X LDA (FNPTR),Y
X INY
X CMP #'/'
X BEQ SLSHLP
X CMP #'.'
X BCC FNSET
X CMP #$9B
X BEQ FNSET
X DEY
X;
XFNSET STY PTR ;SAVE POINTER TO SECOND ARG.
X DEY
X LDA (FNPTR),Y
X STA DELIM
X LDA #0
```

```
X STA (FNPTR),Y
X TAY
X LDA (FNPTR),Y
X CMP #'0'
X BCC DEFDRV
X CMP #':'
X BEQ DEFDRV
X INY
X BCS LKFCOL
X TAX
X LDA #':'
X CMP (FNPTR),Y
X BEQ DBEFOR
X DEY
X STA (FNPTR),Y
X TXA
X BNE DGTCOD
X;
XLKFCOL LDA (FNPTR),Y ;SCAN FOR DRIVE ID
X BEQ DEFDRV
X CMP #':'
X BEQ DEVINC ;DEVICE INCLUDED
X INY
X LDA (FNPTR),Y
X CMP #':'
X BEQ DEVINC
X;
XDEFDRV LDA #':'
XDGTCOD JSR DECFNP
XDBEFOR LDA #'D'
X JSR DECFNP
XDEVINC LDY FNPTR
X LDA FNPTR+1
X RTS
X;
XNXTFLD CLC
X LDA PTR ;MOVE INDEX TO A
X ADC FNPTR
X STA FNPTR
X LDA #0
X TAY
X ADC FNPTR+1
X STA FNPTR+1
X RTS
X;
XDECFNP LDY FNPTR
X BNE DECFP1
X DEC FNPTR+1
XDECFP1 DEC FNPTR
X INC PTR
```

```
X LDY #0
X STA (FNPTR),Y
XGETDN1 RTS
X;
X; REQUIRE A DISK DRIVE (NO FILE SPECIFICATION)
X;
XGETDN2 JSR GETFN2 ;GET NEXT FILE NAME
X JMP GETDNE ;THEN CHECK FOR DRIVE ONLY
XGETDN JSR GETFN
XGETDNE STY IBUF+$10
X STA IBUF+1+$10
X LDY #$FF
XGETDNL INY
X TAX
X LDA (FNPTR),Y
X BNE GETDNL
X CPX #':' ;ANY FILE NAME INCLUDED?
X BEQ GETDN1 ;NO, THEN RETURN
X JSR ERRXIT
X DB 'File name not allowed!',$9B,0
X;
X; UPDATE DENSITY OF DISK IN DRIVE
X;
XGETDEN CMP #':'
X BNE GTDEN2
X LDA DFUNIT
XGTDEN2 AND #$0F ;MAKE UNIT BINARY
X LDX #0
X STX DAUX+1
X INX
X STX DAUX
X LDX #LOW[TEMPBUF]
X STX DBUF
X LDX #HIGH[TEMPBUF]
X STX DBUF+1
X JSR RSEC2
X BMI GETDN3
X JMP RDCONF
X;
X; REQUIRE A DISK FILE NAME, SAVING THE POINTER IN IOCB10
X;
XCKDSK STY IBUF+$10
X STA IBUF+1+$10
X LDY #0
X LDA (FNPTR),Y
X CMP #'D'
X BEQ GETDN3
X JSR ERRXIT
X DB 'Not a disk file!',$9B,0
X;
```

```
X; WAIT FOR SOURCE DISK
X;
XCWFSD LDA SWPFLG
X BMI WFSD
XGETDN3 RTS ;IF NO WAIT REQUIRED
XWFSD JSR PRINT
XISD DB 'Insert SOURCE disk, press '
X DC 'R','E','T','U','R','N'
X DB 0
X JSR CHRGET
X BIT SWPFLG
X BVS GETDN3 ;IF IN DUP-DISK
X LDX CSRC
X;
XRESET LDY IOCB+1,X
X STY UNNO
X LDA IAUX+5,X
X BEQ NOCHG
X CMP #3
X BCS NOCHG
XSETDEN STA DKTYPE-1,Y
X LDX #15
XSAVMAP LDA MAPBUF,X
X STA SAXMAP,X
X DEX
X BPL SAVMAP
X JSR DOFSIN
X LDX #15
XRSTMAP LDA SAXMAP,X
X STA MAPBUF,X
X DEX
X BPL RSTMAP
X;
XNOCHG RTS
X;
XSAXMAP DB 0,0,0,0,0,0,0,0
X DB 0,0,0,0,0,0,0,0
X;
X; RECONFIGURE DENSITY OR CONFIGURATION
X;
XDOFSIN LDX #9
XDOFLOP LDA WOTDCB,X
X STA DUNIT+1,X
X DEX
X BPL DOFLOP
X LDX #$31
X STX DUNIT-1
X LDX UNNO
X STX DUNIT ;TELL SIO DRIVE TO CONFIGURE
X LDY DKTYPE-1,X ;GET DENSITY/SECTOR SIZE
```

```
X LDA DRVDEF-1,X ;GET DRIVE SPECIFICATION
X JMP CONFIGR ;GO CONFIGURE DRIVE
X;
X; SET UP PAR AND IOCB10 FOR A DIRECTORY SCAN (MULTI-FILE ACTIVITY)
X;
XSETSCN STA ICMD+$20
X LDA #LOW[PAR]
X LDX #HIGH[PAR]
X STA IBUF+$20
X STX IBUF+1+$20
X JSR SETPTR
X LDX #$10 ;OPEN IOCB10 AS DIRECTORY
X;
XOPDIR LDA #6 ;OPEN IOCB AS DIRECTORY
X STA IAUX,X
X;
X; OPEN A FILE INDEPENDENT OF DRIVE DENSITY
X;
XANYDEN LDA #0
X STA IAUX+1,X
X STA IAUX+5,X
X LDA #OPEN
X JSR SCMD
X BPL SAVDEN
X JMP CIOER1
X;
XSAVDEN LDY DUNIT
X LDA DKTYPE-1,Y
X STA IAUX+5,X
X RTS
X;
X; SET UP 'PAR' FOR A WILD CARD COPY
X;
XDEFPAR JSR SETPTR
X LDA (FNPTR),Y
X BNE DEFPX
X STA CPYTYP
X STA PAR+2,Y
X LDA #'*'
X STA PAR,Y
X STA PAR+1,Y
X lda #$9B ;termination!!!
X sta PAR+2,Y ;[Bob Puff]
XDEFPX RTS
X;
XSETPTR LDY #$FF
XSETLP1 INY
X LDA (FNPTR),Y
X STA PAR,Y
X BNE SETLP1
```

```
XSETLP2 DEY
X LDA PAR,Y
X cmp #'>' ;account for sparta type
X beq SETLP3 ;[Bob Puff]
X CMP #':'
X BNE SETLP2
XSETLP3 INY
X STY FNPT
X RTS
X;
X; REPORT ERROR, THEN RETURN TO MENU
X;
XERRXIT PLA
X STA RAMLO
X PLA
X STA RAMLO+1
X JSR PRTENT ;WRITE ERROR MESSAGE FOLLOWING 'JSR ERRXIT'
X JMP MENUSL ;THEN RETURN TO MENU
X;
XDOSRNM DB 'D',0,':',$60,'OS.SYS,'
XCKDTST DB 'DOS.SYS',0
SHAR_EOF
# End of shell archive
exit 0
```

```
==============================================================================
```

Charles Marslett
STB Systems, Inc. <== Apply all standard disclaimers
Wordmark Systems <== No disclaimers required -- that's just me
chasm@killer.dallas.tx.us

2331. ALFCRUNCH needed

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-25 12:46:00 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <7915@bsu-cs.bsu.edu>
Source record: 115785

Hi folks... I'm finally getting around to de-arcing and un-ALFing a bunch of things that've come through the Net over the last eight or ten months, and I find suddenly that I DON'T have ALFCRUNCH! I had an .ARC file that purported to be Alfcrunch, but which FAILED CHECKSUM when I went to de-ARC it. I thought I had it on another disk, also, but... a thorough look-through of all my disks shows NOTHING.

Could someone who has ALFCRUNCH please UUencode it (with or without previously ARCing it) and mail it to me?

Mail me a "I have it" SHORT mail message first, so that I don't clog up this machine's mail system with fifty copies of ALFCRUNCH.

Thanks in advance, y'all.

Chris Chiesa

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2332. MYDOS RS-232 handlers (source)

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-25 17:50:35 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <8463@killer.DALLAS.TX.US>
Source record: 115786

```
# This is a shell archive (Part 1 of 2)
#
# It contains the source code for the 5 MYDOS RS-232 handlers
# included in part 2. Full source files are included for
# the Atari 850/P:R:Connection version, the ATR8000 version
# for normal configurations, and the ATR8500 version.
#
# Two "diff" files are included showing the changes required
# (to the best of my knowldege) to run the RS-232 port of the
# ATR8000 when the SWP hard disk controller and software are
# installed.
#
# I owe Richard Bennett (author of TOP-DOS) a debt of gratitude
# for his sugguestion that the RS-232 handlers be made "reset-proof"
# and unaffected by loading DUP.SYS. He wrote the original version
# of the Atari 850/P:R:Connection handler.
#
# Richard Morris is also due gratitude for his efforts devoted to
# permitting use of the RS-232 port on the ATR8500. Since his work
# in 1986, I have added Richard Bennett's ideas to the ATR8000 and
# ATR8500 handlers, so this handler may not remain functional -- I
# would appreciate any feedback on problems with any of the handlers.
#
# Run this archive through the Bourne shell "sh" or an unshar
# program, the desired driver can then be assembled using the
# A65 assembler recently posted. If the output file is named
# AUTORUN.SYS and written to a diskette with DOS.SYS and DUP.SYS
# on it, nothing further is required to have a fully operation
# RS-232 handler installed under MYDOS.
#
#----cut here-----cut here-----cut here-----cut here----#
#!/bin/sh
# shar: Shell Archiver
# Run the following text with /bin/sh to create:
# atari850.asm
# rs232atr.doc
# atr232.asm
# hd_diff
# hx_diff
# atr8500.asm
# This archive created: Sat Jun 24 10:02:47 1989
sed 's/^X//' << \SHAR_EOF > atari850.asm
X TITLE 'ATARI 850 AND ICD P:R:CONNECTION HANDLER'
X SUBTTL 'BY RICHARD K. BENNETT'
```

```
X;
X; This is a modification of the RS-232 loader code written by
X; Richard Bennett for his Top-Dos operating system for the Atari
X; 8-bit computers. This version has been included in MYDOS with
X; his permission.
X;
XWARMST = $0008
XDOSINI = $000C
X;
XDDEVIC = $0300
XHATAB = $031A
XICCOM = $0342
XICBAL = $0344
XICBAH = $0345
XICBLL = $0348
XICBLH = $0349
X;
XOSBUF = $0500
X;
XCIOV = $E456
XSIOV = $E459
X;
X; LOAD RS232 HANDLER FROM ATARI 850 OR ICD PR:Connection
X;
X ORG $37F2
X;
X; Clear the WARM-START flag
X;
XSTART LDA #$00
X STA WARMST
X;
X; Save the MYDOS INIT Vector
X;
X LDA DOSINI
X STA FMSINIT+1
X LDA DOSINI+1
X STA FMSINIT+2
X;
X; Issue SIO call to the printer to start RS232 driver
X; load by reading 12 bytes into a buffer at $0500.
X;
X LDX #12-1
XCPYLP1 LDA QUERY,X
X STA DDEVIC,X
X DEX
X BPL CPYLP1
X JSR SIOV
X BMI ERREXIT
X;
X; If the printer has an RS232 driver, copy the command
```

```
X; and issue it (loading the bootstrap loader into $0506)
X;
X LDX #12-1
XCPYLP2 LDA OSBUF,X
X STA DDEVIC,X
X DEX
X BPL CPYLP2
X JSR SIOV
X BPL SETUP
X;
X; If any errors occur, issue error message
X;
XERREXIT LDA #LOW[MSG1]
X LDX #HIGH[MSG1]
X LDY #MSG1LN
X BNE PRINT ;JUMP ALWAYS!
X;
X; If the loader code was successfully loaded, relocate
X; and initialize it.
X;
XSETUP JSR OSBUF+6
X;
X; And save the RS232 driver INIT Vector
X;
X LDA DOSINI
X STA RSINIT+1
X LDA DOSINI+1
X STA RSINIT+2
X;
X; Is this an Atari 850?
X;
X LDY #$12
XTST850 LDA (DOSINI),Y
X CMP ATARI850,Y
X BNE NOT850
X DEY
X BPL TST850
X;
X; REPLACE THE RELOCATION CODE OF THE 850 HANDLER
X;
X LDY #$43 ;Offset to the bytes to be replaced
XPAT850 LDA PATCH-$43,Y
X STA (DOSINI),Y
X INY
X CPY #$43+8 ;Patch 8 bytes
X BNE PAT850
X;
X; POINT INIT VECTOR AT NEW CODE
X;
X LDA #$44
```

```
X CLC
X LDA DOSINI ;SKIP OVER RELOCATION, ETC.
X ADC #$44
X STA DOSINI
X BCC DOINIT
X INC DOSINI+1
XDOINIT JSR RSINIT
X;
X; Work all done, send message to screen and exit!
X;
X LDA #LOW[MSG2]
X LDX #HIGH[MSG2]
X LDY #MSG2LN ;TELL THE WORLD!
X BNE PRINT ;JUMP ALWAYS!
X;
X; Not an 850, perhaps a P:R:Connection?
X; If so, we INIT and report the fact...
X;
XNOT850 JSR RSINIT ;ALLCOATE RAM, AND INITIALIZE R:
X;
X; This one is easy, after standard INIT call, just print msg.
X;
X LDA #LOW[MSG3]
X LDX #HIGH[MSG3]
X LDY #MSG3LN ;TELL THE WORLD!
X;
X; Print termination message, then exit back to MYDOS
X;
XPRINT STA ICBAL
X STX ICBAH
X STY ICBLL
X;
X LDX #0
X LDA #9
X STA ICCOM,X
X LDA #0
X STA ICBLH,X
X JMP CIOV
X;
XMSG1 DB 'ERROR - CAN',$27,'T LOAD RS232 DRIVER',$9B
XMSG1LN EQU *-MSG1
X;
XMSG2 DB '850 RS232 HANDLER LOADED',$9B
XMSG2LN EQU *-MSG2
X;
XMSG3 DB 'P:R:Connection RS232 HANDLER LOADED',$9B
XMSG3LN EQU *-MSG3
X;
X; QUERY: HEY, PRINTER DEVICE, DO YOU HAVE AN RS232 HANDLER?
X; (BUFFER AT $0500, LENGTH OF 12 BYTES, 8 TICK TIMOUT)
```

```
X;
XQUERY DB 'P',$01,'?',$40 ;device, unit, command, direction
X DW $0500,8,12 ;buffer addr, timeout, length
X db 0,0 ;aux bytes
X;
X; 18 BYTES OF ID INFORMATION FOR THE 850 DRIVER
X;
XATARI850 LDA #0
X LDX #0
XFNDELP CMP HATAB,X
X BEQ ENDFND
X INX
X INX
X INX
X CPX #32
X BCC FNDELP
X RTS
XENDFND LDA #'R'
X;
X; EIGHT BYTE PATCH TO KEEP 850 ACTIVE THROUGH A RESET
X;
XPATCH DB $60 ;RTS
XFMSINIT DB $20,$00,$00 ;JSR $0000 [ADDRESS FILLED IN LATER]
XRSINIT DB $4C,$00,$00 ;JMP $0000 [ADDRESS FILLED IN LATER]
X DB 0 ;BRK
X;
X; INIT ENTRY VECTOR
X;
X ORG $02E2
X DW START
X;
X END
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > rs232atr.doc
XThese RS232 drivers for the ATR8000
Xdiffer in where the Z80 code down-
Xloaded into the ATR8000 goes. The
Xoriginal driver (ATR232.ASM) used
Xthe "User Page" of memory not used
Xby the ATR8000 ROM code ($D000).
X
XUnfortunately, the ATR8000 hard disk
Xinterface code is loaded here also,
Xtwo other alternatives are provided:
XATR232HD.ASM loads its code at $EC00
Xto $EFFF, and ATR232HX.ASM loads its
Xcode at $E000 to $E2FF.
X
XGood luck if you need to use one or
Xthe other of these!
```

```
X
XCharles Marslett
XJune 19, 1989
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > atr232.asm
X TITLE 'ATR8000 AUTORUN.SYS INITIALIZER FOR RS232 I/O'
X SUBTTL 'BY CHARLES MARSLETT, COPYRIGHT 1985, 1986, 1989'
X; WORK AREA FOR AUTORUN PROGRAM
X;
XORIGIN = $6000
XDIF = $D4
XSPTR = $D6
XDPTR = $D8
X;
XMEMTOP = $02E7
X;
X; CONFIGURATION DATA
X;
XSOBSIZ = 32 ;32 BYTE OUTPUT BUFFER
X;
X; DRIVER DATA AREAS
X;
XDOSINI = $000C
XPOKMSK = $10
XBRKKEY = $11
XRTCLOK = $12
XDCMDZ = $22
XDAUX1Z = $2A
XDAUX2Z = $2B
XRSDATA = $43 ;DATA BYTE NOT BUFFERED YET
X;
XVSERIN = $020A
XVIMIRQ = $0216
XCDTMV3 = $021C
XCDTMF3 = $022A
XSSKCTL = $0232
XDVSTAT = $02EA
XDDEVIC = $0300
XDUNIT = $0301
XDCMD = $0302
XDSTAT = $0303
XDBUF = $0304
XDTIMEO = $0306
XDLEN = $0308
XDAUX = $030A
XHATABS = $031A
X;
XAUDF1 = $D200
XAUDCTL = $D208
XSKRES = $D20A
```

```
XSERIN = $D20D
XSEROUT = $D20D
XIRQEN = $D20E
XSKCTL = $D20F
XPBCTL = $D303
X;
XSIOV = $E459
X;
X; WRITE A BYTE TO THE RS232 PORT
X;
X ORG ORIGIN
XRSWRIT STA RSDATA ;SAVE DATA BYTE
X LDA #$88
XREL001 JSR OPNCHK ;CAN WE WRITE TO THIS CHANNEL?
X;
XREL002 LDA CTLBYTE
X AND #$30
X TAY
X CMP #$20
X BCS OUTASCI ;IF NO TRANSLATE
X LDA RSDATA
X CMP #$9B ;ATASCII CARRIAGE RETURN
X BNE NOXLEL
X LDA #$0D ;ASCII CARRIAGE RETURN
XREL003 JSR OUTBYTE
X BMI EREXIT ;IF ERROR, RETURN IT
XREL004 LDA CTLBYTE
X ASL A ;AUTO LF DESIRED?
X BPL NOXMIT ;IF NO AUTO LF, DONE!
X LDA #$0A
X BNE OUTBYTE
X;
XNOXLEL AND #$7F ;GET RID OF REVERSE VIDEO BIT
X DEY ;HEAVY XLATE?
X BMI OUTBYTE ;IF LIGHT XLATE, NO MORE TESTING
X;
X CMP #$20 ;ELSE, CONTROL CODE?
X BCC NOXMIT ;IF SO, DONE!
X CMP #$7D ;RUBOUT, TILDE, OR ???
X BCC OUTBYTE ;IF NOT, SEND IT
XNOXMIT LDY #1 ;ELSE, DONE
XEREXIT RTS
X;
XOUTBYTE STA RSDATA ;SAVE DATA BYTE
XOUTASCI LDA CTLBYTE
X AND #$03
X BEQ OUTREAL ;LEAVE PARITY UNCHANGED
X ASL RSDATA ;DISCARD PARITY BIT
X CMP #3
X BEQ OUTMARK ;SET PARITY (CY=1 IF EQ)
```

```
X LSR A
X LDA RSDATA
XPGENLP BCC NOFLIP
X EOR #$80
XNOFLIP ASL A
X BNE PGENLP
XOUTMARK ROR RSDATA ;FORCE MARK PARITY IF CY=1
XOUTREAL LDY SOBPUT
X INY
X CPY #SOBSIZ
X BCC BUFWAIT
X LDY #0
XBUFWAIT JSR TSTBKY ;SEE IF BREAK PRESSED (ABORT)
XREL05X CPY SOBGET ;ELSE, IS BUFFER FULL?
X BEQ BUFWAIT ;IF SO, WAIT FOR ROOM
X;
X LDA RSDATA ;GET BYTE TO SEND
XREL005 STA SOBUF,Y ;AND SAVE IN BUFFER
XREL060 STY SOBPUT
X;
X SEI
X LDA #$08 ;ENABLE ONLY END OF TRANSMIT INT.
XREL006 BIT BDRATE
X BMI ST2BIT ;IF 2 STOP BITS ARE TO BE SENT
X LDA #$18 ;ENABLE BOTH TRANS. INTERRUPTS
X;
XST2BIT LDY #0
XREL007 JSR SETMSK
X CLI ;REENABLE INTERRUPTS AGAIN
X;
X INY ;Y=1, RETURN GOOD STATUS
X RTS
X;
XRSREAD LDA #$84
XREL008 JSR OPNCHK
XREL080 LDY SIBGET
XREL081 CPY SIBPUT ;BYTE IN BUFFER?
X BEQ RSREAD ;IF NOT, WAIT FOR IT
XREL009 LDA SIBUF,Y ;COPY BYTE FROM BUFFER
X INY
XREL090 STY SIBGET
X STA RSDATA ;TO RETURN AREA
X;
X; VERIFY PARITY IF REQUIRED
X;
XREL010 LDA CTLBYTE
X AND #$0C ;TEST INCOMING PARITY?
X BEQ NOPTST ;NO PARITY TESTING
X CMP #$0C
X BEQ CLRPTY ;STRIP OFF PARITY (IGNORE)
```

```
X AND #$04 ;TEST FOR EVEN/ODD PARITY
X EOR RSDATA ;FLIP ONE BIT IF TESTING FOR EVEN PARITY
XPTSTLP BCC PRTYOK ;FIRST PASS CY=0
X EOR #$80 ;THEREAFTER, EACH 1 BITS FLIPS THE NEXT
XPRTYOK ASL A
X BNE PTSTLP ;IF ALL 8 BITS=0, DONE!
X BCC CLRPTY ;IF PARITY EVEN, CONTINUE
X LDA #$20 ;ELSE, SET ERROR FLAG
XREL100 ORA ERRFLGS
XREL101 STA ERRFLGS
XCLRPTY ASL RSDATA ;CLEAR PARITY BIT IN RSDATA
X LSR RSDATA
X;
X; DO LIGHT OR HEAVY TRANSLATION IF REQUIRED
X;
XNOPTST LDA CTLBYTE
X AND #$30
X TAY
X LDA RSDATA ;LOAD DATA BYTE
X CPY #$20
X BCS NOXIN
X AND #$7F ;INSURE PARITY IS CLEARED
X CMP #$0D ;IF CR, REPLACE WITH $9B
X BNE NOTCRIN
X LDA #$9B
XNOTCRIN DEY ;ELSE, DONE IF LIGHT XLATE
X BMI NOXIN
X CMP #$20 ;OR TEST FOR PORTABILITY IF HEAVY
X BCC NOTPOR
X CMP #$7D ;20-7C ARE PORTABLE
X BMI NOXIN ;THE REST ARE CONVERTED TO CANT
XNOTPOR LDA CANT
X;
X; THEN RETURN DATA BYTE TO ROM OS
X;
XNOXIN LDY #1 ;ELSE, LEAVE IT AS IT IS
X RTS
X;
X; READ STATUS BYTES FOR A CHANNEL
X;
XRSSTAT BIT CHSTAT
X BMI SNOOP
XREL011 BIT CCSTAT
X BPL RETSTA
XSNOOP JSR RDSTLN
X BMI NO8000
X LDY #0
X LDX #0
X STX DVSTAT+3
X LDA DVSTAT+2
```

```
X PHA
X LSR A
X LSR A
X BCS ZERDCD
XSETDCD LDX #$CC
XZERDCD LSR A
X BCS ZERRNG
XSETRI LDY #$30
XZERRNG STY DAUX2Z
X TXA
X ORA DAUX2Z
X TAX
X PLA
X BMI ZERDAT
X INX
XZERDAT STX DVSTAT+1
X ASL A
X AND #$04
XSTEXIT ORA ERRFLGS ;MERGE WITH ERROR FLAGS
X STA DVSTAT
X LDY #0
XREL111 STY ERRFLGS
X STY DVSTAT+2
X INY
X RTS
X;
XRETSTA SEC
XREL112 LDA SIBPUT
XREL113 SBC SIBGET
X STA DVSTAT+1
X SEC
XREL114 LDA SOBPUT
XREL115 SBC SOBGET
X AND #SOBSIZ-1
X STA DVSTAT+3
X LDA #0
X BEQ STEXIT
X;
XNO8000 LDA #$0F
X BNE STEXIT
X;
XRDSTLN JSR ZSET
X BMI NO8000
XHR001 LDY #HIGH[Z80STAT]
XLR001 LDA #LOW[Z80STAT]
XREL012 JSR XFER
X LDY #$DE
XREL013 JSR ZZSET ;DO LAST PART OF ZSET
X LDA #'R' ;READ STATUS BACK TO ATARI
X STA DCMD
```

```
X LDA #$40
X STA DSTAT
X LDY #HIGH[DVSTAT+1]
X LDA #LOW[DVSTAT+1]
X STA DBUF
X LDA #2 ;READ 2 BYTES
X;
XSIORW STY DBUF+1
X STA DAUX
X STA DLEN
X LDA #0
X STA DLEN+1
X JMP SIOV ;WRITE CODE INTO Z80
X;
X; OPEN THE RS232 PORT
X;
XRSOPEN LDA CHSTAT
X BMI NOTOPN
X LDY #150 ;PORT ALREADY OPEN
X RTS
X;
XNOTOPN LDY #0
XREL130 STY ERRFLGS
X LDA DAUX1Z ;SAVE AUX1 AS PORT STATE
X ORA #$40 ;MARK PORT OPEN
XREL014 STA CHSTAT ;AND NOT ACTIVE
X INY
X RTS
X;
X; CLOSE THE RS232 PORT
X;
XRSCLOS BIT CHSTAT
X BVS SMPLCL ;IF NOT CCIO TO SHUT DOWN
X LDA BRKKEY
X BEQ SMPLCL
XREL140 LDA RSDONE
X BEQ RSCLOS ;IF NOT DONE YET, LOOP
X CLC
X LDA RTCLOK+2
X ADC #6
XRSCLWT CMP RTCLOK+2
X BNE RSCLWT
X;
X; RESTORE INTERRUPT HANDLING WITHOUT INTERRUPTS
X;
X SEI
XREL015 JSR SHUTDN
X CLI
XSMPLCL LDY #$C0
XREL016 STY CCSTAT
```

```
XREL017 STY CHSTAT
X LDY #1
X RTS
X;
XSHUTDN LDA #$34 ;ASSERT COMMAND LINE
X STA PBCTL
X LDA #0
XREL180 STA SOBGET
XREL181 STA SOBPUT
XREL019 LDA SYSIRQ ;RESTORE SYSTEM IRQ VECTOR
X STA VIMIRQ
XREL020 LDA SYSIRQ+1
X STA VIMIRQ+1
X;
X LDY #6 ;RESTORE 3
XRSTRVC LDA OLDISRS-1,Y ;SERIAL ISR VECTORS
X STA VSERIN-1,Y
X DEY
X BNE RSTRVC
X LDA #$3C ;CLEAR COMMAND LINE
X LDY #128
X STY BRKKEY
X STA PBCTL
X RTS
X;
X; CONFIGURE AN RS232 CHANNEL
X;
XRSXIO LDA DCMDZ
X AND #$0F
X CMP #9
X BCS RCMDER
X TAY
X LSR A
X BCS RCMDER
XREL021 LDA XIOTAB+1,Y
X PHA
XREL022 LDA XIOTAB,Y
X PHA
X RTS ;VECTOR TO XIO ROUTINE
X;
XRCMDER LDY #132 ;INVALID COMMAND
X RTS
X;
X; START CONCURRENT MODE I/O
X;
XRSCCIO BIT CHSTAT
X BPL CCNOPN
X LDY #133 ;IOCB NOT OPEN
X RTS
X;
```

```
XCCNOPN BVS NCCMOD
X LDY #153 ;CONCURRENT MODE I/O ACTIVE ERROR CODE
XCCXIT1 RTS
X;
XNCCMOD JSR RDSTLN
X BMI CCXIT1
XREL023 LDA MONITR
X AND DVSTAT+2
X BEQ SETCC
X LDY #139 ;FAILURE TO START CCIO
X RTS
X;
X; BRING UP TRANSFER FUNCTION IN ATR8000
X;
XSETCC JSR ZSET ;POINT TO Z80 LOCATION EC00
X BMI ISFAIL
X LDA #$FF
XREL024 STA LEVEL
X LDA #$51
XREL025 STA PINSEL
XHR004 LDY #HIGH[CCIO]
XLR004 LDA #LOW[CCIO]
XREL026 JSR XFER
X BPL SETISR
XISFAIL JMP XIOXIT
X;
X; SET UP SERIAL I/O IN ATARI
X;
XSETISR LDY #0
XREL027 STY CCSTAT
X LDA #$73 ;SET 2-CLOCK ASYNC. XFER,
X SEI
XREL280 STY SOBGET
XREL281 STY SOBPUT
XREL282 STY SIBGET
XREL283 STY SIBPUT
X STA SKCTL ;KEYBOARD ACTIVE
X;
X LDA #$78
X STA AUDCTL
X;
XREL028 LDA BDRATE
X AND #$0F ;EXTRACT BAUD RATE DATA
X TAY
XREL029 LDA BAUDH,Y ;SET UP 2 16-BIT CLOCKS
X STA AUDF1+2
X STA AUDF1+6
XREL030 LDA BAUDL,Y
X STA AUDF1
X STA AUDF1+4
```

```
X LDA #$A0
X STA AUDF1+1
X STA AUDF1+3
X STA AUDF1+5
X STA AUDF1+7
X LDY #6
XHISISR LDA VSERIN-1,Y ;SAVE SYSTEM ISRS
XREL031 STA OLDISRS-1,Y
XREL032 LDA ISRTBL-1,Y ;AND INSERT MINE
X STA VSERIN-1,Y
X DEY
X BNE HISISR
X LDA VIMIRQ ;TAKE OVER IRQ VECTOR
XREL033 STA SYSIRQ
XLR005 LDA #LOW[BRKIRQ]
X STA VIMIRQ
X LDA VIMIRQ+1
XREL034 STA SYSIRQ+1
XHR005 LDA #HIGH[BRKIRQ]
X STA VIMIRQ+1
XREL035 LDA CHSTAT ;CCIO NOW ACTIVE!
X AND #$BF ;TURN OFF BIT 6
XREL036 STA CHSTAT
X AND #$04
X BEQ NOINPT ;IF NO INPUT ALLOWED,SKIP ENABLING
X LDA #$20 ;ELSE, ENABLE SERIAL INTERRUPTS
XNOINPT INY
XREL037 JSR SETMSK
X CLI ;REENABLE INTERRUPTS
XREL038 JMP XIOXIT
X;
X; SET BAUD RATE AND NO. OF STOP BITS
X;
XRSBAUD LDA DAUX1Z ;THIS JUST SAVES BAUD
XREL039 STA BDRATE ;RATE AND STOP BITS FLAG
X LDA DAUX2Z
X BEQ STMON
X LDA #$02 ;LINE TO MONITOR IS ALWAYS SAME
XSTMON STA MONITR
XREL040 JMP RTNOK
X;
X; SET TRANSLATE MODE AND PARITY
X; (XIO 38 IS ENTIRELY INTERNAL TO THE ATARI)
X;
XRSXLAT LDA DAUX1Z ;SAVE TRANSLATE PARAMETERS
XREL041 STA CTLBYTE
X LDA DAUX2Z ;AND UNTRANSLATABLE CODE
XREL042 STA CANT
XRTNOK LDY #1
X;
```

```
X; COMMON XIO CALL EXIT
X;
XXIOXIT LDA CHSTAT ;RESTORE AUX1 FOR R/W ACTIVITY
X STA DAUX1Z
X TYA ;SET CONDITION CODE FOR CALLER
XFAILED RTS
X;
X; CONTROL THE RS232 CONTROL LINES:
X; DTR, RTS, AND TD (TRANSMIT DATA)
X;
XRSCTL BIT CHSTAT
X BVS BLKCTL
X LDA DAUX1Z
X AND #3
X LSR A
X BEQ RTNOK
X LDA #$73
X BCS SETMRK
X ORA #$80
XSETMRK STA SKCTL
X BNE RTNOK
X;
XBLKCTL LDX #$51 ;DATA PIN IS PORT 51
X LDA DAUX1Z
X LSR A
X ROR A
X BCC NOBITC
XREL043 JSR SETBIT
XNOBITC LDX #$55 ;CONTROL PIN IS 55
X LDA DAUX1Z
X LSR A
X AND #$50
X BEQ NOCTLC
X AND DAUX1Z ;SEE IF SET OR CLEARED
X BEQ TOBECLR
X LDA #$80
XTOBECLR EOR #$80
XREL044 JSR SETBIT
XNOCTLC JMP XIOXIT
X;
XSETBIT STX PINSEL
X ASL A
X LDA #0
X ROL A
XREL045 STA LEVEL
XREL046 JSR ZSET
X BMI FAILED
XHR006 LDY #HIGH[Z80CTL]
XLR006 LDA #LOW[Z80CTL]
X;
```

```
X; ATR8000 SERIAL I/O ROUTINES
X;
XXFER STA DBUF
X LDA #'W'
X STA DCMD
X LDA #$80
X STA DSTAT
X LDA #CCIOL
XREL047 JSR SIORW
X BMI FAILED
X LDY #'G'
X BNE ZCMDO
X;
XZSET LDY #$DC ;POINT TO $DC00
XZZSET STY DAUX+1 ;POINT TO ANY PAGE
X LDY #'S'
XZCMDO STY DCMD
X LDY #$00
X STY DSTAT
X STY DAUX
X INY
X STY DUNIT
X INY
X STY DTIMEO
X LDY #'Z'
X STY DDEVIC
X JMP SIOV
X;
XBRKIRQ BIT IRQEN ;BREAK KEY PRESSED
X BPL HAVEBK ;IF SO, HANDLE IT
XREL048 JMP (SYSIRQ) ;ELSE, LET ROM HANDLE IT
X;
XHAVEBK PHA
X TYA
X PHA
XREL049 JSR SHUTDN
X ASL BRKKEY
X LDA #$40
XREL050 ORA CHSTAT ;SET CCIO-INACTIVE BIT
XREL051 STA CHSTAT
X BNE INTRET
X;
XRSSERO CLD
X TYA
X PHA
XREL500 LDY SOBGET
XREL501 CPY SOBPUT
X BNE NALDON ;IF NOT DONE THEN SEND NEXT BYTE
X LDA POKMSK
X AND #$E7 ;TURN OFF OUTPUT INTERRUPTS
```

```
X LDY #1 ;NEW VALUE OF RSDONE
XREL052 JSR OUTMSK ;UPDATE POKMSK, IRQEN AND RSDONE
X BNE INTRET
X;
XNALDON INY ;POINT TO NEXT BYTE
X CPY #SOBSIZ
X BCC REL053
X LDY #0
XREL053 LDA SOBUF,Y
X STA SEROUT ;SEND BYTE TO RS232 PORT
XREL530 STY SOBGET
XOIDON LDA IRQEN
X EOR #$FF
X AND POKMSK
X AND #$20
X BEQ NOINPI
X LDA #$D4
X AND POKMSK
X STA IRQEN
X LDA POKMSK
X STA IRQEN
XREL054 JSR SERIH
XNOINPI LDA #$08
X BIT IRQEN ;OUTINT DONE?
X BEQ OIDON
XINTRET PLA
X TAY
X PLA
X RTI
X;
XRSSERI CLD
X TYA
X PHA
XREL055 JSR SERIH
X PLA
X TAY
X PLA
X RTI
X;
XSERIH LDA SERIN ;READ BYTE FROM HARDWARE
XREL550 LDY SIBPUT ;GET BUFFER POINTER
XREL056 STA SIBUF,Y ;SAVE BYTE IN BUFFER
X LDA SKCTL
X STA SKRES
X EOR #$FF ;REPORT FRAMING OR
X AND #$C0 ;OTHER H/W ERRORS
XREL560 ORA ERRFLGS
X INY ;BUMP BUFFER POINTER
XREL561 CPY SIBGET ;BUFFER OVERFLOW?
XREL562 STY SIBPUT
```

```
X BNE UPDERR ;IF NOT SAVE GET POINTER
X INY
X ORA #$10 ;SET OVERRUN FLAG
XREL563 STY SIBGET ;ERASE OLDEST BYTE IN BUFFER
XUPDERR STA ERRFLGS
X RTS
X;
X; UPDATE POKMSK, IRQEN AND RSDONE
X;
XSETMSK ORA POKMSK ;MERGE IN OLD BITS
XOUTMSK STA POKMSK
X STA IRQEN ;UPDATE HARDWARE REGISTER
XREL564 STY RSDONE ;UPDATE DONE FLAG
X RTS
X;
X; TEST FOR RS232 PORT NOT OPEN OR BREAK PRESSED
X;
XOPNCHK BIT CHSTAT ;IS ACTION VALID?
X BEQ ERRNWR ;IF OPERATION NOT ENABLED
X BMI ERRNOP ;IF NOT OPEN
X;
X; FIELD A BREAK KEY PRESSED WHEN RS232
X; CHANNEL IS ACTIVE.
X;
XTSTBKY BIT CHSTAT ;IN CCIO?
X BMI ERRNOP ;NOT EVEN OPEN
X BVC INCCIO
XREL057 LDA CCSTAT
X BMI NOBREAK
X LDY #$80
X STY BRKKEY
XREL058 STY CCSTAT
X;
X DB $2C ;SKIP TO 'BKABRT'
XERRNWR TAY ;WRITE NOT ENABLED
X DEY ;I.E. $87
X DB $2C ;SKIP TO 'BKABRT'
XERRNOP LDY #133 ;NOT OPEN ERROR
XBKABRT PLA ;ELSE, FLUSH RETURN ADDRESS
X PLA
X TYA
XINCCIO RTS
X;
XNOBREAK JSR RSCCIO ;START UP CCIO
X BMI BKABRT
X RTS
X;
X; ADJUST TOP OF OS POINTER
X;
XRSINIT JSR $07E0 ;INITIALIZE DOS FIRST
```

```
XLR008 LDA #LOW[MEMEND]
X STA MEMTOP
XHR008 LDA #HIGH[MEMEND]
X STA MEMTOP+1
X;
X; INSTALL RS232 HANDLER IN HANDLER TABLE
X;
X LDY #0
XFNDSLT LDA HATABS,Y ;LOOK FOR EMPTY SLOT IN HANDLER TABLE
X BEQ CLDSLT ;IF FOUND
X CMP #'R' ;ALREADY PRESENT?
X BEQ GOTSLT ;IF SO, REUSE IT
X INY
X INY
X INY
X CPY #30 ;END OF TABLE?
X BCC FNDSLT
X RTS ;YES, RETURN WITH CY=1
X;
XCLDSLT
XGOTSLT LDA #'R' ;DEVICE NAME IS 'R'
X STA RSDONE
X STA HATABS,Y
X SEC
XLR009 LDA #LOW[RSVECT] ;POINT TO RS232 HANDLER ENTRY TABLE
X STA HATABS+1,Y
XHR009 LDA #HIGH[RSVECT]
X STA HATABS+2,Y
X LDY #1
X RTS
X;
XRSVECT DW RSOPEN-1,RSCLOS-1
X DW RSREAD-1,RSWRIT-1
X DW RSSTAT-1,RSXIO-1
X;
XXIOTAB DW RCMDER-1,RSCTL-1
X DW RSBAUD-1,RSXLAT-1
X DW RSCCIO-1
X;
XISRTBL DW RSSERI ;VALUES FOR INTERRUPT VECTORS
X DW RSSERO
X DW RSSERO
XVECEND = *-2
X;
X; CONCURRENT I/O ROUTINE TO DOWNLOAD TO Z80
X;
XCCIO DB $F3 ;DI
X DB $CD,$68,$F0 ;CALL SHUTDOWN
X DB $3E,$21 ;LD A,00100001B
X DB $D3,$83 ;OUT (CTC3),A
```

```
X DB $32,$2E,$FF ;LD (DRVOFF),A
X DB $06,$04 ;LD B,04H
X DB $DB,$50 ;CCIOLP ;IN A,(50H)
X DB $07 ;RLCA
X DB $D3,$50 ;OUT (50H),A
X DB $DB,$70 ;IN A,(70H)
X DB $07 ;RLCA
X DB $D3,$51 ;OUT (51H),A
X DB $A0 ;AND B
X DB $C2,$0D,$DC ;JP NZ,CCIOLP
X DB $3E,$FF ;LD A,0FFH
X DB $D3,$51 ;OUT (51H),A
X DB $C3,$C6,$F7 ;JMP PWRWAIT+8
XCCIOL = *-CCIO
X;
XZ80CTL DB $3E ;LD A,0FFH
XLEVEL DB $FF
X DB $D3 ;OUT (051H),A
XPINSEL DB $51
X DB $C9 ;RET
X;
XZ80STAT DB $DB,$50 ;IN A,(050H)
X DB $32,$01,$DE ;LD ($DE01),A
X DB $C9 ;RET
X;
X; BAUD RATE TABLES
X;
XBAUDH DB HIGH[2976] ;0 300 BPS
X DB HIGH[19661] ;1 45.5
X DB HIGH[17891] ;2 50
X DB HIGH[15727] ;3 56.875
X DB HIGH[11925] ;4 75
X DB HIGH[8128] ;5 110
X DB HIGH[6646] ;6 134.5
X DB HIGH[5959] ;7 150
X DB HIGH[2976] ;8 300
X DB HIGH[1484] ;9 600
X DB HIGH[739] ;10 1200
X DB HIGH[490] ;11 1800
X DB HIGH[366] ;12 2400
X DB HIGH[179] ;13 4800
X DB HIGH[86] ;14 9600
X DB HIGH[40] ;15 19,200 BPS
X;
XBAUDL DB LOW[2976]
X DB LOW[19661]
X DB LOW[17891]
X DB LOW[15727]
X DB LOW[11925]
X DB LOW[8128]
```

```
X DB LOW[6646]
X DB LOW[5959]
X DB LOW[2976]
X DB LOW[1484]
X DB LOW[739]
X DB LOW[490]
X DB LOW[366]
X DB LOW[179]
X DB LOW[86]
X DB LOW[40]
X;
XCHSTAT DB $C0 ;BIT 7=CHANNEL CLOSED
X ; 6=CONCURRENT I/O INACTIVE
X ; 3=OUTPUT MODE
X ; 2=INPUT MODE
X;
XCTLBYTE DB 0 ;BIT 6=ADD LF TO CR (OUTPUT)
X ;BITS 5-4=XLATE MODE
X ;BITS 3-2=INPUT PARITY CTL
X ;BITS 1-0=OUTPUT PARITY CONTROL
XBDRATE DB 0 ;BIT 7=1 IF 2 STOP BITS
X ;BITS 3-0 = BAUDRATE
XCANT DB 0 ;WONT TRANSLATE CHARACTER FOR HEAVY XLTER
XMONITR DB 0 ;SIGNALS TO MONITOR
XCCSTAT DB $80 ;IF -, STATUS IS NORMAL
X ;IF -, BYTE COUNTS ARE IN STATUS
XOLDISRS DS 6 ;VECTORS REPLACED IF CCIO ACTIVE
XSYSIRQ DS 2 ;SIMULATED DOS ENTRY ADDRESS
X;
XERRFLGS DB 0 ;ERROR STATUS
XRSDONE DB 0 ;IF = 0, RS232 PORT IS ACTIVE
XSIBGET DB $0
XSIBPUT DB $0
XSOBGET DB $0
XSOBPUT DB $0
X;
XSOBUF DS SOBSIZ
XSIBUF DS 256
XMEMEND = *
XLEN = *-RSWRIT;LENGTH OF DRIVER=$6E2
X;
X; AUTORUN.SYS PROGRAM TO INSTALL THE RS232 HANDLER
X;
X; TURN OFF DTR FIRST
X;
XSTART LDA #$80
X LDX #$55
X JSR SETBIT
X;
X; RELOCATE ABSOLUTE INSTRUCTION ADDRESSES AND VECTORS
```

```
X;
X SEC
X LDA #LOW[RSWRIT]
X STA SPTR
X SBC MEMTOP
X STA DIF
X LDA #HIGH[RSWRIT]
X STA SPTR+1
X SBC MEMTOP+1
X STA DIF+1
X LDX #0
XRELOOP CLC
X LDA RELTAB,X
X BEQ M256
X ADC SPTR
X STA SPTR
X BCC NOCY1
XM256 INC SPTR+1
X BCC NOREL1
XNOCY1 LDY #0
X SEC
X LDA (SPTR),Y
X SBC DIF
X STA (SPTR),Y
X INY
X LDA (SPTR),Y
X SBC DIF+1
X STA (SPTR),Y
XNOREL1 INX
X CPX #RELTSZ
X BCC RELOOP
X;
X; RELOCATE HIGH/LOW IMMEDIATE MEMORY REFERENCES
X;
X LDX #0
XSCRELP LDA HRELT,X
X STA SPTR
X LDA LRELT,X
X STA DPTR
X INX
X LDA HRELT,X
X STA SPTR+1
X LDA LRELT,X
X STA DPTR+1
X INX
X LDY #0
X SEC
X LDA (DPTR),Y
X SBC DIF
X STA (DPTR),Y
```

```
X LDA (SPTR),Y
X SBC DIF+1
X STA (SPTR),Y
X CPX #HLRTSZ
X BCC SCRELP
X;
X; REDEFINE DOSINIT VECTOR IN ZERO PAGE
X;
X LDA DOSINI
X STA RSINIT+1
X LDA DOSINI+1
X STA RSINIT+2
XLR007 LDA #LOW[RSINIT]
X STA DOSINI
XHR007 LDA #HIGH[RSINIT]
X STA DOSINI+1
X;
X; COPY HANDLER DOWN TO ITS RESIDENT MEMORY AREA
X;
X LDA MEMTOP
X STA DPTR
X LDA MEMTOP+1
X STA DPTR+1
X LDA #LOW[RSWRIT]
X STA SPTR
X LDA #HIGH[RSWRIT]
X STA SPTR+1
X LDX #HIGH[LEN+255]
X LDY #0
XMVLOOP LDA (SPTR),Y
X STA (DPTR),Y
X INY
X BNE MVLOOP
X INC SPTR+1
X INC DPTR+1
X DEX
X BNE MVLOOP
XREL059 JMP RSINIT+3
X;
X; RELOCATION TABLE FOR ABSOLUTE INSTRUCTIONS
X;
XRELTAB DB REL001+1-RSWRIT
X DB REL002-REL001
X DB REL003-REL002
X DB REL004-REL003
X DB OUTASCI-REL004
X DB OUTREAL-OUTASCI
X DB BUFWAIT-OUTREAL
X DB REL05X-BUFWAIT
X DB REL005-REL05X
```

```
X DB REL060-REL005
X DB REL006-REL060
X DB REL007-REL006
X DB REL008-REL007
X DB REL080-REL008
X DB REL081-REL080
X DB REL009-REL081
X DB REL090-REL009
X DB REL010-REL090
X DB REL100-REL010
X DB REL101-REL100
X DB NOPTST-REL101
X DB RSSTAT-NOPTST
X DB REL011-RSSTAT
X DB SNOOP-REL011
X DB STEXIT-SNOOP
X DB REL111-STEXIT
X DB REL112-REL111
X DB REL113-REL112
X DB REL114-REL113
X DB REL115-REL114
X DB RDSTLN-REL115
X DB REL012-RDSTLN
X DB REL013-REL012
X DB RSOPEN-REL013
X DB REL130-RSOPEN
X DB REL014-REL130
X DB RSCLOS-REL014
X DB REL140-RSCLOS
X DB REL015-REL140
X DB REL016-REL015
X DB REL017-REL016
X DB REL180-REL017
X DB REL181-REL180
X DB REL019-REL181
X DB REL020-REL019
X DB RSTRVC-REL020
X DB REL021-RSTRVC
X DB REL022-REL021
X DB RSCCIO-REL022
X DB NCCMOD-RSCCIO
X DB REL023-NCCMOD
X DB SETCC-REL023
X DB REL024-SETCC
X DB REL025-REL024
X DB REL026-REL025
X DB ISFAIL-REL026
X DB REL027-ISFAIL
X DB REL280-REL027
X DB REL281-REL280
```

```
X DB REL282-REL281
X DB REL283-REL282
X DB REL028-REL283
X DB REL029-REL028
X DB REL030-REL029
X DB REL031-REL030
X DB REL032-REL031
X DB REL033-REL032
X DB REL034-REL033
X DB REL035-REL034
X DB REL036-REL035
X DB REL037-REL036
X DB REL038-REL037
X DB REL039-REL038
X DB STMON-REL039
X DB REL040-STMON
X DB REL041-REL040
X DB REL042-REL041
X DB XIOXIT-REL042
X DB RSCTL-XIOXIT
X DB REL043-RSCTL
X DB REL044-REL043
X DB NOCTLC-REL044
X DB SETBIT-NOCTLC
X DB REL045-SETBIT
X DB REL046-REL045
X DB REL047-REL046
X DB REL048-REL047
X DB REL049-REL048
X DB REL050-REL049
X DB REL051-REL050
X DB REL500-REL051
X DB REL501-REL500
X DB REL052-REL501
X DB REL053-REL052
X DB REL530-REL053
X DB REL054-REL530
X DB REL055-REL054
X DB REL550-REL055
X DB REL056-REL550
X DB REL560-REL056
X DB REL561-REL560
X DB REL562-REL561
X DB REL563-REL562
X DB UPDERR-REL563
X DB REL564-UPDERR
X DB OPNCHK-REL564
X DB TSTBKY-OPNCHK
X DB REL057-TSTBKY
X DB REL058-REL057
```

```
X DB NOBREAK-REL058
X DB RSVECT-1-NOBREAK,2
X DB 2,2
X DB 2,2
X DB 2,2
X DB 2,2
X DB 2
X DB 2,2,2
X DB 0,0,REL059+1-VECEND-512
XRELTSZ = *-RELTAB
X;
X; HIGH/LOW IMMEDIATE MEMORY REFERENCE TABLE
X;
XHRELT DW HR001+1
X DW HR004+1
X DW HR005+1
X DW HR006+1
X DW HR008+1
X DW HR009+1
X DW HR007+1
XHLRTSZ = *-HRELT
X;
XLRELT DW LR001+1
X DW LR004+1
X DW LR005+1
X DW LR006+1
X DW LR008+1
X DW LR009+1
X DW LR007+1
X;
X END START,
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > hd_diff
X*** atr232.asm
X--- atr232hd.asm
X***************
X*** 239,245 ****
X HR001 LDY #HIGH[Z80STAT]
X LR001 LDA #LOW[Z80STAT]
X REL012 JSR XFER
X! LDY #$DE
X REL013 JSR ZZSET ;DO LAST PART OF ZSET
X LDA #'R' ;READ STATUS BACK TO ATARI
X STA DCMD
X--- 239,245 ----
X HR001 LDY #HIGH[Z80STAT]
X LR001 LDA #LOW[Z80STAT]
X REL012 JSR XFER
X! LDY #$EF
X REL013 JSR ZZSET ;DO LAST PART OF ZSET
```

```
X LDA #'R' ;READ STATUS BACK TO ATARI
X STA DCMD
X***************
X*** 506,512 ****
X LDY #'G'
X BNE ZCMDO
X ;
X! ZSET LDY #$DC ;POINT TO $DC00
X ZZSET STY DAUX+1 ;POINT TO ANY PAGE
X LDY #'S'
X ZCMDO STY DCMD
X--- 506,512 ----
X LDY #'G'
X BNE ZCMDO
X ;
X! ZSET LDY #$EC ;POINT TO $EC00
X ZZSET STY DAUX+1 ;POINT TO ANY PAGE
X LDY #'S'
X ZCMDO STY DCMD
X***************
X*** 702,708 ****
X DB $07 ;RLCA
X DB $D3,$51 ;OUT (51H),A
X DB $A0 ;AND B
X! DB $C2,$0D,$DC ;JP NZ,CCIOLP
X DB $3E,$FF ;LD A,0FFH
X DB $D3,$51 ;OUT (51H),A
X DB $C3,$C6,$F7 ;JMP PWRWAIT+8
X--- 702,708 ----
X DB $07 ;RLCA
X DB $D3,$51 ;OUT (51H),A
X DB $A0 ;AND B
X! DB $C2,$0D,$EC ;JP NZ,CCIOLP
X DB $3E,$FF ;LD A,0FFH
X DB $D3,$51 ;OUT (51H),A
X DB $C3,$C6,$F7 ;JMP PWRWAIT+8
X***************
X*** 715,721 ****
X DB $C9 ;RET
X ;
X Z80STAT DB $DB,$50 ;IN A,(050H)
X! DB $32,$01,$DE ;LD ($DE01),A
X DB $C9 ;RET
X ;
X ; BAUD RATE TABLES
X--- 715,721 ----
X DB $C9 ;RET
X ;
X Z80STAT DB $DB,$50 ;IN A,(050H)
X! DB $32,$01,$EF ;LD ($EF01),A
```

```
X DB $C9 ;RET
X ;
X ; BAUD RATE TABLES
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > hx_diff
X*** atr232.asm
X--- atr232hx.asm
X***************
X*** 239,245 ****
X HR001 LDY #HIGH[Z80STAT]
X LR001 LDA #LOW[Z80STAT]
X REL012 JSR XFER
X! LDY #$DE
X REL013 JSR ZZSET ;DO LAST PART OF ZSET
X LDA #'R' ;READ STATUS BACK TO ATARI
X STA DCMD
X--- 239,245 ----
X HR001 LDY #HIGH[Z80STAT]
X LR001 LDA #LOW[Z80STAT]
X REL012 JSR XFER
X! LDY #$E2
X REL013 JSR ZZSET ;DO LAST PART OF ZSET
X LDA #'R' ;READ STATUS BACK TO ATARI
X STA DCMD
X***************
X*** 506,512 ****
X LDY #'G'
X BNE ZCMDO
X ;
X! ZSET LDY #$DC ;POINT TO $DC00
X ZZSET STY DAUX+1 ;POINT TO ANY PAGE
X LDY #'S'
X ZCMDO STY DCMD
X--- 506,512 ----
X LDY #'G'
X BNE ZCMDO
X ;
X! ZSET LDY #$E0 ;POINT TO $E000
X ZZSET STY DAUX+1 ;POINT TO ANY PAGE
X LDY #'S'
X ZCMDO STY DCMD
X***************
X*** 690,696 ****
X ; CONCURRENT I/O ROUTINE TO DOWNLOAD TO Z80
X ;
X CCIO DB $F3 ;DI
X! DB $CD,$68,$F0 ;CALL SHUTDOWN
X DB $3E,$21 ;LD A,00100001B
X DB $D3,$83 ;OUT (CTC3),A
X DB $32,$2E,$FF ;LD (DRVOFF),A
```

```
X--- 690,696 ----
X ; CONCURRENT I/O ROUTINE TO DOWNLOAD TO Z80
X ;
X CCIO DB $F3 ;DI
X! DB $EA,$EA,$EA ;$CD,$68,$F0 ;(DID)CALL SHUTDOWN
X DB $3E,$21 ;LD A,00100001B
X DB $D3,$83 ;OUT (CTC3),A
X DB $32,$2E,$FF ;LD (DRVOFF),A
X***************
X*** 702,708 ****
X DB $07 ;RLCA
X DB $D3,$51 ;OUT (51H),A
X DB $A0 ;AND B
X! DB $C2,$0D,$DC ;JP NZ,CCIOLP
X DB $3E,$FF ;LD A,0FFH
X DB $D3,$51 ;OUT (51H),A
X DB $C3,$C6,$F7 ;JMP PWRWAIT+8
X--- 702,708 ----
X DB $07 ;RLCA
X DB $D3,$51 ;OUT (51H),A
X DB $A0 ;AND B
X! DB $C2,$0D,$E0 ;JP NZ,CCIOLP
X DB $3E,$FF ;LD A,0FFH
X DB $D3,$51 ;OUT (51H),A
X DB $C9 ;$C3,$C6,$F7 ;(DID)JMP PWRWAIT+8
X***************
X*** 705,711 ****
X DB $C2,$0D,$DC ;JP NZ,CCIOLP
X DB $3E,$FF ;LD A,0FFH
X DB $D3,$51 ;OUT (51H),A
X! DB $C3,$C6,$F7 ;JMP PWRWAIT+8
X CCIOL = *-CCIO
X ;
X Z80CTL DB $3E ;LD A,0FFH
X--- 705,711 ----
X DB $C2,$0D,$E0 ;JP NZ,CCIOLP
X DB $3E,$FF ;LD A,0FFH
X DB $D3,$51 ;OUT (51H),A
X! DB $C9 ;$C3,$C6,$F7 ;(DID)JMP PWRWAIT+8
X CCIOL = *-CCIO
X ;
X Z80CTL DB $3E ;LD A,0FFH
X***************
X*** 715,721 ****
X DB $C9 ;RET
X ;
X Z80STAT DB $DB,$50 ;IN A,(050H)
X! DB $32,$01,$DE ;LD ($DE01),A
X DB $C9 ;RET
X ;
```

```
X ; BAUD RATE TABLES
X--- 715,721 ----
X DB $C9 ;RET
X ;
X Z80STAT DB $DB,$50 ;IN A,(050H)
X! DB $32,$01,$E2 ;LD ($E201),A
X DB $C9 ;RET
X ;
X ; BAUD RATE TABLES
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > atr8500.asm
X TITLE 'ATR8500 AUTORUN.SYS INITIALIZER FOR RS232 I/O'
X;
X;
X; ATR 8000 AUTORUN.SYS by C.Marslett
X; modified by Richard Morris for the ATR 8500
X; 918-437-7479 (2/23/86)
X;
X;
X; WORK AREA FOR AUTORUN PROGRAM
X;
XORIGIN = $3400
XDIF = $D4
XSPTR = $D6
XDPTR = $D8
X;
XMEMTOP = $02E7
X;
X; CONFIGURATION DATA
X;
XSOBSIZ = 32 ;32 BYTE OUTPUT BUFFER
X;
X; DRIVER DATA AREAS
X;
XPOKMSK = $10
XBRKKEY = $11
XRTCLOK = $12
XDCMDZ = $22
XDAUX1Z = $2A
XDAUX2Z = $2B
XRSDATA = $43 ;DATA BYTE NOT BUFFERED YET
XERRFLGS = $44 ;ERROR STATUS
XRSDONE = $45 ;IF = 0, RS232 PORT IS ACTIVE
XSIBGET = $46
XSIBPUT = $47
XSOBGET = $48
XSOBPUT = $49
X;
XVSERIN = $020A
XVIMIRQ = $0216
```

```
XCDTMV3 = $021C
XCDTMF3 = $022A
XSSKCTL = $0232
XDVSTAT = $02EA
XDDEVIC = $0300
XDUNIT = $0301
XDCMD = $0302
XDSTAT = $0303
XDBUF = $0304
XDTIMEO = $0306
XDLEN = $0308
XDAUX = $030A
XHATABS = $031A
XWBITMP = $1629
X;
XAUDF1 = $D200
XAUDCTL = $D208
XSKRES = $D20A
XSERIN = $D20D
XSEROUT = $D20D
XIRQEN = $D20E
XSKCTL = $D20F
XPBCTL = $D303
X;
XSIOV = $E459
X;
X; WRITE A BYTE TO THE RS232 PORT
X;
X ORG ORIGIN
XRSWRIT STA RSDATA ;SAVE DATA BYTE
X LDA #$88
XREL001 JSR OPNCHK ;CAN WE WRITE TO THIS CHANNEL?
X;
XREL002 LDA CTLBYTE
X AND #$30
X TAY
X CMP #$20
X BCS OUTASCI ;IF NO TRANSLATE
X LDA RSDATA
X CMP #$9B ;ATASCII CARRIAGE RETURN
X BNE NOXLEL
X LDA #$0D ;ASCII CARRIAGE RETURN
XREL003 JSR OUTBYTE
X BMI EREXIT ;IF ERROR, RETURN IT
XREL004 LDA CTLBYTE
X ASL A ;AUTO LF DESIRED?
X BPL NOXMIT ;IF NO AUTO LF, DONE!
X LDA #$0A
X BNE OUTBYTE
X;
```

```
XNOXLEL AND #$7F ;GET RID OF REVERSE VIDEO BIT
X DEY ;HEAVY XLATE?
X BMI OUTBYTE ;IF LIGHT XLATE, NO MORE TESTING
X;
X CMP #$20 ;ELSE, CONTROL CODE?
X BCC NOXMIT ;IF SO, DONE!
X CMP #$7D ;RUBOUT, TILDE, OR ???
X BCC OUTBYTE ;IF NOT, SEND IT
XNOXMIT LDY #1 ;ELSE, DONE
XEREXIT RTS
X;
XOUTBYTE STA RSDATA ;SAVE DATA BYTE
XOUTASCI LDA CTLBYTE
X AND #$03
X CMP #3
X BNE OUTREAL ;LEAVE PARITY UNCHANGED
X ASL RSDATA ;DISCARD PARITY BIT
X SEC
X ROR RSDATA ;FORCE MARK PARITY IF CY=1
XOUTREAL LDY SOBPUT
X INY
X CPY #SOBSIZ
X BCC BUFWAIT
X LDY #0
XBUFWAIT JSR TSTBKY ;SEE IF BREAK PRESSED (ABORT)
X CPY SOBGET ;ELSE, IS BUFFER FULL?
X BEQ BUFWAIT ;IF SO, WAIT FOR ROOM
X;
X LDA RSDATA ;GET BYTE TO SEND
XREL005 STA SOBUF,Y ;AND SAVE IN BUFFER
X STY SOBPUT
X;
X SEI
X LDA #$08 ;ENABLE ONLY END OF TRANSMIT INT.
X LDY #$00
XREL007 JSR SETMSK
X CLI ;REENABLE INTERRUPTS AGAIN
X;
X INY ;Y=1, RETURN GOOD STATUS
X RTS
X;
XRSREAD LDA #$84
XREL008 JSR OPNCHK
X LDY SIBGET
X CPY SIBPUT ;BYTE IN BUFFER?
X BEQ RSREAD ;IF NOT, WAIT FOR IT
XREL009 LDA SIBUF,Y ;COPY BYTE FROM BUFFER
X INY
X STY SIBGET
X STA RSDATA ;TO RETURN AREA
```

```
X;
X; STRIP PARITY IF REQUIRED
X;
XREL010 LDA CTLBYTE
X AND #$0C ;TEST INCOMING PARITY?
X CMP #$0C
X BNE NOPTST ;NO PARITY TESTING
X ASL RSDATA ;CLEAR PARITY BIT IN RSDATA
X LSR RSDATA
X;
X; DO LIGHT OR HEAVY TRANSLATION IF REQUIRED
X;
XNOPTST LDA CTLBYTE
X AND #$30
X TAY
X LDA RSDATA ;LOAD DATA BYTE
X CPY #$20
X BCS NOXIN
X AND #$7F ;INSURE PARITY IS CLEARED
X CMP #$0D ;IF CR, REPLACE WITH $9B
X BNE NOTCRIN
X LDA #$9B
XNOTCRIN DEY ;ELSE, DONE IF LIGHT XLATE
X BMI NOXIN
X CMP #$20 ;OR TEST FOR PORTABILITY IF HEAVY
X BCC NOTPOR
X CMP #$7D ;20-7C ARE PORTABLE
X BMI NOXIN ;THE REST ARE CONVERTED TO CANT
XNOTPOR LDA CANT
X;
X; THEN RETURN DATA BYTE TO ROM OS
X;
XNOXIN LDY #1 ;ELSE, LEAVE IT AS IT IS
X RTS
X;
X; READ STATUS BYTES FOR A CHANNEL
X;
XRSSTAT BIT CHSTAT
X BMI SNOOP
XREL011 BIT CCSTAT
X BPL RETSTA
XSNOOP JSR RDSTLN
X BMI NO8000
X LDA LOCST
X LSR A
X LSR A
X LSR A
X AND #$07 ;EXTRACT CONTROL LINES
X TAY
X LDA STRET,Y
```

```
X STA DVSTAT+1
X LDX #0
X STX DVSTAT+3
X LDA DVSTAT+2
X LDA LOCST
X BPL NOBRK
X DEC DVSTAT+1
XNOBRK EOR #$FF
X AND MON1
X BEQ STEXIT
X AND #$04
XSTEXIT ORA ERRFLGS ;MERGE WITH ERROR FLAGS
X STA DVSTAT
X LDY #0
X STY ERRFLGS
X STY DVSTAT+2
X INY
XCANNOT RTS
X;
XRETSTA SEC
X LDA SIBPUT
X SBC SIBGET
X STA DVSTAT+1
X SEC
X LDA SOBPUT
X SBC SOBGET
X STA DVSTAT+3
X LDA #0
X BEQ STEXIT
X;
XNO8000 LDA #$0F
X BNE STEXIT
X;
XRDSTLN LDY #HIGH[SIOSUP]
X LDA #LOW[SIOSUP]
X LDX #$E2
X JSR XFER
X BMI CANNOT
X LDX #$E2
X STX DAUX+1
X LDX #$FD
X STX DAUX
X LDY #0
X STY DLEN
X LDA #'S'
X JSR RDSET ;DO LAST PART OF XFER
X LDA #HIGH[LOCST]
X STA DBUF+1
X LDA #LOW[LOCST]
X STA DBUF
```

```
X LDA #'R' ;SET COMMAND
X LDY #$40 ;DIRECTION AND
X LDX #3 ;READ 3 BYTES
X STA DLEN+1
X JMP SIORW
X;
X; OPEN THE RS232 PORT
X;
XRSOPEN LDA CHSTAT
X BMI NOTOPN
X LDY #150 ;PORT ALREADY OPEN
X RTS
X;
XNOTOPN LDY #0
X STY ERRFLGS
X LDA DAUX1Z ;SAVE AUX1 AS PORT STATE
X ORA #$40 ;MARK PORT OPEN
XREL014 STA CHSTAT ;AND NOT ACTIVE
X INY
X RTS
X;
X; CLOSE THE RS232 PORT
X;
XRSCLOS BIT CHSTAT
X BVS SMPLCL ;IF NOT CCIO TO SHUT DOWN
X LDA BRKKEY
X BEQ SMPLCL
X LDA RSDONE
X BEQ RSCLOS ;IF NOT DONE YET, LOOP
X CLC
X LDA RTCLOK+2
X ADC #6
XRSCLWT CMP RTCLOK+2
X BNE RSCLWT
X;
X; RESTORE INTERRUPT HANDLING WITHOUT INTERRUPTS
X;
X SEI
XREL015 JSR SHUTDN
X CLI
XSMPLCL LDY #$C0
XREL016 STY CCSTAT
XREL017 STY CHSTAT
X LDY #1
X RTS
XSHUTDN LDA #$34 ;ASSERT COMMAND LINE
X STA PBCTL
X LDA #0
X STA SOBGET
X STA SOBPUT
```

```
XREL019 LDA SYSIRQ ;RESTORE SYSTEM IRQ VECTOR
X STA VIMIRQ
XREL020 LDA SYSIRQ+1
X STA VIMIRQ+1
X;
X LDY #6 ;RESTORE 3
XRSTRVC LDA OLDISRS-1,Y ;SERIAL ISR VECTORS
X STA VSERIN-1,Y
X DEY
X BNE RSTRVC
X LDA #$3C ;CLEAR COMMAND LINE
X LDY #128
X STY BRKKEY
X STA PBCTL
X RTS
X
X; CONFIGURE AN RS232 CHANNEL
X;
XRSXIO LDA DCMDZ
X AND #$0F
X CMP #9
X BCS RCMDER
X TAY
X LSR A
X BCS RCMDER
XREL021 LDA XIOTAB+1,Y
X PHA
XREL022 LDA XIOTAB,Y
X PHA
X RTS ;VECTOR TO XIO ROUTINE
X;
XSHTDWM LDA #$04
X ORA ERRFLGS
X STA ERRFLGS
X LDY #139
X BMI ISFAIL
X;
XRCMDER LDY #132 ;INVALID COMMAND
X BMI ISFAIL
X;
X; START CONCURRENT MODE I/O
X;
XRSCCIO BIT CHSTAT
X BPL CCNOPN
X LDY #133 ;IOCB NOT OPEN
X BMI ISFAIL
X;
XCCNOPN BVS SETCC
X LDY #153 ;CONCURRENT MODE I/O ACTIVE ERROR CODE
X BMI ISFAIL
```

```
X;
X; FREE UP BUFFERS FROM DISK I/O USAGE
X;
XSETCC JSR WBITMP
X;
X; BRING UP TRANSFER FUNCTION IN ATR8500
X;
X LDA CR5
X AND #$EF ;STOP SENDING BREAK IF NEED BE
X STA CR5
X JSR RDSTLN ;SETUP BAUD RATE, ETC.
X LDA LOCST
X AND #0
XMON1 = *-1
X BNE SHTDWM
XHR004 LDY #HIGH[CCIO]
XLR004 LDA #LOW[CCIO]
X LDX #$E3
X JSR XFER ;START COMMUNICATING
X BPL SETISR
XISFAIL JMP XIOXIT
X;
X; SET UP SERIAL I/O IN ATARI
X;
XSETISR LDY #0
XREL027 STY CCSTAT
X LDA #$73 ;SET 2-CLOCK ASYNC. XFER,
X SEI
X STY SOBGET
X STY SOBPUT
X STY SIBGET
X STY SIBPUT
X STA SKCTL ;KEYBOARD ACTIVE
X;
X LDA #$78
X STA AUDCTL
X STA AUDF1+2
X STA AUDF1+6
X LDA #40
X STA AUDF1
X STA AUDF1+4
X LDA #$A0
X STA AUDF1+1
X STA AUDF1+3
X STA AUDF1+5
X STA AUDF1+7
X;
X LDY #6
XHISISR LDA VSERIN-1,Y ;SAVE SYSTEM ISRS
XREL031 STA OLDISRS-1,Y
```

```
XREL032 LDA ISRTBL-1,Y ;AND INSERT MINE
X STA VSERIN-1,Y
X DEY
X BNE HISISR
X LDA VIMIRQ ;TAKE OVER IRQ VECTOR
XREL033 STA SYSIRQ
XLR005 LDA #LOW[BRKIRQ]
X STA VIMIRQ
X LDA VIMIRQ+1
XREL034 STA SYSIRQ+1
XHR005 LDA #HIGH[BRKIRQ]
X STA VIMIRQ+1
XREL035 LDA CHSTAT ;CCIO NOW ACTIVE!
X AND #$BF ;TURN OFF BIT 6
XREL036 STA CHSTAT
X AND #$04
X BEQ NOINPT ;IF NO INPUT ALLOWED,SKIP ENABLING
X LDA #$20 ;ELSE, ENABLE SERIAL INTERRUPTS
XNOINPT INY
XREL037 JSR SETMSK
X CLI ;REENABLE INTERRUPTS
X LDY #1
X BPL ISFAIL
X;
X; SET BAUD RATE AND NO. OF STOP BITS
X;
XRSBAUD LDA CR4
X AND #$F7
X STA CR4
X LDA DAUX1Z ;THIS JUST SAVES BAUD
X BPL SGLSTOP
X LDA CR4
X ORA #$08
X STA CR4
XSGLSTOP LDA DAUX1Z
X AND #$30
X LSR A
X LSR A
X LSR A
X LSR A
X TAY
X LDA CR5
X AND #$9F
X ORA WSIZE,Y
X STA CR5
X LDA CR3
X LDA DAUX1Z
X AND #$0F
X TAY
X LDX BDIV,Y
```

```
X STX TC2
X LSR A
X LSR A
X TAY
X LDA CR4
X AND #$3F
X ORA CR4TAB,Y
X STA CR4
X LDA DAUX2Z
X AND #$07
X TAY
X LDA CTLINS,Y
X STA MON1
X JMP RTNOK
X;
XWSIZE DB $60,$20,$40,$00
XCTLINS DB $00,$20,$00,$20
X DB $10,$30,$10,$30
XSTRET DB $01,$31,$01,$31
X DB $CD,$FD,$CD,$FD
X;
X; SET TRANSLATE MODE AND PARITY
X;
XRSXLAT LDA CR4
X AND #$FC
X TAY
X LDA DAUX1Z ;SAVE TRANSLATION PARAMETERS
X STA CTLBYTE
X AND #3
X CMP #1
X BEQ SPODD
X CMP #2
X BNE SPOFF
X INY
X INY
XSPODD INY
XSPOFF STY CR4 ;SET PARITY CONTROL BITS
X LDA DAUX2Z ;SAVE UNTRANSLATABLE CODE
XREL042 STA CANT
XRTNOK LDY #1
X;
X; COMMON XIO CALL EXIT
X;
XXIOXIT LDA CHSTAT ;RESTORE AUX1 FOR R/W ACTIVITY
X STA DAUX1Z
X TYA ;SET CONDITION CODE FOR CALLER
XFAILED RTS
X;
X; CONTROL THE RS232 CONTROL LINES:
X; DTR, RTS, AND TD (TRANSMIT DATA)
```

```
X;
XRSCTL LDX CR5
X LDA DAUX1Z
X AND #3
X LSR A
X TXA
X AND #$EF
X BCS SETMRK
X ORA #$10
XSETMRK TAX
XNOCDAT LDA DAUX1Z
X AND #$30
X BEQ NOCRTS
X CMP #$30
X TXA
X ORA #$80
X BCS SETRTS
X AND #$7F
XSETRTS TAX
XNOCRTS BIT DAUX1Z
X BPL NOCDTR
X TXA
X ORA #$02
X BVS SETDTR
X AND #$FD
XSETDTR TAX
XNOCDTR STA CR5
X BIT CHSTAT
X BVS BLKCTL ;IF CCIO NOY ACTIVE NOW
X LDY #153 ;WE BE TEMPORARILY 850 COMPATIBLE
X BMI XIOXIT
X;
X;
XSETBIT STX PINSEL
X ASL A
X LDA #0
X ROL A
XREL045 STA LEVEL
XREL046 JSR ZSET
X BMI FAILED
XBLKCTL LDX #$E2
XHR006 LDY #HIGH[SIOSUP]
XLR006 LDA #LOW[SIOSUP]
X;
X;
X; ATR8500 SERIAL I/O ROUTINES
X;
XXFER STY DBUF+1
X STA DBUF
X STX DAUX+1 ;POINT TO PAGE BEING LOADED
```

```
X JSR ZZSET ;POINT TO Z80 BUFFER
X BMI XIOXIT
X LDA #'W'
X LDY #$80
X LDX #CCIOL
XREL047 JSR SIORW ;LOAD CODE INTO IT
X BMI XIOXIT
X JSR ZZSET
X LDA #'G'
X JSR ZCMD ;THEN RUN THE CODE
X JMP XIOXIT
X;
XZSET LDA #$EC ;POINT TO $E000
X;
XZZSET LDA #'S' ;SET Z80 MEMORY ADDRESS
XZCMD LDY #$00
X LDX #$0
XSIORW STX DAUX
X STX DLEN
XRDSET STA DCMD
X STY DSTAT
X LDY #0
X STY DLEN+1
X INY
X STY DUNIT
X INY
X STY DTIMEO
X LDY #'Z'
X STY DDEVIC
X JMP SIOV
X;
XBRKIRQ BIT IRQEN ;BREAK KEY PRESSED
X BPL HAVEBK ;IF SO, HANDLE IT
XREL048 JMP (SYSIRQ) ;ELSE, LET ROM HANDLE IT
X;
XHAVEBK PHA
X TYA
X PHA
XREL049 JSR SHUTDN
X ASL BRKKEY
X LDA #$40
XREL050 ORA CHSTAT ;SET CCIO-INACTIVE BIT
XREL051 STA CHSTAT
X BNE INTRET
X;
XISXOFF INC XONXOF
X LDA POKMSK
X STA IRQEN
X BNE INTRET
X;
```

```
XRSSERO CLD
X TYA
X PHA
X LDY SOBGET
X CPY SOBPUT
X BNE NALDON ;IF NOT DONE THEN SEND NEXT BYTE
X LDA POKMSK
X AND #$E7 ;TURN OFF OUTPUT INTERRUPTS
X LDY #1 ;NEW VALUE OF RSDONE
XREL052 JSR OUTMSK ;UPDATE POKMSK, IRQEN AND RSDONE
X BNE INTRET
X;
XNALDON BIT XONXOF
X BMI ISXOFF ;DON'T SEND THAT BYTE!
X INY ;POINT TO NEXT BYTE
XREL053 LDA SOBUF,Y
X STY SOBGET
XSNDOUT STA SEROUT ;SEND BYTE TO RS232 PORT
XINTRET PLA
X TAY
X PLA
X RTI
X;
XRSSERI CLD
X TYA
X PHA
X LDA SERIN ;READ BYTE FROM HARDWARE
X CMP #$1F
X BEQ SETESC
X CMP #$13
X BEQ SETXOF
X CMP #$11
X BEQ CLRXOF
X ASL ESCFLG
X BCC SAVIB
X AND #$1F
XSAVIB LDY SIBPUT ;GET BUFFER POINTER
X STA SIBUF,Y ;SAVE BYTE IN BUFFER
X INY
X STY SIBPUT
X LDA SKCTL
X STA SKRES
X EOR #$FF ;REPORT FRAMING OR
X AND #$C0 ;OTHER HARDWARE ERRORS
X ORA ERRFLGS
X CPY SIBGET ;BUFFER OVERFLOW?
X BNE UPDERR ;IF NOT SAVE GET POINTER
X INY
X ORA #$10 ;SET OVERRUN FLAG
X STY SIBGET ;ERASE OLDEST BYTE IN BUFFER
```

```
XUPDERR STA ERRFLGS
X;
X PLA
X TAY
X PLA
X RTI
X;
XSETESC ROR ESCFLG
X BMI FLSHIN
X;
XSETXOF ROR XONXOF
X BMI FLSHIN
X;
XCLRXOF AND XONXOF
X BEQ NORST
X LDA POKMSK
X ORA #$10
X STA POKMSK
X STA IRQEN
X LDA #0
X STA XONXOF
X JMP XIOXIT
X;
XNORST STA XONXOF
XFLSHIN LDA SKCTL
X STA SKRES
X EOR #$FF
X AND #$C0
X ORA ERRFLGS
X JMP UPDERR
X;
X; UPDATE POKMSK, IRQEN AND RSDONE
X;
XSETMSK ORA POKMSK ;MERGE IN OLD BITS
XOUTMSK STA POKMSK
X STA IRQEN ;UPDATE HARDWARE REGISTER
X STY RSDONE ;UPDATE DONE FLAG
X RTS
X;
X; TEST FOR RS232 PORT NOT OPEN OR BREAK PRESSED
X;
XOPNCHK BIT CHSTAT ;IS ACTION VALID?
X BEQ ERRNWR ;IF OPERATION NOT ENABLED
X BMI ERRNOP ;IF NOT OPEN
X;
X; FIELD A BREAK KEY PRESSED WHEN RS232
X; CHANNEL IS ACTIVE.
X;
XTSTBKY BIT CHSTAT ;IN CCIO?
X BMI ERRNOP ;NOT EVEN OPEN
```

```
X BVC INCCIO
XREL057 LDA CCSTAT
X BMI NOBREAK
X LDY #$80
X STY BRKKEY
XREL058 STY CCSTAT
X;
X DB $2C ;SKIP TO 'BKABRT'
XERRNWR TAY ;WRITE NOT ENABLED
X DEY ;I.E. $87
X DB $2C ;SKIP TO 'BKABRT'
XERRNOP LDY #133 ;NOT OPEN ERROR
XBKABRT PLA ;ELSE, FLUSH RETURN ADDRESS
X PLA
X TYA
XINCCIO RTS
X;
XNOBREAK JSR RSCCIO ;START UP CCIO
X BMI BKABRT
X RTS
X;
XRSVECT DW RSOPEN-1,RSCLOS-1
X DW RSREAD-1,RSWRIT-1
X DW RSSTAT-1,RSXIO-1
X;
XXIOTAB DW RCMDER-1,RSCTL-1
X DW RSBAUD-1,RSXLAT-1
X DW RSCCIO-1
X;
XISRTBL DW RSSERI ;VALUES FOR INTERRUPT VECTORS
X DW RSSERO
X DW RSSERO
X;
X;
X; SETUP Z80 SIO CHIP AND BAUD RATE CLOCK
X;
XSIOSUP DB $DB,$43 ;IN A,(MODEM+2)
X DB $32,$FE,$E2 ;LD (STAT+1),A
X DB $3E,$01 ;LD A,1
X DB $D3,$43 ;OUT (MODEM+2),A
X DB $DB,$43 ;IN A,(MODEM+2)
X DB $32,$FF,$E2 ;LD (STAT+2),A
X DB $21,TC1-SIOSUP,$E2 ;LD HL,SUPTBL
X DB $01,$21,$02 ;LD BC,CTC1+2*256
X DB $ED,$B3 ;OTIR
X DB $01,$43,$09 ;LD BC,SIOCTL+9*256
X DB $ED,$B3 ;OTIR
X DB $DB,$43 ;IN A,(MODEM+2)
X DB $32,$FD,$E2 ;LD (STAT),A
X DB $C9 ;RET
```

```
X;
XTC1 DB $47
XTC2 DB $80 ;300 BPS
X DB 0,4
XCR4 DB $44 ;NO PARITY, 1 STOP BIT
X DB 3
XCR3 DB $C1 ;8 BIT RX CHAR
X DB 5
XCR5 DB $EA ;8 BIT TX CHAR. RTS,DTR SET
X DB $30 ;CLEAR ERRORS
X DB $10 ;CHECK STATUS LINES
XSIOSL = *-SIOSUP
X;
X; CONCURRENT I/O ROUTINE TO DOWNLOAD TO Z80
X;
XCCIO DB $06 ;LD BO
X DB $48 ;LD C,B
X DB $58 ;LD E,B
X DB $68 ;LD L,B
X DB $C5 ;PUSH BC
X DB $26,$E1 ;LOOP LD H,0E1H
X DB $54 ;LD D,H
X DB $3E,$10 ;LD A,010H
X DB $D3,$42 ;OUT (ATARI+2),A
X DB $DB,$42 ;IN A,(ATARI+2)
X DB $CB,$57 ;BIT 2,A
X DB $28,$14 ;JR Z,NOXMA
X DB $05 ;DEC B
X DB $04 ;INC B
X DB $28,$10 ;JR Z.NOXMA
X DB $7E ;LD A,ESC
X DB $FE,$20 ;CP 020H
X DB $30,$07 ;JR NC,OUTOK
X DB $F6,$40 ;OR 040H
X DB $77 ;LD (HL),A
X DB $3E,$1F ;LD A,ESC
X DB $18,$02 ;JR SAYIT
X DB $2C ;OUTOK INC L
X DB $05 ;DEC B
X DB $D3,$40 ;SAYIT OUT (ATARI),A
X DB $DB,$43 ;NOXMA IN A,(MODEM+2)
X DB $CB,$47 ;BIT 0,A
X DB $28,$05 ;JR Z,CNTRX
X DB $DB,$41 ;IN A,(MODEM)
X DB $12 ;LD (DE),A
X DB $1C ;INC E
X DB $04 ;INC B
X DB $63 ;CNTRX LD H,E
X DB $E3 ;EX (SP),HL
X DB $5C ;LD E,H
```

```
X;
X DB $26,$E0 ;LD H,0E0H
X DB $54 ;LD D,H
X DB $DB,$43 ;IN A,(MODEM+2)
X DB $CB,$57 ;BIT 2,A
X DB $28,$10 ;JR Z,NOXMM
X DB $0D ;DEC C
X DB $0C ;INC C
X DB $28,$0C ;JR Z,NOXMM
X DB $7E ;LD A,(HL)
X DB $D3,$41 ;OUT (MODEM),A
X DB $2C ;INC L
X DB $0D ;DEC C
X DB $79 ;LD A,C
X DB $E6,$FC ;AND OFCH
X DB $FE,$7C ;CP 07CH
X DB $28,$35 ;JR Z,RESUM
X DB $DB,$42 ;NOXMM IN A,(ATARI+2)
X DB $CB,$6F ;BIT 5,A
X DB $28,$1F ;JR Z,EXIT
X DB $CB,$47 ;BIT 0,A
X DB $28,$0A ;JR Z,CANTTX
X DB $79 ;LD A,C
X DB $FE,$F0 ;CP 240
X DB $30,$0A ;JR NC,FULLBF
X DB $DB,$40 ;FOK IN A,(ATARI)
X DB $12 ;LD (DE),A
X DB $1C ;INC E
X DB $0C ;INC C
X DB $63 ;CANTTX LD H,E
X DB $E3 ;EX (SP),HL
X DB $5C ;LD E,H
X DB $18,$9F ;JR LOOP
X;
X DB $DB,$42 ;FULLBF IN A,(ATARI+2)
X DB $CB,$57 ;BIT 2,A
X DB $28,$FA ;JR Z,FULLBF
X DB $3E,$13 ;LD A,XOFF
X DB $D3,$40 ;OUT (ATARI),A
X DB $18,$EA ;JR FOK
X;
X DB $D1 ;EXIT POP DE
X DB $0C ;INC C
X DB $0D ;EXLP DEC C
X DB $C8 ;RET Z
X DB $DB,$43 ;AWAIT IN A,(MODEM+2)
X DB $CB,$57 ;BIT 2,A
X DB $28,$FA ;JR Z,AWAIT
X DB $7E ;LD A,(HL)
X DB $D3,$41 ;OUT (MODEM),A
```

```
X DB $2C ;INC L
X DB $18,$F2 ;JR EXLP
X;
X DB $DB,$42 ;RESUM IN A,(ATARI+2)
X DB $CB,$57 ;BIT 2,A
X DB $28,$FA ;JR Z,RESUM
X DB $3E,$11 ;LD A,XON
X DB $D3,$40 ;OUT (ATARI),A
X DB $18,$BF ;JR NOXMM
XCCIOL = *-CCIO
X;
XZ80CTL DB $3E ;LD A,OFFH
XLEVEL DB $FF
X DB $D3 ;OUT (051),A
XPINSEL DB $51
X DB $C9 ;RETURN
X;
XZ80STAT DB $DB ;IN A,(050H)
X DB $32,$01,$EF ;LD ($EF01),A
X DB $C9 ;RETURN
X;
X; BAUD RATE TABLES
X;
XBDIV DB 32 ;300
X DB 211 ;45.5
X DB 192 ;50
X DB 169 ;56.875
X DB 0 ;75
X DB 175 ;110
X DB 143 ;134.5
X DB 128 ;150
X DB 128 ;300
X DB 64 ;600
X DB 32 ;1200
X DB 21 ;1800
X DB 16 ;2400
X DB 8 ;4800
X DB 4 ;9600
X DB 4 ;19,200 BPS
X;
XCR4TAB DB $C4 ;300,45.5-56.875
X DB $84 ;75-150
X DB $44 ;300-1800
X DB $44 ;2400-19200
X;
X
XCHSTAT DB $C0 ;BIT 7=CHANNEL CLOSED
X ; 6=CONCURRENT I/O INACTIVE
X ; 3=OUTPUT MODE
X ; 2=INPUT MODE
```

```
X;
XCTLBYTE DB 0 ;BIT 6=ADD LF TO CR (OUTPUT)
X ;BITS 5-4=XLATE MODE
X ;BITS 3-2=INPUT PARITY CTL
X ;BITS 1-0=OUTPUT PARITY CONTROL
XCANT DB 0 ;WONT TRANSLATE CHARACTER FOR HEAVY XLTER
XLOCST DB 0,0,0 ;LOCAL COPY OF Z80 SIO STATUS BYTES
XCCSTAT DB $80 ;IF -, STATUS IS NORMAL
X ;IF -, BYTE COUNTS ARE IN STATUS
XESCFLG DS 1
XXONXOF DS 1
XOLDISRS DS 6 ;VECTORS REPLACED IF CCIO ACTIVE
XSYSIRQ DS 2 ;SIMULATED DOS ENTRY ADDRESS
X;
XSOBUF DS SOBSIZ
XSIBUF DS 256
XLEN = *-RSWRIT;LENGTH OF DRIVER=$6E2
X;
X; AUTORUN.SYS PROGRAM TO INSTALL THE RS232 HANDLER
X;
X; TURN OFF DTR FIRST
X;
XSTART LDA #$80
X LDX #$55
X JSR SETBIT
X;
X; RELOCATE ABSOLUTE INSTRUCTION ADDRESSES AND VECTORS
X;
X SEC
X LDA #LOW[RSWRIT]
X STA SPTR
X SBC MEMTOP
X STA DIF
X LDA #HIGH[RSWRIT]
X STA SPTR+1
X SBC MEMTOP+1
X STA DIF+1
X LDX #0
XRELOOP CLC
X LDA RELTAB,X
X BEQ M256
X ADC SPTR
X STA SPTR
X BCC NOCY1
XM256 INC SPTR+1
X BCC NOREL1
XNOCY1 LDY #0
X SEC
X LDA (SPTR),Y
X SBC DIF
```

```
X STA (SPTR),Y
X INY
X LDA (SPTR),Y
X SBC DIF+1
X STA (SPTR),Y
XNOREL1 INX
X CPX #RELTSZ
X BNE RELOOP
X;
X; RELOCATE HIGH/LOW IMMEDIATE MEMORY REFERENCES
X;
X LDX #0
XSCRELP LDA HRELT,X
X STA SPTR
X LDA LRELT,X
X STA DPTR
X INX
X LDA HRELT,X
X STA SPTR+1
X LDA LRELT,X
X STA DPTR+1
X INX
X LDY #0
X SEC
X LDA (DPTR),Y
X SBC DIF
X STA (DPTR),Y
X LDA (SPTR),Y
X SBC DIF+1
X STA (SPTR),Y
X CPX #HLRTSZ
X BNE SCRELP
X;
X; COPY HANDLER DOWN TO ITS RESIDENT MEMORY AREA
X;
X LDA MEMTOP
X STA DPTR
X LDA MEMTOP+1
X STA DPTR+1
X LDA #LOW[RSWRIT]
X STA SPTR
X LDA #HIGH[RSWRIT]
X STA SPTR+1
X LDX #HIGH[LEN+255]
X LDY #0
XMVLOOP LDA (SPTR),Y
X STA (DPTR),Y
X INY
X BNE MVLOOP
X INC SPTR+1
```

```
X INC DPTR+1
X DEX
X BNE MVLOOP
X;
X; ADJUST TOP OF OS POINTER
X;
X CLC
X LDA MEMTOP
X ADC #LOW[LEN]
X STA MEMTOP
X LDA MEMTOP+1
X ADC #HIGH[LEN]
X STA MEMTOP+1
X;
X; INSTALL RS232 HANDLER IN HANDLER TABLE
X;
X LDY #0
XFNDSLT LDA HATABS,Y ;LOOK FOR EMPTY SLOT IN HANDLER TABLE
X BEQ CLDSLT ;IF FOUND
X CMP #'R' ;ALREADY PRESENT?
X BEQ GOTSLT ;IF SO, REUSE IT
X INY
X INY
X INY
X CPY #30 ;END OF TABLE?
X BCC FNDSLT
X RTS ;YES, RETURN WITH CY=1
X;
XCLDSLT
XGOTSLT LDA #'R' ;DEVICE NAME IS 'R'
X STA RSDONE
X STA HATABS,Y
X SEC
X LDA #LOW[RSVECT] ;POINT TO RS232 HANDLER ENTRY TABLE
X SBC DIF
X STA HATABS+1,Y
X LDA #HIGH[RSVECT]
X SBC DIF+1
X STA HATABS+2,Y
X LDY #1
X RTS
X;
X; RELOCATION TABLE FOR ABSOLUTE INSTRUCTIONS
X;
XRELTAB DB REL001+1-RSWRIT
X DB REL002-REL001
X DB REL003-REL002
X DB REL004-REL003
X DB OUTASCI-REL004
X DB BUFWAIT-OUTASCI
```

```
X DB REL005-BUFWAIT
X DB REL007-REL005
X DB REL008-REL007
X DB REL009-REL008
X DB REL010-REL009
X DB NOPTST-REL010
X DB RSSTAT-NOPTST
X DB REL011-RSSTAT
X DB SNOOP-REL011
X DB RDSTLN-SNOOP
X DB RSOPEN-RDSTLN
X DB REL014-RSOPEN
X DB RSCLOS-REL014
X DB REL015-RSCLOS
X DB REL016-REL015
X DB REL017-REL016
X DB REL019-REL017
X DB REL020-REL019
X DB RSTRVC-REL020
X DB REL021-RSTRVC
X DB REL022-REL021
X DB RSCCIO-REL022
X DB SETCC-RSCCIO
X DB ISFAIL-SETCC
X DB REL027-ISFAIL
X DB REL031-REL027
X DB REL032-REL031
X DB REL033-REL032
X DB REL034-REL033
X DB REL035-REL034
X DB REL036-REL035
X DB REL037-REL036
X DB RSXLAT-REL037
X DB REL047-RSXLAT
X DB REL048-REL047
X DB REL049-REL048
X DB REL050-REL049
X DB REL051-REL050
X DB REL052-REL051
X DB REL053-REL052
X DB OPNCHK-REL053
X DB TSTBKY-OPNCHK
X DB REL057-TSTBKY
X DB REL058-REL057
X DB NOBREAK-REL058
X DB RSVECT-1-NOBREAK,2
X DB 2,2
X DB 2,2
X DB 2,2
X DB 2,2
```

```
X DB 2
X DB 2,2,2
XRELTSZ = *-RELTAB
X;
X; HIGH/LOW IMMEDIATE MEMORY REFERENCE TABLE
X;
XHRELT DW HR004+1
X DW HR005+1
X DW HR006+1
XHLRTSZ = *-HRELT
X;
XLRELT DW LR004+1
X DW LR005+1
X DW LR006+1
X;
X END START,
SHAR_EOF
# End of shell archive
exit 0
```

```
-------------------------------------------------------------------------------
```

Charles Marslett
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Wordmark Systems <== No disclaimers required -- that's just me
chasm@killer.dallas.tx.us

2333. MYDOS RS-232 handlers (executable)

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-25 17:53:19 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <8464@killer.DALLAS.TX.US>
Source record: 115787

```
# This is a shell archive (Part 2 of 2)
#
# It contains 5 RS-232 handlers or AUTORUN.SYS files.
#
# Run it through the Bourne shell "sh" or an unshar program
# after reading the following paragraphs, the desired driver
# can then be UUDECODEd to create an executable AUTORUN.SYS file.
#
#The five AUTORUN.SYS files in this SHAR archive are the RS-232 drivers for
#three common RS-232 adapters used with Atari 8-bit computers. The
#ATARI850 file will load the RS-232 driver from an Atari 850 interface or
#from ICD's P:R:Connection. The ATR232 file is the standard RS-232 driver
#for an ATR8000's serial port (the ATR232HD and ATR232HX are very similar
#RS-232 drivers for an ATR8000 with the SWP hard disk interface installed),
#and the ATR8500 file is an RS232 handler for the SWP ATR8500, second
#generation interface.
#
#The RS232 drivers for the ATR8000 differ in where the Z80 code down-
#loaded into the ATR8000 goes. The original driver (ATR232) used the "User
#Page" of memory not used by the ATR8000 ROM code ($D000).
#
#Unfortunately, the ATR8000 hard disk interface code is loaded here also,
#two other alternatives are provided: ATR232HD loads its code at $EC00 to $EFFF,
#and ATR232HX loads its code at $E000 to $E2FF.
#
#Each file, when uudecoded, will have the same name (AUTORUN.SYS) even though
#the uuencoded files have distinguishing names. So don't decode them all in
#the same directory!
#
#These drivers can be combined with the RAMdisk initialization AUTORUN.SYS
#files by formatting a disk (with the I command), copying MYDOS to it (with
#the H command), copying the desired RS-232 driver to the disk naming it
#AUTORUN.SYS, and then appending the normal RAMdisk AUTORUN.SYS file to it.
#The two copy operations are specified with lines similar to these:
#
# D2:ATARI850.AUT,D1:AUTORUN.SYS
#
# D2:AUTORUN.SYS,D1:AUTORUN.SYS/A
#
#which would combine the 850 handler with the standard RAMdisk startup code.
#
#Charles Marslett chasm@killer.dallas.tx.us
#Wordmark Systems
#June 20, 1989
```

```
#
#
#----cut here-----cut here-----cut here-----cut here----#
#!/bin/sh
# shar: Shell Archiver
# Run the following text with /bin/sh to create:
# rs232.uue
# atr232.uue
# atr232hd.uue
# atr232hx.uue
# atr8500.uue
# This archive created: Fri Jun 23 19:59:42 1989
sed 's/^X//' << \SHAR_EOF > rs232.uue
Xbegin 666 autorun.sys
XV___R-_$XJ0"%"*4,C00YI0V-!3FB"[WC.)T``\H0]R!9Y#`0H@N]``6=``/*$/<@6>00"*F&5
XVHCB@(-!&(`8%I0R-!SFE#8T(.:`2L0S9[SC0)X@0]J!#N;\XD0S(P$O0]JE$&*4,:42%#)`"<
XVY@T@!CFIIJ(XH!G0"2`&.:F_HCB@)(U$`XY%`XQ(`Z(`J0F=0@.I`)U)`TQ6Y$524D]2("T@X
XV0T%.)U0@3$]!1"!24S(S,B!$4DE615*;.#4P(%)3,C,R($A!3D1,15(@3$]!1$5$FU`Z4CI#$
XV;VYN96-T:6]N(%)3,C,R($A!3D1,15(@3$]!1$5$FU`!/T``!0@`#`````*D`HO(X"3D`W1H#%
X:\`CHZ.C@()#T8*E28"```$P```#B`N,"\C<`-
X``
Xend
Xsize 296
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > atr232.uue
Xbegin 666 autorun.sys
XV__\`8/]@A4.IB"#]8ZW'9"DPJ,D@L"FE0\F;T!&I#2`X8#`9K<=D"A`1J0K0$"E_B#`+R2"0O
XV!,E]D`.@`6"%0ZW'9"D#\!(&0\D#\`I*I4.0`DF`"M#Y9D.LV63(P""0`J``(`1DS-AD\/BED
XV0YG:9(S99'BI""S(9#`"J1B@`"#R8UC(8*F$(/UCK-9DS-=D\/.Y^F3(C-9DA4.MQV0I#/`=P
XVR0SP%2D$14.0`DF`"M#YD`BI(`W49(W49`9#1D.MQV0I,*BE0\`@L!8I?\D-T`*IFX@P"\D@A
XVD`3)?3`#K<EDH`%@+,9D,`4LRV00.R!!83!0H`"B`([M`JWL`DA*2K`"HLQ*L`!A_V$"H#"$"
XV*XH%*ZIH,`'HCNL""BD$#=1DC>H"H`",U&2,[`+(8#BMUV3MUF2-ZP(XK=ED[=AD*1^-[0*I_
XV`/#6J0_0TB`X8S#WH&2IH"`@8Z#>(#ICJ5*-`@.I0(T#`Z`"J>N-!`.I`HP%`XT*`XT(`ZD`:
XVC0D#3%GDK<9D,`.@EF"@`(S49*4J"4"-QF3(8"S&9``7I1'P$ZW59/#R&*44:0;%%-#\>""SK
XV85B@P(S+9(S&9*`!8*DTC0/3J0"-V&2-V62MTF2-%@*MTV2-%P*@!KG+9)D)`HC0]ZD\H("$C
XV$8T#TV"E(BD/R0FP#:A*L`FY:F1(N6ED2&"@A&`LQF00`Z"%`&+_8F!P`Z"98"!!83#ZK<ID2
XV+>P"\`.@BV`@.&,P$ZG_C9QDJ5&-GF2@9*EY("!C$`-,S6*@`(S+9*ES>(S89(S99(S69(S75
XV9(T/TJEXC0C2K<AD*0^HN:9DC0+2C0;2N;9DC0#2C032J:"-`=*-`]*-!=*-!]*@!KD)`IG+4
XV9+ER9)D)`HC0\:T6`HW29*E:C18"K1<"C=-DJ6.-%P*MQF0IOXW&9"D$\`*I(,@@\F-83,UBZ
XVI2J-R&2E*_`"J0*-RF1,RV*E*HW'9*4KC<EDH`&MQF2%*IA@+,9D<!*E*BD#2O#KJ7.P`@F`H
XVC0_2T."B4:4J2FJ0`R`-8Z)5I2I**5#P"R4`8_]C*O`"J8!)@"`-8TS-8HZ>9`JI`"J-G&0@8
XV.&,PMZ!DJ9N-!`.I5XT"`ZF`C0,#J2(@96$PGZ!'T`>@W(P+`Z!3C`(#H`",`P.,"@/(C`$#G
XVR(P&`Z!:C``#3%GD+`[2$`-LTF1(F$@@LV$&$:E`#<9DC<9DT$?8F$BLV&3,V630"Z40*>>@Z
XV`2#T8]`QR,`@D`*@`+G:9(T-THS89*T.TDG_)1`I(/`/J=0E$(T.TJ40C0[2(,ECJ0@L#M+P*
XVWVBH:$#8F$@@R6-HJ&A`K0W2K-=DF?IDK0_2C0K22?\IP`W49,C,UF2,UV30!L@)$(S69(W4=
XV9&`%$(40C0[2C-5D8"S&9`!DRV3P%C`7+,9D,!)0%:W+9#`1H("$$8S+9"RHB"R@A6AHF&`@5
XV^6$P]V`@X`>I^HWG`JEEC>@"H`"Y&@/P#,E2\`C(R,C`'I#P8*E2C=5DF1H#.*E=F1L#J629S
XV'`.@`6!U88MA?F#_7]U@X&'U8=-BKV+`8OAAOV-T8W1C\\UH\#XATX,R+O\&!-M0!]-0VW`'@
XVTU&@P@W</O_34</&]S[_TU')VU`R`=[)"TQ%/2X?&1<+!0(!`0```*#-XV^5P/9'H,SCZFZS4
XV5BC``````(#49-ED````````^F7Y9JF`HE4@#6,XJ0"%UNWG`H74J6"%U^WH`H75H@`8O9]F>
```

```
XV\`9EUH76D`3FUY`0H``XL=;EU)'6R+'6Y=61UNC@?Y#;H@"]'F>%UKTL9X78Z+T>9X77O2QG@
XVA=GHH``XL=CEU)'8L=;EU9'6X`Z0UZ4,C2ADI0V-*62I)X4,J62%#:WG`H78K>@"A=FI`(76(
XVJ6"%UZ(&H`"QUI'8R-#YYM?FV<K0\DPJ9`4#$@4<&0H#!P,&"0@#`P4$!1H#!R4%!2L("0,'_
XV`Q`)!2<*!P4)#P8##0,#!@@?!`@-!0L'!0<%!08#`P,+!@D<`PP+"`4*!`4)`P4%!0<?%`,#?
XV!P,8,`8'`PCZ9CEG`PL,!AH1"@,-!`,(`PL$!P<)#3L"`@("`@("`@("`@("```F1V$F8I9BW
X<'6,P9%9D=69)82ABBV(?8RMD461Q9N("XP+Z90``/
X``
Xend
Xsize 1594
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > atr232hd.uue
Xbegin 666 autorun.sys
XV__\`8/]@A4.IB"#]8ZW'9"DPJ,D@L"FE0\F;T!&I#2`X8#`9K<=D"A`1J0K0$"E_B#`+R2"0O
XV!,E]D`.@`6"%0ZW'9"D#\!(&0\D#\`I*I4.0`DF`"M#Y9D.LV63(P""0`J``(`1DS-AD\/BED
XV0YG:9(S99'BI""S(9#`"J1B@`"#R8UC(8*F$(/UCK-9DS-=D\/.Y^F3(C-9DA4.MQV0I#/`=P
XVR0SP%2D$14.0`DF`"M#YD`BI(`W49(W49`9#1D.MQV0I,*BE0\`@L!8I?\D-T`*IFX@P"\D@A
XVD`3)?3`#K<EDH`%@+,9D,`4LRV00.R!!83!0H`"B`([M`JWL`DA*2K`"HLQ*L`!A_V$"H#"$"
XV*XH%*ZIH,``'HCNL""BD$#=1DC>H"H`",U&2,[`+(8#BMUV3MUF2-ZP(XK=ED[=AD*1^-[0*I_
XV`/#6J0_0TB`X8S#WH&2IH"`@8Z#O(#ICJ5*-`@.I0(T#`Z`"J>N-!`.I`HP%`XT*`XT(`ZD`K
XVC0D#3%GDK<9D,`.@EF"@`(S49*4J"4"-QF3(8"S&9'`7I1'P$ZW59/#R&*44:0;%%-#\>""SK
XV85B@P(S+9(S&9*`!8*DTC0/3J0"-V&2-V62MTF2-%@*MTV2-%P*@!KG+9)D)`HC0]ZD\H("$C
XV$8T#TV"E(BD/R0FP#:A*L`FY:F1(N6ED2&"@A&`LQF00`Z"%`&+_8F!P`Z"98"!!83#ZK<ID2
XV+>P"\`.@BV`@.&,P$ZG_C9QDJ5&-GF2@9*EY("!C$`-,S6*@`(S+9*ES>(S89(S99(S69(S75
XV9(T/TJEXC0C2K<AD*0^HN:9DC0+2C0;2N;9DC0#2C032J:"-`=*-`]*-!=*-!]*@!KD)`IG+4
XV9+ER9)D)`HC0\:T6`HW29*E:C18"K1<"C=-DJ6.-%P*MQF0IOXW&9"D$\`*I(,@@\F-83,UBZ
XVI2J-R&2E*_`"J0*-RF1,RV*E*HW'9*4KC<EDH`&MQF2%*IA@+,9D<!*E*BD#2O#KJ7.P`@F`H
XVC0_2T."B4:4J2FJ0`R`-8Z)5I2I**5#P"R4`8_]C*O`"J8!)@"`-8TS-8HZ>9`JI`"J-G&0@8
XV.&,PMZ!DJ9N-!`.I5XT"`ZF`C0,#J2(@96$PGZ!'T`>@[(P+`Z!3C`(#H`",`P.,"@/(C`$#W
XVR(P&`Z!:C``#3%GD+`[2$`-LTF1(F$@@LV$&$:E`#<9DC<9DT$?8F$BLV&3,V630"Z40*>>@Z
XV`2#T8]`QR,`@D`*@`+G:9(T-THS89*T.TDG_)1`I(/`/J=0E$(T.TJ40C0[2(,ECJ0@L#M+P*
XVWVBH:$#8F$@@R6-HJ&A`K0W2K-=DF?IDK0_2C0K22?\IP`W49,C,UF2,UV30!L@)$(S69(W4=
XV9&`%$(40C0[2C-5D8"S&9`!DRV3P%C`7+,9D,!)0%:W+9#`1H("$$8S+9"RHB"R@A6AHF&`@5
XV^6$P]V`@X`>I^HWG`JEEC>@"H`"Y&@/P#,E2\`C(R,C`'I#P8*E2C=5DF1H#.*E=F1L#J629S
XV'`.@`6!U88MA?F#_7]U@X&'U8=-BKV+`8OAAOV-T8W1C\\UH\#XATX,R+O\&!-M0!]-0VW`'@
XVTU&@P@WL/O_34</&]S[_TU')VU`R`>_)"TQ%/2X?&1<+!0(!`0```*#-XV^5P/9'H,SCZFZSU
XV5BC``````(#49-ED`````````^F7Y9JF`HE4@#6,XJ0"%UNWG`H74J6"%U^WH`H75H@`8O9]F>
XV\`9EUH76D`3FUY`0H``XL=;EU)'6R+'6Y=61UNC@?Y#;H@"]'F>%UKTL9X78Z+T>9X77O2QG@
XVA=GHH``XL=CEU)'8L=;EU9'6X`Z0UZ4,C2ADI0V-*62I)X4,J62%#:WG`H78K>@"A=FI`(76(
XVJ6"%UZ(&H`"QUI'8R-#YYM?FV<K0\DPJ9`4#$@4<&0H#!P,&"0@#`P4$!1H#!R4%!2L("0,'_
XV`Q`)!2<*!P4)#P8##0,#!@@?!`@-!0L'!0<%!08#`P,+!@D<`PP+"`4*!`4)`P4%!0<?%`,#?
XV!P,8,`8'`PCZ9CEG`PL,!AH1"@,-!`,(`PL$!P<)#3L"`@("`@("`@("`@("```F1V$F8I9BW
X<'6,P9%9D=69)82ABBV(?8RMD461Q9N("XP+Z90``/
X``
Xend
Xsize 1594
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > atr232hx.uue
Xbegin 666 autorun.sys
XV__\`8/]@A4.IB"#]8ZW%9"DPJ,D@L"FE0\F;T!&I#2`X8#`9K<5D"A`1J0K0$"E_B#`+R2"0K
XV!,E]D`.@`6"%0ZW%9"D#\!(&0\D#\`I*I4.0`DF`"M#Y9D.LUV3(P""0`J``(`1DS-9D\/BE>
```

```
XV0YG89(S79'BI""S&9#`"J1B@`"#R8UC(8*F$(/UCK-1DS-5D\/.Y^&3(C-1DA4.MQ60I#/`=@
XVR0SP%2D$14.0`DF`"M#YD`BI(`W29(W29`9#1D.MQ60I,*BE0\`@L!8I?\D-T`*IFX@P"\D@;
XVD`3)?3`#K<=DH`%@+,1D,`4LR600.R!!83!0H`"B`([M`JWL`DA*2K`"HLQ*L`!A_V$"H#"$\
XV*XH%*ZIH,``'HCNL""BD$#=)DC>H"H`",TF2,[`+(8#BMU63MU&2-ZP(XK==D[=9D*1^-[0*IS
XV`/#6J0_0TB`X8S#WH&2IGB`@8Z#B(#ICJ5*-`@.I0(T#`Z`"J>N-!`.I`HP%`XT*`XT(`ZD`<
XVC0D#3%GDK<1D,`.@EF"@`(S29*4J"4"-Q&3(8"S$9``7I1'P$ZW39/#R&*44:0;%%-#\>""SA
XV85B@P(S)9(S$9*`!8*DTC0/3J0"-UF2-UV2MT&2-%@*MT62-%P*@!KG)9)D)`HC0]ZD\H("$5
XV$8T#TV"E(BD/R0FP#:A*L`FY:F1(N6ED2&"@A&`LQ&00`Z"%`&+_8F!P`Z"98"!!83#ZK<AD.
XV+>P"\`.@BV`@.&,P$ZG_C9IDJ5&-G&2@9*EY("!C$`-,S6*@`(S)9*ES>(S69(S79(S49(S5'
XV9(T/TJEXC0C2K<9D*0^HN:1DC0+2C0;2N;1DC0#2C032J:"-`=*-`]*-!=*-!]*@!KD)`IG),
XV9+ER9)D)`HC0\:T6`HW09*E:C18"K1<"C=%DJ6.-%P*MQ&0IOXW$9"D$\`*I(,@@\F-83,UBR
XVI2J-QF2E*_`"J0*-R&1,RV*E*HW%9*4KC<=DH`&MQ&2%*IA@+,1D<!*E*BD#2O#KJ7.P`@F`<
XVC0_2T."B4:4J2FJ0`R`-8Z)5I2I**5#P"R4`8_]C*O`"J8!)@"`-8TS-8HZ<9`JI`"J-FF0@4
XV.&,PMZ!DJ9F-!`.I5XT"`ZF`C0,#J2`@96$PGZ!'T`>@X(P+`Z!3C`(#H`",`P.,"@/(C`$#G
XVR(P&`Z!:C``#3%GD+`[2$`-LT&1(F$@@LV$&$:E`#<1DC<1DT$?8F$BLUF3,UV30"Z40*>>@P
XV`2#T8]`QR,`@D`*@`+G89(T-THS69*T.TDG_)1`I(/`/J=0E$(T.TJ40C0[2(,ECJ0@L#M+P&
XVWVBH:$#8F$@@R6-HJ&A`K0W2K-5DF?ADK0_2C0K22?\IP`W29,C,U&2,U630!L@)$(S49(W2/
XV9&`%$(40C0[2C--D8"S$9`!DR63P%C`7+,1D,!)0%:W)9#`1H("$$8S)9"RHB"R@A6AHF&`@)
XV^6$P]V`@X`>I^(WG`JEEC>@"H`"Y&@/P#,E2\`C(R,C`'I#P8*E2C=-DF1H#.*E=F1L#J629O
XV'`.@`6!U88MA?F#_7]U@X&'U8=-BKV+`8OAAOV-T8W1C\^KJZCXATX,R+O\&!-M0!]-0VW`'Y
XVTU&@P@W@/O_34<D^_]-1R=M0,@'BR0M,13TN'QD7"P4"`0$`````@S>-OE<#V1Z#,X^INLU8HC
XVP`````"`TF379`````````/AE]V:I@*)5(`UC.*D`A=;MYP*%U*E@A=?MZ`*%U:(`&+V=9O`&,
XV9=:%UI`$YM>0$*``.+'6Y=21ULBQUN75D=;HX'^0VZ(`O1QGA=:]*F>%V.B]'&>%U[TJ9X79`
XVZ*``.+'8Y=21V+'6Y=61UN`.D->E#(TH9*4-C2EDJ2>%#*EDA0VMYP*%V*WH`H79J0"%UJE@S
XVA=>B!J``L=:1V,C0^>;7YMG*T/),*F0%`Q(%'!D*`P<#!@D(`P,%!`4:`P<E!04K"`D#!P,0)
XV"04G"@<%"0\&`PT#`P8('P0(#04+!P4'!04&`P,#"P8)'`,,"P@%"@0%"0,%!04''Q0#`P<#6
XV&#`&!P,(^&8W9P,+#`8:$0H##00#"`,+!`<'"0T[`@("`@("`@("`@("`@``)$=A)F*68AUCG
X:,&169'-F26$H8HMB'V,K9%%D;V;B`N,"^&4`)
X``
Xend
Xsize 1592
SHAR_EOF
sed 's/^X//' << \SHAR_EOF > atr8500.uue
Xbegin 666 autorun.sys
XV__\`-/\TA4.IB"!:.*UY.2DPJ,D@L"FE0\F;T!&I#2`X-#`9K7DY"A`1J0K0$"E_B#`+R2"0K
XV!,E]D`.@`6"%0ZUY.2D#R0/0!09#.&9#I$G(P""0`J``(&$XQ$CP^:5#F8DYA$EXJ0B@`"!0Z
XV.%C(8*F$(%HXI$;$1_#UN:DYR(1&A4.M>3DI#,D,T`0&0T9#K7DY*3"HI4/`(+`6*7_)#=`"S
XVJ9N(,`O)()`$R7TP`ZUZ.:`!8"QX.3`%+'XY$#L@##4P2JU[.4I*2BD'J+G--HWK`J(`CNT"E
XVK>P"K7LY$`/.ZP))_RWL-?`"*00%1(WJ`J``A$2,[`+(8#BE1^5&C>L".*5)Y0`U_S5(C>T",
XVJ0#PWJD/T-J@.*F@HN(@2S<PW*+BC@L#HOV."@.@`(P(`ZE3('TWJ3F-!0.I>XT$`ZE2H$"BY
XV`XT)`TQW-ZUX.3`#H)9@H`"$1*4J"4"->#G(8"QX.7`6I1'P$J5%\/,8I11I!L44T/QX('PUY
XV6*#`C'XYC'@YH`%@J32-`].I`(5(A4FMASF-%@*MB#F-%P*@!KF`.9D)`HC0]ZD\H("$$8T#8
XVTV"E(BD/R0FP%ZA*L!.YD3A(N9`X2&"I!`5$A42@BS`SH(0P+RQX.1`$H(4P)G`$H)DP("`IU
XV%JW)."GOC<DX(`PUK7LY*0#0SJ`XJ<RBXR!+-Q`#3/<VH`",`#;_-GXYJ7-XA$B$281&A$>-0
XV#]*I>(T(THT"THT&TJDHC0#2C032J:"-`=*-`]*-!=*-!]*@!KD)`IF`.;F9.)D)`HC0\:T6-
XV`HV'.:F8C18"K1<"C8@YJ3>-%P*M>#DIOXUX.2D$\`*I(,@@4#A8H`$0BZW%."GWC<4XI2H0R
XV"*W%.`D(C<4XI2HI,$I*2DJHK<DX*9\9P3:-R3BMQSBE*BD/J+YD.8[".$I*J*W%."D_&70YK
XVC<4XI2LI!ZBYQ3:-[#5,]39@($```"``(!`P$#`!,0$QS?W-_:W%."G\J*4JC7DY*0/)`?`&T
XVR0+0`\C(R(S%.*4KC7HYH`&M>#F%*IA@KLD`-_\W.*4J*0-*BBGOL`()$*JE*BDP\`K),(H);
XV@+`"*7^J)"H0"(H)`G`"*?VJC<DX+'@Y<!.@F3#!CETY"JD`*HU;.2!O-S"XHN*@.*F@C`4#B
```

```
XVC00#C@L#('$W,)ZI5Z"`HHX@=S<PDR!Q-ZE'(',W3/<VJ>RI4Z``H@"."@.."`.-`@.,`P.@M
XV`(P)`\B,`0/(C`8#H%J,``-,6>0L#M(0`VR'.4B82"!\-081J4`->#F->#G0+.Z`.:40C0[2D
XVT"+8F$BD2,1)T`NE$"GGH`$@4CC0#BR`.3#=R+F).81(C0W2:*AH0-B82*T-TLD?\#+)$_`S>
XVR1'P-`Y_.9`"*1^D1YFI.0`X_SC(A$>M#]*-"M))_RG`!43$1M`%R`D0A$:%1&BH:$!N?SDP8
XV'FZ`.3`9+8`Y\!&E$`D0A1"-#M*I`(V`.4SW-HV`.:T/THT*TDG_*<`%1$P8.`40A1"-#M*$;
XV16`L>#GP%C`7+'@Y,!)0%:U^.3`1H("$$8Q^.2RHB"R@A6AHF&`@RS4P]V!`-54U:33_,ZXT\
XVIS7&-?TV;C;4-LHUXC>\-[PWVT,R_N(^`=-#VT,R_^(A(>(!(0+MLP%#">VSVT,R_>+)1X```
XV!$0#P07J,!`&2%AHQ2;A5#X0TT+;0LM7*!0%!"@0?OX@,`?V0'<^'Q@"+`730-M#RT<H!=M!\
XV$AP$8^-<`#E^.2;@5-M#RU<H$`T,*`Q^TT$L#7GF_/Y\*#7;0LMO*!_+1R@*>?[P,`K;0!(<L
XV#&/C7!B?VT++5RCZ/A/30!CJT0P-R-M#RU<H^G[302P8\MM"RU<H^CX1TT`8OS[_TU')VS(!:
XV[\D@T\"I`*^/@(!`(!40"`0$Q(1$1,`````````("I.J@[J8"B52`V-SBI`(76[><"A=2I-(77.
XV[>@"A=6B`!B]=COP!F76A=:0!.;7D!"@`#BQUN74D=;(L=;EU9'6Z.!!T-NB`+VW.X76O;T[:
XVA=CHO;<[A=>]O3N%V>B@`#BQV.74D=BQUN75D=;@!M#7K><"A=BMZ`*%V:D`A=:I-(77H@>@Q
XV`+'6D=C(T/GFU^;9RM#R&*WG`FFIC><"K>@":0:-Z`*@`+D:`_`,R5+P",C(R,`>D/!@J5*%7
XV19D:`SBIA.74F1L#J3CEU9D<`Z`!8`4#$@4<%PD*"`D(#24%!5,U$`47!@,1!@@?!!,/(`4W;
XV`PP+"`4*;HH^!@<#'@N$!P<)#:D[PCL%`@("`@("`@("`@("`O`U5#9(-_(U239*-^("XP*I/
X!.@``Z
X``
Xend
Xsize 1729
SHAR_EOF
# End of shell archive
exit 0
```

```
-------------------------------------------------------------------------------
Charles Marslett
STB Systems, Inc. <== Apply all standard disclaimers
Wordmark Systems <== No disclaimers required -- that's just me
chasm@killer.dallas.tx.us
```

2334. Re: MYDOS 4.51 source posting

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-25 19:02:50 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <8467@killer.DALLAS.TX.US>
Source record: 115788

The assembler I just posted uses the disk IOCBs like they were going out of style if you use the INCLUDE directive (and I do in MYDOS). To write a listing to a disk file, you have to have 4 file buffers allocated in the DOS you are running A65 under.

Good luck, and enjoy,

==========
Charles Marslett
STB Systems, Inc. <== Apply all standard disclaimers
Wordmark Systems <== No disclaimers required -- that's just me
chasm@killer.dallas.tx.us

2335. Re: My new Turbo-816

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-25 23:47:53 UTC
From: clf3678@ultb.UUCP
Message-ID: <969@ultb.UUCP>
Source record: 115789

In article <3879@udccvax1.acs.udel.EDU> gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
>
> Well, it's here and it's in. I was scared off by the dual PROM option. I
>didn't feel like trying to piggyback my new OS on the old OS. Could get messy.
>Anyway, it seems to be acting a bit wierd with some of my stuff. Part of this
>may have to do with my MIO. BOBTERM seems to freeze every once in a while and
>then mysteriously restart.

> Gary Duzan
> Time Lord
> Third Regeneration
> Atari Enthusiast Extreme
>
(Rest deleted)

I happen to know that Bob Puff (author of BobTerm) has a Turbo 8-16
board for development, and any problems he has with the two will be
fixed.

How do I know? Because he lives 1/2 mile away from me! If you have
any questions for him, or about his goodies, leave a message to me
and I'll relay the problem/question to him.

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
"Another brilliant mind ruined by higher education" | 3) Coke Classic

2336. Re: Info-Atari8 Digest V89 #49

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-25 23:49:41 UTC
From: clf3678@ultb.UUCP
Message-ID: <970@ultb.UUCP>
Source record: 115790

I know not exactly what it is, but add me to the list too. Might be
fun.

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
"Another brilliant mind ruined by higher education" | 3) Coke Classic

2337. Re: Info-Atari8 Digest V89 #49

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-26 07:13:56 UTC
From: travis@svax.cs.cornell.edu
Message-ID: <29351@cornell.UUCP>
Source record: 115791

```
Don't know what i am getting into -- put me on the mailing list,
too,
please.

travis@svax.cs.cornell.edu
```

2338. Re: Info-Atari8 Digest V89 #49

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-26 15:38:46 UTC
From: slackey@bbn.com
Message-ID: <41962@bbn.COM>
Source record: 115792

In article <19824@cup.portal.com> Ordania-DM@cup.portal.com (Charles K Hughes) writes:
>
> Ok, I'll bite...add me to the mailing list also. :)
>
>Ordania-DM
> @cup.portal.com

Warning: I have been informed that this mailing list is a rerun of
recent USENET postings. If you get USENET (which you obviously do)
it is redundant.

To anyone who is watching: I requested the same thing. ** NEVER MIND **

-Stan :-)

2339. ATR8000 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-26 20:15:31 UTC
From: bvk@hhb.UUCP
Message-ID: <245@hhb.UUCP>
Source record: 115793

A few questions... Does anyone have information on the ATR8000 internals? I have an ATR, with the 8088 option, but it isn't very useful right now, because I don't know anything about the ROM routines and memory/io map. I'd like to be able to hook it up to my Amiga and use it as a disk controller (to read and write DOS disks), among other things. I'd also like to know if it's possible to run the Z80 and 8088 at the same time. (Or does this happen already, with the Z80 just being the serial controller?)

Also, what is an ATR 8500? I just saw it mentioned in the new MyDOS posts, and I'd never heard of it before.

Thanks,
Brett
--
Brett Kuehner, HHB Systems, Mawah, NJ
...!princeton!hhb!bvk
bvk%hhb@princeton.EDU

2340. Re: My new Turbo-816

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-26 22:51:26 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <19898@cup.portal.com>
Source record: 115794

Re: Chris and 816 and BOBTERM

Chris...my system says yours doesn't exist so I am posting this on the net
in the hopes that you will see it.

BOBTERM problems -
1) needs a way to clear the buffer without closing the file.
2) keyboard handler routines need to be corrected to work CORRECTLY with
the spartados keyboard buffer.

Others as I find them. :)

One last thing, please send me mail, I should be able to reply to your mail.

Ordania-DM
@cup.portal.com

2341. Turbo-816 Review (preliminary)

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-26 23:35:46 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3885@udccvax1.acs.udel.EDU>
Source record: 115795

Turbo 816 Review

I paid $114 for version 1.1. It took a little over a week to get here including a delay for my check to clear the bank. Installation isn't bad. If your ROMs and CPU are soldered in, you need to desolder them and solder in sockets. There is also one wire to solder from the CPU socket to another chip. That is about it. There is a dual PROM (old OS/new OS switch) option which requires piggybacking the two OS chips (quite messy, I avoided it).
I am currently running WITHOUT the T-816 installed. Reason: it doesn't get along well with my ICD MIO. It works to some degree, but the RAMdisk frequently gets corrupted and the R: device has some problems at times. I will be contacting DataQue within the next couple of days to see if anything can be done to remedy this problem. There is mention in the (minimal) documentation of this and other problems and that they would work on them.
From what I could tell when the T-816 was installed, there will be little advantage of having one until T-816 specific software comes out. I couldn't detect much increase in speed in most cases (though BASIC programs ran a bit more quickly). Programs written for the T-816 will be more compact and run faster. The Turbo-OS looks pretty good. There are a few problems such as a slightly different handling of Shift-Control sequences, but overall a very good job. Most software I tried worked perfectly.
The bottom line is: if you want immediate satisfaction, the Turbo 816 may fall short expectations. However, the future for this product looks very bright. If you are looking to the future, buy one now and send a signal to DataQue that you are interested in the future expansion. Otherwise, I would suggest that you save your money.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--

_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2342. Re: Textpro 3.2R

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-27 00:04:58 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <19901@cup.portal.com>
Source record: 115796

Ok, you buncha rotten complainers...here comes Textpro in part of its glory.

The following UUE file is big, and turns into a 58k arced file containing
the newest versions of textpro for SpartaDos 3.2 and Atari Dos 2.5
Also included are the feeble documentation that I have. Good luck.

2343. Re: My new Turbo-816

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-27 06:14:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <8906270614.AA27557@ucbvax.Berkeley.EDU>
Source record: 115797

Gary,

WOW!! Can you give me the address of the company and their phone number
so that I can write them and get one (I assume that the 800XL can be upgraded?)
I would also like to know the price and any other bugs found since your
posting. All I have heard was rumor until NOW!! I also wouldn't mind talking
to you about other new 8-bit products that I (unfortunatly) have no idea about
(within last 6 months). College makes it hard to keep current!! By the way
I watch the doctor also.

Paul Amonson
BITNET: AMONSON@IDCSVAX

P.S. I think that 8-bit Ataris are under rated!!!

2344. MAILING LIST !!!????

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-27 06:19:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <8906270619.AA27815@ucbvax.Berkeley.EDU>
Source record: 115798

Well, I'll join the bandwagon too. Put me on this mailing list
(info-atari8 digest v89 #49) also. I take the chance!!
Paul Amonson
BITNET: AMONSON@IDCSVAX

2345. Re: MAILING LIST !!!????

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-27 13:57:09 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <7949@bsu-cs.bsu.edu>
Source record: 115799

I thought I ought to pop in here before EVERYBODY "jumps on the bandwagon," to mention that yes, INFO-ATARI8 DIGEST *is* the same articles you've already seen (even your own!) in this newsgroup. You see, some of us see this group as "comp.sys.atari.8bit" on Usenet, others see it as individual e-mail messages arriving from a master server, and others as a newsgroup called INFO-ATARI8, I believe (not certain) on Bitnet. Some people don't receive individual articles AT ALL, but instead receive periodic collections of the articles from the INFO-ATARI8 (same as comp.sys.atari.8bit) newsgroup, under the title "INFO-ATARI8 DIGEST". Thus, if you subscribe to the DIGEST, and also read the ongoing newsgroup, you'll see all the SAME articles.
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2346. Re: Info-Atari8 Digest V89 #49

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-27 14:59:44 UTC
From: barrett@ektools.UUCP
Message-ID: <1968@ektools.UUCP>
Source record: 115800

I'd like to added to the list also. Please use the following mail address:

barrett@serum or rochester!kodak!serum!barrett

Thanks.

Chris

--
barrett@ektools (Chris Barrett)
rochester!kodak!ektools!barrett

2347. Re: Info-Atari8 Digest V89 #49

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-27 23:29:28 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <19930@cup.portal.com>
Source record: 115801

Darn!

In article <19824@cup.portal.com> Ordania-DM@cup.portal.com (Charles K Hughes) writes:
>
> Ok, I'll bite...add me to the mailing list also. :)
>
>Ordania-DM
> @cup.portal.com

Warning: I have been informed that this mailing list is a rerun of
recent USENET postings. If you get USENET (which you obviously do)
it is redundant.

To anyone who is watching: I requested the same thing. ** NEVER MIND **

-Stan :-)

I fell for it hook line and sinker. :)
Ordania-DM
@cup.portal.com

2348. BBS etiquette

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-27 23:52:43 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <19931@cup.portal.com>
Source record: 115802

A few years ago a file was floating around with a list of do's and don'ts when on a BBS. I was wondering if anyone has it lying around somewhere. If so, could you please post it or email it to me? Thanks

Ordania-DM
@cup.portal.com

2349. Re: Info-Atari8 Digest V89 #49

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-28 00:20:17 UTC
From: clf3678@ultb.UUCP
Message-ID: <981@ultb.UUCP>
Source record: 115803

I found out what the digest is. Please do NOT put me on it!

From what I gather, all it does is to mail the messages in this
newsgroup to those who do not have regular access to it.

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
"Another brilliant mind ruined by higher education" | 3) Coke Classic

2350. Re: ATR8000 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-28 01:16:11 UTC
From: jca@pnet01.cts.com
Message-ID: <4493@crash.cts.com>
Source record: 115804

The question you should be asking that I never got answered a few years ago when I was heavy into the Atari 8-bit scene was this...can you put more than 256K in an ATR-8000 equipped with a Co-Power 88? As for the Z80 running concurrently, I doubt it. Probably the ideal thing to do would be to pop out the 8088 in the Co-Power 88 and replace it with an NEC V20 which can emulate CP/M. The ATR 8000 is a great piece of hardware, but it is somewhat stripped down to what it could have been.

```
/*---------------------------------------------------------------------------*
* Flames: /dev/null (on my Minix partition)
*---------------------------------------------------------------------------*
* ARPA : crash!pnet01!jca@nosc.mil
* INET : jca@pnet01.cts.com
* UUCP : {nosc ucsd hplabs!hd-sdd}!crash!pnet01!jca
*---------------------------------------------------------------------------*/
```

2351. Re: ATR 8500

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-28 03:47:50 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <8473@killer.DALLAS.TX.US>
Source record: 115705

In article <245@hhb.UUCP>, bvk@hhb.UUCP (Brett Kuehner) writes:
> Also, what is an ATR 8500? I just saw it mentioned in the new MyDOS posts,
> and I'd never heard of it before.

The ATR8500 is a smaller version of the ATR8000 that differed primarily in that it had (if I remember correctly) a DMA controller and an SIO chip on it rather than the acre of TTL that the 8000 used to access the disk and serial ports. As a side effect, it coul handle much higher data rates when multiple channel I/O was going on, and it had much higher RS232 baud rate accuracy and throughput (one interrupt per character, vs. several per bit with the 8000's software UARTs).

The major problem is that SWP came out with it about the time they had lost the ability to provide any software support -- so it was over a year before Robert Morris and I got the RS-232 driver running, and I do not know of any attempt to use it as an SCSI disk controller. The MIO and Supra parallel bus HD interfaced pretty well killed that market anyway (since they are inherently so much faster).

> Thanks,
> Brett
> --
> Brett Kuehner, HHB Systems, Mawah, NJ
> ...!princeton!hhb!bvk
> bvk%hhb@princeton.EDU

==========
Charles Marslett
STB Systems, Inc. <== Apply all standard disclaimers
Wordmark Systems <== No disclaimers required -- that's just me
chasm@killer.dallas.tx.us

2352. Re: Textpro 3.2R

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-28 11:45:08 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <7956@bsu-cs.bsu.edu>
Source record: 115706

In article <19901@cup.portal.com>, Ordania-DM@cup.portal.com (Charles K Hughes) writes:
>
> [...] versions of textpro for SpartaDos 3.2 and Atari Dos 2.5

If I may be so ignorant as to ask, what exactly is the difference between versions of a program "for SpartaDOS" vs. "for Atari DOS 2.5" etc.? Isn't DOS DOS, whatever form it takes? I've always thought that if a DOS was properly written to be called by CIO, the CIO calls from an APPLICATION program ought to all be the SAME. The only exception I could think of, would be if one DOS supported MORE commands than the other. Is THAT what the difference is, then? Fill me in, oh ye advanced programmer types! I know the machine pretty well, but am a bit fuzzy on such interactions...

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2353. Score's disappearing!

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-28 14:39:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19890628143924.7.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115707

Yes, folks, it's that time again, when JRD comes and clamors at you about the archives. This time the problem is that Score.Stanford.EDU, the host that's got the Atari 8-bit archives, is going to be decommissioned in a couple of months. (Just when I was almost caught up getting everything installed!)

So, I'm looking for someplace else to keep the archives. If anybody has, or knows of a host that we can FTP to/from, whose system administrators will allow us to take up some space, please let me know. I'd also be happy to hear about things on BITNET, as long as it's possible to maintain the list by mail from outside the BITNET (that's the problem with VM.TCS.TULANE.EDU) I'd also like to hear any other suggestions/ideas about what to do with the archives. In short, HELP!!!!

2354. Re: ATR8000 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-28 16:58:27 UTC
From: svh@shell.com
Message-ID: <1243@shell.shell.com>
Source record: 115708

In Article 1881, Brett Kuehner writes:

-- A few questions... Does anyone have information on the ATR8000 internals? I

I have the ROM and CP/M BIOS source, if you're interested.

-- have an ATR, with the 8088 option, but it isn't very useful right now, because

Is that a 256K or 1Meg Co-Power? If it's a 1Meg version, and all you want to do is write DOS disks, I'll swap you a 256K version (there are differences in the Co-Power and Co-Power Plus boards).

-- I don't know anything about the ROM routines and memory/io map. I'd like to
-- be able to hook it up to my Amiga and use it as a disk controller (to read

Possible, I guess.

-- and write DOS disks), among other things. I'd also like to know if it's
-- possible to run the Z80 and 8088 at the same time. (Or does this happen

I know of someone who's done this, but as a general rule, the 8088 uses the Z80 to talk to the outside world (like terminal, disks, printer).

-- already, with the Z80 just being the serial controller?)
--
-- Also, what is an ATR 8500? I just saw it mentioned in the new MyDOS posts,

I bought the bare board ($35) for one of these beasties a couple of years ago. I have only recently assembled it, but am still lacking a few key chips (like the WD1770 disk controller) before I get it up and running. The 8500 is a redesigned ATR8000, that uses (instead of bit-banging) Z80 peripherals, including PIO, SIO, DMA (!! that's something I want to play with!). Also has what appears to be a STD bus connection on the end of the board, that will facilitate hardware hacking, or hard disk connections, etc. Clean design, from what I can see.

-- and I'd never heard of it before.

It's a rare beastie. Mine is the only one I've ever seen. Came too late in the ATARI 8 bit world, I figure.

NOTE TO OTHER ATR8000 / ATR8500 owners: I've developed an autoterm-like program that uses the XEP80 as the 80 column device. If interested, call or drop me a note. It really makes CP/M on the ATR worthwhile. And legible.
I'd also like to chat with another 8500 owner about CP/M boot disks (I am lacking).

Disclaimer:
The above comments are not the expressed views or opinions of my employer.

Steven V. Hovater Shell Development Company (713) 663-2711 (work)
(713) 550-7802 (home)
svh%shell.uucp@sun.com
or svh%shell.uucp@rice.edu
or svh@shell.uucp
or ...!{sun,bcm,rice,psuvax1,decwrl,cs.utexas.edu}!shell!svh

Steven V. Hovater Shell Oil Company (713) 663-2711
svh%shell.uucp@sun.com
or svh%shell.uucp@rice.edu
or svh@shell.uucp
or ...!{sun,bcm,rice,psuvax1,decwrl,cs.utexas.edu}!shell!svh

2355. Re: Need Sector Editor!

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-29 03:16:19 UTC
From: charles@c3pe.UUCP
Message-ID: <7312@c3pe.UUCP>
Source record: 115709

In article <41834@bbn.COM> you write:
>I was thinking that a cassette might be a great way to make backups.

groan... at least, my 1010 is *very* unreliable.

>How much data does like a C-90 hold? Does ARC/UNARC do tapes? Or should
>I just go ahead and write a backup program? If I hadn't gotton a second
>disk drive I would have done this ages ago anyway.

Um, 600 bits per second / 10 bits per byte = 60 bytes per second.
60 bytes/sec * 60 sec/min * 90 min/cas = a whopping 324 Kbytes *unformatted*
storage per C-90. But using the C: device puts a monstrous interrecord gap
on the tape [grab Tech Ref notes, flip, flip, page 74] of 3 seconds versus
[f FLOAT 9 1 2 8 ENTER 6 0 /] a little more than two seconds of meaningful
data. Ouch - that means about 134 K bytes. A single-density floppy gives
you 90K less a few of the 40 tracks, enhanced-density (1050) 130K bytes, and
double density 180 bytes - double these numbers if you flip your floppies.
Now compare the cost of the cassettes and floppies per Megabyte...

Better to use the Vaporware Industries "RS232 cassette", which hooks up to your
existing stereo cassette deck to read and write data eight times as fast
(4800 bps), using the phase-coherent FSK generated by the XR2206 chip, and
demodulated with the XR2211. Since you now have access to twice as many
tracks on the cassette (left and right in each direction), this works out to
a whopping 5 Megabytes of unformatted storage. And with the optional "Pie in
the Sky" (PITS) backup software, using Hamming error-correction code on 8Kbyte
blocks, you only lose 20% to overhead, yielding you four 1Mb tracks on a C-90.

The glossy says it uses the same frequencies as the old 1200bps voice-grade
FSK modems, only multiplied by four because the 300-3300Hz telephone channel
has one-fourth the bandwidth of the typical cassette deck, so it's certainly
within the realm of available technology.

Let's see, where *did* I put that literature...

<okay, so I'm suffering from jet lag.>

--
{decuac.dec.com,cucstud,sundc}!c3pe!charles ex::!echo Boo:

2356. spartados and bbs systems

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-29 04:46:42 UTC
From: craig@RCN.BITNET
Message-ID: <890628234328363.ACPS@TAYLOR.RCC.RCN.EDU>
Source record: 115710

1) could someone please tell me what
SPARTADOS is, and what its strengths are?
(in comparison to dos 2.0 or 2.5)

2) Does atari corp still support the
Apx, games/software, and/or is a
list of active atari bbs still availiable from atari?

please send the answers (if you know any or all) to
Craig@umass.bitnet
(i shelved my computer for 3 years
and now im paying for it.. At least
this new modem helps anyway...)
-craig

2357. Re: Re: My new Turbo-816

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-30 03:42:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <8906300342.AA28172@ucbvax.Berkeley.EDU>
Source record: 115711

Gary,

Thanks for the address but I am reconsidering because of cost. I am
not rich and I think I need a new disk drive. Mine is beginning to break
down (sometimes it just quits and I have to jar it to get it working again!).
Its an old (1983) and WELL used 1050. I can't complain, it lasted longer
than I first thought it would (it gets real heavy use). So I think I will get
a 551 and wait to see what improvements are made in the Turbo-816, or in its
price.

Charles,

Currently I have a Atari 800XL w/ 256K (Rambo), a 1050 disk drive
(almost), a Star NX1000 printer w/ P:R: Connection, and a used Mercury modem
(1200 baud). I am running MYDOS 4.5 and am considering SDX (input wanted on
SDX!!). I have read the reviews and am disappointed that ICD decided to go
to a MS-DOS style after MS-DOS started going towards a UNIX like shell. I am
a UNIX guru so would have been more happy with a UNIX like interface. I don't
know about you but I've worked on CMS, VMS, MS-DOS, UNIX (both system V and
Berkley), and Atari DOSes. And, although its not perfect, UNIX is the best of
all of them.
So what does your system consist of? Do you own SDX? I would like to
know about it from a REAL user and not a review in some magazine.

Paul Amonson
BITNET: AMONSON@IDCSVAX

P.S. Oh, and thanks for any help you (or anyone) can give me.

2358. Re: Re: My new Turbo-816

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-30 23:07:30 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3908@udccvax1.acs.udel.EDU>
Source record: 115712

In article <8906300342.AA28172@ucbvax.Berkeley.EDU> AMONSON@IDCSVAX.BITNET writes:
=>Gary,
=>
=> Thanks for the address but I am reconsidering because of cost. I am
=>not rich and I think I need a new disk drive. Mine is beginning to break
=>down (sometimes it just quits and I have to jar it to get it working again!).
=>Its an old (1983) and WELL used 1050. I can't complain, it lasted longer
=>than I first thought it would (it gets real heavy use). So I think I will get
=>a 551 and wait to see what improvements are made in the Turbo-816, or in its
=>price.
=>
Understandable. A Turbo-816 is no good if you can't load programs into
your system.

=>
=>Charles,
=>
=> Currently I have a Atari 800XL w/ 256K (Rambo), a 1050 disk drive
=>(almost), a Star NX1000 printer w/ P:R: Connection, and a used Mercury modem
=>(1200 baud). I am running MYDOS 4.5 and am considering SDX (input wanted on
=>SDX!!). I have read the reviews and am disappointed that ICD decided to go
=>to a MS-DOS style after MS-DOS started going towards a UNIX like shell. I am
=>a UNIX guru so would have been more happy with a UNIX like interface. I don't
=>know about you but I've worked on CMS, VMS, MS-DOS, UNIX (both system V and
=>Berkley), and Atari DOSes. And, although its not perfect, UNIX is the best of
=>all of them.
=> So what does your system consist of? Do you own SDX? I would like to
=>know about it from a REAL user and not a review in some magazine.
=>
=> Paul Amonson
=> BITNET: AMONSON@IDCSVAX
=>
=>P.S. Oh, and thanks for any help you (or anyone) can give me.

I'm not Charles, but I own an SDX. It isn't bad at all. I am getting
really spoiled having ARC at my fingertips at all times. If you are getting
an XF551, SDX would be a good choice. It supports the increased size & speed
of the 551 with no problem (note: I don't have a 551. This is an ICD claim
which I have not heard disputed). The interface is nicer than SDCS 3.2d &
does resemble MS-DOS. Devices such as E:, R:, D:, P: etc. are not supported in
the command processor. CON:, COM:, DSK:, and PRN: are used instead.
Note: COM: had no default driver & does not recognise the R: driver. Therefore,
there is currently no way to call the R: device from the command processor in
SDX. In the command processor, drive letters may be used instead of numbers.
D1:, D2:, ..., D9: can be written A:, B:, ..., I:. From programs, you can

use DA: instead of D1: & so on. You can also use DCON: instead of E:, DPRN: instead of P:, etc. There is an additional device, CAR:, which is a ROMdisk on the cartridge. This is where the Command Processor, device drivers, and built-in utilities lie (e.g. ARC). Like MS-DOS, SDX has environment variables. PATHs are quite useful. PATH defaults to "CAR:" so that you don't have to type "CAR:ARC". Two other variables, "BASIC" and "CAR" act like MEM.SAV. When you return from BASIC, if the "BASIC" variable is set, your work area is saved to the filename in the variable. "CAR" is similar in function. BASIC and CAR are different commands in SDX. "BASIC" refers to the built-in Atari BASIC while CAR refers to the cartridge piggybacked on top of the SDX cartridge. Therefore, theoretically, you can work with Action!, switch to BASIC, and then go back to Action! without losing anything. I/O redirection is handled differently from 3.2d. Batch files now only executed command processor commands & don't redirect the E: device. To execute a command & redirect the input/output from/to a file, just add <</>> and the filename to the command. For example "DIR >>PRN:" will list a directory to the printer. "BASIC <<PROGDATA.LST" will go to basic and act like an ENTER "D:PROGDATA.LST". Pipes are not supported. SDX has a slightly different (though compatable) directory structure than (to) 3.2d. It allows you to have over 1000 files in a directory. There is also an archive bit for doing backups. A new menu program comes in the ROMdisk for those tasks for which one is appropriate. Unlike the SDCS MENU.COM, it is not supposed to replace the CP. For those who are familiar with it, the SDX MENU is a lot like XTREE on MS-DOS machines. It can be quite handy in moving files around. The only major concern about the SDX is the lack of technical reference. I have been told (though I don't remember where) that ICD is aware of the problem & will try to put something out. It seems most of their technical documention is in ML source code comments. If you have any questions about the SDX, feel free to ask.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--

_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2359. Re: Re: My new Turbo-816

Newsgroup: comp.sys.atari.8bit
Date: 1989-06-30 23:26:18 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <20039@cup.portal.com>
Source record: 115713

Paul Amonson writes:

Gary,

Thanks for the address but I am reconsidering because of cost. I am not rich and I think I need a new disk drive. Mine is beginning to break down (sometimes it just quits and I have to jar it to get it working again!). Its an old (1983) and WELL used 1050. I can't complain, it lasted longer than I first thought it would (it gets real heavy use). So I think I will get a 551 and wait to see what improvements are made in the Turbo-816, or in its price.

Charles,

Currently I have a Atari 800XL w/ 256K (Rambo), a 1050 disk drive (almost), a Star NX1000 printer w/ P:R: Connection, and a used Mercury modem (1200 baud). I am running MYDOS 4.5 and am considering SDX (input wanted on SDX!!). I have read the reviews and am disappointed that ICD decided to go to a MS-DOS style after MS-DOS started going towards a UNIX like shell. I am a UNIX guru so would have been more happy with a UNIX like interface. I don't know about you but I've worked on CMS, VMS, MS-DOS, UNIX (both system V and Berkley), and Atari DOSes. And, although its not perfect, UNIX is the best of all of them.
So what does your system consist of? Do you own SDX? I would like to know about it from a REAL user and not a review in some magazine.

Paul Amonson
BITNET: AMONSON@IDCSVAX

P.S. Oh, and thanks for any help you (or anyone) can give me.

Paul - my system consists of: 130xe, 256k MIO, 2 20meg hard drives, indus disk drive, xf551 disk drive, supra 2400 baud modem, panasonic kxp1091i printer, magnavox color monitor, xep80, SDX, Rtime 8, Basic XE, MAc65, and about 10megs of software.

SDX (for me) is a great DOS. It appears to be very MS-DOSy :) but I like the command line interface [and yes, I would prefer UNIX myself] which MYDOS and the other Atari doses don't have. There are a few problems with the SDX but these are related to the software I like to use, and not really the fault of SDX. I haven't used any Atari DOS in well over 2 years, so I can't really compare the two, but if you like UNIX you will love SDX compared to Mydos or any other Atari DOS.

Your 1050 can be repaired [in all likelihood] for a mere $50 +tax+shipping and handling. American technavision, and Best Electronics both sell a tandon drive mechanism that replaces the 1050 drive mech and this replacement seems to fix most problems. Another possibility is to call Atari Customer Service and ask about their repair/replace/exchange policy on 1050 drives. Atari has a very good exchange policy with regard to this type of thing, they will exchange a 1027 printer for the XDM? printer for only $75, so they might exchange the drive also.

Oh, one last thing...I bought a surplus keyboard (it's a wonder the things you can find in silicon valley) and rewired it and then connected it to my 130xe via a 3 foot cable. I now have a detached keyboard that is a world better than any keyboard has ever been for the atari, and I am talking about all the Atari machines. My old keyboard is still connected also and it works fine...anyone for a 4 player game of mule? :)

Ordania-DM
aka Charles Hughes
@cup.portal.com

2360. M I/O For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-03 23:28:06 UTC
From: parsons@engr.uky.edu
Message-ID: <2935@ukecc.engr.uky.edu>
Source record: 115714

Hello Fellow Netters,

I have one of ICD's 1 meg M/IO boards for sale! ICD isn't making
these things right now (because of the DRAM shortages) so if you want
one, this may be your only chance!

The M/IO has a serial (modem) port, a parallel printer port,
one meg of memory (can be used as RamDisks, Printer Spoolers, or
any combination of the two), and a Hard Disk interface that'll
handle EIGHT SASI and SCSI controllers at once.

Oh, yes, you can also use the serial port for a serial
printer, and put a spooler on it.

1 Meg Multi/Input-Output board with manual and
Interface to hook to a 130XE (has _two_ cartridge ports)

$310

If interested, call (606) 276-3375 from noon to 10pm EST.

Greg Parsons

P.S. If I am not at home the answering machine is.

2361. Broken 1050

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-04 04:13:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <8907040414.AA07173@ucbvax.Berkeley.EDU>
Source record: 115715

Charles,

Sorry I guess I have to post, my mail keeps bouncing back. My drive mechanism is wearing. its not the SIO cable (I've had that problem also), no matter how much tweaking of the cable I do it doesn't work. Only a rap on top of the drive works. It also makes a louder than usual (HaHaHa) sound when moving track to track. I have been considering a 551 for about 6 mo. and this problem only appeared about two mo. ago, so I guess I will get the 551 use the 1050 as a second drive until it breathes its last breath. Thanks anyway.

Paul Amonson
Bitnet: AMONSON@IDCSVAX

2362. SDX: More questions.

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-04 04:15:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <8907040415.AA07218@ucbvax.Berkeley.EDU>
Source record: 115716

Nick,

No luck with personal mail to you either, boy BITNET sure is FUN!! I did however receive your mail and I do appreciate it. I will probably get it because I hate having to boot from disk (especially with my unreliable 1050) just to use the VAX at my school. Is it true that SDX has a "CONFIG.SYS" simular to MS-DOS to define devices and such? Also how "transparent" is the cartridge? I do a lot of machine language programming and I find it useful to manipulate CART control ($D500-D5FF). How forgivable is SDX? Also I have seen the SDX for around $55, have you seen lower prices, and where.

Thanks in advance!

Paul Amonson
BITNET: AMONSON@IDCSVAX

2363. Densities and their Interactions

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-04 21:12:57 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <8057@bsu-cs.bsu.edu>
Source record: 115717

Hello all...

Have finally dug up a copy of Atari DOS 2.5, and begun using the two Atari 1050 drives I recently bought (separately) to replace my decrepit and annoying single-density-only Percom drive. Am running into certain phenomena which I think I've heard a little about, but am not entirely clear on, and am without documentation for DOS 2.5 (I got it on a disk with Atari Protection Techniques book, NOT with either of my 1050's.)

System consists of two Atari 1050 drives: Drive 1 sports a 'US Doubler' chip, Drive 2 is unmodified as far as I know.

I find that I can't reformat an enhanced-density disk into Single density from certain programs (e.g. Bob Puff's Disk Communicator, which insists on doing Enhanced density after presenting me with a choice between Single and Enhanced), but that I seem to be able to do it okay from DOS 2.5 (the menu). Additionally, I seem to be able to READ Enhanced Density MOST of the time on the US-Doubler drive, but not ALWAYS, and can apparently NOT WRITE it at all. All of this is subject to the strong possibility of insufficient evidence, but I'm in a hurry to just get someone to send me the Real Story...

Basically, I'd love to see some technical stuff about the software support for the US Doubler, e.g. what CIO or SIO command(s) must be sent to get into and out of Single, Double, and Enhanced (if it coexists on this drive) densities, at will, for formatting. (I already understand that READING the disk AUTOMATICALLY configures the drive to READ the proper density.)

Ditto for Atari DOS 2.5, including extensions to DOS 2.0 XIO (CIO) calls and parameters for handling the "additional sectors," Enhanced density, et al.

I realize that this is a lot to ask for, and a bit vague at that, but I'm dying for SOME information; I've got all this hardware and only REALLY know what's what when I ignore it all and use single-density only.

Thanks in advance, Oh Net Gurus!

Chris Chiesa
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2364. Re: SDX: More questions.

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-05 00:46:21 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <20132@cup.portal.com>
Source record: 115718

RE: unreliable 1050

Adding an xf551 is a good idea, especially since the xf551 can be upgraded to an 80 track mech (2880 sectors of 256 bytes each :) for about $100. SDX does have a config.sys file but I don't know the MSDOS config file so I can't say just how "close" they are. As for the cart line...forget it....the SDX does not like being played with. I am not sure how the on/off function is accomplished, but it is apparently compatible with other carts (so you could put BASIC XE on top of EXPRESS, on top of DIAMOND, on top of SDX, on top of the RTIME8 and they would all work).

Ordania-DM
@cup.portal.com

2365. Re: M I/O For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-05 05:54:21 UTC
From: guest_tmp@misery.dec.com
Message-ID: <3366@shlump.dec.com>
Source record: 115719

In article <2935@ukecc.engr.uky.edu>, parsons@engr.uky.edu (G. Parsons) writes:
>
> I have one of ICD's 1 meg M/IO boards for sale! ICD isn't making
>these things right now (because of the DRAM shortages) so if you want
>one, this may be your only chance!
>
>Greg Parsons

CORRECTION: ICD still manufactures both the 1 megabyte MIO and the 256K MIO.
They only sell these directly (not through dealers). The demand for these
are at a minimum.

P.S.: ICD may even be offering a ROM upgrade to fix some of the known
"features" <ahem> in the near future.

--Ron

Digital Equipment Corporation - "What a great way to have a good time..."
guest_tmp%misery.dec@decwrl.dec.com -and/or- decwrl!misery.dec.com!guest_tmp

2366. Macread

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-05 11:43:00 UTC
From: roger@tippy.uucp
Message-ID: <38000001@tippy>
Source record: 115720

I see in ZMag that Genie has a program called Macread.arc for viewing MAC pics on an 8-bit Atari. If anyone subscribes to Genie and has this program, I'd appreciate it if they'd E-mail it to me or post it.
If someone would upload it to Compuserve, I have a bunch of MAC pics that I could upload. (They're Readmacs for the IBM - I assume this program would work with them.)
Speaking of ZMag, I'd be willing to upload it to this conference each week if there is any interest in it. Is that permitted?

2367. Re: SDX: More questions.

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-05 13:19:53 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1193@cs.rit.edu>
Source record: 115721

I've had Sparta X for several months now and consider it a well-spent investment in my 8-bit system. Prior to using SDX I used Sparta 3.2d (which at the time I was using to run a Carina II BBS) so upgrading to SDX was a natural choice for me.

SDX seems to work with more programs than before (especially if BANKED mode is used on a 128K> machine with the X command), but there are a few programs it simply doesn't work with (AtariWriter Plus, for instance, although I have heard of a patch to make it work). I __LOVE__ having ARC at my fingertips, although Bob Puff's ARC/DEARC programs are about twice as fast as SDX's. But one nice thing about SDX is the existence of a PATH variable that specifies where to look for programs you want to run. For example, you can have it look at the CAR: (SDX cartridge) first, then the current working directory, then in your D1:UTIL> directory, etc... This is VERY VERY VERY handy!!

I like just about everything with SDX with a few exceptions. I WISH there was a switch on the cartridge that would let me disable it, rather than having to do a COLD /N everytime I don't want it on. Then again, I don't suppose it would be TOO difficult to build one.. :-) Another problem with SDX is the lack of technical documentation. Bob Puff lives in my area, and he had the darndest time getting enough information about SDX so he could make BobTerm work with it (not to mention the CLI!!!!). Is there anything else I don't like?? Not right offhand!!

Oh yea, there is something.. I also wished ICD has aimed more for a UNIX style shell than (gasp!) MeSsy-DOS.. oh well! Can't have everything! Maybe we'll get Unix for the 8-bit now that the Turbo 8-16 board is out.. ;-)

Albert Yarusso, Rochester Institute of Technology

Bitnet: ajy2208@ritvax.bitnet
Usenet: ajy2208.ritcv.rit.edu

2368. For Sale - 48K 800XL; 810; Software

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-05 16:14:30 UTC
From: arvidson@fdcv06.dec.com
Message-ID: <3373@shlump.dec.com>
Source record: 115722

-< -><-><->>> For Sale <<<-><-><- >-

Hardware:
800XL w/48K
810 Drive

Software:
Exodux Ultima III Origin Systems
Shamus Synapse
Protector
Nautilus
Dimension X
Dodge Racer
Computer Chess Atari
Star Raiders
Soccer
Defender
Donkey Kong
Caverns of Mars
Centipede
Basic
Starcross Infocom
Suspended
Raster Blaster BudgeCo
Temple of Apshai
Games w/no instructions:
Jumpman, Eastern Front, Othello and others

Books:
Atari Assembler Reward Books
Computes 1st and 2nd Book of Atari Compute Books
Your Atari Computer
Basic Manual

Whole Kit-and-Kaboodle for: $210 - Negotiable

I want to get rid of everything, so all must go.

I'm in the process of moving and these have been in excellent storage.
Too busy getting ready to move, but when an interested party calls
I'll plug it in and try it out.

Dan Arvidson - Work: (508) 493-5257 - Home: (508) 485-9649
Marlboro, MA, USA

2369. Re: Disk Operating Systems

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-06 04:20:15 UTC
From: andrewh@dasys1.UUCP
Message-ID: <10134@dasys1.UUCP>
Source record: 115723

In article <1790@zaphod.axion.bt.co.uk> iwarner@zaphod.axion.bt.co.uk writes:
>From article <115200034@uxa.cso.uiuc.edu>, by sac90286@uxa.cso.uiuc.edu:
>>
>> "Inside Atari DOS" contains a complete source listing of Atari DOS 2.0 -
>> my copy is quite thoroughly used and was worth the high (at the time)
>> purchase price (it's an excellent reference work).
>
>
> I might be interested in this. Do you have an author, publisher
>and ISBN number?
>
> Does the book contain a reasonable description of the workings of
>DOS 2, or is it just a source listing. Is DUP.SYS also covered (i.e. the
>DOS menu), or just DOS.SYS ?
>
> Ivan Warner

"Inside Atari Dos" is compiled by Bill Wilkinson. The publisher is Compute!
Books, a division of Small System Services, Inc. The ISBN number is:
0-942386-02-7. It deals with how DOS.SYS works, its most important routines,
and how a disk is set up. Note that there is an error in how a sector in a
file is set up, if I remember correctly, the byte which says how many data
bytes in a sector is 127, not 125 (bytes go from 0-127 for a single density
disk). The book also contains the source code for DOS.SYS and DUP.SYS.

--
andrew huie (andrewh@dasys1.UUCP)
Big Electric Cat Public UNIX
...cmcl2!dasys1!andrewh (or pick your own bang path, if you wish)

2370. Re: Disk Operating Systems

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-06 13:43:49 UTC
From: brett@umd5.umd.edu
Message-ID: <5074@umd5.umd.edu>
Source record: 115724

In article <10134@dasys1.UUCP> andrewh@dasys1.UUCP (andrew huie) writes:

>"Inside Atari Dos" is compiled by Bill Wilkinson. The publisher is Compute!
>Books, a division of Small System Services, Inc. The ISBN number is:
>0-942386-02-7. It deals with how DOS.SYS works, its most important routines,
>and how a disk is set up. Note that there is an error in how a sector in a
>file is set up, if I remember correctly, the byte which says how many data
>bytes in a sector is 127, not 125 (bytes go from 0-127 for a single density
>disk). The book also contains the source code for DOS.SYS and DUP.SYS.
^^^^^^^^
No, this book _DOESN'T_ contain the source to the DUP.SYS. Andrew
was right about the author of work. Bill worked for the company that was
contracted to write the DOS for that Atari, OSS (I don't remember if it was
called that at the time, though), and they still had the rights to the source.

Later this same company came out with other DOS' for the Atari that
did not have some of the limitations Atari, Inc. set for the original DOS.

The DUP.SYS was Atari's own software and therefore not included in
that book. Atari DID release the source to it though, as they did the source
to the OS in the technical reference volumes.

I have these volumes if you would care to talk.

>andrew huie (andrewh@dasys1.UUCP)
--

--Brett S Bourbin, Instructional Computing Programs -- Univ of Maryland
Computer Science Center, College Park, MD 20742
INTERNET: brett@umd5.umd.edu BIX: brettb DELPHI: brettb

2371. info-atari demise

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-06 15:06:19 UTC
From: ravi@mcnc.org
Message-ID: <4825@alvin.mcnc.org>
Source record: 115725
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.misc,comp.mail.misc

****

The Demise of Info-atari

****

As you may know, articles currently posted to comp.sys.atari.st
and comp.sys.atari.8bit are mailed in digest form to subscribers who do
not have access to regular news, and to sites on BITNET and in Europe.
This distribution is now in jeopardy.

Presently, digests are created by Bill Westfield on
"score.stanford.edu", and mailed out using a distribution list
maintained by me at my site. However, the machine "score" will be
decommissioned at the end of August. We therefore need to find another
site which is willing to accept the job. I can't move the
redistribution to my present site, because I will soon be leaving this
job, and will not have direct access to the internet at my new job.

I will be able to maintain the list from this site until score
goes away in August. But in order to keep operating after that, we
desperately need the following:

(a) a new Unix site (preferably with direct access to the
internet) which can furnish us an account from which
to create and distribute digests, and

(b) volunteers who are willing to help with the digest
creation and mailing list maintenance.

(a) is by far the most urgent need, since we MUST get settled on
another machine by the time score goes away, if we are to continue the
mailing list. For some time after the end of August, I will use
PC-Pursuit to get to my account here and maintain the list, but in the
long term, we really need people with direct access to the net.
But I can only do that if we do get a site.

So, if you can help in any way, either by offering an account on a
host for digest creation, or by volunteering to help out with the list
(assuming we find a host,) PLEASE send me mail at the address
given below. If we do not find a suitable site, info-atari may cease
operations on August 28. Thanks,

-ravi
(the info-atari moderators)

Ravi Subrahmanyan
(919) 248-1452 (W)
ravi@mcnc.org

2372. Looking for spelling checkers

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-06 18:26:32 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1197@cs.rit.edu>
Source record: 115726

Hello!

I am looking for a good spelling checker program for the 8-bit. I know there are a bunch out there, but I need one that works with SpartaDOS 3.2 & Sparta X. I have AtariWriter Plus's spelling checker, but I would rather have one I can use on any document easily from DOS.

I remember that some time ago Antic or Analog had a spelling checker program that started out with a small data file that would grow as it encountered new words. This would be very nice to have, especially if it was fast, and if the source code was included (this way I could fix it to work with SpartaDOS if I had to).

Thanks for any help,

Albert Yarusso, Rochester Institute of Technology, Computer Science
Bitnet: ajy2208@ritvax.bitnet (most reliable)
Usenet: ajy2208.ritcv.rit.edu (most unreliable)

2373. Re: Densities and their Interactions

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-06 18:59:23 UTC
From: david@stiatl.UUCP
Message-ID: <5531@stiatl.UUCP>
Source record: 115727

I suggest you try finding a copy of a different DOS. I think the software
engineers who designed DOS 2.5 were on an acid trip when they designed it.
I myself am partial to SmartDOS because it's fairly powerful and easy to use.
If you want something that's more powerful, hunt around for a version of
MyDOS. I believe the latest version is 4.3(at least that's the latest version
I have). It, along with its utilities, can do just about anything you want
it to do an probably some things you don't want it to do. Good luck in your
search.
David Montgomery
Sales Technologies Inc.

--
David Montgomery gatech!stiatl!david
Sales Technologies, Inc
3399 Peachtree Rd, NE
Atlanta, GA (404) 841-4000

2374. Users Group Search

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-06 22:14:00 UTC
From: roger@tippy.uucp
Message-ID: <38000002@tippy>
Source record: 115728

I'm trying to compile an up to date list of Atari 8-bit users groups. The most recent list I have is 3 years old so I'm sure it's very outdated.
If anyone has or knows of a users group that is either partly or totally devoted to 8-bit Ataris I would appreciate it if you would either post or E-mail to me the name of the group and it's mailing address, and if possible the name of the president of the group.
I will post the list when I get it completed.
Thanks in advance -

2375. Re: Densities and their Interactions

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-07 12:16:03 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <8124@bsu-cs.bsu.edu>
Source record: 115729

In response to an initial posting of mine, in article <5531@stiatl.UUCP>,
david@stiatl.UUCP (David Montgomery) writes:
>
> I suggest you try finding a copy of a different DOS. [...]
> I myself am partial to SmartDOS [...] If you want something that's more
> powerful, [get] MyDOS. I believe the latest version is 4.3 (at least that's
> the latest version I have). It, along with its utilities, can do just about
> anything you want it to do and probably some things you don't want [...].

Well, I *have* a copy of SmartDOS, and of DOS 2.5, and of a "way back" version
of MyDOS (maybe 1.0 or something). I can use my drives from DOS, and even from
BASIC. But what I want to know is the inner software commands that must be
sent to, and received from, a normal 1050 drive, to implement the distinction
between "single" and "enhanced" densities. And then, I want to know how the
installation of a US Doubler chip affects these same operations, e.g. why is it
that only SmartDOS "knows how to use" the US Doubler? (For example, my copy of
MyDOS, and of SmartDOS, both claim that my UNenhanced 1050 is "configurable for
Double Density," but that my US-Doubler'd one is NOT. Obviously, the software's
interpretation of the meaning of "double density" and "configurability" is
DIFFERENT from the hardware's.)

Incidentally, I've been receiving some of the preliminary information about
how DOS 2.5 tells a normal 1050 what to do -- public thanks, Ron! -- but have
yet to hear one peep about the US Doubler effects... (Thanks in advance, Ron,
if THAT is what your "next transmission" is going to include!)

>Good luck in your
> search.
> David Montgomery
> Sales Technologies Inc.
>
>
> --
> David Montgomery gatech!stiatl!david
> Sales Technologies, Inc
> 3399 Peachtree Rd, NE
> Atlanta, GA (404) 841-4000

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2376. Re: Densities and their Interactions

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-07 12:20:45 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <8125@bsu-cs.bsu.edu>
Source record: 115730

I just replied to article <5531@stiatl.UUCP>, in which david@stiatl.UUCP (David Montgomery) wrote a number of interesting things. I neglected, however, to comment (and ask another question!) on something else:

> If you want something that's more powerful, hunt around for a version of
> MyDOS. I believe the latest version is 4.3(at least that's the latest version
> I have). It, along with its utilities, can do just about anything you want
> it to do an probably some things you don't want it to do.

First off, David, you may be interested to hear that the sources to MyDOS 4.51 (and the assembler capable of assembling said MyDOS sources) were recently posted to this very newsgroup. If you missed it, you might want to have someone send it to you again.

Second, and this is a general question: I'm concerned about the "BUILD" program that was supplied with the MyDOS sources. I notice that it runs "under your current version of MyDOS," and just REPLACES the existing DOS "in memory" and poof, you're in the new version. My question is, will this work under all prior versions of MyDOS, or am I going to be in trouble if I don't have a "relatively recent" version? I think I have (gulp) something like 1.0 ! I know things can change pretty drastically between major revisions, so I would like to have the answer to this question BEFORE I try to install 4.51. Thanks in advance.

Chris
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2377. Re: Densities and their Interactions

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-07 13:57:09 UTC
From: slackey@bbn.com
Message-ID: <42370@bbn.COM>
Source record: 115731

In article <8125@bsu-cs.bsu.edu> cfchiesa@bsu-cs.bsu.edu (Christopher Chiesa) writes:
>Second, and this is a general question: I'm concerned about the "BUILD" program
>that was supplied with the MyDOS sources. I notice that it runs "under your
>current version of MyDOS," and just REPLACES the existing DOS "in memory" and
>poof, you're in the new version. My question is, will this work under all prior

I assembled the new version of MYDOS with the Atari assembler (AMAC), and
ran BUILD (without understanding exactly what it was doing, but the
instructions said to) under Atari DOS 2.5, and IT ALL WORKED!!! I never
had MYDOS before. I have used SpartaDOS, DOS2.5, and DOSXE. I will
probably be using MYDOS, as soon as I personalize it a little.

BTW, has anyone out there ever attempted to use the RAM under the OS ROM?
If so, please respond; I have some questions...
-Stan

2378. SDX + Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-07 14:51:34 UTC
From: briann@tekigm2.MEN.TEK.COM
Message-ID: <5186@tekigm2.MEN.TEK.COM>
Source record: 115732

I recently bought SDX with the expectations of being able to use high speed I/O with my two Indus GTs. Unfortunately, I'm having problems getting disks reliably formatted in double density and high speed skew ***and*** reliably copying files to them. Is anyone else out there experiencing the same problem? I've had this problem before and sent in my drives to Future Systems to have them aligned. Even after that they never were reliable. I gave up until now since I just bought a ~$70 DOS that I want to be able to use. Any suggestions? Should I just buy two XF551s? ;-) ;-)

Brian

****
* Brian A. Nakata * Tektronix Measurement Systems Division *
* briann@tekigm2.MEN.TEK.COM * P.O. Box 3500 C1-937 *
* (206) 253-5715 * Vancouver, WA 98668 *
****

2379. Re: Densities and their Interactions

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-07 23:53:41 UTC
From: hans@umd5.umd.edu
Message-ID: <5079@umd5.umd.edu>
Source record: 115733

The following information is based on disassembly of the Indus GT ROMs.
It is, of course, in no way related to the intenals of the US doubler,
but may help to shed some light on the situation.

The Indus accepts two format commands. The '"' command (x'22') always
formats in "enhanced" density. The '!' command (x'21') formats based on
the current density. If the current density is single, it formats in
single density. If the current density is double, it formats in double
density, and if the current density is "enhanced", it formats in
SINGLE density.
The current density is determined at power-up by checking the disk in the
drive (configuration switch if no disk is inserted), and changed by
configuration commands, format commands, or by sensing the format of
the disk when the first read/write operation after a disk change is
performed.

hans

2380. Re: Macread

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-08 01:44:44 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Jul.7.21.44.42.1989.6601@topaz.rutgers.edu>
Source record: 115734

---

1) I too would be interested in obtaining a copy of the Mac picture viewer mentioned in the previous article if someone would be so kind as to post or e-mail it.

2) Speaking of Zmag...what happened to the zmag mailing list? I haven't received a copy in about a month. If someone is still mailing out Zmag's, please put me back on the list. Thanks a million.

-Ray

HH Atari BBS (201) 727-2537

2381. Re: Densities and their Interactions

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-08 02:47:45 UTC
From: chasm@attctc.DALLAS.TX.US
Message-ID: <8575@attctc.DALLAS.TX.US>
Source record: 115735

In article <8125@bsu-cs.bsu.edu>, cfchiesa@bsu-cs.bsu.edu (Christopher Chiesa) writes:
> Second, and this is a general question: I'm concerned about the "BUILD" program
> that was supplied with the MyDOS sources. I notice that it runs "under your
> current version of MyDOS," and just REPLACES the existing DOS "in memory" and
> poof, you're in the new version. My question is, will this work under all prior
> versions of MyDOS, or am I going to be in trouble if I don't have a "relatively
> recent" version? I think I have (gulp) something like 1.0 ! I know things can
> change pretty drastically between major revisions, so I would like to have the
> answer to this question BEFORE I try to install 4.51. Thanks in advance.

See the summary above, the current DOS (whatever it is) is used to load the
new version of MYDOS into a temporary buffer above the BUILD code in memory,
then (after it is no longer needed) the new MYDOS code is copied down to
memory location $0700 on top of the old DOS -- it is then initialized and
started up. The only problem you should have is if the old DOS has some
permanently active interrupt vectors (an embedded display list, or real time
clock support routine, for example) -- Sparta may, I doubt anyone else does.

> Chris
> --
> UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
> cfchiesa@bsu-cs.UUCP
==========
Charles Marslett
STB Systems, Inc. <== Apply all standard disclaimers
Wordmark Systems <== No disclaimers required -- that's just me
chasm@attctc.dallas.tx.us

2382. Re: Densities and their Interactions

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-08 09:08:53 UTC
From: Christopher.Chiesa@livewire.FIDONET.ORG
Message-ID: <385.24B65BC0@livewire.FIDONET.ORG>
Source record: 115736

```
--
Christopher Chiesa - via FidoNet node 1:362/130.0
UUCP: ...!tiamat!livewire!Christopher.Chiesa
INTERNET: Christopher.Chiesa@livewire.FIDONET.ORG
```

2383. Re: Disk Operating Systems

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-08 11:42:19 UTC
From: mag2@csd4.milw.wisc.edu
Message-ID: <3267@csd4.milw.wisc.edu>
Source record: 115737

In article <10134@dasys1.UUCP> andrewh@dasys1.UUCP (andrew huie) writes:
>"Inside Atari Dos" is compiled by Bill Wilkinson. (Stuff deleted...)!
>Note that there is an error in how a sector in a
>file is set up, if I remember correctly, the byte which says how many data
>bytes in a sector is 127, not 125 (bytes go from 0-127 for a single density
>disk).
>--
>andrew huie (andrewh@dasys1.UUCP)
>Big Electric Cat Public UNIX
>...cmcl2!dasys1!andrewh (or pick your own bang path, if you wish)

Bill Wilkinson is correct but misleading. There are 128 bytes in a single density sector (0-127) but only 125 (0-124) are data bytes. The last 3 bytes are for DOS control.

In byte 125, the left 6 bits are the file number. The right 2 bits and all byte 126 are a point to the next sector in the file. Byte 127 is actual number of data byte being used in that sector.

Mike
mag2@csd4.milw.wisc.edu

2384. problem with Bobterm 1.10 ?

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-09 05:02:34 UTC
From: rac@sherpa.uucp
Message-ID: <134@sherpa.uucp>
Source record: 115738

Whenever I hit the BREAK key while in Bobterm, strange things happen.
I hear a faint, fast, clicking sound and Bobterm essentially locks up.
I'm using Mydos 4.50 with an 800XL with Newell upgrade.

Has anybody else seen anything like this?

Roger
--
Roger A. Cornelius rac@sherpa
uunet!sherpa!rac

2385. Re: Users Group Search

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-10 02:12:12 UTC
From: clf3678@ultb.UUCP
Message-ID: <1025@ultb.UUCP>
Source record: 115739

In article <38000002@tippy> roger@tippy.uucp writes:
>
>I'm trying to compile an up to date list of Atari 8-bit users groups. The most recent list I have is 3 years old so I'm sure it's very outdated.
>If anyone has or knows of a users group that is either partly or totally devoted to 8-bit Ataris I would appreciate it if you would either post or E-mail to me the name of the group and it's mailing address, and if possible the name of the president of the group.
>I will post the list when I get it completed.

I'm the secretary of the following group:

ACORN, The Atari Computer Owners of Rochester, New York
PO Box 23676
Rochester, New York 14692

Our president is Bruce Nelson

You can also get a complete list of registered groups from Atari.

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
Summer jobs at Eastman Kodak are great! | 3) Coke Classic

2386. Re: problem with Bobterm 1.10 ?

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-10 02:14:19 UTC
From: clf3678@ultb.UUCP
Message-ID: <1026@ultb.UUCP>
Source record: 115740

In article <134@sherpa.uucp> rac@sherpa.uucp (Roger A. Cornelius) writes:
>Whenever I hit the BREAK key while in Bobterm, strange things happen.
>I hear a faint, fast, clicking sound and Bobterm essentially locks up.
>I'm using Mydos 4.50 with an 800XL with Newell upgrade.
>
>Has anybody else seen anything like this?
>
>Roger
>--
>Roger A. Cornelius rac@sherpa
> uunet!sherpa!rac

I have a copy of your message, and I'll give it to Bob Puff either
Monday or Tuesday. Expect a reply within a week.

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
Summer jobs at Eastman Kodak are great! | 3) Coke Classic

2387. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-11 06:42:11 UTC
From: FTJLH@ALASKA.BERKELEY.EDU
Message-ID: <8907110544.AA00869@ucbvax.Berkeley.EDU>
Source record: 115741

RE: TURBO BASIC XL
Howdy...I'm an ST waif seeking help with this GERMAN wonder, specifically:
how do you set the clock? SET TIME$= doesn't. Straight assignment doesn't.
What does? HELP! Thanks for any. j harris

2388. Atari 800 and accessories (still) for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-11 13:53:37 UTC
From: pipprg@jhunix
Message-ID: <2055@jhunix.HCF.JHU.EDU>
Source record: 115742

I still have the following components in excellent condition
and I'd really like to sell them:

Atari 800 computer with 48K and GTIA graphics chip.....$ 75.00

Indus GT 5.25" disk drive.............................$ 80.00

Atari 850 interface module and 830 modem..............$ 60.00

I'll sell it all for $ 185.00

Software, games, manuals, references will be included.

Buyer must pay shipping and handling

Any interested parties please contact:

Larry Campf pipprg@jhunix

(301) 659-6258 EST days
(301) 922-4956 EST eves

2389. Re: Users Group Search

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-11 14:48:00 UTC
From: roger@tippy.uucp
Message-ID: <38000003@tippy>
Source record: 115743

It's my understanding that Atari's user's group list is about as old as mine (3 years old) and that they are also compiling a new one. I thought I might be able to compile one quicker than them, but so far I haven't had too many responses.

2390. Atari 1200 and accessories for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-11 23:14:28 UTC
From: clarkj@csusac.uucp
Message-ID: <1989Jul11.161429.10601@csusac.uucp>
Source record: 115744

Well, I have a 1200xl atari setting in my closet that I would love
to sell. I bought an ibm clone about 3 years ago and have never
looked back. Ok, what does this system consist of:
1 1200xl with 64k.
1 color monitor/can double to play tv programs with vcr input
(I have done this when my main color tv was busted)
3 1050 drives. One is broken, but could be fixed if buyer knew where to
take it. I was using the system for software development at one point
and these poor drives would never make it out of warranty. One of the
drives is in new condition.
1 1027 LQ printer. slow but good print quality.
1 300baud modem...with software and docs.
1 atari graphics tablet.
2 joysticks.
software includes
action!
basic
dos 2
dos 3
a couple games such as galaxian
one comerical wordprocessor/one I wrote in action!/mines better with 6500lines
of source that goes too.
All standard atari docs on machine drives printer and dos's.
Atari tech reference. atari tech notes on the extra 16k of the machine.
two compute! books on 6502 with assembler. And source I believe.
everything goes for $450.00
Call David Clark at (916) 3724764.
I don't read this group. This is my first reading to see what has happened
to these machines in 3 years. clarkj
You could try mail but if it gets to me I am not so sure I can send you
a response. clarkj

2391. Ethics in programming....

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-11 23:22:36 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <20338@cup.portal.com>
Source record: 115745

I have a question for all the folks out there on the net. This is a very broad question, but since I couldn't find a specific newsgroup to deal with it I decided to post it here since it deals with the Atari 8-bit.

I want to know the ethical [and legal if there are any copyright lawyers out there] rules [laws, scriptures, traditions] of posting/destributing the source code of a copyrighted program. In particular I am speaking of TEXTPRO3.2R. I have been unsuccessful in my quest to locate the authors, so I have disassembled the object code and I am in the process of commenting it. After I finish I want to distribute it [for free] to anyone who asks. Now, how about some comments on what I want to do? Please, no flames, I won't take a single point you raise seriously if you put it in a flame.

Charles Hughes
@cup.portal.com

2392. PRINTER DRIVER

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-11 23:27:00 UTC
From: SAC.2001CS-LGMCJ@E.ISI.EDU
Message-ID: <[E.ISI.EDU]11-Jul-89.18:27:10.SAC.2001CS-LGMCJ>
Source record: 115746

I was wondering if anybody knows where I can get a printer driver for myariwriter+ that would be compatable with a Star NX1000 printer. I would also like to know how to use the <esc> commands in my text as the book for the printer shows, or am I limited to the functions of my Atariwriter+. Is there a better wordprocessor for the 800 New Atari user David Wiering 215 N. SIXTH ST. MARQUETTE, MI 49855

2393. THANKS FOR THE HELP!!

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-12 06:11:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <8907120611.AA16021@ucbvax.Berkeley.EDU>
Source record: 115747

Well, I'm convinced. I am going to purchase the 551 drive and SDX!
I really appreciate the help I received from the magazine (Charles, Gary, and Albert). I think that I found the problem with my 1050. I opened it up and took a magnifying glass to the sockets on the drive. It seems that there is a hair-line crack in at least one solder connection. But since I have decided to get the 551 I will not temp fate and try to repair it, at least not until I have the new drive! So if all goes well in a couple of weeks I will have TWO drives and SDX.
I have some new questions for you all. Does somone out there own Diamond or GOE and have you used X windows (I use X)? If you have, I would appreciate knowing the simularities and differences between the Atari carts and X windows? Do both carts work with SDX? Which cart is better?

Paul Amonson
Bitnet: AMONSON@IDCSVAX

P.S. Thanks for future help. (I never know when I get a chance to respond!)

2394. Re: Ethics in programming....

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-12 16:01:47 UTC
From: brett@umd5.umd.edu
Message-ID: <5086@umd5.umd.edu>
Source record: 115748

In article <20338@cup.portal.com> Ordania-DM@cup.portal.com (Charles K Hughes) writes:
>
> I have a question for all the folks out there on the net. This is a very
>broad question, but since I couldn't find a specific newsgroup to deal with it
>I decided to post it here since it deals with the Atari 8-bit.
>
> I want to know the ethical [and legal if there are any copyright lawyers out
>there] rules [laws, scriptures, traditions] of posting/destributing the source
>code of a copyrighted program. In particular I am speaking of TEXTPRO3.2R. I
>have been unsuccessful in my quest to locate the authors, so I have
>disassembled the object code and I am in the process of commenting it.
> After I finish I want to distribute it [for free] to anyone who asks. Now,
>how about some comments on what I want to do? Please, no flames, I won't take
>a single point you raise seriously if you put it in a flame.

Well, I hope you take the points I raise seriously, for you could get
yourself in big trouble. First, if a program is copyrighted, that means the
author of the work owns the rights to it. He/she can do with it what they wish.

If you disassemble the binaries, comment them and then turn around and
distribute them, you are violating the copyright. There might be a good reason
the source is not in the PD and I could go through and list many reasons, but I
don't wish to waste bandwidth.

The end result - unless you have the authors permission, DON'T distribute
disassembled code and place it in the PD.

>Charles Hughes
>@cup.portal.com

--Brett S Bourbin, Instructional Computing Programs -- Univ of Maryland
Computer Science Center, College Park, MD 20742
INTERNET: brett@umd5.umd.edu BIX: brettb DELPHI: brettb

2395. Re: Info-Atari8 Digest V89 #49

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-12 16:36:48 UTC
From: kstevens@qarry.dec.com
Message-ID: <3511@shlump.dec.com>
Source record: 115749

In article <41962@bbn.COM>, slackey@bbn.com (Stan Lackey) writes...

Add me to the mailing list too.

Thanks

2396. Atari 800 Power

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-12 18:46:35 UTC
From: roths@dg-rtp.dg.com
Message-ID: <7713@xyzzy.UUCP>
Source record: 115750

Does anyone know where I can get a power supply for my Atari 800 computer?
I tried Radio Shack, and they told me it's hopeless. I tried an Atari
computer store and they told me it's hopeless.

My computer has been on a shelf for three years, I want to use it again.

2397. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-12 21:53:50 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3965@udccvax1.acs.udel.EDU>
Source record: 115751

In article <8907110544.AA00869@ucbvax.Berkeley.EDU>
<FTJLH%ALASKA.BITNET@Forsythe.Stanford.EDU> writes:
>RE: TURBO BASIC XL
> Howdy...I'm an ST waif seeking help with this GERMAN wonder, specifically:
>how do you set the clock? SET TIME$= doesn't. Straight assignment doesn't.
>What does? HELP! Thanks for any. j harris

I think I have the docs around here, but I don't need them to tell you
this: Turbo BASIC XL's clock won't work right on American systems. The clock
is designed to work with the 50 Hz PAL TV standard used in Europe. In other
words, the time will be way off.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

2398. Re: Atari 800 Power

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-13 09:27:25 UTC
From: spett@pitstop.West.Sun.COM
Message-ID: <749@pitstop.West.Sun.COM>
Source record: 115752

The 800 power supply is the same as one for the 1050 drive. I made a PSU for my 1050 drive which I bought in a clearance sale and didn't have one.

It's an A.C. unit which supplies between 10 and 15 volts. I just went to Tandy (Radio Shack, you side) and bought a mains transformer of the right capacity (1.5 amps or thereabouts) and bolted it into a box with a mains cord going in one end and a two wire cable coming out with the correct jack on the end. doesn't really matter which way you wire it, because it's an AC setup.

Might not look too good but it worked OK for me.

regards
Scott Pett (Sun UK Education Department)

2399. Re: Atari 800 Power

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-13 14:38:20 UTC
From: rfc@briar.philips.com
Message-ID: <59004@philabs.Philips.Com>
Source record: 115753

In article <7713@xyzzy.UUCP> roths@tps1.dg.com (Robert Rothschild) writes:
>Does anyone know where I can get a power supply for my Atari 800 computer?

All you really need to do is get a transformer that delivers about 9V ac @ 3A, for the Atari 800. The XL supply is +5V at something like 3A, again not hard to find.

If you have the old "brick" that used to power your 800, try to fix it by doing this: get a big vise, and squeeze a little. The object is to break the glue joint. You'll find a 3A fuse inside, which probably blew. Replace it, and use a little glue to reassemble the supply. You'll probably be back on the air with your 800. Note: fuses have been known to wear out, just like anything else. When they get old, they will blow at less current, sort of a fail safe.

Another possibility is to go to a Hamfest (amateur radio flea market, usually occurring annunally in the warm months at some high school gym, or church, or national guard base, or some such site, on a weekend day). No guarentees that you'll find what you need, though.

Hope this helps 73 de WA2ISE

BTW, has anyone ever seen DOS 2.6? It's an enhanced version of DOS 2.0 I suppose I could snail-mail a copy of that and some other pd software to anyone interested, and not be a pirate :-)

2400. Re: Atari 800 Power

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-13 23:22:54 UTC
From: clf3678@ultb.UUCP
Message-ID: <1042@ultb.UUCP>
Source record: 115754

In article <7713@xyzzy.UUCP> roths@tps1.dg.com (Robert Rothschild) writes:
>Does anyone know where I can get a power supply for my Atari 800 computer?
>I tried Radio Shack, and they told me it's hopeless. I tried an Atari
>computer store and they told me it's hopeless.
>
>My computer has been on a shelf for three years, I want to use it again.

Best Electronics will be able to sell you a new power supply. However,
they seem to have two different supplies. My older 800 has an 18.5 W,
9V power supply, part number CO14319/CO14748, $10. They also list
a 50W, 9V power supply, part number CO17945/CO17964, $15. I don't know
which you need for that 800. I guess the older ones use the 18.5
supply. If you still have the broken one, then there is no problem.

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126
(408)243-6950

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
Summer jobs at Eastman Kodak are great! | 3) Coke Classic

2401. Re: Atari 800 Power

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-14 00:59:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <20410@cup.portal.com>
Source record: 115555

Robert Rothschild asks:

>Does anyone know where I can get a power supply for my Atari 800 computer?

Check the ads in Analog or Antic, or the Atari Interface Magazine...

Several places list power supplies for 8-bit computers, usually around $15..

Two to try:
MicroTyme in Ohio, 1-800-255-5835

B&C ComputerVisions in CA, (408)-749-1003

BobR

2402. Mydos 4.51 source -- I missed it!

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-14 16:53:21 UTC
From: andrewh@dasys1.UUCP
Message-ID: <10221@dasys1.UUCP>
Source record: 115556

Can some kind soul please e-mail the source code and stuff to me? One of
our newsfeeds went down when it was posted. Thanks in advance!

--
andrew huie (andrewh@dasys1.UUCP)
Big Electric Cat Public UNIX
...cmcl2!dasys1!andrewh (or pick your own bang path, if you wish)

2403. CC8 C Compiler Docs

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-17 00:57:12 UTC
From: robby@vax1.acs.udel.EDU
Message-ID: <3997@udccvax1.acs.udel.EDU>
Source record: 115557

Does anyone have the CC8 Compiler Docs they could either post or
E-mail me???

Rob S.

2404. Star Raiders II -- defeating destroyers

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-17 17:30:45 UTC
From: briann@tekigm2.MEN.TEK.COM
Message-ID: <5291@tekigm2.MEN.TEK.COM>
Source record: 115558

Does anyone out there have a winning technique for blowing up the Zylon destroyers quickly and painlessly in Star Raiders II? I seem to take an inordinate amount of hits just to destroy them. Any help would be appreciated.

Brian

2405. Where Can I Repair/Replace a Tracker Ball?

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-17 17:33:30 UTC
From: wallace@hpdtl.HP.COM
Message-ID: <13430001@hpdtl.HP.COM>
Source record: 115559

I recently picked up an old Atari 400 at a garage sale. The (Wico) tracker ball that came with it registers motion left-to-right and down, but not up. When I took it apart, I observed that the little wheel that registers vertical motion spun freely both ways, but only the "down" direction moved the cursor on the screen. Does anyone have suggestions on how to repair/replace the tracker ball as cheaply as possible?

Dave W. (david_wallace@hplabs.hp.com)

2406. DOS XE File Formats

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-17 18:08:29 UTC
From: slackey@bbn.com
Message-ID: <42843@bbn.COM>
Source record: 115560

Me again, with my usual barrage of questions...

I am trying to reclaim files from a damaged DOS XE disk. I am having difficulty understanding the formats, though.

According to the manual, a directory entry contains up to 12 pointers to file map sectors. File map sectors contain up to 125 pointers to data sectors. Data sectors contain up to 250 bytes each. So, by my calculations, the maximum size of one file is 12x125x250 bytes, or 375K bytes. However, the manual claims that the max size of a file is 8M bytes. What's the deal?

-Stan

2407. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-18 00:10:59 UTC
From: hoser@ucrmath.UCR.EDU
Message-ID: <1251@ucrmath.UCR.EDU>
Source record: 115561

In article <3965@udccvax1.acs.udel.EDU> gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
>In article <8907110544.AA00869@ucbvax.Berkeley.EDU>
<FTJLH%ALASKA.BITNET@Forsythe.Stanford.EDU> writes:
>>RE: TURBO BASIC XL
>> Howdy...I'm an ST waif seeking help with this GERMAN wonder, specifically:
>>how do you set the clock? SET TIME$= doesn't. Straight assignment doesn't.
>>What does? HELP! Thanks for any. j harris
>
> I think I have the docs around here, but I don't need them to tell you
>this: Turbo BASIC XL's clock won't work right on American systems. The clock
>is designed to work with the 50 Hz PAL TV standard used in Europe. In other
>words, the time will be way off.
>
> Gary Duzan
> Time Lord
> Third Regeneration
> Atari Enthusiast Extreme

Some time back I downloaded a patch from a BBS in the Seattle area (THE REEF, number not handy) which patched Turbo BASIC XL to allow the time functions to work at 60 Hz. I don't have the patch (or anything else atari related) with me, but if there is interest I can find, upload, and post the patch program. It's short and in BASIC. As for setting the clock I don't have any ideas off hand. It seems like you're on the right track, though. Try assigning various values to TIME and printing TIME$ (as well as assigning various strings to TIME$ itself). But it sounds like you've tried this already. Sorry I can't be of more help there.

Mark Houser
UC Riverside (Graduate)
Internet: hoser@ucrmath.ucr.edu

2408. Re: Mydos 4.51 source -- I missed it!

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-18 00:16:37 UTC
From: hoser@ucrmath.UCR.EDU
Message-ID: <1252@ucrmath.UCR.EDU>
Source record: 115562

Ditto. Could the kind soul mail me a copy also. Thanks in advance.

Mark Houser
Internet: hoser@ucrmath.ucr.edu

2409. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-18 12:17:14 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <8269@bsu-cs.bsu.edu>
Source record: 115563

In a current discussion, the following people wrote the following articles...

<3965@udccvax1.acs.udel.EDU> gdtltr@vax1.acs.udel.EDU (Gary D Duzan)
<8907110544.AA00869@ucbvax.Berkeley.EDU>
<FTJLH%ALASKA.BITNET@Forsythe.Stanford.EDU>

... about the "clock" in German Turbo BASIC XL, to which, in article
<1251@ucrmath.UCR.EDU>, hoser@ucrmath.UCR.EDU (Mark Houser) replies, in part:

> Some time back I downloaded a patch from a BBS in the Seattle area (THE REEF,
> number not handy) which patched Turbo BASIC XL to allow the time functions to
> work at 60 Hz. I don't have the patch (or anything else atari related) with
> me, but if there is interest I can find, upload, and post the patch program.
> It's short and in BASIC.

Count me as ONE "interested party," please! Thank you!

Chris Chiesa
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2410. Re: Atari 800 Power

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-19 14:22:14 UTC
From: larryw@dasys1.UUCP
Message-ID: <10295@dasys1.UUCP>
Source record: 115564

... You can get power supplies from American Techna-Vision.
The 400/800/850/810 supplies are $14.50 and the xl/xe supplies are
$25.00. The prices are a couple of months old so they might have changed.
You can reach them at 1-800-551 9995 or 415-352-3787.

2411. RTTY and Packet Radio Reception

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-19 14:30:10 UTC
From: larryw@dasys1.UUCP
Message-ID: <10296@dasys1.UUCP>
Source record: 115565

.... I am interested in using my Atari for receiving Morse Code and RTTY broadcasts. Is anybody out there doing this with an Atari? What kind of equipment do I need, outside of the Atari + disk + serial port e.t.c. What kind of radio, software, and radio modem (is that the TNC?) do I need, where do I buy this stuff (recommendations?), and how expensive is this stuff - keep in mind that I just want to play around with the stuff and I have no license so I don't (won't) be transmitting just receiving.

Lastly, what about packet radio? How does it differ from RTTY and can I use the same or similar equipment to receive these signals too?

2412. Info

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-19 15:02:00 UTC
From: CL306612@ULKYVX.BITNET
Message-ID: <8907191504.AA28413@ucbvax.Berkeley.EDU>
Source record: 115566

All

I h# ,CC
ave been interested in upgradeing my 8-bit. I enjoy designing circuits that interface with my 8-bit. The T816 seems like one of the best ways to go for an upgrade. But have been thinking of placing my 800 XL motherboard in a Baby AT case along with my 1050 and xf551 drives. Also my P:R: connect should also fix.

If I had an arrangement like this I could reduce the number of power supplies needed to run my system. I also believe that this would leave room for a 1/2 height Hard drive and possible an MIO inside the case!

I also have been dreaming of a detachable keyboard for my 8-bit for quite some time. So far the keyboard has been the limiting factor in doing this upgrade due to the wierd keyboard connector that the 800XL has.
The connector is a 36 connection plastic strip that plug in to a connector that looks like a half width edge card connector!

Has anyone read, attemped or heard about an upgrade similiar I would like to know about it. Any info would be appreciated.

Mike Buford
CL306612@ulkyvx.bitnet
UUCP ...psuvax!ulkyvx.bitnet!CL306612
Internet thru cunyvm!

2413. APAC Images.

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-19 16:59:10 UTC
From: larryw@dasys1.UUCP
Message-ID: <10299@dasys1.UUCP>
Source record: 115567

....Excerpted From the APACVIEW.DOC file (Documentation for the APACVIEW.OBJ program by Jeff Potter)
++++++++++++
APAC mode (Any Point, Any Color) was first described (to my knowledge) by Thomas Tanida in ANALOG Computing, Issue 60, May 1988 (pp. 64-71). It is an 80H x 96V display mode which simulates 256 different colors. It performs this feat by displaying pixels in graphics 11 (16 colors) followed by pixels in graphics 9 (16 intensities) directly below them. This also has the negative effect of seeming to produce black lines in between colored lines. From a reasonable distance, the illusion of full color is complete. Although it produces 256 colors, only the hue and intensity can be controlled. The saturation of the color is constant. For this reason, the best pictures can be viewed from GIF files with fairly saturated colors.
++++++++++++

I had never heard of this mode before and then all of a sudden I start seeing a bunch of programs by Jeff Potter using APAC mode. The guy writes good stuff and he will definately get my dollars. (The programs are shareware) They include programs to show and convert R/G/B GR.9 files to APAC, GIF to APAC, AMIGA IFF images and HAM images to APAC. All of a sudden the old eight bit images are starting to look pretty good.

I'm upload a uuencoded version of APACVIEW.ARC to the net. This one will read (and convert) GIF images to APAC mode.

2414. Atari 8-bit Hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-20 02:45:35 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1220@cs.rit.edu>
Source record: 115568
Cross-posted to: comp.sys.atari.8bit,misc.forsale

The following items are for sale. All are in good working order and
where applicable include necessary cables and/or a power supply.

Atari 130XE, 128k Computer $100
Atari 256K 800XL Computer 125
Atari 1050 Disk Drive 80
Atari 1050 Disk Drive w/US Doubler 100
Indus GT Double Density disk drive 110
Atari XEP80 80 column board 40
ICD 1 Megabyte Multi I/O Board, with
XE Adapter, printer/modem cables 200
Magnavox 80 column mono monitor 40
SpartaDOS X 64K Cartridge 40

If you're looking for a complete 8-bit system, make me an offer on
several pieces of equipment. Buyer pays shipping!

If you can't contact me via E-Mail through Usenet or Bitnet, call me
at 716-334-4862, anytime (if I'm not there, the answering machine
is..)

____
| Albert Yarusso, Rochester Institute of Technology |
| bitnet: ajy2208@ritvax.bitnet |
| Usenet: ajy2208@[ritcv|ultb].rit.edu |
|____|

2415. Re: APAC Images.

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-20 16:49:42 UTC
From: slackey@bbn.com
Message-ID: <43027@bbn.COM>
Source record: 115569

In article <10299@dasys1.UUCP> larryw@dasys1.UUCP (Winston Lawrence) writes:
>I'm upload a uuencoded version of APACVIEW.ARC to the net. This one
>will read (and convert) GIF images to APAC mode.

Would you mind including some pictures too? I'm dying to find out
what this looks like.

-Stan

2416. Re: Atari 8-bit Hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-20 18:29:57 UTC
From: slackey@bbn.com
Message-ID: <43035@bbn.COM>
Source record: 115570

Sorry to followup but mail didn't work.

To ajy2208.ritcv.rit.edu (Albert Yarusso):

Re: for sale

>Atari XEP80 80 column board
>Magnavox 80 column mono monitor

I offer $40 each (the asked price) plus shipping for these two items.
(Assuming they work together, and the docs are included.)
-Stan

2417. Guinea pigs wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-20 22:21:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19890720222122.6.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115571

Hi all. I've been hacking on another C compiler for our favorite 8-bitters, and have gotten it to the point where it's working moderately well, at least for me. This one is different than the ACE C family of compilers, in that it produces real (well, moderately real) machine code, rather than p-code that has to be run with a special p-machine interpreter. It uses an assembler that generates relocatable object modules, object libraries and a linker, just like most bigger machines.

I'm looking for a few brave souls to help me thrash the bugs out of it before I post it. If you're interested in trying it out and reporting bugs, please reply by e-mail.

2418. I accidently deleted someone's mail! (ARRGH!)

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-20 22:23:10 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1223@cs.rit.edu>
Source record: 115572

Sorry for posting this to the net, hit 'n' now if you haven't sent
me E-Mail recently.

Hello! I accidently erased a reply to my "for sale" message. I didn't
even get to scribble down the name of the person before VMS decided to
make my life hell by erasing the message and at the same time leaving
Mail, so I had no way to get the msg back!

The msg was sent via Bitnet, and the poster made me an offer on the Indus
GT and 256K 800XL. I'd appreciate it if you sent me mail this time; I
promise to be more careful. :-)

____
| Albert Yarusso, Rochester Institute of Technology |
| bitnet: ajy2208@ritvax.bitnet |
| Usenet: ajy2208@[ritcv|ultb].rit.edu |
|____|

2419. Re: APAC Images.

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-21 21:23:07 UTC
From: potter@speedway15.DAB.GE.COM
Message-ID: <2107@ge-dab.GE.COM>
Source record: 115573

Thanks for the acknowledgement (I am the author of ILBMREAD, APACVIEW, APACLOAD, etc.). Glad to see somebody is using the program and likes it. All the aforementioned programs have been posted to GEnie's Atari 8-bit library, and some are on Delphi and CIS. I am working on Version 1.1, with more features (support for monochrome, local color maps, etc.).
Jeff Potter

Disclaimer: Opinions presented here do not reflect the opinions of my employer. The software packages mentioned above are not products of GE.

2420. Super Mario Bro.

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-22 14:54:29 UTC
From: sparks@corpane.UUCP
Message-ID: <904@corpane.UUCP>
Source record: 115574
Cross-posted to: rec.games.video,comp.sys.atari.8bit,rec.games.misc

sorry to waste bandwith but I need some help.

A friend of mine needs to know if the nintendo game "Super Mario Brothers"
is available for the Atari 800XL/XE, or the Atari 7800 game machine?

Please Email me.

Thanks for your help.

--
John Sparks | {rutgers|uunet}!ukma!corpane!sparks | D.I.S.K. 24hrs 1200bps
|||||||||||||| sparks@corpane.UUCP | 502/968-5401 thru -5406
Only those who attempt the absurd can acheive the impossible.

2421. GIF Pictures

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-22 15:37:57 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <4033@udccvax1.acs.udel.EDU>
Source record: 115575

If you have access to FTP, one place you can get GIF sample pictures is the SIMTEL20.ARPA archive. Do a cd to PD1:<MSDOS.GIF> and there they are. Use "anonymous" as your user name and it should let you right in.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

2422. Re: Super Mario Bro.

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-23 16:56:27 UTC
From: benfeen@ddsw1.MCS.COM
Message-ID: <1989Jul23.165627.11288@ddsw1.MCS.COM>
Source record: 115576
Cross-posted to: rec.games.video,comp.sys.atari.8bit,rec.games.misc

```
Super Mario for Atari 800??????? Or even funnier, 7800??
It isn't even out for IBM!
Really, tell your friend that he's better off just shelling out $100 for
a Nintendo, if he's that intent on playing it.
--
/| This is my sig. I must learn its parts like I know myself.
\'o.O' Steven Spielberg presents the Last Temptation of Schwartzeneggar!
=(___)= "Let he who is without sin cast the first stone, but I will use my
U rocket launcher." -=<<[[******BOOM******]]>>- +>----> WOOSH!
```

2423. Re: Atari 8-bit Hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-23 22:47:14 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1235@cs.rit.edu>
Source record: 115577

I apologize for posting this to the net, but I'm losing ALL faith
in mailers, so if your name isn't Stan Lackey, hit 'n' now!!!!

>>Atari XEP80 80 column board
>>Magnavox 80 column mono monitor
>
>I offer $40 each (the asked price) plus shipping for these two items.
>(Assuming they work together, and the docs are included.)
>-Stan

I sent you e-mail, but I'm not sure if you got it (or if you'll ever
receive it!).

The XEP80 works great with the Magnavox; in fact, that's the only thing
I use the monitor for (once I got a Commodore 1702 color monitor).
I don't have documentation for the Monitor, but I do have docs for
the XEP80. Actually, the XEP80 docs are on an Atari Disk! (I bought the
XEP80 at an Atarifair when it just came out--I don't even know if they
ever printed the docs!).

I have the monitor and XEP80 ready to ship when you give the word. I
would prefer to ship it COD, so let me know if this is ok.

If you want a sure-fire way of getting ahold of me, call 716-334-4862.
I am usually home evenings, and if I'm not, the answering machine will
be glad to converse with you.

Hope to hear from you soon ,

Albert Yarusso | ajy2208@ritvax.bitnet
Rochester Institute of Tech. | {rutgers, ames}!rochester!ritcv!ajy2208
Computer Science | ajy2208@ritcv.cs.rit.edu

2424. Re: Super Mario Bro.

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-24 04:07:58 UTC
From: bobc@attctc.Dallas.TX.US
Message-ID: <8741@attctc.Dallas.TX.US>
Source record: 115578
Cross-posted to: rec.games.video,comp.sys.atari.8bit,rec.games.misc

In article <1989Jul23.165627.11288@ddsw1.MCS.COM>, benfeen@ddsw1.MCS.COM (Ben Feen) writes:

> Super Mario for Atari 800??????? Or even funnier, 7800??
> It isn't even out for IBM!
> Really, tell your friend that he's better off just shelling out $100 for
> a Nintendo, if he's that intent on playing it.

However, there is a version of Mario Brothers for the 7800. Since this game didn't seem to be too popular when it hit the arcades I wonder what prompted anyone to come out with Super Mario Brothers. Blind Faith I assume.

Bob

--
-=-=-=

2425. Re: Where Can I Repair/Replace a Tracker Ball?

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-25 09:10:12 UTC
From: a344@mindlink.UUCP
Message-ID: <412@mindlink.UUCP>
Source record: 115579

In <13430001@hpdtl.HP.COM> wallace writes:
> I recently picked up an old Atari 400 at a garage sale. The (Wico) tracker
> ball that came with it registers motion left-to-right and down, but not up.

I too have a Wico track ball, and mine is also dead. While attempting to
modify it by adding an autofire circuit, I think I blew up the chip. Does
anyone know of a source for replacing this chip? I've tried local parts
retailers without luck.

The chip is made by Motorola, and marked:
SC87152P
21-5316
JG28239

Any help would be appreciated. David, if you have no luck fixing yours,
would you consider selling me your chip? :)

Tom Klok a344@mindlink.uucp

2426. Re: Atari 8-bit Hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-25 14:16:31 UTC
From: briann@tekigm2.MEN.TEK.COM
Message-ID: <5408@tekigm2.MEN.TEK.COM>
Source record: 115580

Albert,

My mail to you cannot be delivered for some reason. Therefore, I'd
like to offer you $200 for the MIO if you still have it.

Brian

****
* Brian A. Nakata * Tektronix Measurement Systems Division *
* briann@tekigm2.MEN.TEK.COM * P.O. Box 3500 C1-937 *
* (206) 253-5715 * Vancouver, WA 98668 *
****

2427. Express! cartridge now shipping

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-26 18:10:29 UTC
From: kimes@cbnewsc.ATT.COM
Message-ID: <2041@cbnewsc.ATT.COM>
Source record: 115581

The following message that appeared on GEnie and was reprinted in the latest Zmagazine (#166) is primarily for any of you that had the cartridge preordered. However, the information is interesting to anyone that is thinking of getting a terminal program on cartridge. It's good to know it is finally shipping.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!ihlpe!kimes

==========

Orion Microsystems has been shipping Express! cartridges and Keith Ledbetter made the following statement Monday in GEnie's 8-bit Bulletin Board:

"We forgot to include a cover letter with the Express! Carts that we have shipped out so far, so I'm going to post it here. If you could, I'd appreciate it if you'd pass this information on to any users on your BBSes (you can just capture this message if you'd like).

"The only cartridges that we have shipped so far have been pre-orders--we are going to use the people who pre-ordered the cartridge as extended BETA testers. We are not shipping any more cartridges until the pre-order users have used the cart for at least 3 weeks. We will then make any bug fixes that have been found, and upgrade those pre-order people to version 1.1 of the cartridge.

"So, it is VERY important that you call Chris at our voice number if you think you have found a bug--if you don't call, we won't know about it! So far, the only problems have been found in the 80-column screen handler. Version 1.1 will greatly clean up the 80-column display.

Take care,

Keith

2428. Message for Marcus Prickett - Hit 'n' if you're not him!

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-28 01:22:12 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1239@cs.rit.edu>
Source record: 115582

Sorry for this, but my mail doesn't seem to get ANYWHERE, so here's
a message for Marcus Prickett; hit 'n' now if you're not him!

Hi Marcus,

I've sent you two email messages in reply to yours, but it doesn't seem
like they're getting through! I think I've saved them, let me look...

Oh well, I must have erased them after I sent them. Anyways, I forgot
that I didn't have any docs until you asked about them (in your first
msg). I gave them to someone a long time ago and never got them back.
I know several people up here with MIO's, so I'll try to get a copy
of the docs and mail them to you.

Some things you should know! To get into the MIO firmware menu, hold
down SELECT while either turning on the computer, or pressing RESET.
To exit the menu, hit RESET or '0' (zero). The video port on the MIO
was originally going to be a port for an 80 column adapter, but ICD
scrapped the idea because there wasn't enough interest in it to be
profitable.

I received the money order today! I'm surprised the MIO got to you
today, I thought it would get to IL Friday. Not bad!!

If you need to know anything about the MIO before I get the docs to you,
give me a call at 716-334-4862.

Later,

Al

Albert Yarusso | ajy2208@ritvax.bitnet
Rochester Institute of Tech. | {rutgers, ames}!rochester!ritcv!ajy2208
Computer Science | ajy2208@ritcv.cs.rit.edu

2429. BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-28 20:25:35 UTC
From: slackey@bbn.com
Message-ID: <43476@bbn.COM>
Source record: 115583

I am interested in finding out about BASIC XE. Can someone please
tell me the high points (like comparisons with built in BASIC,
TURBO, etc; performance; added features)?

Thanks!

-Stan

2430. Re: BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-28 22:15:21 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <4059@udccvax1.acs.udel.EDU>
Source record: 115584

In article <43476@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
=>I am interested in finding out about BASIC XE. Can someone please
=>tell me the high points (like comparisons with built in BASIC,
=>TURBO, etc; performance; added features)?
=>
=>Thanks!
=>
=>-Stan

It is pretty nice. It isn't as fast as compiled Turbo, but it is faster
than Atari BASIC. It is very compatible with Atari BASIC. One of its major
advantages is the extended mode on 128K+ systems which lets you write 64K
programs which can use about 32K of data. One advantage it has over Turbo is
that it works with SpartaDOS. Otherwise, I think the additional features are
about the same, though I can't say for certain because I don't do much BASIC
programming anymore.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--

_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2431. Re: BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-30 04:17:45 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <20854@cup.portal.com>
Source record: 115585

RE: Comparison of Basic XE versus the other Basics...

Atari Basic - I refuse to even do a comparison. Comparing Atari Basic to Basic XE is like comparing a model T to the Batmobile. :)

Microsoft - does anyone really use this in the Atari world? Basic XE does everything Microsoft does and does it better, faster, quicker and with compatibility.

Turbo Basic - Ok, here we have a contender. The only reason to buy Basic XE is because: A) you can't find Turbo Basic, B) you want to support ICD [admit it there are some of you out there, I'm one.], C) you need Spartados 3.2 and lower compatibility, D) you write HUGE programs.
I have both Basic XE and Turbo Basic. Turbo Basic is very nice, but since I also have SpartaDos I use Basic XE.
Basic XE has all the commands that Turbo does, plus several more the most important of which is the EXTEND command. When issued this command moves your BASIC program into the extra rambanks freeing up main memory for variable storage.
I prefer Basic XE but there is one very good reason to use Turbo Basic... you can compile your programs.
There is only one command I can think of that Basic XE doesn't have, and that is the TIME, TIME$ commands. I have the RTIME8 cartridge so this is no big loss to me.

Ordania-DM

2432. atari 800xl & drive for sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-07-31 18:03:21 UTC
From: deh@ndmath.UUCP
Message-ID: <1498@ndmath.UUCP>
Source record: 115586
Cross-posted to: misc.forsale,comp.sys.atari.8bit

```
i'm posting this for a friend of mine.
Please e-mail me if you are interested, and I'll get you
in touch with him:

For Sale:

Atari 800xl 64k
Percom 450rd single/double density disk drive
parallel printer interface
Flip and File 5.25" disk holder

Total Price: $150

------------------------
David Hurtubise
Math Department
University of Notre Dame
deh@ndmath.math.nd.edu
```

2433. Textpro 3.2r

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-01 04:14:21 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <20909@cup.portal.com>
Source record: 115587
Body handling: Inline uuencoded payload not displayed: TXTPRO32.FX1

Textpro 3.2r Fix

This fix is for all the nuts out there (myself included) who have managed to restore the function keys to their XL/XE computers. The 4 function keys appeared briefly on the 1200xl computer and then disappeared from future machines. They act as the arrow keys but control does not have to be held down, they also have a few other functions, but those are useless in Textpro. The code to support these function keys did not disappear and still exists in working order in the new roms.
That's the good news...now the bad, Textpro (any version) does not recognize these function keys. This is not good, I restored my function keys because I wanted to be able to use them as arrow keys without holding down the control key at the same time. This fix will make the function keys work with Textpro3.2R and maybe Textpro2.5r, it will not work with any other version of Textpro.
The authors of Textpro do not want it distributed in modified form, so you should load this fix everytime you load up Textpro. To load the fix from within Textpro, just hold down the select key and press control-W. The status line will show 'Binary Load>D:' and you just need to type in TXTPRO32.FX1 and hit return. That's all there is to it. If you prefer not to load the fix in everytime you use Textpro, you can append the fix to the Textpro file and it will be there everytime you use that version. Please don't distribute your "new" version.

This fix is being distributed via USENET and regular BBSes so there are two ways to create the TXTPRO32.FX1 file. The first way is to UUDECODE the UUENCODED version below, and the second is to type in the basic program below and run it. Both methods produce the same file.

This fix does one other thing. Since the HELP key is not used by Textpro, the fix altered its function so that it is the same as pressing control-M. You may need to hold the help key down for a moment before Textpro responds.

I will post future fixes as I finish them but if anyone sees the authors in the meantime, please tell them to contact me.

Charles Hughes
Usenet: Charles_Hughes@cup.portal.com
Phone: (408) 732-7749
Mail: 555 E. Washington #301
Sunnyvale, Ca 94086

-----cut here---------
BASIC fix. Type in this short program, or use Textpro to edit it out of this file and then ENTER and RUN it.

```
-----cut here---------
10 DATA 255,255,179,80,180,80,28,29
20 DATA 195,80,196,80,30,31,191,80
30 DATA 191,80,13
40 OPEN#1,8,0,"D1:TXTPRO32.FX1"
50 FOR I=1 TO 19
60 READ X:PUT#1,X
70 NEXT I
80 CLOSE #1
90 END
-----cut here---------
And now...the fix in UUENCODED form:
(if you don't know what this is, ignore it)
-----cut here---------
```

[Inline uuencoded payload not displayed: TXTPRO32.FX1]

```
-----cut here---------
```

Feel free to distribute this fix via modem, newsletter, etc but please don't alter it.

Charles Hughes

2434. Re: Monitors and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-03 14:43:05 UTC
From: slackey@bbn.com
Message-ID: <43734@bbn.COM>
Source record: 115589
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I am using a "mid-res" monitor I got from Sears, not sure of the actual make. It has two inputs: a composite video input, and a (I think) IBM PC TTL input (the eight or so conductor, square shaped connector). There is a switch in the front, labeled RGB/Composite.

Normally, I use the composite input with the standard Atari video out. (The image is sharper that a regular TV, but still has lots of color artifacts if you attempt half-color-clock vertical widths, for example using PLOT-DRAWTO in gr.8 to draw a vertical line).

I just acq'ed an XEP80, which has a composite video out. If I attempt to connect its output to the monitor's composite input, I get bad color artifacts, and the text dosen't fit on the screen (although much more will fit on this monitor's screen that a regular TV screen).

I would like to use the PC input for the XEP', and the regular comp input, and be able to swith at will between the XEP' and the normal Antic outputs. Does anyone know if this is possible, and/or what I need to do? Did I get all those parentheses right?

-Stan

2435. Re: Monitors and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-03 15:09:00 UTC
From: DAVISM@kcgl1.eng.ohio-state.edu
Message-ID: <2736@quanta.eng.ohio-state.edu>
Source record: 115590
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <43734@bbn.COM>, slackey@bbn.com (Stan Lackey) writes:

[INTRODUCTORY STUFF DELETED]
>
>I would like to use the PC input for the XEP', and the regular comp
>input, and be able to swith at will between the XEP' and the normal
>Antic outputs. Does anyone know if this is possible, and/or what I
>need to do? Did I get all those parentheses right?
>
>-Stan

There is presumably a modification floating around which will allow
you to hack the XEP80 to add a TTL-type output. The modification was written
by a user of CompuServer, Bob Woolley. I'm not sure of the name, but if you
or someone you know has access to CI$, you might try the ATARI8 SIG's file
libraries.

Mike

| InterNet> davism@{kcgl1.eng|rcgl1.eng|osu-20.ircc}.ohio-state.edu |
| -or- |
| davis-m@eng.ohio-state.edu |
| CompuServe> 73667,541 |
|*****|
"Daddy, Daddy!! Why's Mommy	
running across the field?"	These_Thoughts := My_Own
"Just shut up, Son, and reload."	

2436. Re: GIF Pictures

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-03 18:10:35 UTC
From: slackey@bbn.com
Message-ID: <43761@bbn.COM>
Source record: 115591

Well I got APAC/GIF off the net, and I asked if anyone could post some
pictures for it. I got the following suggestion:

In article <4033@udccvax1.acs.udel.EDU> gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
> If you have access to FTP, one place you can get GIF sample pictures is the
>SIMTEL20.ARPA archive. Do a cd to PD1:<MSDOS.GIF> and there they are. Use
>"anonymous" as your user name and it should let you right in.
> Gary Duzan

Well I tried it, got in, found some *.GIF which I copied, and they
didn't work. APACVIEW responded with like "Not GIF Format" or the
equivalent. Just for laughs I tries unarc/crunch'ing them, and it
seems they aren't arc'ed. Any suggestions? Or would someone be
kind enough to pack up a few and post them? I'd love to see how
well APAC works.

BTW I did try COLORS.GIF which was in APACVIEW.ARC, it displayed,
but it was difficult to tell what APAC was trying to demonstrate
with it. It did work though.

-Stan

2437. US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-03 19:33:48 UTC
From: robby@vax1.acs.udel.EDU
Message-ID: <4094@udccvax1.acs.udel.EDU>
Source record: 115592

I'm sure this topic has come up before, but I kind of missed the out come of the discussion...

If I upgrade my disk drive with the US Doubler this will give me true "double density" which is a 180K floppy...correct? If this is correct, would it possible for a standard(180K) IBM floppy to read my atari disk??? Would it be possible for an IBM to write Atari Dos Format with the right program????

H E L P ! ! !

Rob S.

2438. Re: BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-04 00:10:38 UTC
From: elixir@m2-net.UUCP
Message-ID: <3632@m2-net.UUCP>
Source record: 115593

Well the Time$ function in turbo basic is set for the european 8-bits at
50khz instead of the normal; 60khz for us americans so the clock runs a bit
fast..
I never did get the 850 interface to work with turbo basic either..
Had i been able to I never had used basic XE and found out how good it really
is. It precompiles the addresses which makes your program extremly fast..
Basic XE ias the ONLY basic for the 8bit computer series.
Although i would have liked it if they put it in a "super cart" so the
didnt have to be loaded off disk..

2439. Re: GIF Pictures

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-04 12:53:22 UTC
From: kimes@cbnewsc.ATT.COM
Message-ID: <2239@cbnewsc.ATT.COM>
Source record: 115594

From article <43761@bbn.COM>, by slackey@bbn.com (Stan Lackey):
>
> BTW I did try COLORS.GIF which was in APACVIEW.ARC, it displayed,
> but it was difficult to tell what APAC was trying to demonstrate
> with it. It did work though.
>
There should also have been some documentation (text) files--at least one. It describes what the COLORS.GIF file is for. It is a reference to use to set your monitor colors. I was surprised at how much of a change I had to make with my monitor/tv to get the colors to match the discription in the text file. It did seem to help the color of the GIF pictures I have, although seemed to have little effect on the TV viewing. BTW, I got most of my pictures at our Users group meeting. That is another good source (if there is a meeting near you).

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!ihlpe!kimes

2440. XF-551 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-04 14:19:04 UTC
From: Hugh_E._Wells.ElSegundo@XEROX.COM
Message-ID: <890804-114131-3011@Xerox>
Source record: 115595

It appears that the XF-551 disk drive has an inherent controller board problem which causes the drive to go to sleep. This caused me to open it up and attempt to find the difficulty. I really need a schematic diagram.

Although I haven't located the problem as yet, I did notice that the drive mechanism is a standard IBM 1/2 height 5-1/4 drive which is easily replaced -- plug compatible. I appreciate that fact as 1/2 height drive mechanisms are readily available.

I would appreciate any info available on XF-551 schematic diagrams and/or how to resolve the sleeping problem.

Thanks,

Hugh Wells
(213) 333-7923

2441. Re: Re: GIF Pictures

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-04 18:27:09 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270019@hpclkms.HP.COM>
Source record: 115596

>> If you have access to FTP, one place you can get GIF sample pictures is the
>>SIMTEL20.ARPA archive. Do a cd to PD1:<MSDOS.GIF> and there they are. Use
>>"anonymous" as your user name and it should let you right in.
>> Gary Duzan
>
>Well I tried it, got in, found some *.GIF which I copied, and they
>didn't work. APACVIEW responded with like "Not GIF Format" or the...

Did you set the proper transfer mode before getting the files. If you use
binary mode, it probably won't work. simtel20 is a DEC machine with an evil
word size of 36 bits. What you probably want is type tenex.

This is explained in some README document on simtel20 in the login directory
if you want more info on the topic.

Ken Sumrall
ken%hpclove@hplabs.hp.com

2442. Re: Monitors and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-06 06:21:38 UTC
From: Michael.T..Davis@mamab.FIDONET.ORG
Message-ID: <158.24DDB539@mamab.FIDONET.ORG>
Source record: 115598

```
--
Fidonet: Michael T. Davis via 1:363/9
Internet: Michael.T..Davis@mamab.FIDONET.ORG
Usenet: ...!peora!rtmvax!libcmp!mamab!Michael.T..Davis
```

2443. Re: US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-06 18:36:04 UTC
From: jca@pnet01.cts.com
Message-ID: <157@crash.cts.com>
Source record: 115599

robby@vax1.acs.udel.EDU (Robert Spotts) writes:
> If I upgrade my disk drive with the US Doubler this will give me true
> "double density" which is a 180K floppy...correct? If this is correct,
> would it possible for a standard(180K) IBM floppy to read my atari
> disk??? Would it be possible for an IBM to write Atari Dos Format
> with the right program????
>

Not quite, the standard IBM format is 360K which is DS/DD. While it is possible to format IBM disks single sided, I have yet to find a reason to do this other than to format 3.5" disks for Atari ST's with single sided drives. As for having the data being read back and forth between computers. The only thing that I have heard of doing that is an ATR-8000/8500 with the 8088 coprocessor (the reasoning is obvious, you can boot up MS-DOS with it) and a Happy Enhanced drive. There's no other way to my knowledge of doing it and before I went and bought an IBM XT clone I was a devout Atari 8-bit user with a good 130XE system. You'd also have to dig around to find out how Atari disks are formatted, just because the capacities are the same doesn't mean they use a compatable format. You have two different drive controllers that expect tracks and sectors to be laid out differently (most likely). It wouldn't surprise me if Atari deviated from the standard Western Digital and NEC 764 drive controller schemes.

/*---*
* Flames: /dev/null (on my Minix partition)
---
* ARPA : crash!pnet01!jca@nosc.mil
* INET : jca@pnet01.cts.com
* UUCP : {nosc ucsd hplabs!hd-sdd}!crash!pnet01!jca
---/

2444. Re: Textpro 3.2r (SDX mods)

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-06 23:43:43 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <21084@cup.portal.com>
Source record: 115600

When will this end??? :)

Yes, tis I again, your faithful Textpro modifier. Just giving you fair warning that I will be posting a fix for textpro (3.2r again) to allow the slash (/) functions to work correctly. I also wanted to let you know that my previous posting will NOT work with textpro 2.5r, I tested it and it didn't work. Later on I will post the fix for 2.5r to use the function keys.

NEWS: Mike Collins or Ronnie Riche (one of the two) has 'reappeared' (at least according to Zmag 167) and will be making a new Textpro. He is asking for input on what everyone would like to see. If you have an idea of what you would like to see, send it to me (or
to him if you are on Compuserve) and I'll do my best to make sure he gets it.

Charles Hughes
@cup.portal.com

2445. Re: US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-07 01:25:03 UTC
From: charles@c3pe.UUCP
Message-ID: <7543@c3pe.UUCP>
Source record: 115601

In article <4094@udccvax1.acs.udel.EDU> robby@vax1.acs.udel.EDU writes:
> [about the USDoubler giving 180k storage capacity, and asks whether
> this allows data interchange with the IBM PC]

Just another observation that the Happy upgrade now allows 1050 owners to both read and write single-sided PC-DOS diskettes. (The diskettes have to be *formatted* on a real PC clone, because the 1050 can't sense the index hole, but some PC clone disk controllers get upset if the index hole goes flying by at an unexpected area on the disk.) I have it, and it works.

My understanding of the US Doubler is that it can do 256-byte sectors, but not the 512-byte sectors used by PC-DOS.
--
{decuac.dec.com,cucstud,sundc}!c3pe!charles ex::!echo Boo:

2446. Re: Textpro 3.2r

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-07 07:32:03 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <21098@cup.portal.com>
Source record: 115602

Yet another of my fixes....here is TXTPRO32.FX2:

TXTPRO32.FX2

Feel free to distribute this fix via modem, newsletter, etc but please
don't alter it. If this is distributed via newsletter, I sure would
appreciate a copy.

This is the second fix file for Textpro 3.2r in as many weeks. It is
updated, and contains only a BASIC program this time. After I finish
modifying 3.2r I will try to create the same mods for 2.5 and 1.2, so if you
are using one of those, you'll just have to wait.

This fix is for all the nuts out there (myself included) who have managed
to restore the function keys to their XL/XE computers. The 4 function keys
appeared briefly on the 1200xl computer and then disappeared from future
machines. They act as the arrow keys but control does not have to be held
down. They have shift/control uses and these were kept if at all possible.
The code to support these function keys did not disappear and still exists|
in working order in the new roms.
That's the good news...now the bad, Textpro (any version) does not
recognize these function keys. This is not good, I restored my function
keys because I wanted to be able to use them as arrow keys without holding
down the control key at the same time. This fix will make the function
keys work with Textpro3.2R but NOT with any other version of Textpro.

For SDX users:
This fix patches the slash ('/') commands so that they now work correctly
under SDX. The lockup problem is under investigation, soon as I find it,
I'll post the fix.
The SDX patch will not hurt Spartados 3.2r users, so you can go ahead
and use this fix normally.

Corrections:
This fix patches the Select-Control-Z and Select-Control-X functions.
X turned the screen off, and Z turned it back on. I felt this was a waste
so now both Z and X toggle the screen display. Perhaps later the Z can be
used for something else.

Function keys:
I added some additional patches to utilize the function keys more.

Keyboard Commands:
At the end of this file is an updated version of the keyboard commands
for Textpro 3.2R.

HELP key:
This fix does one other thing. Since the HELP key is not used by Textpro, the fix altered its function so that it is the same as pressing control-M. You may need to hold the help key down for a moment before Textpro responds.

Since the authors of Textpro do not want it distributed in modified form, you should load this fix everytime you load up Textpro to prevent a modified copy from being distributed accidentally. To load the fix from within Textpro, just hold down the select key and press control-W. The command line will show 'Binary Load>D:' and you just need to type in TXTPRO32.FX2 and hit return. That's all there is to it. If you prefer not to load the fix in everytime you use Textpro, you can append the fix to the Textpro file and it will be there everytime you use that version. Again, please don't distribute your "new" version.

I will post future fixes as I finish them but if anyone sees the authors (Ronnie Riche, Mike Collins) in the meantime, please tell them to contact me.

Charles Hughes
Usenet: Charles_Hughes@cup.portal.com
Phone: (408) 732-7749
Mail: 555 E. Washington #301
Sunnyvale, Ca 94086

-----cut here---------
BASIC fix. Type in this short program, or use Textpro to edit it out of this file and then ENTER and RUN it.
-----cut here---------

```
100 Rem TXTPRO.BAS
110 Rem THIS FILE CREATES A PATCH FOR
120 Rem TEXTPRO3.2R.
130 Data 255,255,129,87,131,87,76
140 Data 0,6,0,6,27,6,189,68,3,133
150 Data 212,189,69,3,133,213,160,1
160 Data 200,240,10,177,212,201,47
170 Data 208,247,169,155,145,212
180 Data 76,86,228,179,80,180,80
190 Data 28,29,195,80,196,80,30,31
200 Data 243,80,244,80,8,5,3,81,4
210 Data 81,17,26,51,81,52,81,154
220 Data 204,67,81,68,81,142,236
230 Data 193,80,193,80,13,250,63
240 Data 251,63,135,99,136,99,148
250 Data 99,169,0,205,47,2,208,2
260 Data 169,34,141,47,2,96,-1
270 Open #1,8,0,"D1:TXTPRO32.FX2"
280 Read X:If X=-1 Then 300
290 Put #1,X:Goto 280
300 Close #1
310 End
```

-----cut here---------

TextPro 3.2 Command Summary
(with patches)
KEYBOARD COMMANDS

Normal Key Plus Select

HELP Menu
! F1 Character Left
! F2 Character Right
! F3 Character Up
! F4 Character Down
! Shift F1 Home Cursor Toggle Directory Sort On/Off
! Shift F2 End of Text Buffer
! Shift F3 Beginning of Line Copy File
! Shift F4 End of Line Toggle Screen Display On/Off
! Ctrl F1 Toggle Screen Display On/Off
! Ctrl F3 Key Click On/Off
Ctrl A Upper/Lowercase Swap Move cursor left one space
Ctrl B Background Color Reverses sequence
Ctrl C Change Found String Select Change String
Ctrl D Delete Append to Buffer
Ctrl E End of Text Buffer
Ctrl F Find String Select Find String
Ctrl G Global Search and Replace
Ctrl H Home Cursor Toggle Directory Sort On/Off
Ctrl I Insert/Replace Toggle
Ctrl J Restore Default Parameters Exit to basic*
Ctrl K Kill Buffer
Ctrl L Load File Load Config File
Ctrl M Menu
Ctrl N Fast Repeat On/Off (XL/XE) Key Click On/Off
Ctrl O Show False Spaces On/Off Show Return Character On/Off
Ctrl P Print to Device
Ctrl Q Beginning of Line Copy File
Ctrl R Restore Deleted Text
Ctrl S Save File Save Config File
Ctrl T Text Brightness Reverses sequence
Ctrl U Used/Unused Memory Delete to Top of File
Ctrl V Load Macro File Delete to End of File
Ctrl W Print Position of Cursor Binary Load
Ctrl X Exit to DOS ! Toggle Screen Display On/Off
Ctrl Y Word Wrap On/Off
Ctrl Z End of Line ! Toggle Screen Display On/Off
Ctrl ? Word Count
Ctrl [Sentence Left
Ctrl] Sentence Right
Ctrl + Character Left
Ctrl * Character Right
Ctrl - Character Up
Ctrl = Character Down

Shift > Insert 255 Spaces
Shift < Delete Unused Spaces
Shift + Word Left
Shift * Word Right
Shift - Paragraph Up
Shift = Paragraph Down
Ctrl ; Toggle verify On/Off
Shift TAB Widen Screen
Ctrl TAB Narrow Screen
TAB Insert 5 spaces

OPTION <macro key> Executes Macro

SELECT RESET Causes Cold Start (BASIC enabled)*
OPTION RESET Causes Cold Start (BASIC disabled)

On command line:

SELECT L Prints last filename loaded to command line.
SELECT l Prints last filename loaded plus device to command line.
/A Append to file.
/C Save to cursor, or continue load from file.
/Z Save text to cursor by appending to file.
! Ctrl F2 Prints last filename loaded to command line.
! Ctrl F4 Prints last filename loaded plus device to command line.

* Commands tagged with an asterisk should not be used with SDX.

! Function key support and screen on/off toggle was added by TXTPRO32.FX2.
.

2447. H E L P ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-07 20:46:32 UTC
From: robby@vax1.acs.udel.EDU
Message-ID: <4119@udccvax1.acs.udel.EDU>
Source record: 115603

H E L P !!! Someone....

Could someone Post or E-Mail me the following:

BobTerm1.1 Docs
TextPro3.2r Docs and Program.

Please DO NOT Arc these files..I'm planning to print them on
our Vax except for TextPro.Com. It can be arced..

Thanks
Rob

2448. Turbo-Basic clock fixes

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-08 00:40:16 UTC
From: hans@umd5.umd.edu
Message-ID: <5168@umd5.umd.edu>
Source record: 115604

I was on vacation when the recent discussion about that topic took place,
so please forgive the delayed response.

Following is a copy of an article which I posted a long time ago, when
Turbo Basic first came out.

Two notes: My explanation of time setting is incorrect, the correct way is
TIME$="hhmmss", as was previously discussed here.
The changes are given in hex, for those of you who have the appropriate
tools, and also based on the binhex file which was used for the original
distribution. If someone would like to use this, but doesn't have the
appropriate tools, let me know, and we'll see what we can work out.

To: comp.sys.atari.8bit
From: hans
Date: Thu, 15 Jan 87 16:11:00 EST
Subject: 60 Hz mods for Turbo Basic

The Turbo Basic interpreter which was posted recently assumes 50Hz vertical
scan rate for its timing functions, and therefore gives erroneous results.
Following are changes which should rectify that situation.
Warning: I have arrived at these by looking at disassembled code, and have
not had a chance to test them.

Apparently there is a statement of the form
TIME HOURS,MINUTES,SECONDS
to set the time. It multiplies seconds by 50 to get the jiffy count. It is
simple to change that to a multiply by 60. To do the exact conversion would
require somewhat more work, and I am not able to do that at this point.

Address old new
FBA6 F2 16
FBA7 FB FC . change JSR $FBF2 to JSR $FC16

If you want to change the BINHEX file, change line 946 (counting .start. as
line 1) from
FC20C4FBC93CB01C20DEFB20F2FB20ECFBA5

____
to
FC20C4FBC93CB01C20DEFB2016FC20ECFBA5
Of course the checksum will be incorrect after you do this.

The TIME function returns the current jiffy count.
The TIME$ function has a constant of jiffies per day built in, at address
FB6E to FB73. The built in value is $430432000000, or 4320000
(which is 50*60*60*24). This could be changed to one of the following:

a. $430518400000 for a scan rate of 60 Hz.
b. $430517882052 for a scan rate of 59.94005233 Hz.
c. $430517737658 for a scan rate of 59.92334 Hz.
The first case has the advantage of being compatible with the TIME command above, but it will make the clock loose about 86 seconds per day.
The second case uses the standard scan rate (see recent rec.video and comp.graphics posting).
The third value is taken from "Mapping The Atari", Revised edition, page 182. I do not know what its justification is. The difference between b and c should be about 24 seconds per day, the difference between a and c about 110 seconds per day.

To make the change in the BINHEX file, change line 943
from
05E6F260410256000000430432000000200O
---
and fill in your favorite value.

I have no idea how accurate the crystals in Ataris are. And then there is the problem of loosing scan counts when VBIs are disabled ...

Again: I hope this is useful, but I have NOT had an opportunity to test it.

2449. Wanted: Modem accessories

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-08 16:12:00 UTC
From: danmcd@caen.engin.umich.edu
Message-ID: <44e89797.b450@ferrari.engin.umich.edu>
Source record: 115605

Does anybody want to get rid of an 8-bit serial to RS-232 cables, as well
as a GOOD terminal program that supports Hayes compatibles?

Mail your responses to me. Thanks.

--
Daniel L. McDonald |"... rising falling at force ten
University of Michigan | we twist the world and ride the wind" - Rush
|_____
Daniel_McDonald@ub.cc.umich.edu - O R - danmcd@caen.engin.umich.edu

2450. Game players survey

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-08 17:24:03 UTC
From: steve@sunpix.UUCP
Message-ID: <748@greens.UUCP>
Source record: 115606
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.ibm.pc,comp.sys.atari.8bit,comp.sys.cbm,rec.games.programmer

Here is a gaming survey my new partners and I put together. we are trying
to get a feel for the Computer gaming atmosphere to help us in producing
our first released game.
This survey will be held in confidence so please answer the questions
honestly.

I will post a summery to the news groups that show enough interest.

Thank you for your help
Steve
---

1. Do you play computer games (obvious question)

2. Do you play board games?

3. Do you play non-computer role playing games?

4. Of the computer games you play, do you play...

a. Role playing games (fantasy)

b. Role playing games (sci-fi)

c. Arcade type games

d. Strategic/tactical combat

e. Strategic/tactical sci-fi

f. Mystery/detective

g. Flight simulator/combat

h. Other type (please describe)

5. Of the above types of games what type do you play most.

6. On average how long do you play a game before shelving it
(how much playability is there in your games)

7. Do you have any games you purchased?

8. Do you have any pirated games?

9. Do you write your own?

10. Do you have mostly (a) purchased (b)pirated or (c) self made games

11. What is the most you spent on a game?

12. Was it worth it (in comparison to the price of other games)?

13. What do you think is a fair price for most games?
(considering packaging, marketing, royalties ect)

14. How often on average do you purchase games?

15. Do you have any PD games?

16. Have you ever sent any money on a share-ware game?

17. Do you play games mostly with other people or alone?

18. What attracted you to the last game you obtained....

a. Word of mouth

b. Reviews

c. Box art/game description on box

d. It was free

e. Other (please describe)

19. What do you think is more important in a game..

a. Excitement

b. Realism

c. Playability

d. Complexity

e. Graphics

f. Other (please describe)

20. What do you think is least important in a game?

21. What system do you play games on most?

22. Comments (or flames)
--
uucp: mcnc!rti!sunpix!steve or mcnc!rti!sunpix!allegro

2451. DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-08 18:01:53 UTC
From: mfolivo@sactoh0
Message-ID: <1698@sactoh0>
Source record: 115607
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I am primarily posting this to comp.sys.atari.8bit, but perhaps someone at Atari Corp who reads ...atari.st might help.

Probably being one of the last DOS 3 users in the Western World (not counting all the 8bits shipped to Poland (heh)) I have wanted to know the file structure, etc. of DOS 3. DOS 2 has been widely documented, but I have found nothing on DOS 3. The only technical information I have about DOS 3 is that the directory is on the first sectors (rather than in the middle of the disk- DOS 2) and that DOS 3 stores files in 8 sector groups called blocks (1024k).

Is there (Are there) any technical notes or source documentation or anything on DOS 3? Who wrote DOS 3? Was it in house Atari, or was it an OSS effort?

Please, no flames. I mainly use my Mega 4, I don't want to buy another DOS (read: from ICD), all my 8 bit files are DOS 3 (I tried DOS 2.5 but went back to DOS 3). I would like to have some background information on how DOS 3 works. (Bugs? What bugs? I certainly haven't found any bugs... ANd no one complains that GEMDOS (ST) uses 512k blocks...)

Mata ne da-cha,
Mark Newton-John

"Some people have called me a contrarian. Well I disagree with that."

--

##
PRIVATE # SAC-UNIX, Sacramento, Ca.
PARKING # UUCP=...pacbell!sactoh0
##

2452. SX212 Atari 1200 baud modem for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-10 21:35:31 UTC
From: aegnor@bsu-cs.bsu.edu
Message-ID: <10013@bsu-cs.bsu.edu>
Source record: 115588

Hello all, I have on of the SX12(?) variety of modems made by Atari (I am at work and can NOT remember the exact model number at the moment...;-))

It is Hayes Compatible, has the RS232C (db25 connector) PLUS the SIO port to hook directly into an 8-bit Atari, and it is 1200/300 baud.

I will sell the modem, (with the original box, manual etc.) + a copy of Kermit WITH the SX handler built into it (so YOU 8-bitters can use it right out of the box!) and the SIO cable for the following:

I would like to get $70.00 + shipping (should not be more than a couple of bucks UPS ground...) I paid $95.00 sans the cable/software last year, so I think this price is fair. I am also willing to take offers, drop me a line and we will talk turkey! [BUT if I can't get NEAR what I want out of it, I will probably just keep it....]

David C. Powell
R.R.1 Box 391-A
Eaton, IN
47338
Work Phone: (317) 285-1853:8-4 daily

```
*-David Powell :ARPA: aegnor@bsu-cs.bsu.edu-------------------------*
| \/ President :UUCP: <backbones>!{iuvax,pur-ee}!bsu-cs!aegnor |
| /\etwnk Industries, Ltd. : |
*-"If it doesn't work, we DIDN'T do it!"-----------------------------*
```

2453. Antic

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-12 01:29:56 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Aug.11.21.29.52.1989.4246@topaz.rutgers.edu>
Source record: 115597

As any subscribers to Antic know, the mag has gone to a disk-only format. A reply card was sent to subscribers letting them know and explaining that for those subscribers who absolutely did NOT want the remainder of their subscription converted to disk "special arrangements" would be made if they requested. Well I did request it...immediately. But Antic has now sent 2 issues of the disk version anyway and has informed me that my subscription had run out. I've written them about this, but they ignore me. Has anyone else had the same experience. I *probably* would have converted to the disk subscription has Antic honored my request and honored the original terms of my subscription (namely "*twelve* issues"). As it stands, I think I'll just ignore them the way they are ignoring me...

-Ray

2454. Re: DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-12 22:36:33 UTC
From: CharlieBrown@cup.portal.com
Message-ID: <21236@cup.portal.com>
Source record: 115608
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

DOS 3 Manual was printed by ATARI INC 1983.the manuel has 100 pages with and errata printed 5/01/84 with about 20 corrections.I would think some Atari Dealers would still have copies of it.The title is"DISK OPERATING SYSTEM III REFFERAENCE MANUAL".(OPPS manual is spelled wrong!)Regards

2455. Total Control Systems

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-14 14:23:52 UTC
From: nelson@kodak.UUCP
Message-ID: <2038@kodak.UUCP>
Source record: 115609

Does anyone out there have knowledge of the whereabouts of Total Control Systems, who were suppose to release GOE (Graphics Operating System). One of our user group members has been stuck for a rather large amount of money, and the companym and its owners seem to have become unreachable. I'd appreciate any leads.

-Bruce Nelson

2456. DOS 2.6

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-15 13:25:45 UTC
From: rfc@briar.philips.com
Message-ID: <61596@philabs.Philips.Com>
Source record: 115611

Some time ago, on a disk of some PD software, I got this DOS 2.6
Never heard of it mentioned in any list of DOS's.
It's a good DOS, and it has commands to copy specified sectors, check drive
speed, translate hex to decimal (and visa versa) numbers, and turn write
verify on or off. and some more. It looks like an enhancement of DOS 2.0
Far as I can tell, it's probably public domain, or at least copyable.
If true, I could make anyone
interested copies. Send a formatted disk SASE to:

Robert Casey
855 Oradell Ave
Oradell NJ 07649

2457. XF-551 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-15 15:43:42 UTC
From: Hugh_E._Wells.ElSegundo@XEROX.COM
Message-ID: <890815-120454-16753@Xerox>
Source record: 115610

I received a note requesting more info on the sleeping problem of the XF-551. I responded directly to the writer but my message did not go through and was returned for some reason.

The original posting is as follows:

"It appears that the XF-551 disk drive has an inherent controller board problem which causes the drive to go to sleep. This caused me to open it up and attempt to find the difficulty. I really need a schematic diagram.

Although I haven't located the problem as yet, I did notice that the drive mechanism is a standard IBM 1/2 height 5-1/4 drive which is easily replaced -- plug compatible. I appreciate that fact as 1/2 height drive mechanisms are readily available.

I would appreciate any info available on XF-551 schematic diagrams and/or how to resolve the sleeping problem."

For additional info, I'm aware of three XF-551 drives owned by three different individuals that are experiencing sleeping type problems. Judging from that I would expect a design flaw to be the cause. My particular drive had a sleeping problem which was intermittant at first where the drive failed to react to a command for short periods, but otherwise worked correctly.

Now, my drive has degraded to the point where it fails to respond at all. I have diagnosed the problem to the extent that it is the controller board at fault and not the mechanism/board.

To solve the problem, would be for Atari to design a fix for the sleeping condition. The chances of that happening, I expect, are pretty remote. Therefore, I would settle for a schematic and/or a replacement controller board.

Any assisstance in obtaining troubleshooting info, schematic, replacement board, etc. would be much appreciated.

Thanks,

Hugh Wells
(213) 333-7923

2458. MIO questions

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-16 14:14:32 UTC
From: briann@tekigm2.MEN.TEK.COM
Message-ID: <5812@tekigm2.MEN.TEK.COM>
Source record: 115612

I am considering buying an MIO from ICD. The problem is that I want the 1Mb version but they cost $470! Too much by my standards. The 256Kb version sells for $260 and is much more reasonable. This raises some questions on my part. Can the 256Kb version be expanded to 1Mb by adding memory chips or are the two versions entirely different? Also, to get around this problem entirely, is anyone interested in selling their 1Mb version to me?

Brian

2459. Re: MIO questions

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-16 16:52:24 UTC
From: mitchell@janus.uucp
Message-ID: <30677@ucbvax.BERKELEY.EDU>
Source record: 115613

In article <5812@tekigm2.MEN.TEK.COM> briann@tekigm2.MEN.TEK.COM.UUCP (Brian Nakata) writes:
>I am considering buying an MIO from ICD. The problem is that I want
>the 1Mb version but they cost $470! Too much by my standards. The
>256Kb version sells for $260 and is much more reasonable. This raises
>some questions on my part. Can the 256Kb version be expanded to 1Mb by
>adding memory chips or are the two versions entirely different? Also,
>to get around this problem entirely, is anyone interested in selling
>their 1Mb version to me?
>
>Brian

My question is WHY, WHY, WHY would anyone want to expand an 8-bit Atari? I loved my 1200XL, I even gave my brother an 8-bit system for christmas. ($200.00 bucks for an 800XL, XF551 and a NINTENDO Game (Zelda!) is an excellent deal, even today.) However, a friend of mine was (is) contemplating expanding his 130XE to one meg, and maybe buy a hard disk, 80 column card, etc. AND I TRIED MY BEST TO TALK HIM OUT OF IT!!! For the price of expanding an 8-bit, you could afford an ST or an Amiga.

Atari has (apparently) abandoned the 8-bit line like it was a bastard child. When was the last time new (exciting) products were introduced for the 8-bit. Of those, how many require more than 64K?

I don't believe anyone should throw his 8-bit away, I just don't see the reason for expansion...

_____
| Evan Jay Mitchell EECS/ERL Industrial Liaison Program |
| mitchell@janus.berkeley.edu University of California at Berkeley |
| Phone: (415) 643-6687 |
| "Think, it ain't illegal...yet!" - George Clinton |
|_____|

2460. Modem accessories revisited

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-16 20:09:00 UTC
From: danmcd@caen.engin.umich.edu
Message-ID: <4511a7da.b450@ferrari.engin.umich.edu>
Source record: 115614

Thanks for the response to my first posting on this subject. Perhaps
I should explain my situation:

I have a 130XE with two unmodified 1050 drives, and a printer
whose interface (remember the Ape-Face) ends the daisy chain.

I also have a Macintosh, with a Hayes-compatible 2400 baud
external modem.

I'd like to use the modem on BOTH systems.

I will be acquiring a terminal program in the near future (Thanks to
this guy at Philips whose name I can't remember). What I need is something
like a P/R connection or something like that. Now the big question:
"Does anybody have one for sale, or know where I can get one, CHEAP?"

You know where to E-mail your responses. Thanks again!!!

--
Daniel L. McDonald |"... rising falling at force ten
University of Michigan | we twist the world and ride the wind" - Rush
|_____
Daniel_McDonald@ub.cc.umich.edu - O R - danmcd@caen.engin.umich.edu

2461. Re: MIO questions

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-16 21:19:16 UTC
From: briann@tekigm2.MEN.TEK.COM
Message-ID: <5824@tekigm2.MEN.TEK.COM>
Source record: 115615

In article <30677@ucbvax.BERKELEY.EDU> mitchell@janus.UUCP (Evan Mitchell) writes:
>My question is WHY, WHY, WHY would anyone want to expand an 8-bit Atari?

Well, here are my reasons:

1. I don't have any ***real*** use for a computer at home except to
play with and play games on. This does not justify buying another
different computer.
2. I have gobs of software that I purchased for my 8-bit and I can't
justify starting over and buying software for a new machine.
Software for the 8-bit is cheap now, ST or other software is not.
3. If I need to do real DTP or SPICE or heavy document writing, then
I will use the Suns or mainframes at work. Why should I buy a new
machine to do these kind of things when all I have to do is stroll
into my office and use real computers for free?
4. My 8-bit is my current toy that I hack on. For this reason, I do
not want to buy a new machine. I enjoy playing with it. This
justifies expansion. The cost of expansion for my 8-bit is
far less than buying a new machine and software.

My question is, "WHY, WHY, WHY is anybody asking why I would want to
expand my 8-bit?" If you'll read my post, you'll notice that I didn't
ask for opinions on whether I should do this or not, I asked if and how
this can be done. Sure, my 130XE is a toy compared to what's out there
today, but it came in handy in college writing papers and as recreation
to occasionally escape from my studies. Now it serves as a hobby. Is
that OK with you, Evan? Sheesh...

Brian

2462. Re: MIO questions

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-16 22:02:24 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <4182@udccvax1.acs.udel.EDU>
Source record: 115616

In article <5812@tekigm2.MEN.TEK.COM> briann@tekigm2.MEN.TEK.COM.UUCP (Brian Nakata) writes:
=>I am considering buying an MIO from ICD. The problem is that I want
=>the 1Mb version but they cost $470! Too much by my standards. The
=>256Kb version sells for $260 and is much more reasonable. This raises
=>some questions on my part. Can the 256Kb version be expanded to 1Mb by
=>adding memory chips or are the two versions entirely different? Also,
=>to get around this problem entirely, is anyone interested in selling
=>their 1Mb version to me?
=>
=>Brian

From what I have heard, the 256K and 1 Meg MIOs have different ROMs, making them incompatable. I have heard of a way to upgrade it, but it requires the ROMs from a 1 Meg MIO, which can only be legaly acquired from ICD. I have heard rumors of an ICD upgrade policy, but can't confirm it.
If you are planning on getting a Hard Drive, you could probably live with the 256K model, and it would save you money. Not that the Meg version isn't useful (the RAM is a lot faster that any drive), but if you are looking for mass storage with a reasonable speed, a 256K with a HD should do.

In reference to another response to the root message, I agree that it is a bit silly to apply internal RAM upgrades such as the 1 Meg XE. The only real use for that RAM at this time it RAMdisk, which gets zapped when you turn it off. The MIO, however, is a good tool for hacking with. An MIO can do a world of good for a BBS. I will (hopefully) be using mine for some software development.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2463. DOS 3 errata notes

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-17 05:51:22 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <1728@sactoh0.UUCP>
Source record: 115617
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Someone had posted that Atari included errata notes with manuals to DOS 3 dated 5-1-84. Now since it has been about five years, I doubt that any dealer would have DOS 3, let alone any notes. Perhaps someone who still has a DOS 3 manual put away somewhere could post the errata notes.

Mark Newton-John

--

##
PRIVATE # SAC-UNIX, Sacramento, Ca.
PARKING # UUCP=...pacbell!sactoh0
##

2464. Re: MIO questions

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-17 15:54:18 UTC
From: mitchell@janus.uucp
Message-ID: <30704@ucbvax.BERKELEY.EDU>
Source record: 115618

In article <5824@tekigm2.MEN.TEK.COM> briann@tekigm2.MEN.TEK.COM.UUCP (Brian Nakata) writes:
>In article <30677@ucbvax.BERKELEY.EDU> mitchell@janus.UUCP (Evan Mitchell) writes:
>>My question is WHY, WHY, WHY would anyone want to expand an 8-bit Atari?
>
>Well, here are my reasons:
>
[various reasons deleted]
>that OK with you, Evan? Sheesh...
>
>Brian

Hey, it's fine with me! I have lots of old 8-bit software too. I'm not giving away my old 8-bit, I'm just not going to waste anymore money on it.

-Evan

_____
| Evan Jay Mitchell EECS/ERL Industrial Liaison Program |
| mitchell@janus.berkeley.edu University of California at Berkeley |
| Phone: (415) 643-6687 |
| "Think, it ain't illegal...yet!" - George Clinton |
|_____|

2465. 6502 assembly stuff needed

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-17 17:47:11 UTC
From: davisonj@EE.ECN.PURDUE.EDU
Message-ID: <8908171747.AA14171@en.ecn.purdue.edu>
Source record: 115619

Does anyone know of a 6502 simulator, assembler, etc. that I could run on en.ecn.purdue.edu, ei.ecn.purdue.edu, ed.ecn.purdue.edu, or el.ecn.purdue.edu? I sure could use something...

The aforementioned machines run 4.3 BSD Unix and are of the following makes:

EN - Gould NP-1
EI - Gould PN9080
EL - CCI
ED - dual VAX 11/780

If someone has something that works on the Commodore-64 or the Atari 1200XL, I would very much appreciate hearing about that too.

-davisonj@ee.ecn.purdue.edu
-davisonj@ecn.purdue.edu
-davisonj@pur-ee.uucp
-...pur-ee!davisonj
-davisonj%ee.ecn.purdue.edu@purccvm
-davisonj%ee.ecn.purdue.edu@purccvm.bitnet
{at least one of these will work}

2466. Re: MIO questions

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-17 21:36:06 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <4188@udccvax1.acs.udel.EDU>
Source record: 115620

In article <30704@ucbvax.BERKELEY.EDU> mitchell@janus.UUCP (Evan Mitchell) writes:
=>In article <5824@tekigm2.MEN.TEK.COM> briann@tekigm2.MEN.TEK.COM.UUCP (Brian Nakata) writes:
=>>In article <30677@ucbvax.BERKELEY.EDU> mitchell@janus.UUCP (Evan Mitchell) writes:
=>>>My question is WHY, WHY, WHY would anyone want to expand an 8-bit Atari?
=>>
=>>Well, here are my reasons:
=>>
=>[various reasons deleted]
=>>that OK with you, Evan? Sheesh...
=>>
=>>Brian
=>
=>Hey, it's fine with me! I have lots of old 8-bit software too. I'm not
=>giving away my old 8-bit, I'm just not going to waste anymore money on it.
=>
=>-Evan
=>
I think the idea is that if it is useful, then it isn't a waste.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2467. Re: DOS 3 errata notes

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-18 05:50:04 UTC
From: ncperson@ndsuvax.UUCP
Message-ID: <2839@ndsuvax.UUCP>
Source record: 115621
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I think I have the notes. Cant remember what version of DOS they
are for though. Could someone explain to me why Atari produced
such useless documentation? I still remember the ERROR- lines
in the BASIC listings in the DOS manual. Why didnt someone proff
read the damned thing? Quality control must really be bad when
an error message in the listing slips by!

Oh well, enough complaining
If I find the notes I'll post them
--
Brett G. Person
North Dakota State University
uunet!ndsuvax!ncperson | ncperson@ndsuvax.bitnet | ncperson@plains.nodak.edu

2468. Atari 800xl for sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-18 14:13:57 UTC
From: deh@ndmath.UUCP
Message-ID: <1534@ndmath.UUCP>
Source record: 115622

I'm posting this for a friend of mine.
Please e-mail me if you are interested, and I'll get you
in touch with him:

For Sale:

Atari 800xl 64k
Percom 450rd single/double density disk drive
parallel printer interface
Flip and File 5.25" disk holder

Total Price: $100

David Hurtubise
Math Department
University of Notre Dame
deh@ndmath.math.nd.edu

2469. Re: MIO questions

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-18 17:24:25 UTC
From: mrp@cbnewsd.ATT.COM
Message-ID: <1245@cbnewsd.ATT.COM>
Source record: 115623

For the guy wanting a 1 Meg MIO: call Mike Miller's voice mail system on (312) 974-3123 use a touch-tone phone.He was wanting $300 for it. This is located in the Chicago area.
Hope it works out. I just got an MIO and it really is great! The ramdisk zooms! I haven't gotten the MIO to work on my 800XL that has the ramrod OS switcher installed though - if you have a ramrod, you may have to remove it. I'm in the process of hunting down a cheap Adaptek 4000a controller so that I can hook up a hard drive.
(BTW - Albert, thanks for sending that note thru the net. It took a month for it to get to my machine. Wow!, US mail is faster for once. ;-)

Marcus Prickett
att!ihlpb!mrp
(312) 979-6199

2470. Turbo-816 Update and Question

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-18 23:58:11 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <4198@udccvax1.acs.udel.EDU>
Source record: 115624

The following is from the DataQue support BBS:

Date: 08-02-89 (23:34) Number: 8
To: ALL Refer#: None
From: SYSOP Recv'd: (n/a)
Subj: STATUS Sec'ty: Public Message

Current Status of the Turbo-816:

The smaller version of the Turbo-816x is now at the board house, and
should be back in a few weeks.

The SRAM board is also out on the same order as the T816x boards, and
should be back about the same time. As soon as they get me the prices
I will put them up here.

Due to some noise problems when certian MIO units are connected to the
PBI interface, I am investigating various solutions. Initially
Bob Puff & I thought of a buffer board, but it ended up being to
difficult to manufacture, and Bob had limited success getting the
buffer board to work with non-t816 due to the additional propogation
delays. Another solution, which seems to work, is to add bypass
caps to certain lines.

add 100pf (pico-farad) bypass caps to the R/W line, Phase-2 line,
and see if that helps the problem, if not, try adding bypasses of
the same size to the data bus. as a last resort, the address bus.
these caps are usually very small, and if anyone finds a source
for SIP style, let me know.......

Msg(s) [1 - 13], [F]rom, [S]ince, [Y]our, [N]ext, [P]revious, [H]elp
DataQue Conference Message Read Command [C/R]=none? n

Date: 08-02-89 (23:41) Number: 9
To: ALL Refer#: None
From: SYSOP Recv'd: (n/a)
Subj: PROM Sec'ty: Public Message

Version 1.1 of the Turbo-OS will become available this week. It is
now in the very final test stages, and only checksum balancing
needs to be done.

many improvements have been added, including a much superior memory-
management algorithm for the expanded memory type. also a better
test algorithm for extended (xe-banked) ram was added, resulting
in more banks available for >256k machines. A few minor bugs

that slipped past the beta testers were also corrected.

there are now approx 100 t816 installed world-wide. not a gangbuster count, but considering the infancy of the project, not bad I feel.

Turbo-Calc is still being worked on.... a few minor problems popped up, which are being looked at.

Alf-ASM for the T816 is being developed by Jeff Williams, and Bob Puff and look for it to become available sometime within a month or two. this asm will support all native mode op codes, and hopefully full external/public module linking.

Msg(s) [1 - 13], [F]rom, [S]ince, [Y]our, [N]ext, [P]rev

Now for the question. I'm not much of a hardware hacker, so could anyone explain to me what the above MIO fix procedure amounts to? Thanx.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2471. bobterm part 1 missing - HELP

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-21 14:53:04 UTC
From: den@hpfinote.HP.COM
Message-ID: <19810001@hpfinote.HP.COM>
Source record: 115625

Does anyone have part 1 of the 2 part Bobterm posting? I finally got a way to get it to my 800XL and just discovered all I have of version 1.10 is part 2 of 2. Please post or email.

Thanks in advance,
Don Novy
Hewlett-Packard
den@hpfitst2.hp.com

2472. 1 Meg 130XE for sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-22 22:02:00 UTC
From: derhak@wasatch.utah.edu
Message-ID: <3091@wasatch.utah.edu>
Source record: 115626

This message is for a friend of mine. He is selling a 130XE with internal memory upgraded to 1meg + 64k. The upgrade was Designed by UPGRADE PRODUCTS. Some of its features incluce.
- Modified OS in ROM that accesses the extra memory as 11 selectable ramdisks compatable with almoast ALL DOS's.
- Beefed up powersuply which supports batter backup. (Requires a Motercycle batery, and a battery recharger.)
- Operating system is selectable between Stock OS, and UPGRADE OS.
- User Selectable Memory Protection of:
* Ram Operating System (Translator Memory) C000-DFFF, E000-FFFF
* Cartridge A A000-BFFF
* Cartridge B 8000-9FFF
- Liscenced Copy of Omnimon 4k on disk to be loaded and protected via software switch.
- This machine is so versitile that you can use BASICXE, and built in ramdisk handler with no problems.
- A switch to force operation in ram os mode reguardless what is stored in D301 bit 0.
- Software to check memory, and save operating system.
- Tons of Documentation about the upgrade comes with it.

He is asking $300.00 plus the price of shipping for the computer and power supply. NOTE: He origionally paid that much for the UPGRADE alone!

Please email your responses to me at derhak@wasatch.utah.edu.
or call him at 1-801-968-9133.

2473. Re: bobterm part 1 missing - HELP

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-23 00:12:29 UTC
From: den@hpfinote.HP.COM
Message-ID: <19810002@hpfinote.HP.COM>
Source record: 115627

I have had several positive responses, so thanks to all.

Don Novy
Hewlett-Packard
den@hpfitst2.hp.com

2474. bbs program

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-23 14:51:14 UTC
From: II80005@MAINE.BITNET
Message-ID: <II80005.890823105114@MAINE.MAINE.EDU>
Source record: 115628

does anyone have a public domain bbs program that they could send me?

2475. Re: dead-list..???

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-23 20:57:05 UTC
From: PSYLONE@UOGUELPH.BITNET
Message-ID: <8908232101.AA18894@ucbvax.Berkeley.EDU>
Source record: 115629

I joined the list in the summer and was merely assuming it was due to the slow-down common to this time.

I was wondering why there were no INFO-ATARI8 digests forthcoming (I still get deluged with INFO-ATARI16). I hope the machines aren't extinct as they are nice to hack around with, without having to worry about munging my more expensive and less bumbler-tolerant ST :-).

Anyone else out there?

- Brian

2476. hooking up an 850 to my suprea modem

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-25 12:53:31 UTC
From: FNMELNIK@WEIZMANN.BITNET
Message-ID: <8908251306.AA26259@ucbvax.Berkeley.EDU>
Source record: 115630

Hi,

I recently purchased a supra 2400 bps modem. I am trying to hook it up using an 850 interface that I got second hand..problem is that I dont have the cable needed to connect the 850 (9 pin serial) to the modem (25 pin Rs-232)..does anyone have the pin layout for this job ..c i was loking through some guide and there is no set standard for a 9pin rs232...

any help building this cable would bve grreatly appreciated...

Thanx,
-Ofer
Acknowledge-To: <FNMELNIK@WEIZMANN>

2477. Re: hooking up an 850 to my suprea modem

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-25 17:25:34 UTC
From: richg@blake.acs.washington.edu
Message-ID: <3371@blake.acs.washington.edu>
Source record: 115631

In article <8908251306.AA26259@ucbvax.Berkeley.EDU> FNMELNIK@WEIZMANN.BITNET (Ofer Melnik) writes:
>
>I recently purchased a supra 2400 bps modem. I am trying to hook it up using
>an 850 interface that I got second hand..problem is that I dont have the
>cable needed to connect the 850 (9 pin serial) to the modem (25 pin
>Rs-232)..does anyone have the pin layout for this job ..c i was loking
>through some guide and there is no set standard for a 9pin rs232...

The pins on port #1 are:

1 DTR (Data Terminal Ready)
2 CRX (Carrier Detect, CD)
3 SD (Send Data)
4 RD (Receive Data)
5 GND (Signal Ground)
6 DSR (Data Set Ready)
7 RTS (Request To Send)
8 CTS (Clear To Send)

Ports 2 and 3 are the same, except that they don't have 2, 7 or 8 connected.
Port 4 has 1,3,4,5, and 7 connected, plus a -8v connection at pin 9.

Source: pages 91-93 of "Atari 850 Interface Module Operator's Manual"

2478. ATARI 800XL, 130XE, 1050, 1020, etc. for SALE

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-25 21:51:05 UTC
From: sidhu@bnlux0.bnl.gov
Message-ID: <1428@bnlux0.bnl.gov>
Source record: 115632
Cross-posted to: misc.forsale,comp.sys.atari.8bit

For immediate sale:-

Atari 800XL computer $50.
Atari 1020 4-color pen printer $20.
Atari 130XE computer $90.
Atari 1050 double density disk drive $100.
with DOS 2.5

Xetec ?????-AT pipnter interface $20.
(for using any 8-pin printer with the 8-bitters)

A few game cartrideges and a joystick (free with the computers)

ALL ITEMS ARE IN PERFECT WORKING CONDITION; LIKE NEW
AND HAVE SEEN VERY LITTLE USE.

Buyer pays shipping.

If you want to make a reasonable offer, it will be given full consideration.

********** PLEASE CALL ONLY ******************

DO NOT REPLY BY EMAIL. I WILL BE OFF THIS ACCOUNT IN A FEW MINUTES!

Call: (516)-821-3925
or (301)-778-2800 (Washington College; ask for Prof. Sidhu
in the Physics Dept.)

2479. ATARI 800XL, 130XE, 1050, 1020, etc. for SALE

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-25 22:00:40 UTC
From: sidhu@bnlux0.bnl.gov
Message-ID: <1429@bnlux0.bnl.gov>
Source record: 115633

For immediate sale:-

Atari 800XL computer $50.
Atari 1020 4-color pen printer $20.
Atari 130XE computer $90.
Atari 1050 double density disk drive $100.
with DOS 2.5

Xetec ?????-AT printer interface $20.
(for using any 8-pin printer with the 8-bitters)

A few game cartrideges and a joystick (free with the computers)

ALL ITEMS ARE IN PERFECT WORKING CONDITION; LIKE NEW
AND HAVE SEEN VERY LITTLE USE.

Buyer pays shipping.

If you want to make a reasonable offer, it will be given full consideration.

********** PLEASE CALL ONLY ******************

DO NOT REPLY BY EMAIL. I WILL BE OFF THIS ACCOUNT IN A FEW MINUTES!

Call: (516)-821-3925
or (301)-778-2800 (Washington College; ask for Prof. Sidhu
in the Physics Dept.)

2480. BBS list

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-26 06:58:47 UTC
From: FNMELNIK@WEIZMANN.BITNET
Message-ID: <8908260705.AA27082@ucbvax.Berkeley.EDU>
Source record: 115634

Hi,

Does anyone have an atari-8bit, or atari related BBS list, either in the continental US or world-wide ?

Thanx,
-Ofer
Acknowledge-To: <FNMELNIK@WEIZMANN>

2481. Re: 64K

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-27 23:31:34 UTC
From: RC1DSANU@MIAMIU.BITNET
Message-ID: <8908272245.AA07246@ucbvax.Berkeley.EDU>
Source record: 115635

In reply to the msg about upgrading an Atari 800 to a full 64K, It can't be d
one without a major reworking of the computer. The Atari, being an 8-Bit
computer, can only access 64K of memory at one time. In the XL's and XE's
with 64K, only 48K is easily accessible at one time. To access the other 16K
that is "under the OS", mapped in the memory where the OS is, you must use
location $D301 of the PIA. Its 8 bits are used to turn internal Basic on/off,
turn OS on/off, turn Diagnostic Rom on/off,or select extra RAM (above 64K) if
there. The Atari 800 has this location of the PIA controlling joysticks 3&4.
To change it would require the newer OS out an XL be put in the 800, and
something would have to be done with internal Basic and the diagnostic ROM.
It would be so mush easier to buy an XL or XE. (Analog Mag has an ad for an
Atari 1200XL for $50.00!!!)

Ryan Collins
a.k.a Gozar
Ataris rule forever!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

2482. Re: DOS 3 errata notes

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-29 15:32:28 UTC
From: andrewh@dasys1.UUCP
Message-ID: <10575@dasys1.UUCP>
Source record: 115636

In article <1728@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark F. Newton John) writes:
>Someone had posted that Atari included errata notes with manuals to
>DOS 3 dated 5-1-84. Now since it has been about five years, I doubt
>that any dealer would have DOS 3, let alone any notes. Perhaps
>someone who still has a DOS 3 manual put away somewhere could post
>the errata notes.
>

Ah! Finally found my old DOS 3 manual! And now...

ATARI DOS 3 REFERENCE MANUAL ERRATA

05/01/84

MANUAL CORRECTIONS

PAGE 14, In the 'INTEREST' program, line 200 reads:
200 LET A=P*(1+R/100) N
Change to:
200 LET A=INT(P*(1+R/100)^N+0.5)

PAGE 58, 'code 13', reads:
13 = input and Output operation; positions file pointer to EOF; writing
past EOF is allowed.
This line should be:
13 = input and Output operation; positions file pointer to BEGINNING of
file; writing past EOF is allowed.

PAGE 60, gives information on Random Access methods. The program indicates
that only the 'X' parameter is significant, actually both the 'X' and 'Y' para-
meters are significant. For a correct demonstration of the Random Access NOTE
and POINT commands contact ATARI Customer Relations at the address listed
below.

PAGE 65 and 66, the 'BIRTHDAY' program requires several changes:

Line 140 reads:
140 IF MONTH 1 OR MONTH 12 THEN?ERR$:GOTO 100
Change to:
140 IF MONTH < 1 OR MONTH > 12 THEN?ERR$:GOTO 100
Line 240 reads:
240 NEXT
Change to:
240 NEXT I
Line 310 reads:
310 IF A$ >< "YES" THEN GOTO 20
Change to:

```
310 IF A$ <> "YES" THEN GOTO 20
Line 340 reads:
340 ? "PLEASE TYPE PERSON'S BIRTHDAY (MM-DO-YY)"
Change to:
340 ? "PLEASE TYPE PERSON'S BIRTHDAY (MM-DD-YY)"
Line 390 reads:
390 TRAP 400:XIO 36,#3,0,0,FILE$:OPEN #,9,0,FILE$:GOTO 410
Change to:
390 TRAP 400:XIO 36,#2,0,0,FILE$:OPEN #2,9,0,FILE$:GOTO 410
Line 620 reads:
620 IF MONTH 12 THEN MONTH=1
Change to:
620 IF MONTH > 12 THEN MONTH=1
Line 700 reads:
700 EOF=0;GOTO 600
Change to:
700 EOF=0:GOTO 600
Line 3000 should be omitted.
```

ATARI DOS 3 ANOMALIES

Early versions of ATARI DOS 3 used a random access method that was incompatible with large files. To determine if you have an early version, boot your copy of Atari DOS 3 with ATARI BASIC, and execute the following command from ATARI BASIC:

```
PRINT PEEK(1816)
```

If the value returned is '53', your copy of ATARI DOS 3 is a current version and does not require modification.

If the value returned is '51' or '56', please contact ATARI Customer Relations at one of the toll free numbers or address listed below, to obtain a program which will update ATARI DOS 3 to the current revision level.

If you want to receive additional information on the structure of an ATARI DOS 3 diskette, and how ATARI DOS 3 manages diskette files, or if you have any other questions concerning ATARI DOS 3, please contact ATARI Customer relations at one of the following toll free numbers, or address:

ATARI Customer Relations
PO BOX 61657
1312 Crossman Ave.
Sunnyvale, CA 94088

(800) 538-8543 Outside California
(800) 672-1404 Inside California

2483. software

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-30 01:02:47 UTC
From: DISPATCH@NCSUVM.BITNET
Message-ID: <899DISPATCH@NCSUVM>
Source record: 115637

Does anyone know where I can find some stuff for my 130XE???

K-9 Mk IV
Post any replies here!

2484. Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-31 05:31:42 UTC
From: cs2531bz@carina.unm.edu
Message-ID: <451@ariel.unm.edu>
Source record: 115638

Hi all,

I am looking for any information that could help me locate
a couple of items..

First, I guess I should tell everyone about my setup here.
I have an Atari 130XE (not expanded), two 1050 disk drives, an SX212 modem,
and an Okimate 10 color printer. Then, I have a Commodore 128 with a
1571 disk drive and an RS232 handler so it can use the SX212.

WARNING!! The following is just my opinion...the real reason I am posting
follows this..
.....
(It's (the 128) really
just a game machine for me since noone ever learned how to use the Atari's
graphics and sounds for games...such as the Ultima series. The atari is
for things like school work, communications, and high speed games, ie: Flight
Simulators [The Commodores may have easy to display colors and such, but
they are really quite slow!] You may ask why I hooked the Commodore up to my
modem when I use the Atari for communications, well it's because the
vt100 emulator allows color changes....I'm tired of a white screen on the
Kermit vt100 emulator...plus it has Xmodem, and now that I have a Unix
xmodem I can transfer files much faster from school to home...)
.....

Anyway what I want is:

1) A monitor, especially a Commodore 1902 monitor.
I want to hook up the Atari and the C128 to it, using the
Composite part for the Atari and the C128, and the RGB part for the 128's
80 column mode...
This I need as soon as possible!
If you know of another monitor that handles both Composite and
RGB in color get in touch with me!

2) A printer that can handle both the C128 and the Atari, more than likely
using RS232, and is VERY fast, not too bad on letter quality and
programmable for graphics. If you know of any printers that can
do even part of this, contact me.

To reply, feel free to just Followup, as carina isn't handling email
correctly yet...

Thanks a bunch,
Marc

C128

2485. Re: dead-list..???

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-31 11:01:01 UTC
From: UCPL030@UNLVM.BITNET
Message-ID: <8908311018.AA04330@ucbvax.Berkeley.EDU>
Source record: 115639

Well, not dead, but mighty quiet.

I have older 8-bit machines, both a 400 and an 800, the latter is used mainly as dial-in-to-mainframe, but still fun with the occasional game.

One project started years ago with some friends, but set aside when they went on to bigger machines, was an attempt to network several Ataris, not as in a LAN, but actually running as one game system, with slave Ataris acting as displays to one main system as the game driver. Multi-player games have always been of interest to me, and the thought of invidual Atari screens each being a cockpit view of a plane in a dogfight, or a station on the bridge of the U.S.S. Enterprise...

Original attempt explored both PIA port connections and the serial port, but problems with signalling interupts seemed to be high on the list of obstacles. Anyone having ideas or interest in this subject should probably post to the list. We're trying to generate discussion, right?

UPGRADING 800 to 800XL:
My hardware knowledge is pretty limited, ergo the moribund project I just described. However, I'm pretty sure that a new OS is required, but not the only change you'd need. For one thing, I remember hearing about upgrades to the screen display chip(s). The XL's 'sharper, brighter' screen was one of it's big selling points. Whether tis necessary, or cosmetic, I have no idea.

Lastly, where are you planning on sticking the extra 16K board? I don't think you can just slap in a 32K board in one of the regular slots.

I love my lil ole 800, but with the prices I've seen, I suggest looking for XL to purchase over trying to upgrade. Adding a different keyboard(the one thing I decided was worse on the XL) to the XL would be a lot easier.

2486. Re: dead-list..???

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-31 14:30:37 UTC
From: slackey@bbn.com
Message-ID: <45059@bbn.COM>
Source record: 115640

In article <8908311018.AA04330@ucbvax.Berkeley.EDU> UCPL030@UNLVM.BITNET ("Douglas J. Evans") writes:
>Well, not dead, but mighty quiet.
>One project started years ago with some friends, but set aside when they
>went on to bigger machines, was an attempt to network several Ataris,
>not as in a LAN, but actually running as one game system, with slave
>Ataris acting as displays to one main system as the game driver.

I think a good way to do this, albeit slow, is to use VBI and/or DLI
as a 'timebase', and build a simulated UART using the controller ports.
Received data can even go into a queue, so that data isn't lost while
the CPU goes into a long latency operation.

Does anyone know if the VBI is synchronized to the power line? If so,
one-bit-per-VBI is possible, even if the two ataris happen to be
plugged into opposite phases. It seems with some care, one BYTE per
VBI might be possible (if the synchronization is there).

I have used the internal timer interrupt for stuff like this, in
particular my mouse/trakball driver. There were interactions, though,
when I turned on DLI to twiddle the screen; at least a few DLI
interrupts were lost, and some VBI's were lost, resulting in a lot of
screen flicker because the VBI/DLI's sometimes weren't doing their
respective thing. What I ended up doing was to put a DLI on every
[text] line, and in the DLI routine inc a line count and check for (do
I do something this time?), and not using the timers at all.

-Stan

2487. 1030 Modem info

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-31 17:09:00 UTC
From: hulse@iris.ucdavis.edu
Message-ID: <5238@ucdavis.ucdavis.edu>
Source record: 115641

I am looking for technical info on the Atari 1030 modem. I've had the thing for a few years, and I've been waiting until I had the time to mess with it. As I enter graduate school, I realize that time will never come, so I'd like to start now.

Specifically, what commands will the handler recognize? Is there a way to connect the audio line from the 800 directly to the phone line (if so, I could hang and A/D off of it, back in through the joystick ports, then put the modem in auto-answer mode, answer the phone with a speech synthesizer, and digitize the messages (or even use an old cassette player, but how to make it rewind)?

Thanks, in advance,

--AndY YbnA--

"Just another half-baked thought from a lukewarm mind"

Gack! There's a spy | Andy Hulse
| hulse@iris.ucdavis.edu
in my empire! | ...ucbvax!iris!hulse

2488. Re: software

Newsgroup: comp.sys.atari.8bit
Date: 1989-08-31 22:53:04 UTC
From: jim@jose.uucp
Message-ID: <1989Aug31.225304.13104@jose.uucp>
Source record: 115642

In article <899DISPATCH@NCSUVM>, DISPATCH@NCSUVM.BITNET writes:
> Does anyone know where I can find some stuff for my 130XE???

What kind of "stuff" are you looking for. I run a public domain
bbs that has megs of public domain stuff for the 8 bit machines. If
that is the type of "stuff" you are looking for, fell free to call.

Nebula BBS 801-967-8072 . Only up to 2400 baud.

****
* Don't look for anything Jim Hood *
* Fancy here, no one listens S.L.C. Ut *
* to what I say anyway. josjim@e.uup c *
****

2489. Cassettes

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-01 01:20:00 UTC
From: roger@tippy.uucp
Message-ID: <38000004@tippy>
Source record: 115643

I've got a bunch of Atari programs on cassette that I want to get rid of. This includes games, utilities, stuff from the Atari Program Exchange (APX), 6 Analog cassettes (#'s 28-33), and 4 SoftSide cassettes (#'s 33, 35-37).
There ar 40 cassettes in all, and I will even throw in an Atari 1010 Program Recorder to run them with (or to transfer them to disk.)
You can have everything for only $65 and I'll pay the shipping (I'll even send it COD if you want.)

roger@newton.physics.purdue.edu

2490. Re: 64K

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-01 12:42:41 UTC
From: KC95OPER@MIAMIU.BITNET
Message-ID: <8909011149.AA24237@ucbvax.Berkeley.EDU>
Source record: 115644

I'm not exactly sure how to do it, but there is a book out (I't may be
hard to find) called Mapping the Atari by Ian Chadwick (I think) that tells
a great deal about the Atari OS as well as listing most of the memory addresses
in the computer. There is also a section telling some of the differences
between the old 800's and the XL's. You might try giving this book a try.
To tell you the truth though, it would probably be easier to just buy
an 800XL and not worry about it. You can buy one for around $60 or less if
you look. Or why not just upgrade to an ST?

Good Luck,
Kent Covert
Miami University of Ohio

2491. Syncing up to Network 8bits

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-01 18:10:36 UTC
From: derhak@wasatch.utah.edu
Message-ID: <3252@wasatch.utah.edu>
Source record: 115645

In article <45059@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>Does anyone know if the VBI is synchronized to the power line? If so,
>one-bit-per-VBI is possible, even if the two ataris happen to be
>plugged into opposite phases. It seems with some care, one BYTE per
>VBI might be possible (if the synchronization is there).

On the XL, XE's at least, the power suply generates DC voltage for the
computer, and therefore is in no way synced in with the power line.

Your best bet would be to use Pokey timer interupts.

Max

2492. Re: Cassettes

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-02 00:12:00 UTC
From: roger@tippy.uucp
Message-ID: <38000005@tippy>
Source record: 115646

I didn't give my complete address. It should have been:
tippy!roger@newton.physics.purdue.edu
Sorry about the mixup!

2493. Anyone have a DEFENDER cartridge they wish to sell?

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-02 14:46:29 UTC
From: bruno@cupid.dec.com
Message-ID: <754@mountn.dec.com>
Source record: 115647

I brought my old 800 out of mothballs recently and have been playing some
of the game ROM cartridges I had put away with it. The one that is missing
is DEFENDER. Do any of you have this cartridge and are willing to sell it for
a reasonable price?

Greg

****
Gregory Bruno | Master of the | bruno@cupid.dec.com
| projectile | or ...!decwrl!cupid.dec.com!bruno
| sweat-gland | or bruno%cupid.dec@decwrl.dec.com
****

2494. Re: Atari 8-bit forth debugger

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-02 17:38:18 UTC
From: a567@mindlink.UUCP
Message-ID: <475@mindlink.UUCP>
Source record: 115648

> ttensfeldt writes:
>
> Msg-ID: <924@eagle.wesleyan.edu>
> Posted: 3 Sep 89 09:42:16 GMT
>
> In any case, he'd like to encourage FORTH activity among the ATARI
> 8-bitters so he's wants to give it away to anyone who wants a copy.

Is there a way that your friend could post it on the net? I know that there are a few of us up here that would like to check it out. I'd also like to submit it to the local Atari user group library (I am a director and 8 bit co-ordinator for the Vantari User Group).

-bp-.

THIS SPACE FOR LEASE
---
uucp: a567@mindlink.UUCP GEnie: b.peltzer2

2495. Atari 8-bit forth debugger

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-03 09:42:16 UTC
From: ttensfeldt@eagle.wesleyan.edu
Message-ID: <924@eagle.wesleyan.edu>
Source record: 115649

A friend of mine has written a screen oriented FORTH debugger for the ATARI 8-bit computers. He tried to have it published by ANALOG Computing, but the editors felt that it was too long, and would have limited appeal. I guess they don't get enough FORTH articles submitted.

In any case, he'd like to encourage FORTH activity among the ATARI 8-bitters so he's wants to give it away to anyone who wants a copy. The program features dynamic screen displays of the parameter stack, the return stack and the last 10 execution steps. It allows automatic or manual single stepping of a program, decompiling a program step by step, patching a program while it is executing, an escape feature that lets you type regular FORTH commands while you are debugging, and a bunch of other miscellaneous features. It does not interfere with the user's screen so graphics oriented programs can be debugged.

The debugger is about 47 screens long, and takes up about 8K of RAM. It has been tested using Patrick Mullarky's fig-FORTH, and val-FORTH, and probably just about every other version of fig-FORTH. He believes that most of it would run on any other computer that runs fig-FORTH, once the screen display code was ported over.

My friend is willing to give away a copy as share-ware to anyone who sends a stamped, self-addressed floppy mailer, and a blank 5 1/4 floppy to:

Nick Tamburri
10 Oakhill Avenue
Clinton, Massachusetts 01510

The returned floppy will contain the debugger, installation instructions, and documentation in the form of the unpublished ANALOG article. He doesn't have a modem so he can't post it on a bulletin board somewhere but once it's distributed, anyone is free to post it.
==========
Tom Tensfeldt Bitnet: TENSFELDT%Eagle.WESLYN@Wesleyan.Bitnet
Internet: TTENSFELDT@Eagle.Wesleyan.Edu or

4 Laurel Avenue, Ledyard, CT 06339 (203)-464-9009
Pfizer, Inc., Box 100, Groton, CT 06340 (203)-441-4835
Chemistry Dept, Wesleyan Univ, Middletown, CT (203)-347-9411 X2635
==========

2496. Mydos 4.51 wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-04 03:08:45 UTC
From: clf3678@ultb.UUCP
Message-ID: <1204@ultb.UUCP>
Source record: 115650

Howdy all,

A little while ago, somebody posted both Mydos 4.51 and some sort of source code for it (A-65 assembler?). A friend of mine (actually Bob Puff) has been looking for both, but hasn't found em. Both Bob and I would greatly appreciate it if somebody could post it here in this newsgroup.

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
Call the ACORN BBS (716)436-3078, 300/1200 baud | 3) Coke Classic

2497. 850 interfaces/modems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-04 03:22:15 UTC
From: clf3678@ultb.UUCP
Message-ID: <1206@ultb.UUCP>
Source record: 115651
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale

I've come into a good sized quantity of both Atari 850 interfaces
and Avatex 1200 modems.

The interfaces are in like-new condition and fully tested by myself.
They come with the power supply, but no SIO or serial/parallel
cable. Selling them for the miniscule price of $45 each!

The modems are partially Hayes compatible (all the important commands),
also in like-new condition and tested by myself. The phone cable and
power supply comes with it. I'm selling these for $40.

If you are interested, leave mail here, on BitNet, on GEnie, or on
my BBS. If you leave mail here, I doubt I can reply to you (the
mail system here at RIT really bites it). On the others, I can reply
with no problems.

Please add $5 shipping to each item's price. I will ship them either
US Mail 1st Class, or UPS. I prefer you send a check or money order
before I ship them out.

I also have a SMALL amount of modem cables for the interfaces. The cost
is $8 plus $1 shipping.

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
Call the ACORN BBS (716)436-3078, 300/1200 baud | 3) Coke Classic

2498. Atari 800xl & drive for sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-04 13:58:12 UTC
From: deh@ndmath.UUCP
Message-ID: <1546@ndmath.UUCP>
Source record: 115652
Cross-posted to: comp.sys.atari.8bit,misc.forsale

Sorry to have to post this again. Our computer went down for a few days,
and all my mail got lost. So, this time just contact George directly.

For Sale:

Atari 800xl
Percom single/double density disk drive
parallel printer inerface
various pieces of software

Price: $100 + $10 shipping

Contact:

George Rose
2428 Briargate
Bryan TX 77802
(409) 774 - 0175 (home)

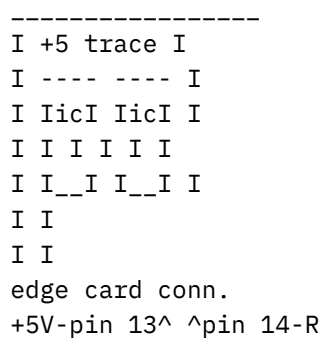
2499. Basic cart mod (switching it on/off w/o removal)

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-05 14:48:40 UTC
From: rfc@briar.philips.com
Message-ID: <63078@philabs.Philips.Com>
Source record: 115653

BASIC CART MODIFICATION
Installing a switch on the cart so Basic can be
switched on or off without removing the cart

I own an Atari 800 and about half the time use the Basic cartridge.
Other times I use programs that require that the Basic cartridge be
removed. This can cause a lot of wear and tear on the 800's
cartridge slot. To avoid this, the cart can be modified so it can be
switched in or out. I took apart my Basic cart, removing the shell.
I cut the circuit board trace connecting pins 13 and 14 on the
cartridge board (pin 14 is the source of memory map control signal
RD5). I installed a very small (approx. half inch long, and
quarter inch tall from the bottom of the switch body to top of
slider) slide switch (SPDT) on the top edge of the board, center
contact soldered to the +5V trace (the fat trace at the top IC side
of the board). The other contact is connected to pin 14. This
connection is made as far from the bottom edge of the board as
possible so it can be pluged into the 800's cart slot without
jamming. The metal housing of the switch should be connected to the
+5V trace to form a static drain (be sure it doesn't short to the
access door's metal shield; the metal shield could be removed if
necessary). The cart board is inserted with the chips facing to
the back of the 800.
When I want to use Basic, I open
the access door and set the switch to "B". When I need to remove
Basic, I turn the switch to "M", for machine code programs. This
causes the circuits in the Atari 800 to switch away from the cart
and to the RAM at the same addresses. The cart is effectively
removed. I rarely use other carts, but if I want to, I can still
unplug the modified Basic cart.

switch mounts on the top edge of the board



plug board into computer so that the ic's face
the back of the computer

2500. Power sync on XL's

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-05 17:15:14 UTC
From: norlin@uokmax.UUCP
Message-ID: <3708@uokmax.UUCP>
Source record: 115654

Well, here's a completely new user of this net. Hope I don't screw up too bad.
Anyway, I just wanted to mention that the power supply on XL's IS, like the
XE's, D.C. Therefore, it seems reasonable to assume that it is not synchronized
with the power line.

2501. Disk Drive Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-05 17:37:35 UTC
From: howell@Soleast.Solbourne.COM
Message-ID: <1989Sep5.173735.3327@Soleast.Solbourne.COM>
Source record: 115505

Am looking for an Atari 1050 disk drive in good working condition. If you have one for sale, please email condition and price.
Bob Howell, 617-273-3313

--
Bob Howell howell@solbourne.com
Solbourne Computer, Inc. ...!{boulder,sun}!stan!howell
(617) 273-3313 howell%stan@boulder.colorado.edu

2502. Is Antic Magazine still around?

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-06 15:35:18 UTC
From: norlin@uokmax.UUCP
Message-ID: <3715@uokmax.UUCP>
Source record: 115506

I was just wanting to know, does anyone know if Antic Magazine is still around?
It was only at one library where I live, and then the library suddenly stopped
carrying it. I don't see it on any magazine racks. Is Antic alive?

2503. Using CC8

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-06 15:59:52 UTC
From: slackey@bbn.com
Message-ID: <45266@bbn.COM>
Source record: 115507

After using C quite a bit at work lately, I decided to try and use it on the 8bit. I wrote a triv program and after several attempts gave up trying to get it to compile under cc8. There is obviously something I'm missing.

Would some kind soul mind sending me a small example of some working cc8 code? Or better yet any docs on using cc8 and/or ace c? I have the notes that came out with the last release of cc8, but that's not too helpful for getting off the ground the first time.

There are other files on the disk which look like runtime libraries and stuff, which I assume I have to link in somehow. Because there's a file there called LINK.

-Stan

2504. Atari 8bit equipemnt for sale..prices are negotiable

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-06 18:13:45 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <2452@jhunix.HCF.JHU.EDU>
Source record: 115508
Cross-posted to: comp.sys.atari.8bit,misc.forsale

I have some Atari 8 bit equipment for sale, if you respond, please leave me
a phone number, I dont read this newsgroup, so please e-mail me.

MIO 256k 200$
850 Interface 100$
800xl 256k 150$
1050 drive with doublers 95$
Atari 400 48k w B-keyboard(non-membrane) 30$
or.. the whole package for 500 bucks..
if you have any questions, send e-mail with a phone number..
I'll be glad to answer any questioons you have.

my possible e-mail paths
ins_bac@jhunix.UUCP
ins_bac@jhunix,HCF.JHU.EDU
.. !uunet!mimsy!aplcen!jhunix!ins_bac
thanks
-Ajay Choudhri
arcade vidiot

2505. Re: Is Antic Magazine still around?

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-06 19:26:46 UTC
From: slackey@bbn.com
Message-ID: <45287@bbn.COM>
Source record: 115509

In article <3715@uokmax.UUCP> norlin@uokmax.UUCP (Norman Lin) writes:
>I was just wanting to know, does anyone know if Antic Magazine is still around?
>It was only at one library where I live, and then the library suddenly stopped
>carrying it. I don't see it on any magazine racks. Is Antic alive?

Yes, I have a subscription. The library might have gotton mad when they
went to the more expensive disk-only format and stopped their subscription.

It is carried by my neighborhood Electronics boutique, although they have
dropped their Atari software line (ah, if only I'd bought more games
rather than program my own...)
-Stan

2506. Re: Is Antic Magazine still around?

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-07 05:04:44 UTC
From: kstevens@qarry.enet.dec.com
Message-ID: <4540@shlump.nac.dec.com>
Source record: 115510

In article <3715@uokmax.UUCP>, norlin@uokmax.UUCP (Norman Lin) writes...
>I was just wanting to know, does anyone know if Antic Magazine is still around?
>It was only at one library where I live, and then the library suddenly stopped
>carrying it. I don't see it on any magazine racks. Is Antic alive?
Yes, Antic magazine is still around. You can find them in Walden books, for
one.

This is my opinion only.

Ken

2507. To Chris Freemesser

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-07 12:15:31 UTC
From: cfchiesa@bsu-cs.bsu.edu
Message-ID: <10095@bsu-cs.bsu.edu>
Source record: 115511

The dang Net won't send mail BACK from here to "ultb," so ... sorry.

Chris, I'm in Rochester, NY myself, despite this Indiana e-mail address (I'd be delighted to hear of any hints on getting a LOCAL Usenet access), and I have all the things you asked for, e.g. the MYDOS 4.51 sources and the A65 assembler with which to assemble it. Would you settle for someone (me) handing them to you IN PERSON? :-)

I'll try to get a chance to contact you locally via the ACORN BBS (I'm a member, I get the Kernel, but haven't made it to a meeting in months), but if I don't get around to it, YOU could call ME: 482-9573.

Been looking for an excuse to meet you and/or Bob Puff ANYWAY...

Chris Chiesa
not really at Ball State University
--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2508. Re: Using CC8

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-07 14:34:47 UTC
From: sac90286@uxa.cso.uiuc.edu
Message-ID: <1989Sep7.143447.21789@ux1.cso.uiuc.edu>
Source record: 115512

In article <45266@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>After using C quite a bit at work lately, I decided to try and use it
>on the 8bit. I wrote a triv program and after several attempts gave
>up trying to get it to compile under cc8. There is obviously something
>I'm missing.

Actually, it is CC8 that is missing something - that something is compatibility. I first learned C on a UNIX system, and later bought Turbo C. The migration from UNIX C to Turbo C was nearly effortless, but when I later tried a "Hello, world!" program under CC8, it took a LONG time to finally get it working. Little things like replacing '{'s with '$('s weren't too difficult, but the other incompatibilities are more painful. The real killer, however, is the SPEED. After using Turbo C, CC8 seems to take forever. Then there's the linking process, which is also very slow. I guess I'm just spoiled by the speed of Turbo C, but I find CC8 to be somewhat lacking as a development environment.

Stick with assembler; it'll be easier on your nerves!

Scott
kubla@uiuc.edu

2509. Omegamon

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-07 19:24:00 UTC
From: HABKE@ccm.UManitoba.CA
Message-ID: <8909072002.AB05355@ucbvax.Berkeley.EDU>
Source record: 115513

Sorry but there was a typo. The area code was 415
and is in California.
Someone on the ibm-main net suggested that your id was that of
CANDLE CORP. who markets mvs/omegamon.

Thanks.

Bill Habke
Systems Analyst
University of Manitoba

2510. Re: To Chris Chiesa

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-07 22:40:53 UTC
From: clf3678@ultb.UUCP
Message-ID: <1213@ultb.UUCP>
Source record: 115514

This message is for Chris Chiesa. If you are not Chris Chiesa, hit N
now!

Chris, how about sending the stuff up to my board? I'll give you
extra time if you would be willing to do this (I'll trash the
time limit when you upload it....just try and chat with me).

The number is in the signature.

Thanks for the stuff!

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
Call the ACORN BBS (716)436-3078, 300/1200 baud | 3) Coke Classic

2511. Atari Books, S/W, and H/W for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-08 01:25:58 UTC
From: ray@madnix.UUCP
Message-ID: <833@madnix.UUCP>
Source record: 115515
Cross-posted to: comp.sys.atari.8bit,misc.forsale

Anyone still into ATARI 8 bit computers?

Just found a bunch of stuff in the basement. Make an offer, it all goes to the highest offer. However, offers must be worth my time to wrap up and drive to UPS. Buyer pays postage and COD (if required). Lower prices will accepted for offers of multiple items.

Atari Books for SALE:

Atari Roots (Guide to Atari Assembly Language) $10
Awesome Games for Your Atari Computer $5
Compute!'s First Book of Atari $5
Compute!'s Second Book of Atari $5
Compute!'s Third Book of Atari $5
Compute!'s First Book of Atari Graphics $5
Compute!'s Inside Atari DOS $10
Compute!'s Mapping The Atari $5
Inside Atari BASIC $5

Atari Software for SALE: (all include original docs)

Action! (cart) $30 Antic Forth (disk) $5
Ardy the Aardvark (disk) $5 AtariWriter (cart) $15
Bank Street Writer (disk) $10 Basic (cart) $15
Canyon Climber (disk) $5 Caverns of Mars (disk) $10
Deadline (disk) $10 Family Finances (2 disks) $5
Gorf (disk) $10 Graphic Shop (disk) $5
Home Filing Manager (disk) $5 Jump Man (disk) $15
Lode Runner (disk) $10 Mac/65 Toolkit (disk) $10
Mail Order Monsters (disk) $15 Music Composer (cart) $10
OSS Disk Newsletters (3 disks) $5 Picnic Paranoia (disk) $10
Pinball Construction Set (disk) $15 Pooyan (cassette) $5
Pooyan (disk) $10 Print Shop (disk) $25
Print Shop Graphics Lib Disk #1 $5 RAMbrandt (2 disks) $5
Racing Destruction Set (disk) $15 Temple of Apshai (disk) $10
Transylvania (disk) $15 TypeSetter (disk) $15
VisiCalc (disk) $25 Wizard and Princess (disk) $10
Zombies (disk) $15

Atari Hardware:

Atari Koala Pad with KoalaPainter (cart) $25
MPP-1150 (Printer interface) $20
P:R: Connection with drivers (disk) $30

Thanks for your time and bandwidth.

Ray Hill
--
UUCP: {harvard|rutgers|ucbvax}!uwvax!astroatc!nicmad!madnix!ray
{decvax|att}!

2512. atari8

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-08 18:42:00 UTC
From: HABKE@ccm.UManitoba.CA
Message-ID: <8909081929.AA20807@ucbvax.Berkeley.EDU>
Source record: 115516

```
Does this group still exist;
If so i was inadvertantly removed and i would like to
get back on.

Thanks.

Bill Habke
```

2513. Re: Is Antic Magazine still around?

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-09 01:02:57 UTC
From: howell@Soleast.Solbourne.COM
Message-ID: <1989Sep9.010257.14564@Soleast.Solbourne.COM>
Source record: 115517

norlin@uokmax.UUCP (Norman Lin) writes:

>I was just wanting to know, does anyone know if Antic Magazine is still around?
>It was only at one library where I live, and then the library suddenly stopped
>carrying it. I don't see it on any magazine racks. Is Antic alive?

From the September, 1989 (volume 8, number 5) issue, page 5:
General Offices, 544 Second St., San Francisco, CA 94107, (415) 957-0886
Credit Card Subscription and Catalog Orders:
(800) 234-7001, Visa or MasterCard Only
Subscription Customer Service:
Antic, PO Box 1569, Martinez, CA 94553, (415) 372-6002
Bob

--
Bob Howell | Email: howell@solbourne.com
Solbourne Computer, Inc. | howell%stan@boulder.colorado.edu
77 S. Bedford St., Suite 230, | ...!{sun,boulder,nbires}!stan!howell
Burlington, MA 01803 | Voice: (617) 273-3313 - Fax: (617) 270-0172

2514. WANTED: Spreadsheets

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-09 22:16:00 UTC
From: danmcd@caen.engin.umich.edu
Message-ID: <458aca9c.1285f@maize.engin.umich.edu>
Source record: 115518

I'm looking for a spreadsheet for the 8-bits. I have a 130XE with two
unmodified 1050 drives. Is there anything besides Visicalc available?
Is there anybody out there who has a better spreadsheet that they wish to sell?
Will there ever be an end to the questions?

--
Daniel L. McDonald |"... rising falling at force ten
University of Michigan | we twist the world and ride the wind" - Rush
|____
Daniel_McDonald@ub.cc.umich.edu - O R - danmcd@caen.engin.umich.edu

2515. Re: WANTED: Spreadsheets

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-10 17:00:43 UTC
From: arthur@pnet02.gryphon.com
Message-ID: <19712@gryphon.COM>
Source record: 115519

danmcd@caen.engin.umich.edu (Daniel Laurence McDonald) writes:
>I'm looking for a spreadsheet for the 8-bits. I have a 130XE with two
>unmodified 1050 drives. Is there anything besides Visicalc available?
>Is there anybody out there who has a better spreadsheet that they wish to sell?
>Will there ever be an end to the questions?

I believe SynCalc, from Synapse, 17 Paul Drive, San Rafael, CA 94903-2101 is
still avaiable. It also has VisiCalc to SynCalc conversion. If you are
interested, I think it makes use of the extra memory in the 130XE.
Arthur L. Rubin (home) (818)286-1121 (818)286-0981
PO Box 2437
San Gabriel, CA 91778 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453 INET: arthur@pnet02.cts.com

2516. Was the program "Invasion" ever in Antic Magazine?

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-10 20:22:40 UTC
From: norlin@uokmax.UUCP
Message-ID: <3748@uokmax.UUCP>
Source record: 115520

In an earlier posting, I asked whether anyone knew if Antic was still around. Several kind persons told me that it most definitely was. Now that I know that Antic is still around, here's my real question. Did Antic ever publish a program called "Invasion?" It was a Star-Raiders type game in which the player moved a cursor using a joystick to blast alien ships coming out in 3-D. The interesting part of the program was the 3-D starfield that used a DLI on 192 lines with 8 different levels of star movement. I know all this, because I wrote the program. I submitted it to Antic over a year ago (last August), and it was accepted for publication. They said it would be published within one year, and I would get payment upon publication. Further, they said that IF they did NOT publish it within a year, I would get a kill fee of $60. As I mentioned, it's been over a year and I've heard nothing from them. I need to know whether I should just sit tight and wait for them to contact me, or if I should contact them, and, of course, if the program has yet been published. Oh, and yes, I did sign a contract; the contract, however, made no mention of the kill fee (that was in the cover letter they included).

Thanks in advance. I've been waiting for over a year and my nerves are getting frazzled!

k

2517. stuff for sale, computer..

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-10 22:38:12 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <2481@jhunix.HCF.JHU.EDU>
Source record: 115521
Cross-posted to: comp.sys.atari.8bit,misc.forsale

newer system.

1) One FALCON 2400 baud external modem, fully hayes compatible, with
nonvolatile ram, free compuserve, Rs232 compatible, compact design.
99 dollars+shipping

2) One 20meg 8 inch Bernoulli cartridge IOMEGA + free cleaning cart
30 dollars+shipping

3) Atari 520ST, 1 single sided drive, 1 double sided drive, 1 mouse
comes with 512k . Original 1985 model, built like a atank, very well
kept, Tos v1.0 roms installed. user manual. No monitor. Mouse is made
in japan model. All cables and everything included. will throw in
16 41256-120nsec drams to upgrade to 1 megabyte. all for 500 dollars.

call me at 301-467-4223
ask for A.J.
or respond thru e-mail
at
ins_bac@jhunix.UUCP
ins_bac@jhunix.HCF.JHU.EDU
... !uunet!mimsy!aplcen!jhunix!ins_bac
thanks, more stuff to follow, but too lazy to type it up.

2518. 256k related questions

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-11 00:39:55 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Sep.10.20.39.53.1989.13502@topaz.rutgers.edu>
Source record: 115522

Hello fellow Atari enthusiasts! This past weekend, while attending a computer show, I came into a good deal. A stand was selling Atari 800xl's refurbished and in-the-box-with-everything for $35. I ended up saying "why not...I'll hold onto it as a backup in case mine happens to die on me". Once I got it home and did a little inspection of the unit, I discovered that not only did it look new and work great, but it has a 256k Rambo installed in it. This made my day since I've thought about having one installed in my old 800xl, but never did! 2 questions...

1) The video output quality. The 256k machine has a "softer" picture than my old 64k machine...the colors are not as vivid. Not that I think anything can be done about this, but out of curiousity; is the likely reason just that the new machine has a lower quality video circuit (it's a newer production run than my old one), or is the slight "washing-out" of colors a result of the greater power demand placed upon the transformer by the upgrade?

2) Software. Up 'til now, I've more or less ignored software designed to use memory beyond the 64k mark. Now that I've got some extra to play with, I'd like to know exactly which titles work only on 128k+ machines, or those that offer improved performance with more memory. I am interested in hearing about ANY type of software, from games to demo's to utilities to applications; whether they be commercial, shareware or PD.
Probably the thing I would like to find MOST is a word processor that takes advantage of extra memory and allows editing of larger documents. (up 'til now, Textwiz was my choice with about a 24k buffer...can I assume I can do better now?)

-Ray

wilmott@topaz.rutgers.edu
(alt: @althea.att.com)

2519. Omnimon help

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-11 17:09:43 UTC
From: bde@shogun.sgi.com
Message-ID: <41529@sgi.sgi.com>
Source record: 115523

I'm not too familiar with the 8bit ataris, but I need to
get a dump of memory with a particular program loaded. I found
someone with an atari and omnimon, but he doesn't remember how
to use it!!!

Could someone please send me a quick reminder on how to use
this thing?
(Again, all I want to do is load a particular program, then dump
all of memory to a disk file.)

Thanks in advance.

Brian Emberling
Silicon Graphics, Inc.
Advanced Systems Division

2520. Re: Omnimon help

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-11 18:54:41 UTC
From: sac90286@uxa.cso.uiuc.edu
Message-ID: <1989Sep11.185441.1234@ux1.cso.uiuc.edu>
Source record: 115524

In article <41529@sgi.sgi.com> bde@shogun.sgi.com (Brian D. Emberling) writes:
>
> I'm not too familiar with the 8bit ataris, but I need to
>get a dump of memory with a particular program loaded.
>(Again, all I want to do is load a particular program, then dump
>all of memory to a disk file.)
>
>Brian Emberling
>Silicon Graphics, Inc.
>Advanced Systems Division

This "particular program" wouldn't happen to be M.U.L.E. by Electronic Arts,
would it?

Perhaps Jim Clark might be able to help you out... :-)

2521. Making an SX-212 work with Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-12 04:36:52 UTC
From: jean@maxwell.Concordia.CA
Message-ID: <1205@clyde.Concordia.CA>
Source record: 115525

After hours of effort in trying to make Kermit-65 work with my SX-212, I've finally discovered something that might be the culprit. It appears that the SX.COM handler (written by James C. Dillow) is the real problem, as it does not appear to emulate an 850 handler enough.

The thing is that the Kermit-65 code checks DVSTAT (746) and if it's not zero, there's an error. The 850 handler apparently uses each bit in DVSTAT as an error indicator. However, the SX.COM handler doesn't do that at all. It seems to use DVSTAT as some kind of counter for the number of bytes left in the input buffer, just like DVSTAT+1, except different.

The end effect of this is that I haven't been able to use Kermit-65 because it thinks the modem is spitting out errors, so what it does is zero out the input buffer counter, so I don't see received data most of the time!

I see three solutions here. 1) Get a better SX-212 handler.
2) Rewrite parts of SX.COM (yech)
3) Rewrite parts of Kermit-65

Solution #1 is the best one so if any of you have or know of an SX-212 handler that works with Kermit-65, please UUencode and post or mail it. Solution #2 would be difficult at best. Solution #3 is possible, as I am in the process of adding an XEP-80 handler to Kermit-65, meaning that I already have to make changes to it, but if I redo the modem interface part of it for the SX.COM handler, then it won't work with the 850, and that's no good.

Jean Goulet
Electrical Engineering
Class of '89
Concordia University
Montreal, Canada

2522. Modems and interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-12 15:57:32 UTC
From: clf3678@ultb.UUCP
Message-ID: <1226@ultb.UUCP>
Source record: 115526
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale

Hello all!

I've received both some orders and some questions about the stuff for sale. Let me clarify this here, because the mail facilities here at RIT ROT IN HELL, and I can't send out e-mail properly.

To reiterate: The 850 interfaces are $45, modems are $40, $5 shipping per item.

If you would like to order one or both of these items, do the following:

1) Write out a small note telling me what you would like to order, where I should send it, and where you saw the ad for the stuff, to:

Chris Freemesser
223 Renouf Drive
Rochester, NY 14624

My phone number is (716)328-1703, so you can call me if you wish to, or you can call my BBS (number in signature). Also, if you have access, leave me a note on Bitnet or GEnie *INSTEAD* of E-mail here. I have no problems replying on these networks, only on UseNet.

I will send out the stuff when I receive payment (check or money order).

2) To those who have already sent payment: There will be a short delay in receiving the interfaces. The shipment of power supplies for them has been delayed by about 10 days. DO NOT FEAR! I will send these items out ASAP. I have the modems, so they get sent out immediately.

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
Call the ACORN BBS (716)436-3078, 300/1200 baud | 3) Coke Classic

2523. Re: Info-Atari8 Digest V89 #76

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-13 17:04:08 UTC
From: RC1DSANU@MIAMIU.BITNET
Message-ID: <8909131615.AA12548@ucbvax.Berkeley.EDU>
Source record: 115527

I have a 800XL and was wondering if there was any version of ZMODEM for it available?

I also need a UU**CODE'r for the Atari. Any help would be appreciated.

Thanks Again,

Ryan
RC1DSANU@MIAMIU * ** *
Atari Rules!! * ** *
** ** **
** ** **

2524. Re: 256k related questions

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-13 17:04:28 UTC
From: usenet@cps3xx.UUCP
Message-ID: <4585@cps3xx.UUCP>
Source record: 115528

You should not see any video difference between your XL and your XL with an upgrade, at least not from the upgrade. The only real way to check is pull the upgrade, but as a long time owner of a 256K upgrade and installer of many others, it's never been a problem.

Some packages that support the upgrade are:

Anything that runs on a 130XE, (ignoring a backpage video demo from Antic) as a 128K machine:

A large selection of ramdisk software

Typesetter 256, a PD bitmap typesetter
Paperclip 2.0. It would give 128K as an editing buffer, and when you used the spell checker, it copies the dictionary into the other 128K so subsequent checks are fast.
Various disk copy routines. I can't remember which off the top of my head.
The new MTOS, I believe, is supposed to support extended memory pages.

There are various other titles that will suprise you when they suddenly have more memory than you remembered.

For exploring your extended memory upgrade (or making one,) my Detroit BBS, The Club II, has an archive of all the extended memory software I've ever seen, much of it with source code. Some of it is very old software, like BASIC code just to switch banks to see if they're there, but it allows you to "follow" the progress of extended memory Atari history.
The Club II is at 313-334-8877 (and obviously has a lot of other 8bit stuff.)

Terry Conklin
uunet!frith!conklin
The Club (517) 372-3131
conklin@egr.msu.edu aren't mailers fun?

2525. Re: 256k related questions

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-14 22:57:52 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <22160@cup.portal.com>
Source record: 115529

Hi Terry, nice to see you on USENET. I'm a semi-regular caller of your BBS. When are you going to hook your BBS into USENET? :)

Chuck Hughes

2526. Re: Making an SX-212 work with Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-15 06:59:43 UTC
From: cs2531bz@carina.unm.edu
Message-ID: <516@ariel.unm.edu>
Source record: 115530

In article <1205@clyde.Concordia.CA> jean@maxwell.Concordia.Ca (JEAN GOULET) writes:
>
>I see three solutions here. 1) Get a better SX-212 handler.

Go with #1!

If you have a copy of the Express 850 modified for the SX212, which
I got when I bought my SX212, you can simply copy the file
SX212A.HI
over to you Kermit disk, and then append your KERMITNR.COM file to it.
If you need a copy of this file, get in touch with me..it's very short,
and I have been using KERMIT.COM with it for a long time now...

2527. Atari terminal emulator

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-15 23:23:48 UTC
From: athey@lll-lcc.UUCP
Message-ID: <2601@lll-lcc.UUCP>
Source record: 115531

My son recently got an Atari 800, 1050 disk, 850, and a hayes 2400 baud modem.
He wants to download some files from places like compuserve using
Ymodem, Xmodem, Kermit, etc. He has a small terminal emulator that will
allow him to save a ASCII data stream to disk. Does anybody have a terminal
emulator source, either basic or assembler, which has a protocol so that
he can bootstrap himself?
I could re-implement one but I much prefer to not re-invent the wheel.

Please mail to athey@lll-lcc.llnl.gov your responses. Thanks.

2528. Help with Ghostbusters

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-17 18:19:44 UTC
From: trimble@laic.UUCP
Message-ID: <716@laic.UUCP>
Source record: 115532
Cross-posted to: rec.games.video,comp.sys.atari.8bit

My inlaws got a got of Ghostbusters and are in a bit of a fix. Is there any seriousness or reason to this game? You really can't catch ghosts fast enough to win or get better tools is there? Also, how do you escape back to get more/different tools/cars/weapons. Any spoilers would be appreciated. Thanks.

2529. Re: Making an SX-212 work with Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-17 23:31:47 UTC
From: jean@maxwell.Concordia.CA
Message-ID: <1272@clyde.Concordia.CA>
Source record: 115533

In article <516@ariel.unm.edu> cs2531bz@carina.unm.edu.UUCP (Marc Bluefire) writes:
>
>If you have a copy of the Express 850 modified for the SX212, which
>I got when I bought my SX212, you can simply copy the file
>SX212A.HI

Looks like I got ripped off because I didn't get ANY software with it.
I would appreciate it if you could post the handler, and also the modified
Express 850 (and other related stuff). I'm sure I'm not the only one who
needs them.

Jean Goulet
Electrical Engineering
Class of '89
Concordia University
Montreal, Canada

2530. Re: Help with Ghostbusters

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-18 05:42:48 UTC
From: cs2531bz@carina.unm.edu
Message-ID: <527@ariel.unm.edu>
Source record: 115534
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <716@laic.UUCP> trimble@laic.UUCP (Gary Trimble) writes:
>My inlaws got a got of Ghostbusters and are in a bit of a fix. Is
>there any seriousness or reason to this game? You really can't catch
>ghosts fast enough to win or get better tools is there? Also, how do
>you escape back to get more/different tools/cars/weapons. Any spoilers
>would be appreciated. Thanks.

Sure you can! This game is VERY beatable! All's that you have to do is catch
enough ghosts to be able to pay back your debt..anything you make after that
is yours to keep until the next game..that's when you can use that cash towards
a better car/tools/weapons..
But, it is tough to beat the game and pass the Marshmellow man and get to the
last screen, but if you do then you can use your account towards the next game.
Enjoy...

Marc Bluefire

2531. Re: Help with Ghostbusters

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-18 06:24:56 UTC
From: atverko@cs.vu.nl
Message-ID: <3273@draak.cs.vu.nl>
Source record: 115535
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <716@laic.UUCP>, trimble@laic.UUCP (Gary Trimble) writes:
> My inlaws got a got of Ghostbusters and are in a bit of a fix. Is
> there any seriousness or reason to this game? You really can't catch
> ghosts fast enough to win or get better tools is there? Also, how do
> you escape back to get more/different tools/cars/weapons. Any spoilers
> would be appreciated. Thanks.

If you earn a certain amount of money, something like 10000 or 100000
(I haven't played the game in weeks), you get a bankacount.
In the next game you play, you can use this money to buy better
tools, cars, etc.
I hope that you know that the main goal of game is not to catch as
many ghosts a possible, but to defeat Zuul.

2532. rs232

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-18 06:28:20 UTC
From: atverko@cs.vu.nl
Message-ID: <3274@draak.cs.vu.nl>
Source record: 115536

I guess this is a very stupid question, but why is there a 'R' device
to address the rs232 on the XL?
Which pins on which port are the rs232 pins?

2533. Re: rs232

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-18 13:59:14 UTC
From: cs2531bz@carina.unm.edu
Message-ID: <530@ariel.unm.edu>
Source record: 115537

In article <3274@draak.cs.vu.nl> atverko@cs.vu.nl (Verkooijen Alexander T) writes:
>I guess this is a very stupid question, but why is there a 'R' device
>to address the rs232 on the XL?
>Which pins on which port are the rs232 pins?

The pins which are treated as rs232 pins are the I/O port pins...
The 'R' device is mainly non-exsistent unless you have bought a RS232
Interface, such as PR: Connect or the older Atari 850. But, you can
program the R: Device to control things such as a Direct-Connect modem...
the SX212 is such a modem, and I am using it right now without an RS232
Interface (Well, I would be if I was using my Atari right now, but I'm using
my Commodore 128 with it's interface to the SX212). Well, anyway, it's
just a convenient way for the atari to address RS232 peripherals..

(from the SX212 Manual)
RS232 Port

1 - Ground 2 - Transmitted Data 3 - Received Data 4 - Request to Send
5 - Clear to Send 6 - Data Set Ready 7 - Signal Ground 8 - Carrie Detect
9-19 - Not Connected 20 - Data Terminal Ready 21 - Not Connected
22 - Ring Indicator
23-25 - Not Connected
(12 is also sometimes used as a High Speed Indicator > 300 Baud)

13 12 11 10 9 8 7 6 5 4 3 2 1
. . . . . .
. . . . . .
25 24 23 22 21 20 19 18 17 16 15 14

Serial I/O Port
1 - Clock Input 2 - Clock Input 3 - Data Input 4 - Ground 5 - Data Output
6 - Ground 7 - Command 8 - Motor Control 9 - Proceed
10 - +5/Ready 11 - Audio Input 12 - Not Connected 13 - Interrupt

2 4 6 8 10 12
. . . . . .
. . . . . .
1 3 5 7 9 11 13

2534. Help with Ghostbusters

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-18 16:28:28 UTC
From: norlin@uokmax.UUCP
Message-ID: <3804@uokmax.UUCP>
Source record: 115538

Ghostbusters is VERY easy to beat. Our bank account is now in the $900,000 range.

First thing you've got to know is all that extra equipment is NOT needed. All you need are two traps, ghost bait, and the cheapest car. Then, there are many ways to catch the ghosts, but the most reliable is the "smash the suckers against the wall" technique. To do this, position your first man at the VERY right of the screen. Press FIRE to make him drop the trap. Then, move your man to about 1/4 of the way from the LEFT of the screen and press FIRE to make him take position. Screen should look as follows:

GHOST (anywhere)

MAN #1 TRAP

Then, move in man #2 to the left of man #1; it doesn't matter which way he faces; he is unimportant.

WAIT until the ghost is well to the right of man #1; then, press FIRE. Screen should look as follows:

```
/
/
/
/ GHOST
/
/
/
/
MAN #1 TRAP
```

Then, edge the joystick right (DON'T rush it) so that the ghost eventually is sandwiched between the right-hand side of the screen and your beam. He's now stuck and can't move but vertically. Wait until he is low and right above the trap, then press FIRE, catching him quickly.

Now, since you only have two traps, head back to GHQ to "deposit" the ghost. If absolutely necessary, you can use the 2nd trap before heading back to GHQ.

Later on, you'll have more ghosts than you can handle. Eventually, the Marshmellow Man will come. You'll have about 3 seconds to react. You'll suddenly see all the ghosts converging on ONE spot on the map screen, and "---MARSHMELLOW ALERT---" will scroll on the bottom of the screen. Now, QUICKLY, press the "B" key to drop your bait. Then, the ghosts will all head to the BAIT instead of the point where they were converging. This averts the marshmellow attack and gives you $2000 (I think). If you fail and DON'T

avert the marshmellow attack, you lose $5000 (I think, but I KNOW it's more than you gain if you averted the attack). Anyway, enough of those $2000 bonuses, and your bank balance will be ABOVE its initial balance. And whenever the game ends with your bank balance ABOVE the initial balance, you get a new account number. Now, you see the reason for NOT buying all those fancy gizmos and the fast sports car; if you spend more money, you still MUST, I repeat, MUST *make* more money; the game is pointless UNLESS your ending balance is above your starting balance. As I said, this tactic got us $900,000. But, you see, that money is quite useless, since the more you spend, the more you must earn.

Once you get an account, you get an account number that you will enter next time you play, and you will start with the money that you ended up with last time.

Sorry, but I have no hints for getting past the Marshmellow Man at the end. I had to modify the program to get past him; my manual dexterity was lacking. If you know how to do this, go to it. The way I did it was as follows: since I have an 800XL, the O.S. can be put in RAM. I did this, then wrote a little NMI to take care of getting me past the Marshmellow Man. This NMI technique is quite versatile and generally applicable; if I'm lucky (and Antic ever publishes my game program "Invasion" that they said they would [see an earlier posting to learn more about "Invasion"]), I might be able to sell this technique to Antic, and you'll be able to get all the details there.

2535. Re: Making an SX-212 work with Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-19 09:18:44 UTC
From: cs2531bz@carina.unm.edu
Message-ID: <545@ariel.unm.edu>
Source record: 115539

In article <1272@clyde.Concordia.CA> jean@maxwell.Concordia.Ca (JEAN GOULET) writes:
>Looks like I got ripped off because I didn't get ANY software with it.
>I would appreciate it if you could post the handler, and also the modified
>Express 850 (and other related stuff). I'm sure I'm not the only one who
>needs them.
>
> Jean Goulet
> Electrical Engineering
> Class of '89
> Concordia University
> Montreal, Canada

Just a sec, let me check the copyright stuff....
Well, it says that the 850 Express is Freeware...so if I tell you all this techinical stuff, I guess I can call you all my friends and post all the stuff!
The Author is Keith Ledbetter, and if you enjoy the 850 EXPRESS, feel obliged to send him anywhere from $5-$20...I guess his address is on the starting screen...
in addition to all that I will post a version of the SX212handler w/ Kermit which works...I'd know, I'm using it right now.

I'd do all this right now, but my Unix system isn't letting me Xmodem or Kermit anything right now...does anyone know where I can find source code for the xmodem protocol for the Atari and/or for Unix systems? With this help I can then post all those files.
I'll be looking for alternate ways, meantime.

BTW, I plan to ARC the whole disk, then dump it all, UUENcode it, and then post it...so, let me know if you need anything to help you undo it!

See you in a couple of days!

Marc Bluefire

2536. Re: Making an SX-212 work with Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-20 17:23:35 UTC
From: mrp@cbnewsd.ATT.COM
Message-ID: <1900@cbnewsd.ATT.COM>
Source record: 115540

Hi Marc,
There is a source file written in Action! (c) available from the 8 bit archives. The file name is: "XMODEM ACT". I can access the Bitnet archive on TCSVM for you if you can't get the file yourself.

2537. HD caching with Sparta

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-20 20:22:07 UTC
From: a344@mindlink.UUCP
Message-ID: <519@mindlink.UUCP>
Source record: 115541

A friend of mine is running BBS Express! Pro (node 86) on a 130XE running SpartaDOS 3.2 with a 256K MIO and a 5 Meg HD (soon to be 20 Megs). I've noticed that SpartaDOS seems to make a lot of seeks to the HD, especially when writing files. Since Pro likes to keep everything well split up in lots of subdirectories, it's my guess that Sparta is following the directory chain around the disk every time a file is opened, especially if the filename specifies a path from the route (ie "D3:>PRO>DATA>FILE.DAT"). The net effect is that it can take upwards of 2 seconds to open a file, even though burst access is very fast once the file is open.

So, my question to all you Atarians is this: does anybody have a program to use the extended 64k of the XE to supply caching for the hard drive? I figure if the bitmap, directory and sector link sectors were kept in ram, and Sparta's read calls were intercepted so the sectors were supplied from ram instead of going to the disk, the speed could be increased by a huge amount, perhaps almost as fast as a ramdisk. Write operations would be done through the cash to the disk immediately; I think delayed writes is asking too much of the existing software.

If someone has a cache, or knows of someone that does, I'd really like to take a look at it. If not, I might attempt to write one in MAC/65, but I'd need better docs on the internals of Sparta and the MIO than I now have. This, too, would be much appreciated.

Thanks to all that reply.

Tom Klok aka ZedOne cosysop of Sin City BBS 604-321-9925
a344@mindlink.uucp or tom_klok@mindlink.uucp
voice # 604-321-1809

2538. Simulating an Atari 8 bit in a HLL

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-21 21:43:59 UTC
From: kan@dg-rtp.dg.com
Message-ID: <1274@xyzzy.UUCP>
Source record: 115542

I used to have an Atari 800 with loads of wonderful games.
During one of the stupidest years of my life (freshman year in college),
I sold the whole kit and kiboodle for a song.

I miss the games; I want to write an Atari 800 (or 130XE) simulator in a
high level language, preferably C.

My hardware platform is likely to be my AT compatible with EGA graphics.
Another possibility is Unix with X Windows.

Has anyone tried/done this? If so, what level of success did you have?

Even if the speed of the simulation is unacceptable for games, I want to
do this for the challenge and experience.

I'd appreciate any pointers, and especially donations of unused Atari
reference manuals, particularly those on 6502 architecture, Atari architecture,
and the OS internals. Something like Mapping the Atari would be so useful,
but it's tough to find Atari books in the stores these days.

Thanks!

Victor Kan ***
*****
USnail: Data General Corporation *****

2539. Re: HD caching with Sparta

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-23 00:10:08 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <4469@udccvax1.acs.udel.EDU>
Source record: 115543

In article <519@mindlink.UUCP> a344@mindlink.UUCP (Tom Klok) writes:
=>
=>So, my question to all you Atarians is this: does anybody have a program to
=>use the extended 64k of the XE to supply caching for the hard drive? I figure
=>if the bitmap, directory and sector link sectors were kept in ram, and Sparta's
=>read calls were intercepted so the sectors were supplied from ram instead of
=>going to the disk, the speed could be increased by a huge amount, perhaps
=>almost as fast as a ramdisk. Write operations would be done through the cash
=>to the disk immediately; I think delayed writes is asking too much of the
=>existing software.
=>
One of the earlier versions of SpartaDOS X included cache support, but it
was removed from the later versions because it only increased the speed in a
limited number of cases.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2540. Re: Simulating an Atari 8 bit in a HLL

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-23 06:10:52 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <22445@cup.portal.com>
Source record: 115544

Victor Kan asks about writing an Atari 8-bit computer emulator (simulator)..

The person to talk to would be Darek Mihocka. He's written a highly successful 8-bit emulator that runs on the Atari ST. Unfortunately I don't think he reads the 8-bit newsgroup, but he's active on the ST newsgroup, as well as all of the major national information services.

I'm afraid I don't know his e-mail address on UseNet, but I'm sure a message in the ST newsgroup will catch his attention...

BobR

2541. picture files on atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-23 23:15:29 UTC
From: JEA100@PSUVM.BITNET
Message-ID: <89266.191529JEA100@PSUVM.BITNET>
Source record: 115545

Does anyone know of an easy way to merge picture files (any format) into an Atariwriter file?
Also, what would be the best PD program for creating graphs similar to what B/Graph can do?
Does anyone out there have Diamond OS and is it worth the 70 bucks?

2542. New Archive Host

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-24 17:56:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19890924175652.4.JRD@CORD.SCRC.Symbolics.COM>
Source record: 115546

What with the demise of Score, the 8-bit program archives have been moved to a new home. They now live on TERMINATOR.CC.UMICH.EDU, in directory /atari/8bit/. As before, use anonymous FTP to access them; the procedure should be the same as when they were on Score.

As always, questions to me.

2543. atari portfolio <--> PC?

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-24 19:54:37 UTC
From: frago@neabbs.UUCP
Message-ID: <215174@neabbs.UUCP>
Source record: 115547

Heeft iemand al enige ervaring met de nieuwe ATARI PORTOLIO computer?
Aangezien mijn AMSTRAD portable PC toch vrij heavy is voor het
dartelen over de velden, en ik telkens meer gewicht meedraag en ruimte
wil maken in mijn ransel voor het meesjouwen van mijn video-recorder,
wil ik in ruimte en gewicht bezuinigen op het formaat van de pc.
MAAR: is het transport van teksten naar PC en vice versa volkomen
eenvoudig en zonder problemen? Is er een reeks van onnozel dure
randapparaten en stekkers nodig om de normaalste dingen te doen?
Zijn de bijzondere tekens, de umlauten, trema's etcetera hetzelfde
als ze overgezonden zijn naar een PC? (bijvoorbeeld de Tandy 200
die mijn maat gebruikt, maakt worst van mijn trema's en mijn PC
maakt soep van de zijne).
Any news welcome. de middenstand hier is wel willing to sell, maar de
hardware hebben ze nog niet, en de kennis evenmin.
Groeten!
Frans

2544. sysop

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-24 19:57:18 UTC
From: frago@neabbs.UUCP
Message-ID: <215175@neabbs.UUCP>
Source record: 115548

Ik kies voor het eerst NEWS.ATARI, en ook eens NEWS.MEDIC, en vind met
LEES N geen enkel bericht. Zijn deze borden leeg, heb ik te weinig
autorisatie om wat te zien, of hoe? en Wat?
Groeten!
Frans

2545. Re: picture files on atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-25 00:47:22 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <22509@cup.portal.com>
Source record: 115549

Previous poster writes:

Does anyone know of an easy way to merge picture files (any format) into an
Atariwriter file?
Also, what would be the best PD program for creating graphs similar to what
B/Graph can do?
Does anyone out there have Diamond OS and is it worth the 70 bucks?

Merging pictures:
Use some sort of utility to "print" the picture, but direct the printed
output to a disk file instead of the printer. Then add the printed picture
into the atariwriter file at the appropriate place (after you have "printed"
the atariwriter file to a disk file also of course). Then you need to add
the specific code for your printer to turn off the graphics mode. You add
this code immediately at the end of the picture before any of your own text.

B/Graph:
Beats me.

Diamond:
Well, I played with it (a friend has it) and though I didn't really
like it, anyone who uses (and likes) a menu driven dos will probably like
it.

Charles Hughes
@cup.portal.com

2546. Re: Emulating an Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-25 17:22:05 UTC
From: w-darekm@microsoft.UUCP
Message-ID: <7827@microsoft.UUCP>
Source record: 115550

In article <22445@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Victor Kan asks about writing an Atari 8-bit computer emulator (simulator)..
>
>The person to talk to would be Darek Mihocka. He's written a highly
>successful 8-bit emulator that runs on the Atari ST. Unfortunately I don't
>think he reads the 8-bit newsgroup, but he's active on the ST newsgroup,
>as well as all of the major national information services.
>
>I'm afraid I don't know his e-mail address on UseNet, but I'm sure a message
>in the ST newsgroup will catch his attention...
>
>BobR

Yes, I am here on Usenet.

Victor (and all others interested),

The ST Xformer is an Atari 800/800XL/130XE emulator that has been in the
public domain for 2 years now. I recently released the 130XE emulator
into the public domain, and it is up on services like Compuserve, GEnie,
Delphi, and most Atari bulletin boards. Due to the huge size of the ARCed
files, I am not going to attempt to upload it here. The full ST Xformer
package fills up an 800K disk, and I have uploaded several more megabytes
of Xformer-ready 8-bit software to those same services.

For the last year, ST Xformer was a shareware program, and for a $20
donation I would send the user the latest version of the software, and a
user's manual, and provide almost free updates (and there have been many).
Also available, not from me, is the ST Xformer Cable, which allows almost
any 8-bit disk drive and printer to connect directly to the ST, so that 8-bit
disks can be used on the ST. The Xformer cable is available from dealers,
BEST Electronics, BRE software, or directly from Innovative Concepts,
31172 Shawn Drive, Warren Michigan for about $20. Call them at (313)-293-0730.

A few weeks ago I decided to the end the Xformer shareware offer. The software
is not in the public domain, as well as source code, and anyone who still
wants to get the user's manual, pinouts for the cable (to build your own),
or software on a disk, can get it from me for $10, although feel free to
send $20 if you want <grin>.

My mailing address is:
Box 2624, Station B
Kitchener, Ontario
N2H 6N2
Canada

My phone number (evenings) is (206)-883-6770 (for the next few weeks).

The reason I decided to "drop" the Xformer is because I cannot in all honesty encourage any 8-bit user to waste their money on the Atari ST. The machine was good once, but by today's standards it is a bottom of the line toy. To make matters worse, Atari has been screwing the users with their lack of support, constant vaporware announcements, and inability to actually ship a new machine after 2 years of promises.

So it's up to you. I have tons of ST Xformer disks and manuals still left, but if you do not yet own an ST, DO NOT BUY IT!!!! For the same price, you can get a very good PC or AT compatible computer. That is where the future is. Heck, get a Mac. Anything but an Atari. The Tramiels have ripped off enough people as it is already.

Finally, to comment on Victor's idea to emulate the Atari 8-bit on an Intel processor, go for it! The 8088 family is better suited for emulating a 6502 than a 68000, and a 286 or 386 would allow you to emulate it in real time. The biggest problems would be with the wide variety of screen cards on the PCs. You'd have to pick a graphics mode that most cards can support, while not going to the lowest 320x200 4 color mode. Also, sound would be a problem, since most PCs only have the one built in speaker. You can find the source code for ST Xformer on most boards, and if not, write to me and I can send it to you.

After 9 years of owning an Atari 400, an 800XL, several 130XEs, and several STs, and watching the company go downhill because of bad management, I've had enough. I will continue to support my other ST products, since people using those would already have STs anyway, and I want to support other users.

Darek Mihocka ST Xformer II CIS: (out of order)
Box 2624, Station B Quick Utilities GEnie: DAREKM
Kitchener, Ontario MegaBlit SSG SPX DELPHI: DAREKM
N2H 6N2 Shareware, not Vaporware BIX: darekm
Canada Blitter chip sucks! CheapNet: ...!uw-beaver!microsoft!w-darekm
(519)-747-0386 A mind is a terrible thing to waste, so JUST SAY NO TO TOS.
Opinions expressed are my own and not those of anyone not named Darek Mihocka.

2547. Re: Emulating an Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-25 21:47:41 UTC
From: mitchell@janus.Berkeley.EDU
Message-ID: <31517@ucbvax.BERKELEY.EDU>
Source record: 115551

BTW, does anybody know of a an 8-bit Atari emulator for the Amiga. Alot of Amiga owners own Atari 8-bits as well. I would love to play Mule and World Karate Championship again...

-Evan

_____
| Evan Jay Mitchell EECS/ERL Industrial Liaison Program |
| mitchell@janus.berkeley.edu University of California at Berkeley |
| Phone: (415) 643-6687 |
| "Think, it ain't illegal...yet!" - George Clinton |
|_____|

2548. Re: Emulating an Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-26 05:42:49 UTC
From: sandy47@ucsco.UCSC.EDU
Message-ID: <9222@saturn.ucsc.edu>
Source record: 115552

Subject: Re: Simulating an Atari 8 bit in a HLL
Summary: Can help with books.
Expires:
References: <1274@xyzzy.UUCP>
Sender:
Reply-To: sandy47@ucsco.UCSC.EDU (Larry McElhiney)
Followup-To:
Distribution: usa
Organization: University of California, Santa Cruz
Keywords: simulating, C, HLL

I currently have several operating 800's and 400's with several drives. I have most of the books which were produced for the 800 during its life.

I will compile a list and send via email or US Snail if you are interested, prices will be very low and some I'll donate. You pay postage on all you are interested in receiving.

Quick list:

ALL of Compute Atari Books
(Mapping the Atari, Atari Source Book, Inside Atari DOS, etc.)

Two sets of complete Atari 400/800 Tech. Ref. Notes with:
OS User's Manual
OS Source Listing
Hardware Manual

De Re Atari and other Chris Crawford stuff

Most of SoftSide and Compute (Atari) magazine issues.

Also have everything PD for the Atari up through about 1985 on disk. Got into Mac at that time and still use that and Atari ST about equally now.

Worse comes to worse and you need to contact me outside the net:

Larry McElhiney
1385 7th Avenue #10
Santa Cruz, CA 95062

(408) 426-5858 x358 (W)
(408) 475-8027 (H)

2549. Re: Emulating an Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-26 18:11:35 UTC
From: arromdee@jhunix.HCF.JHU.EDU
Message-ID: <2667@jhunix.HCF.JHU.EDU>
Source record: 115553

In article <9222@saturn.ucsc.edu> sandy47@ucsco.UCSC.EDU (90784000) writes:
>Also have everything PD for the Atari up through about 1985 on disk. ...

Hmm... can you post any of it?
--
"The workers ceased to be afraid of the bosses. It's as if they suddenly
threw off their chains." -- a Soviet journalist, about the Donruss coal strike

Kenneth Arromdee (UUCP: ....!jhunix!arromdee; BITNET: arromdee@jhuvm;
INTERNET: arromdee@crabcake.cs.jhu.edu)

2550. Hardware modifications to the XL

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-26 21:33:34 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270020@hpclkms.HP.COM>
Source record: 115554

I have made several modifications to my 600XL and 800XL, and I was
contemplating posting instructions on how to do the mods to USENET. The
mods that I have done are:
1. COLD-RESET button on the XL (and presumably the XE, though I haven't
tried it.)
2. Video monitor jack on the 600XL (includes composite video, composite
luminance, and audio, but no composite chrominance. However, on
my monitor, I have seperate chrominance and luminance inputs, and I
run the composite video output into the composite chrominance input
with out any problems.)
3. Simple 64K upgrade for 600XL. (Requires 2 RAM chips, and 3 wires.)

If anyone is interested in these mods, send me mail, and if there is
sufficient interest, I will post instructions to the net.

Ken "Still hacking on my Atari" Sumrall
INET: ken%hpda@hplabs.hp.com
UUCP: ...!hplabs!hpda!ken

2551. Atari terminal emulator/mailing problem

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-27 01:40:35 UTC
From: arthur@pnet02.gryphon.com
Message-ID: <20266@gryphon.COM>
Source record: 115455

I'm sorry about posting this, but my netmail bounced. I'm also not sure if my signature will appear twice. If so, I apologize.
To: gryphon!elroy!ames!lll-lcc!lorien.llnl.gov!athey
Subject: Re: Atari terminal emulator

I thought there was a text BASIC program that would perform protocol downloads on Compuserve. I could be mistaken.
Arthur L. Rubin (home) (818)286-1121 (818)286-0981
PO Box 2437
San Gabriel, CA 91778 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453 INET: arthur@pnet02.cts.com
Arthur L. Rubin (home) (818)286-1121 (818)286-0981
PO Box 2437
San Gabriel, CA 91778 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453 INET: arthur@pnet02.cts.com

2552. Atari Teminal Emulator/mail problems

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-27 02:00:33 UTC
From: arthur@pnet02.gryphon.com
Message-ID: <20267@gryphon.COM>
Source record: 115456

I'm sorry about posting this, but my netmail bounced.

To: gryphon!elroy!ames!lll-lcc!lorien.llnl.gov!athey
Subject: Re: Atari terminal emulator

I thought there was a text BASIC program that would perform protocol
downloads on Compuserve. I could be mistaken.
Arthur L. Rubin (home) (818)286-1121 (818)286-0981
PO Box 2437
San Gabriel, CA 91778 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453 INET: arthur@pnet02.cts.com

2553. Mac pictures anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-27 02:58:10 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Sep.26.22.58.07.1989.28198@topaz.rutgers.edu>
Source record: 115457

Back in July I heard about a program to view ST Degas picture files on the Atari 8-bit. 2 weeks ago I got a copy of APAC and ILBMREAD, which allow you to view and convert Amiga IFF and HAM format picture files to full color, 8-bit-viewable pictures (and I must say I was rather impressed. The "zoom-in" feature is particularly nice). And so, as I sat at work today noticing my folder full of pictures on my Mac, I wondered.....
Does anyone know of a program out there that allows the viewing of Mac format picture files on the 8-bit? (specifically TIFF and/or RIFF format pictures; though Paint format would be better than nothing)

Any info much appreciated...

-Ray

wilmott@topaz.rutgers.edu

2554. Re: Mac pictures anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-27 12:21:09 UTC
From: potter@speedway15.DAB.GE.COM
Message-ID: <2262@ge-dab.GE.COM>
Source record: 115458

Ray:
A MAC picture viewer does exist; I found it on GEnie's Atari
8-bit library. It is written in compiled turbo basic, and only works
on uncompressed MAC pictures of a certain format.
I am the author of ILBMREAD (thanks for your comments). If you
could locate the format description of the MAC TIFF, RIFF, or Paint
files, I would make an attempt at a picture viewer.

Jeff P.

2555. Antic

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-28 20:28:33 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Sep.28.16.28.29.1989.18159@topaz.rutgers.edu>
Source record: 115459

Okay, so last month in the editorial column of Antic it
was stated that "Antic will remain a monthly publication.
Rumours to the effect that we have gone bi-monthly are
absolutely false". Today I get the new issue of Antic in
the mail. The cover states that it is the "October/November"
issue. Is it just me, or have they lost their minds.

-Ray

wilmott@topaz.rutgers.edu

2556. New Archive Host

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-28 21:31:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19890928213101.4.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115460

What with the demise of Score, the 8-bit program archives have been moved to a new home. They now live on TERMINATOR.CC.UMICH.EDU, in directory /atari/8bit/. As before, use anonymous FTP to access them; the procedure should be the same as when they were on Score.

As always, questions to me.

PS: All UUEncoded files have been decoded, and stored as ARC files, to save space. Please use binary mode when transferring, to avoid garbled data.

2557. Re: Antic

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-29 16:30:33 UTC
From: meadb@tramp.Colorado.EDU
Message-ID: <12217@boulder.Colorado.EDU>
Source record: 115461

In article <Sep.28.16.28.29.1989.18159@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>
>Okay, so last month in the editorial column of Antic it
>was stated that "Antic will remain a monthly publication.
>Rumours to the effect that we have gone bi-monthly are
>absolutely false"[...]
>[...] The cover states that it is the "October/November" issue[...]
>
> -Ray

This is getting rediculous. (sp?) First antic essentially forces people to pay for a disk subscription, then they go bimonthly. I guess the next step in a couple of months is no Antic at all. HMMF. I guess it's just another sign of somthing that we knew already. The Atari 8-bit machines are on their way to extinction. Do you think Im over reacting, or is this the way it's going to be?
-Bennett

meadb%tramp@boulder.colorado.edu
meadb!tramp!boulder!ncar....
meadb!tramp!boulder!sunybcs!rutgers...

2558. get real

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-29 21:07:47 UTC
From: bill@wpi.wpi.edu
Message-ID: <4398@wpi.wpi.edu>
Source record: 115462

Lets face some facts. 8-bit machines now sell for
rediculously low prices. There is no demand for them at all. They are
good mainly for playing games, and old games at that because software
companies are beginning to drop Atari 8-bit versions from there
catalogs. What do expect?

Antic IS doomed.

:-(

buy a new computer. Mac or Amiga or Atari ST, you will feel so
much better.

-bill

2559. Re: get real

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-30 02:13:15 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Sep.29.22.13.13.1989.18153@topaz.rutgers.edu>
Source record: 115463

Bill Marrs writes...

>buy a new computer....you'll feel so much better.

That's okay Bill...my wallet will feel much better if I don't. I came REAL close to upgrading a little over a year ago, when it occured to me - my Atari 8-bit still does what I need it to. Telecommunications? Works great. Bobterm (and Express) are easier to use than ANY term program I have yet seen on ANY other machine. Word Processing? Good enough for *occasional* use (ie-a term paper now and then, or maybe a letter). Games? Not too many new ones, but there are a few, and there's more older games than I'm likely to *ever* master. And that about sums up *my* personal needs. Sure, I am humbled when I see the power of the IIcx I use at work, or the great new game my friend just got on his ST. But I ask myself...is it worth shelling out $1000-$5000 for new hardware, PLUS hundreds or thousands more for the basic software packages that I'll want/need for the machine, just for some fancy graphics and improved speed? (Plus have to learn all the little tricks/secrets/idiosyncracies of yet another machine). In my book, NO! At least not yet...I'll stick to my 8-bit for my own home use for another year or two, thank you!

-Ray

2560. Need 810 or 1050

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-30 03:56:00 UTC
From: roger@tippy.uucp
Message-ID: <38000006@tippy>
Source record: 115464

I need a second disk drive, either an 810 or a 1050, preferrably with Happy. Does anyone have one they are willing to part with for a reasonable price?
Send Email to tippy!roger@newton.physics.purdue.edu
Thanks.

2561. Re: get real

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-30 17:26:34 UTC
From: bill@wpi.wpi.edu
Message-ID: <4414@wpi.wpi.edu>
Source record: 115465

In article <Sep.29.22.13.13.1989.18153@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>... And that about sums up *my* personal needs...

I think we both have very personal needs.

>...is it worth shelling out $1000-$5000 for new hardware, PLUS hundreds
>or thousands more for the basic software packages that I'll want/need
>for the machine, just for some fancy graphics and improved speed?

I think so. Those 'fancy graphics' include things like
photographic quality pictures, real-time animation, direct video input
editing, etc...
As for the improved speed, The difference in running a
mandelbrot generating program on an atari-8bit versus a Mac II is
measured like: Atari 8-bit: 3 days, Mac II: 3 minutes. Seriously, I
used a public domain Mandelbrot generator on a Mac II that used 256
colors and 640x480 pixels and it took under 5 minutes to draw the same
region and iterations as it took my atari 800xl to do in 3 days with
4 colors and 192x159 pixels. (I realize this can somewhat to using
basic on the atari, but still...)

>...I'll stick to my 8-bit for my own home use for another year or
>two, thank you!

Have fun, I would rather use my school's computers, they are
faster and easier to use. I used to bring my 800xl up to school so
that I could play games on it, but now I am play on others computers
and leave my 800xl in the closet.

Anyone out there interested in making me an offer for a 800xl
with 1050 disk drive P:R:connection interface, small thermal printer,
and 100's of games...It has to be worth my while to go to the trouble
of going home and getting it out of my closet.

-=bill

2562. re: Antic

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-30 21:34:02 UTC
From: JEA100@PSUVM.BITNET
Message-ID: <89273.173402JEA100@PSUVM.BITNET>
Source record: 115466

Date: 29 September 1989, 18:20:05 EDT
From: JEA100 at PSUVM
To: wilmott at topaz.rutgers.edu
Subject: Re: Antic

It seems that Antic has lost their minds. But reality is beginning to set in: you just can't make a profit on an Atari 8-bit specific magazine anymore. Look at the way Analog is combining Analog and STlog again. How about the fact that Atari Explorer is about 70% ST specific. Things just aren't looking brig ht even though we have an 8-bitter capable of displaying ST screens. Just hang in there, we've all just got to work together at keeping up the support!

2563. Re: Emulating an Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1989-09-30 21:35:04 UTC
From: dbl@a.cs.wvu.wvnet.edu
Message-ID: <479@h.cs.wvu.wvnet.edu>
Source record: 115467

In article <31517@ucbvax.BERKELEY.EDU>, mitchell@janus.Berkeley.EDU (Evan Mitchell) writes:
> BTW, does anybody know of a an 8-bit Atari emulator for the Amiga. Alot of
> Amiga owners own Atari 8-bits as well. I would love to play Mule and World
> Karate Championship again...
>
> -Evan
>

I heard a rumor about one a year and a half ago but that was about it.
I even thought of writing one, really, the Amiga's roots are the Atari 800
not the C64 (bleck!! and thank God!). PM Graphics are in the Amiga as
hardware sprites, 4 channel sound, and display list interrupts (read
Copper List), and vertical blanks. If the two machine had been produced by
the same company, growth/upgrade path couldn't have been more logical. If
anyone does come acros one, let me know, I'd love to play Star Raiders again.

Dave Lawson dbl@a.cs.wvu.wvnet.edu
Computer Science GTA
West Virginia University

2564. re: Antic

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-01 02:02:30 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Sep.30.22.02.28.1989.19065@topaz.rutgers.edu>
Source record: 115468

Too bad the producers of Analog, Antic and Atari Eplorer couldn't band together and produce *one* 8-bit mag. Ah, to live in a perfect world...

-Ray

2565. Re: get real

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-01 02:15:33 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Sep.30.22.15.31.1989.19360@topaz.rutgers.edu>
Source record: 115469

>3 minutes on a MacII.....3 days on an 8-bit

I *fully* agree. There are many things that are just impossible or ridiculous to do an the Atari 8-bit. Drawing a full-color Mandelbrot set. Doing desktop publishing (beyond a *real* simple newsletter). Heavy duty word processing. Real C programming. Hi-res picture scanning. You'll get *no* argument from me on such things. Then again, I said I'll keep my Atari for *my* *personal* needs. It's *more* than adequate for typing up a simple letter. It works fine for *simple* spreadsheet needs. It plays *thousands* of games. And in the area of telecommunications (which is about 75% of my needs), I *DEFY* you to show me an easier to use program than BobTerm. [I've seen friends' IBMs in action. I've seen friends' St's in action. I use Mac term programs regularly at work. *NONE* are as straight-forward and *easy* to use as BobTerm on my 8-bit. NOW IF ONLY SOMEONE WOULD MAKE AN 80 COLUMN (VIA SOFTWARE!) MODULE FOR IT!!!]

If you *NEED* the "fancy graphics" and faster speed of a 16-bit, why are you reading this????? UPGRADE! If you don't NEED it, why spend thousands of dollars?

And if you are so against Atari 8-bits, why are you reading this net?!?

2566. TIFF/MAC/pics

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-01 02:20:31 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Sep.30.22.20.29.1989.19545@topaz.rutgers.edu>
Source record: 115470

To : Jeff Potter...

Sorry for posting to the net, but my mailer won't let me reply
to you directly! (GRRRRRRR!).

Thanx for the reply. I have some file format descriptions of
the Mac/IBM TIFF picture format...I'll pass them along to you
(along with your shareware contribution...THANX for the great
APAC/ILBM programs!). Hope it makes sense to you and is relatively
simple...I'd love to be able to view my Mac scanned pictures on
my 8-bit! See you via US Mail soon...

-Ray

2567. Two questions...

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-01 20:22:15 UTC
From: rrwood@lotus.waterloo.edu
Message-ID: <16844@watdragon.waterloo.edu>
Source record: 115471

In a recent posting, someone mentioned using their 8-bit for telecommunications,and expressed an ardent wish for an eighty-column, software-driven display module. I too would like to have an eighty-column communications program that works with an SX212 modem. Does anyone know of such an animal?

I must also profess my ignorance in regard to "Bobterm." I assume it is a communications package of some sort, but I've never come across it. (The nice men in the white coats don't let us out too often. :-))

Can anyone enlighten me on either of these points?

R. Wood - rrwood@rose.waterloo.edu

2568. Re: get real

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-01 22:36:20 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <22706@cup.portal.com>
Source record: 115472

Actually Bill...I won't feel better. I might get to like the new computer but it won't be the same. All my software will be useless (sorry, I won't buy an ST, I don't like Jack), most of my equipment will be useless and it will take at least a month and a few hundred dollars (for books) just to get to a reasonable level of proficiency with the thing. (My reasonable level is considerably higher than most computer users.) Yes, I know, the 8-bit is dead but I'll keep my dreams until the 386 comes down in price.

Charles Hughes
@cup.portal.com

2569. Re: get real

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-02 14:30:03 UTC
From: briann@tekigm2.MEN.TEK.COM
Message-ID: <6383@tekigm2.MEN.TEK.COM>
Source record: 115473

In article <Sep.30.22.15.31.1989.19360@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>[...]
>If you *NEED* the "fancy graphics" and faster speed of a 16-bit, why
>are you reading this????? UPGRADE! If you don't NEED it, why spend
>thousands of dollars?
>
>And if you are so against Atari 8-bits, why are you reading this
>net?!?

I think that you hit the nail smack-dab on the head, Ray. This discussion of obsolesence is ridiculous. Yes, we 8-bitters know that our machines are outdated, but we never said that they are the best computer in the world now or that they meet everyone's needs. For those who don't like using their 8-bits or are ashamed of owning them or have them in the closet, WHY ARE YOU READING A NEWSGROUP DEVOTED TO ATARI 8-BIT COMPUTERS????? Geez, doesn't that make sense?

Brian

2570. Re: get real

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-02 16:46:36 UTC
From: kstevens@qarry.enet.dec.com
Message-ID: <5094@shlump.nac.dec.com>
Source record: 115474

>WHY ARE YOU READING A NEWSGROUP DEVOTED TO
>ATARI 8-BIT COMPUTERS????? Geez, doesn't that make sense?
>
>Brian

Well, I don't own an atari 8-bit nor would I. The reason I read this newsgroup
is because my roommate has one..... although he is looking to upgrade to an
ST.

This is my opinion only.

Ken

2571. ram upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-02 18:44:27 UTC
From: JEA100@PSUVM.BITNET
Message-ID: <89275.144427JEA100@PSUVM.BITNET>
Source record: 115475

Does anyone out their have any suggestions as to what would be a good 128k/256k ramdisk upgrade for my 800xl.

Does anyone use lightspeeed C, and is it worth it?

thanx
Ed

2572. Re: get real

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-02 18:46:00 UTC
From: roger@tippy.uucp
Message-ID: <38000007@tippy>
Source record: 115476

I'll give you $100 for everything (you pay the shipping.) Let me know if you're interested.

tippy!roger@newton.physics.purdue.edu

2573. Wanted: UUCP software for Atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-02 19:53:22 UTC
From: maverick@floopy.UUCP
Message-ID: <0565.AA0565@floopy>
Source record: 115477
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Net,
I am looking for some uucp software in binary form or source code in
Action!/Mac 65 for a friend. If you know where I can get this software
please E-MAIL (only, as I don't read these newsgroups) replys to me at
the address listed below or call (my friend's bbs) The Vidiot at
(412) 935-9072 (3/12/2400) and of course, leave feedback to the sysop.
Any help on this would be greatly appreciated!

--

Thomas "Maverick" Schwarz - Sirius Software
USNAIL: Box 349 Caromar Dr. Mars, PA 16046
MABELL:(412) 443-8916
UUCP: {allegra,cadre}!pitt!darth!floopy!maverick

2574. Re: Two questions...

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-02 19:55:32 UTC
From: w-darekm@microsoft.UUCP
Message-ID: <7938@microsoft.UUCP>
Source record: 115478

Somebody was just asking about what Bobterm is. It is a public domain telecommications program by Bob Puff, the same guy who wrote ARC, DiskComm, MyDOS 4.5, and other 8-bit disk utilities. For an 8-bit terminal program it's quite powerful, supporting all baud rates up to 19.2 kilobaud. And it can still scroll the screen at that speed! It has the usual set of features like macros, type ahead buffer, xmodem/ymodem/quickb protocols, disk operations, and a capture buffer. I don't know if it supports 80 columns. Probably not. You should contact Bob either on Compuserve or GEnie, or call him at the ACORN BBS in Rochester, NY.

- Darek

2575. YAU.COM, KERMIT 65 questions

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-03 15:04:51 UTC
From: den@hpfinote.HP.COM
Message-ID: <19810003@hpfinote.HP.COM>
Source record: 115479

Before I get into the details, let me list the system I'm using: 800XL with Claus Buccholz 256K ramdisk, Atari DOS 2 (modified so the duplicate disk command copies the boot sectors), Indus GT floppy, Atari 1030 modem.

First, I have some questions about YAU.COM. I have downloaded the Kermit 65 files that were posted a while ago with Bobterm 1.10 and Xmodem. I have noticed that this results in extra characters after the "end" statement. When I use YAU.COM to uudecode the resulting file, the byte counts are too high. This didn't really bother me but none of the kermit programs worked (KERMITNR.COM, KERMIT.COM, or KERMITSX.COM). If I use the basic uudecode, YAU.BAS, the files are smaller (YAU.BAS does not display a byte count or checksum) and KERMIT.COM runs. I can use YAUE.COM and YAU.COM to uuencode and uudecode these files after uudecoding them with YAU.BAS and the byte counts are OK. The checksums don't match but tha's probably because I changed the end-of-line character from a decimal 10 (line feed) to a decimal 155 (Atari EOL). I tried uudecoding the files before downloading them but that didn't work. Has anyone else seen these problems with YAU.COM?

Second, I have some questions about Kermit 65. After using the above procedure, I have gotten KERMIT.COM to run. It doesn't work with my 1030 modem, but it does give me a command prompt and do something. I have tried various R: handlers for the 1030 and run KERMITNR.COM with no luck. I have tried using SMARTT.COM, XM.COM (from Bobterm 1.10 which works with the 1030), and the R: handler that came with the modem. I have renamed the appropriate handler to AUTORUN.SYS and rebooted the system. Then I binary loaded KERMITNR.COM and the system hangs after loading it. No prompts or error messages, nothing. Is anyone else using Kermit 65 with the 1030 modem? If so, how did you get it running?

Don Novy
Hewlett-Packard
den@hpfitst2.hp.com

2576. Re: Two questions...

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-03 15:13:09 UTC
From: clf3678@ultb.UUCP
Message-ID: <1349@ultb.UUCP>
Source record: 115480

In article <7938@microsoft.UUCP> w-darekm@microsoft.UUCP (Darek Mihocka) writes:
>Somebody was just asking about what Bobterm is. It is a public domain
>telecommications program by Bob Puff, the same guy who wrote ARC, DiskComm,
>MyDOS 4.5, and other 8-bit disk utilities. For an 8-bit terminal program it's
>quite powerful, supporting all baud rates up to 19.2 kilobaud. And it can still
>scroll the screen at that speed! It has the usual set of features like macros,
>type ahead buffer, xmodem/ymodem/quickb protocols, disk operations, and
>a capture buffer. I don't know if it supports 80 columns. Probably not.
>You should contact Bob either on Compuserve or GEnie, or call him at the
>ACORN BBS in Rochester, NY.
>
>- Darek

As SysOp of the ACORN BBS, I guess it falls on me to leave you the
number:

The ACORN BBS (not it's real name, but it does well here)
300/1200 baud
24 hours a day, 7 days a week, 365.25 days a year
14 message bases
11 file areas
40 megs online

And that number: (716) 436-3078

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
Call the ACORN BBS (716)436-3078, 300/1200 baud | 3) Coke Classic

2577. ST and Amiga roots (was Re: Emulating an Atari 8-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-04 02:14:00 UTC
From: danmcd@caen.engin.umich.edu
Message-ID: <46045449.19ac2@wasp.engin.umich.edu>
Source record: 115481

In article <479@h.cs.wvu.wvnet.edu> dbl@a.cs.wvu.wvnet.edu (David Lawson) writes:

>...the Amiga's roots are the Atari 800
>not the C64 (bleck!! and thank God!). PM Graphics are in the Amiga as
>hardware sprites, 4 channel sound, and display list interrupts (read
>Copper List), and vertical blanks. If the two machine had been produced by
>the same company, growth/upgrade path couldn't have been more logical.

Yeah, the Amiga was created by the same design team who produced the original
Atari 800, and it's associating chips (Antic, Pokey, etc.). Also, the ST
was produced by the same guys who did the C-64 (Tramiel brought them over.).

The reason the old 800 guys left Atari, was because of Warner's mismanagement,
and we know that story...
--
Daniel L. McDonald |"... rising falling at force ten
University of Michigan | we twist the world and ride the wind" - Rush
|_____
Daniel_McDonald@ub.cc.umich.edu - O R - danmcd@caen.engin.umich.edu

2578. A65 problems

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-04 14:48:43 UTC
From: den@hpfinote.HP.COM
Message-ID: <19810004@hpfinote.HP.COM>
Source record: 115482

Has anyone else had trouble with the A65 assembler posted a while ago? I downloaded it last night and tried it without success. The byte count of 4732 was OK but it just locks up on my 800XL with DOS 2.0. I even tried loading the translator disk with no improvement. Any ideas?

If this doesn't work, does anyone know if the standard Atari assembler will work to generate Mydos? This is really why I am trying to get A65 running.

Don Novy
Hewlett-Packard
den@hpfitst2.hp.com

2579. SX212 Driver wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-05 01:07:48 UTC
From: rrwood@lotus.waterloo.edu
Message-ID: <16956@watdragon.waterloo.edu>
Source record: 115483

Does anyone out there know where I can obtain a documented copy of the source code for an SX212 driver? I have an object-code copy of such a driver, but I'd like to know a little bit more about what's going on with it.

Thanks.

Roy Wood (rrwood@lotus.waterloo.edu)

2580. Re: A65 problems

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-05 13:56:34 UTC
From: slackey@bbn.com
Message-ID: <46526@bbn.COM>
Source record: 115484

In article <19810004@hpfinote.HP.COM> den@hpfinote.HP.COM (Don Novy) writes:
> Has anyone else had trouble with the A65 assembler posted a while ago? I
>downloaded it last night and tried it without success. The byte count of 4732

I haven't tried it, but I do have a copy. Did you get the message about making sure you can have (is it 4?) files open in order to save the listing to disk?

> If this doesn't work, does anyone know if the standard Atari assembler will
>work to generate Mydos? This is really why I am trying to get A65 running.

AMAC (the disk-based Atari assembler) works. That's how I assembled MYDOS for my system.

MYDOS is the fourth OS I have used on my system, and it is the one I'm using now (well not right now, right now I'm using a Sun). The reasons follow:

At first I used 2.5. Really ran out of gas when my XF551 showed up.

I used SpartaDOS for a while. AMAC won't run under it, though. I lost some work once due to what seemed like not great handling of error conditions. Likely more my fault that SpartaDOS, but you know.

Next DOSXE came out. I had a loving relationship with it, except that AMAC wouldn't run under it; I think it was because as the AMAC disk is copy protected, I couldn't copy it to a DOSXE format disk. So I had to load in the 2.5 translator, which took up too much space. Disclaimer: I am only guessing.

In fact, I had so much good luck with DOSXE that I didn't seem to need to keep backups. Well, as you can guess, the fateful day finally arrived. I got a copy of ARC, which I attempted to run under DOSXE. It was really my fault, I'm sure, because I did give it invalid input. I know instruction manuals are boring, and not at all in the true spirit of hacking. But the first 256 sectors somehow got blown away, and guess where the root directory is. Well I ended up plowing through the description of the file formats, wrote some hack programs, and surprisingly enough was able to reclaim most of the disk.

That pretty much did it for DOSXE, even though I'm sure its just an ARC compatibility problem. I don't know if ARC actually works under it; I never got around to trying.

Then, someone sent me a copy of UTIL.COM, the IBM PC program that writes MYDOS-compatible disks. I started bringing files home from the net now. To my great joy, I discovered that SpartaDOS could translate them to 2.5.

Finally, MYDOS showed up. Complete with sources. And AMAC runs under it! With one slight problem; I use the XF551 as drive 1, which switches to SSSD when the $%^& copy protected AMAC is loaded. Then it stays SSSD even when the disk is changed. I have been looking over the sources to try and find a fix. There are several I am contemplating, even the ability to have a logical name translation capability so that ^$%& copy protected disks can be loaded from drive 2.

Other stuff I am trying out is to put command line or desktop style into it, and move it under the ROM. I'm trying to decide which is better; DUP under the ROM, or ramdisk. (I have a ramdisk program that uses the 12K or so under the ROM. Was made for 64K machines. Only works with 2.5 though. This is the first ramdisk I have had; I had to modify my editor to coexist with it. I am trying to decide whether I should modify it to work with MYDOS, or just use the RAM as emacs-style buffers.

Anyway, yesterday I finally put the US doubler I have had for like 2 years into my 1050. I was told that it makes the 1050 DD, even when ultraspeed sector skew is not used. It does, including under MYDOS. Now finally I have 2 DD disks. I may sack the DS feature of the XF551, just so that disks can be interchanged.

Comments appreciated.

-Stan "My Atari isn't dead yet! It's just sleeping!"

2581. 850 interfaces and modems

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-05 14:41:40 UTC
From: clf3678@ultb.UUCP
Message-ID: <1371@ultb.UUCP>
Source record: 115485
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale

I've posted this before, but now that I finally have some power supplies
for the following items, I'll post it again:

850 interfaces for sale - includes power supply. Reconditioned units,
fully tested. Does not include SIO cable. $45

Avatex 1200 modem - fully tested, reconditioned. Includes power supply.
these are not the 1200hc modems. $40

You should include $5 per item for shipping.

Also available: 850 -> modem cable for the 850. About 3.5 feet long.
$7.

If interested, leave me a message via any of the addresses listed below,
or call my BBS. I prefer that you NOT leave a message via Usenet E-mail
(if possible) because the school's system isn't set up right, and I have
great difficulty getting a reply through. However, if you don't have
the alternative, leave message here.

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
Call the ACORN BBS (716)436-3078, 300/1200 baud | 3) Coke Classic

2582. 8 bit software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-05 21:04:46 UTC
From: arvidson@fdcv06.enet.dec.com
Message-ID: <5201@shlump.nac.dec.com>
Source record: 115486

```
Software:
Exodux Ultima III Origin Systems
Shamus Synapse
Protector
Nautilus
Dimension X
Dodge Racer
Computer Chess Atari
Star Raiders
Soccer
Defender
Donkey Kong
Caverns of Mars
Centipede
Basic
Starcross Infocom
Suspended
Raster Blaster BudgeCo
Temple of Apshai
Games w/no instructions:
Jumpman, Eastern Front, Othello and others

Books:
Atari Assembler Reward Books
Computes 1st and 2nd Book of Atari Compute Books
Your Atari Computer
Basic Manual

What am I offered?

I want to get rid of everything, so all must go. Will sell stuff
separate.

Dan Arvidson - Home (508) 485-9649

+-------------------------------+----------------------------------------+
|Dan Arvidson | Me: "I'm beginning to believe the writer's|
|Digital Equipment Corporation | strike is over?" |
|129 Parker St. PK03-2/K84 | Him: "Oh Yeah! Why?" |
|Maynard, MA 01754 | Me: "I just saw 'Peak Performance' and it |
|USA (508) 493-5257 | was good!" |
|- - - - - - - - - - - - - - - - +----------------------------------------+
| "The Arnolds feign death until the Wagners, sensing the sudden awkwardness,|
| are compelled to leave." - Gary Larson, 1987 Far Side Calendar |
+-------------------------------------------------------------------------+
```

2583. IBM (gack) compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-06 13:09:06 UTC
From: rrwood@lotus.waterloo.edu
Message-ID: <16990@watdragon.waterloo.edu>
Source record: 115487

Someone recently mentioned that they could write Atari-compatible disks using an IBM? I'd heard rumours concerning this sort of thing, but I'd like to hear some specific information. Is it really possible? (well, all thinigs are possible) What sort of hardware/software is needed? Does it work both ways? (i.e., IBM->Atari and Atari->IBM)

Also, does anyone have an opinion about the 80-column version of AtariWriter? I'm finding it hard to live with a 40-column display, so AtariWriter is looking attractive....

R. Wood (rrwood@lotus.waterloo.edu)

2584. Kermit-65 with SX212

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-06 17:13:13 UTC
From: RC1DSANU@MIAMIU.BITNET
Message-ID: <8910061619.AA23219@ucbvax.Berkeley.EDU>
Source record: 115488

There was a message posted a little whil ago addressing some of the problems with using Kermit-65 with the SX212 in direct-connect. It said something about a different handler but I can't remember which. I recently got Kermit-65 and would like to begin using it.

Ryan

-=-=-=

2585. Re: Kermit-65 with SX212

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-07 07:30:44 UTC
From: cs2531bz@carina.unm.edu
Message-ID: <710@ariel.unm.edu>
Source record: 115489

In article <8910061619.AA23219@ucbvax.Berkeley.EDU> RC1DSANU@MIAMIU.BITNET (Ryan Collins) writes:
>
>There was a message posted a little whil ago addressing some of the problems
>with using Kermit-65 with the SX212 in direct-connect. It said something about
>a different handler but I can't remember which. I recently got Kermit-65 and
>would like to begin using it.
>
>
> Ryan
>
>-=-=-=

2586. Re: A65 problems

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-07 20:57:48 UTC
From: marks@mgse.UUCP
Message-ID: <1010@mgse.UUCP>
Source record: 115490

In article <46526@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>Next DOSXE came out. I had a loving relationship with it, except that
>AMAC wouldn't run under it; I think it was because as the AMAC disk
>is copy protected, I couldn't copy it to a DOSXE format disk. So I had

Take the copy protection out, i did it years ago it was easy and it allowed
my to use it on my dsdd percoms. I will try to figure out what i changed,
it was only a few bytes. Does anyone have a file compare program for the
atari?

>to load in the 2.5 translator, which took up too much space. Disclaimer:
>I am only guessing.
>
>Then, someone sent me a copy of UTIL.COM, the IBM PC program that writes
>MYDOS-compatible disks. I started bringing files home from the net
>now. To my great joy, I discovered that SpartaDOS could translate them
>to 2.5.

Where can i get UTIL.COM? I have a friend with a 800XL who wants to read
the comp.sys.atari news, i have been collecting it to a file, and then
he downloads it 150K at a time. If i could write a disk from my machine
and give it to him that would be great. Could someone mail the program to
me?

>Comments appreciated.
>
>-Stan "My Atari isn't dead yet! It's just sleeping!"

--
Mark Seiffert, Metairie, LA.
uucp: rex!mgse!marks
bitnet: marks%mgse@REX.CS.TULANE.EDU
internet: marks%mgse@rex.cs.tulane.edu

2587. Re: get real

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-08 14:56:37 UTC
From: usenet@cps3xx.UUCP
Message-ID: <4904@cps3xx.UUCP>
Source record: 115491

Really now folks, any talk of "upgrading" your 8-bit is seriously out of line. The Atari 8bit's capabilities are unique, as is the software that came with it and the peripherals. Too often have I heard talk of "upgrading." It seems worthwhile to note that you don't "upgrade" as much as "crossgrade" in that you can get a new machine, like a shiny new Amiga 2000 with 4096-color mode and 4-channel DMAing digital sound, but you still wont have M.U.L.E., or instant-on peripherals, or modems with term software built in. Ever try and build a diskless terminal? The Atari 8-bit with it's built-in TV support and built-in no-disk-needed option on the 1030 is GREAT for travelling.

And these specifics aren't important. There will always be tons of programs that you have used and hardware options you have pu together on any quality machine that are more or less unreplacable. And 850 for instance - just try and find another machine with 4 serial ports. (5 if you add an R-verter) You can get it on an IBM clone easily enough, for a price.

My suggestion is to KEEP your 8-bit when you get a new machine. It wont get any slower, and you can always use a redundant computer. You get all of it's functionality and the new machines too, if you even bother to get a new machine.

You want "obsolete?" I'm logged on right now with a TRS-80 Model I, granted with triple-clock speed. It's been online as The Club BBS since 1980 - switched ON, running, with the world using it for over 75,000 hours. It still runs the board, and it's SITILL my primary word processor because, to date, no other computer supports the C-Itoh Prowriter in Proportional font mode properly! Likewise, no other computer has had binary/hex tools (like this term program I'm using, or disk editors) that came close. The machine serves a distinct purpose, as do the other TRS-80s, IBMs, Atari 8-bits and the Unix workstations that live here. (The Amiga is gone, sniff.)

You could, of course, try and duplicate all the functionality on any single machine, but it' would A) cost a fortune, B) be limited by the constraints of the machine architecture, C) be real tough for more than one person to use! and D) probably never be as functional.

Ever try and do 6502, Z80, 8088/86 and 680x0 development all on the same machine? Yeah right.

Several of the same machine is generally kind of handy too.

What one thing would I add if I could to this environment?
a
'386 Unix server, with a 16 port serial card and a good 300+
Meg drive that all the machines used as a centralizing
resource. (I thought about doing it with another 256K XL and
some 850's, but it's tough.)

Sigh. Come on folks, if Hungary can vote out COMMUNISM, we sure
as hell can cope with an integrated environment! Plan 9 will
save the day!

Terry Conklin
conklin@egr.msu.edu
uunet!frith!conklin
The Club (517) 372-3131
The Club II (313) 334-8877 <<-- has all that quality Bob Puff stuff, by the way

2588. Re: IBM (gack) compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-09 16:48:07 UTC
From: jim@jose.uucp
Message-ID: <1989Oct9.164807.3837@jose.uucp>
Source record: 115492

In article <16990@watdragon.waterloo.edu>, rrwood@lotus.waterloo.edu (Roy Wood) writes:
> Someone recently mentioned that they could write Atari-compatible disks using
> an IBM? I'd heard rumours concerning this sort of thing, but I'd like to hear
> some specific information. Is it really possible? (well, all thinigs are
> possible) What sort of hardware/software is needed? Does it work both ways?
> (i.e., IBM->Atari and Atari->IBM)

It is my understanding that the copyboard with copyIIpc can copy just about
anything. (including atari 8 bit stuff). It is basically a board that
goes inbetween the floppy controller and the floppy drive on the pc. I
assume it is just another type of controller. Anyway... it aparently
does work.

jim@jose.uucp

2589. RS232

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-10 11:15:46 UTC
From: atverko@cs.vu.nl
Message-ID: <3645@solo7.cs.vu.nl>
Source record: 115493

Hey,
is there anyone out there who uses a modem with a RS232 connector?
I like to know how you have connected your atari with this
modem (without an official RS232 interface, of course!).

Alexander

2590. Re: IBM (gack) compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-10 15:04:51 UTC
From: kimes@cbnewsc.ATT.COM
Message-ID: <3756@cbnewsc.ATT.COM>
Source record: 115494

From article <16990@watdragon.waterloo.edu>, by rrwood@lotus.waterloo.edu (Roy Wood):
> Someone recently mentioned that they could write Atari-compatible disks using
> an IBM? I'd heard rumours concerning this sort of thing, but I'd like to hear
> some specific information. Is it really possible? (well, all thinigs are
> possible) What sort of hardware/software is needed? Does it work both ways?
> (i.e., IBM->Atari and Atari->IBM)
>

There is a file on GEnie in the 8-bit Atari Library (file #4595) called
PC_MYDOS.ARC. The description says "Use Atari SSDD diskettes on an
MSDOS". I have no other information, although I assume it is designed to
work with MyDos. I don't know if this is what you are looking for.
Hopefully, someone with additional information will add their comments.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!ihlpe!kimes

2591. CC65 released!

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-10 15:11:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891010151100.0.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115495

I've posted a preliminary release of CC65 to the Atari program archives on TERMINATOR.CC.UMICH.EDU. Since there's a lot of it, I put it in a subdirectory, cc65; therefore when you log in with anonymous FTP, look in /atari/8bit/cc65/.

I'll be posting more bug-fixed versions, sources etc in the future, but I wanted to get what I had out there for folks to try out. Questions to me.

2592. Re: IBM (gack) compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-10 15:13:07 UTC
From: kimes@cbnewsc.ATT.COM
Message-ID: <3757@cbnewsc.ATT.COM>
Source record: 115496

From article <16990@watdragon.waterloo.edu>, by rrwood@lotus.waterloo.edu (Roy Wood):
>
> Also, does anyone have an opinion about the 80-column version of AtariWriter?
> I'm finding it hard to live with a 40-column display, so AtariWriter is
> looking attractive....

Correct me if I'm wrong, but I seem to remember that AtariWriter80 is
designed to only work with the XEP80 80 column hardware adaptor. So, you
would have to make sure that you have a good monitor that will make 80
columns readable and spend the $80 for the adaptor. I believe I saw
an ad for a combo AtariWriter80/EXP80 in one of the ads in ANTIC. At least
it would be cheaper getting them at one time.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!ihlpe!kimes

2593. Re: A65 problems

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-10 19:15:47 UTC
From: slackey@bbn.com
Message-ID: <46731@bbn.COM>
Source record: 115497

In article <1010@mgse.UUCP> marks@.UUCP (Mark Seiffert) writes:
>In article <46526@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>>AMAC wouldn't run under it; I think it was because as the AMAC disk
>>is copy protected, I couldn't copy it to a DOSXE format disk. So I had
>
>Take the copy protection out, i did it years ago it was easy and it allowed
>my to use it on my dsdd percoms. I will try to figure out what i changed,

Never mind; I did this all by myself (almost) from a suggestion from someone
else. It was triv; I used a disassembler I got from ANTIC a few months
ago, and a little BASIC program to actually twiddle the bytes. It starts
up faster now, now that it doesn't do the extra disk access.

Note to any possible pirate dogs: No!

AMAC USERS READ THIS: It looks like some people don't know the fix
to AMAC's bug in putting a label on a macro. Just terminate each label
with a colon. That was what I tried when I first ran into the problem,
and have never had a problem since.

Now, for the request. Has anyone written a debugger that can be
assembled in with an AMAC source? I was thinking along the lines of
say pushing BREAK to interrupt out of the program to get to the
debugger, doing exam/dep, and returning to execution. Sure a
disassembler for single stepping, breakpoints, etc would be great.
OK, MAC/65 has this stuff, not to mention the assembler cartridge, but
AMAC still has its advantages. When I made my editor, I made up
a small one that I included that could examine only, but in that
environment it was easy.
-Stan

2594. Re: CC65 released!

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-11 13:40:58 UTC
From: wrw@cbnewsc.ATT.COM
Message-ID: <3792@cbnewsc.ATT.COM>
Source record: 115498

From article <19891010151100.0.JRD@MOA.SCRC.Symbolics.COM>, by
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning):
> I've posted a preliminary release of CC65 to the Atari program archives
> on TERMINATOR.CC.UMICH.EDU. Since there's a lot of it, I put it in a
> subdirectory, cc65; therefore when you log in with anonymous FTP, look
> in /atari/8bit/cc65/.
>
> I'll be posting more bug-fixed versions, sources etc in the future, but
> I wanted to get what I had out there for folks to try out. Questions to
> me.

What is CC65? Is it a new C compiler like CC8? Can you give a summary of its
features?

2595. Re: IBM (gack) compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-11 14:28:42 UTC
From: wrd@tekigm2.MEN.TEK.COM
Message-ID: <6640@tekigm2.MEN.TEK.COM>
Source record: 115499

With the "Option board" from Central Point Software, along with the CopyIIPC software package you can copy most Atari disks using your PC (IBM or most compatibles). I have done this on my PC as I have the option board. Essentially the Option board is in series with the disk controller board and it makes your PC disk drive run like an Atari disk drive. (An Atari disk drive can do things that normally a PC disk drive cannot.) There are some exceptions to the copying of Atari disks. Some copy protection schemes do not copy and it will not copy the flippy side of a disk. Why I do not know, since normally an PC uses double sided drives and CopyIIPC copies bit by bit, but it will not copy backwards (which is essentially what it thinks the back of a flippy is). Software that it will not copy include SynFile, SynXX, etc.

Now, what I want, is some software to allow my Atari 1050 disk drive to read single sided IBM disks. I have a utility that someone sent me, but apparently it requires the use of either MYDOS or the US Doubler.

CopyIIPC and Option Board are copyrights/patents/trademarks of Central Point Software; SynFile, etc. are .... from Synapse Software, PC ... etc.

2596. Re: IBM (gack) compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-12 00:55:55 UTC
From: a567@mindlink.UUCP
Message-ID: <584@mindlink.UUCP>
Source record: 115500

```
> wrd writes:
>
> Msg-ID: <6640@tekigm2.MEN.TEK.COM>
> Posted: 11 Oct 89 14:28:42 GMT
>
> Org. : Tektronix, Inc., Vancouver, WA.
> Person: Bill Dippert
>
> Now, what I want, is some software to allow my Atari 1050 disk drive to read
> single sided IBM disks. I have a utility that someone sent me, but
> apparently it requires the use of either MYDOS or the US Doubler.

Would it be possible to uuencode this file and post it (or send it as mail)?
8-) Please?

-bp-.

--------------------------------------------------------------------
uucp: a567@mindlink.UUCP GEnie: b.peltzer2
--------------------------------------------------------------------
```

2597. Re: RS232

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-12 15:10:10 UTC
From: jim@jose.uucp
Message-ID: <1989Oct12.151010.23080@jose.uucp>
Source record: 115501

In article <3645@solo7.cs.vu.nl>, atverko@cs.vu.nl (Verkooijen Alexander T) writes:
> Hey,
> is there anyone out there who uses a modem with a RS232 connector?
> I like to know how you have connected your atari with this
> modem (without an official RS232 interface, of course!).

I have an 800xl that ocasionally I use a modem standard modem with. If you
solder a few junpers on the motherboard, you can use the joystick port.
(get a joystick cable and cut it, and put the rs232 on the other end).
Anyway... the problem with that method is that the joystick port is limited
to 300 baud. There are some other cabeling methods that I never got around
to trying that will allow a faster baud rate.

jim@jose.uucp

2598. What do you use them for.

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-12 20:41:38 UTC
From: rrwood@lotus.waterloo.edu
Message-ID: <17173@watdragon.waterloo.edu>
Source record: 115502

Just out of curiousity, what do you people use your Atari 8-bit machines for, anyway? Word-processing? Data communications? Games? Programming (and what sort of programming?)? Dynamical Systems Research? Divining the ultimate question of life, the universe, and everything?

Personally, I do a little bit of sloppy programming in Atari Basic or machine language (with the original Atari Assembler Editor). I've never tried Turbo Basic or any other Basic, and I've also never tried any other Assembler (though I have lusted a little after MAC/65).

As well, I'm trying to get set up with some sort of communications package that supports an 80 column display using software. I have a VT100 emulator but, unfortunately, I don't have a proper SX212 driver to go with it (the driver I have conflicts with the emulator software).

And finally, I'm looking for a decent 80 column word processor. As far as I know, two such animals are available (one from Atari and one from some company that advertises noisily in Antic), but I've yet to hear from anyone who actually uses either of them.

So, there you have it.

-- Roy Wood (rrwood@lotus.waterloo.edu)

2599. 130XE and SC1224 monitor

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-13 11:46:00 UTC
From: roger@tippy.uucp
Message-ID: <38000008@tippy>
Source record: 115503

wI'd like to hook my 130XE up to my Atari SC1224 monitor but the plug doesn't fit. Does anyone know where I can get an adapter that will allow me to do this?
Thanks in advance - tippy!roger@newton.physics.purdue.edu

2600. Problem with MYDOS

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-13 14:14:49 UTC
From: slackey@bbn.com
Message-ID: <46869@bbn.COM>
Source record: 115504

I can't seem to get the Atari-supplied XEP80 driver to work under MYDOS;
the system hangs. What's the fix? Guesses will be gratefully accepted.
In lieu of that, I guess I'll have to figure it out myself. Might it
have something to do with the relocation crockery?

Thanks! -Stan

2601. SAM and Alien Voice Box

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-13 18:33:52 UTC
From: davisonj@EN.ECN.PURDUE.EDU
Message-ID: <8910131833.AA26763@en.ecn.purdue.edu>
Source record: 115355

Somebody loaned me the Alien Voice Box II (no knobs) and two disks to go along with it (demo on one, applications and utililties on the other).
So far, when I boot up the demo disk (without holding OPTION down) on an 800XL, I get the main menu but no sound except for a low hum (two distinct tones) that sounds like the oscillators playing at their lowest audible level. I've tried it with the Translator (I don't know which one) and it does the same thing.

Oh yeah, the keys lock up too.

Am i doing something wrong, or is there something wrong with the Alien stuff?

I haven't tried SAM yet.

-davisonj@ecn.purdue.edu
-davisonj@ee.ecn.purdue.edu
-davisonj%ee.ecn.purdue.edu@purccvm
-davisonj%ee.ecn.purdue.edu@purccvm.bitnet
-davisonj@pur-ee.uucp
-...pur-ee!davisonj
finger: davisonj@en.ecn.purdue.edu

2602. Re: CC65 released!

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-14 04:42:21 UTC
From: jhallen@wpi.wpi.edu
Message-ID: <4751@wpi.wpi.edu>
Source record: 115356

In article <3792@cbnewsc.ATT.COM> wrw@cbnewsc.ATT.COM (wayne.r.wilcox) writes:
>From article <19891010151100.0.JRD@MOA.SCRC.Symbolics.COM>, by
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning):
>> I've posted a preliminary release of CC65 to the Atari program archives

>What is CC65? Is it a new C compiler like CC8? Can you give a summary of its
>features?

And is it Yet-Another Smallc Derivative or is it a real compiler?

The only real PD compiler I've ever seen is GNU C. Unfortunately I doubt that
will be working on Atari 800s any time soon...

2603. Re: RS232

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-14 08:08:19 UTC
From: CharlieBrown@cup.portal.com
Message-ID: <23090@cup.portal.com>
Source record: 115357

If you have a modem to connect with a RS232 you would connect thru a Atari 850,then connect a standard cable(13 prong) to the 850 and the computer.

2604. Useful 600XL and XL/XE hardware mods

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-14 21:19:32 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270022@hpclkms.HP.COM>
Source record: 115358

Here are the mods for the 600XL I mentioned a few weeks ago. Sorry to take
so long to post this to the net, but I had to remember how I did the mods.
(I seem to have lost the documentation I wrote down when I did these the first
time, and I had to open my 600XL and reverse engineer my own mods!)
Anyway, here are my mods for adding a monitor jack to a 600XL, adding a cold
reset switch to an XL or XE, and upgrading a 600XL to 64K.

I hope someone finds this stuff useful.

Ken "If it ain't modified, it ain't mine" Sumrall
ken%hpda@hplabs.hp.com
...!hplabs!hpda!ken

HOW TO ADD A MONITOR JACK TO A 600XL

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DISTRIBUTE IT, AND MODIFY IT, AS LONG AS THIS NOTICE IS INCLUDED
IN ITS ENTIRETY. THE AUTHOR MAY BE REACHED AT THE FOLLOWING
EMAIL ADDRESSES:
ken%hpda@hplabs.hp.com
...!hplabs!hpda!ken

Here are instructions on how to add a monitor jack to your 600XL. This jack
contains the following signals:

pin	signal
1	Composite luminance
2	Ground
3	Audio out
4	Composite video
5	Composite chrominance

The numbering convention for the DIN connector is:

```
3 o o 1
5 o o o 4
2
```

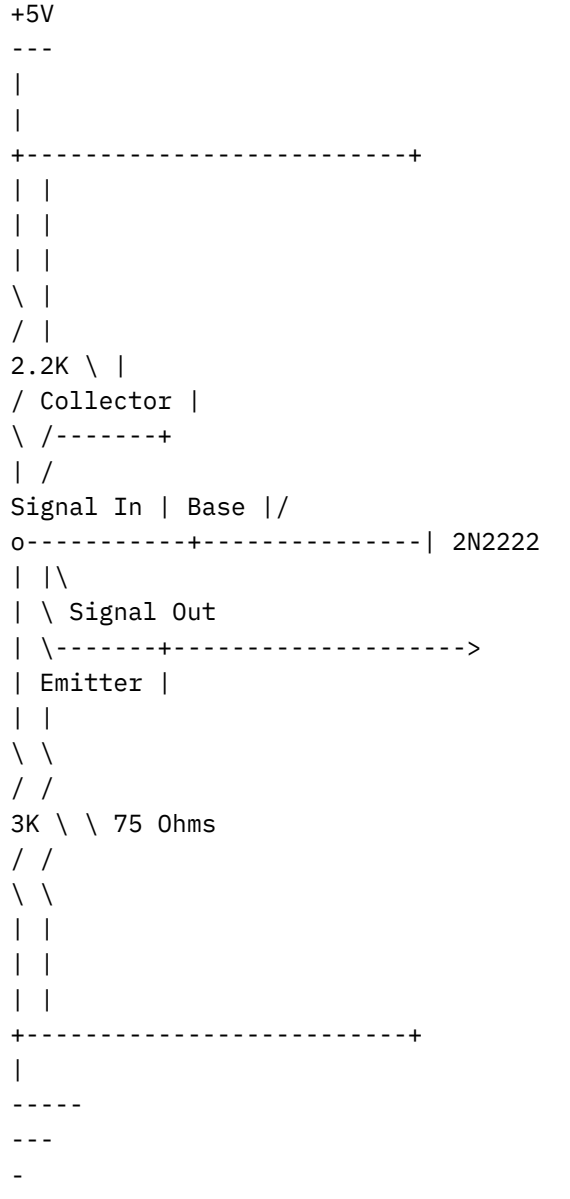
This mod for the 600XL provides every one of these signals except the
composite chrominance. (Actually, the 800 and the XE both supply
the composite chrominance signal, but the 800XL does not. Adding
the composite chrominance signal to an 800XL is a simple mod that
was described in ANTIC a few years ago. If you can't find the
mod, send me e-mail, and I will try and find it.)

COMPOSITE VIDEO (pin 4):
To add composite video to your 600XL, you need the following parts,

which are all available are Radio Shack:

(1) 2N2222 general purpose transistor
(1) 2.2K ohm resistor
(1) 3K ohm resistor
(1) 75 ohm resistor
(1) 5 pin DIN female connector

Here is the circuit diagram. It is a basic emitter follower circuit:



I built this by just soldering the resistors and the transistor together,
and did not put this on any kind of circuit board. After you have built
this little circuit, you unsolder the 1st wire from the right of the
RF modulator as you look at it from the front of the computer,
and then solder that to the Signal In of this circuit.
You then connect the Signal Out line to the 1st terminal from the right of the

RF modulator, and also connect it to pin 4 of the DIN connector. You should use shielded wire when you connect the Signal Out line to pin 4 of the DIN connector. You can connect the ground wire to any major ground point on the mother board. I hooked mine to the metal case of the RF modulator. The +5V line is also available on the RF modulator. The 2nd pin from the right of the RF modulator is the +5V power supply for the RF modulator.

COMPOSITE LUMINANCE OUTPUT (pin 1):
To add composite luminance (black and white signal only) to the DIN connector, connect a 75 ohm resistor between the emitter of transistor Q6 and pin 1 of the DIN connector. You should use shielded wire to keep noise from appearing on the line.

AUDIO OUTPUT (pin 3):
To add audio output to the DIN connector, connect a wire from the 2nd terminal from the left on the RF modulator to pin 3 on the DIN connector.

COMPOSITE CHROMINANCE (pin 5):
I have not found a simple mod to pick up the composite chrominance signal for the DIN connector. I have not looked terribly hard, however, since it is possible to use the composite video output as a composite chrominance signal on many monitors. That is how my 600XL is hooked up to my separate composite chrominance/luminance monitor, and it looks great!

GROUND (pin 2):
I just connected pin 2 of the DIN connector to the metal box that the RF modulator lives in. However, you should be able to hook this pin up to any major ground point on the motherboard.

I was able to mount the 5 pin DIN connector on the back of my 600XL, between the RF modulator and cartridge slot. It is a slightly tight fit, but you can fit it if you are careful.

HOW TO UPGRADE YOUR ATARI 600XL TO 64K RAM

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ken%hpda@hplabs.hp.com
...!hplabs!hpda!ken

You will need the follow parts to perform this mod:
(2) 4464 RAM chip, 64Kx4, 150ns or faster.
Additionally, you will need chip pullers, a soldering iron, and 3 small pieces of wire. I used wire wrap wire when I did this mod.

If the chips on your 600XL are socketed, you're in luck, otherwise, you need to first unsolder the following chips:
(1) 74S32 location U18
(2) 74LS158 locations U5 and U6
(2) 4416 locations U11 and U12

and put sockets on the mother board in their place to make the job easier.

Now bend up pin 9 on the 74S32, and put it back in its socket on
the mother board. Bend up pin 3 on the 74LS158 in location U5, and put it
back in its socket. Also, bend up pin 10 on the 74LS158 in location U6,
and put that chip back into its socket. The last two chips you need to
change are the two RAM chips. Put the 4464 chips into the sockets at
locations U11 and U12 on the motherboard.

Now you need to install 3 wires to complete the mod. The first wire should
be connected between pin 3 of the 74LS158 at location U5, and pin 20
of the parallel bus on the 600XL. The second wire should be connected between
pin 10 of the 74LS158 at location U6, and pin 18 of the parallel bus.
The third wire connects between pin 9 of the 74S32 at location U18, and
pin 45 on the parallel bus. That's all there is to it.

HOW TO ADD A COLD BOOT SWITCH TO THE ATARI XL AND XE COMPUTERS

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DISTRIBUTE IT, AND MODIFY IT, AS LONG AS THIS NOTICE IS INCLUDED
IN ITS ENTIRETY. THE AUTHOR MAY BE REACHED AT THE FOLLOWING
EMAIL ADDRESSES:
ken%hpda@hplabs.hp.com
...!hplabs!hpda!ken

To add a cold reset switch to an Atari XL or XE computer, just connect
a normally open push button switch between pins 13 and 14 on the
cartridge slot. These pins are +5V and the cartridge present lines
respectively. Unfortunately, hooking up a switch to the CPU Reset line will
do no good, since the SYSTEM RESET switch on the XL is hooked up to that
line already, and it doesn't force a cold boot.

To use the reset switch, push and hold the SYSTEM RESET button already
built into your XL. Then, push and hold the new switch you installed.
Now let up on the SYSTEM RESET switch until the computer starts to boot.
As soon as the computer starts to boot, push and hold the SYSTEM RESET
key again. Now let up the the new switch you installed, lastly followed by
the SYSTEM RESET key. The computer will start to boot again. If you want
to boot without BASIC, you should hold down the OPTION key before you let
go of the SYSTEM RESET key for the last time. This may seem complicated,
but with a little practice, it becomes second nature. I mounted my cold
reset switch right above the SYSTEM RESET key on both my 600XL and 800XL,
and I can easily do this with one hand.

Here is a description of why this works. When you hit the SYSTEM RESET key
or turn on the XL or XE, the OS ROM performs a checksum of the cartridge area,
and if it doesn't match the last checksum it computed, assumes that someone
either inserted or removed a cartridge, and starts to do a cold boot
sequence, instead of a warm boot sequence. So when you hold down the
new switch, it pulls the cartridge present line to +5V, which forces the
hardware to disable the top 8K of RAM. Then, when the computer computes the
checksum of the top 8K of RAM, it computes that checksum of a non-existent

cartridge which should return random garbage, since no ROM is really present. Since the checksum won't match the previous one, this will make the OS want to perform a cold boot. You then force another cold boot when you let up on the cold boot switch and press the SYSTEM RESET key again, so that the computer won't boot assuming incorrectly that it has a cartridge inserted.

One obvious flaw in this design is that you can't force a cold boot if a cartridge is really inserted. However, the only cartridge I own is BASIC XE, and I can type "bye" to drop into the self test, and then hit SYSTEM RESET to cold boot the system from the self test.

2605. Re: Problem with MYDOS

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-15 02:40:34 UTC
From: jean@maxwell.Concordia.CA
Message-ID: <1360@clyde.Concordia.CA>
Source record: 115359

In article <46869@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>I can't seem to get the Atari-supplied XEP80 driver to work under MYDOS;
>the system hangs. What's the fix? Guesses will be gratefully accepted.
>In lieu of that, I guess I'll have to figure it out myself. Might it
>have something to do with the relocation crockery?
>
>Thanks! -Stan

Stan, I experimented with different combinations of MyDos 4.51 and the XEP80 handler and here's what happened:

- Intalled the XEP80 driver as AUTORUN.SYS on a MyDos disk and booted with BASIC, and I did get into 80-column mode.
- Did the above but held down OPTION to disable BASIC. It did blank out the screen temporarily but then it went to the MyDOS menu (in 40-columns).
- When I type DOS from BASIC, I lose 80-columns and end up at the DOS menu in 40-columns, and I can't reenter 80-columns (handler disappears from HATABS).
- Booted from a disk with DOS.SYS and DUP.SYS only, and tried to load the handler from the menu. It blanked the screen but I didn't see any characters. It didn't lock up, though, because I could still hear my keystrokes, and I was still in the menu because when I hit 1 to get a directory, the drive started up.

Conclusion: DUP.SYS is the culprit. It seems to do a warmstart that modifies the handler table. It might also be playing with the display list pointers, as well as other display registers. This is only a guess, and seeing as I don't use MyDOS (or any other DOS that needs a DUP.SYS - blecch!), I can only suggest that you use DOS XL as I do, or reprogram MyDOS. Happy hacking.

Jean Goulet
Electrical Engineering
Class of '89
Concordia University
Montreal, Canada

2606. News programs

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-15 04:05:46 UTC
From: jean@maxwell.Concordia.CA
Message-ID: <1361@clyde.Concordia.CA>
Source record: 115360

This is a request to anyone who might have a program called Daisy Dot III (a text formatter for graphics printers). I recently tried out Daisy Dot II, but it didn't work too well with my Legend printer, which is Epson-compatible, except for graphics (at 1280 dots per line, instead of 960). What happens is that the text looks like it's a bit squished to the left, and it leaves the right part of the page empty.

I figure the newer version of the program has more printer drivers, and that it might also have more features, so if anyone has it, please upload it either here as a uuencoded ARC, or to the new ftp archives at 35.1.33.8 (terminator.cc.umich.edu).

While I'm at it I might add that some of the stuff at terminator could use some updating. There are newer versions of superarc/unarc, Textpro, and MyDos, unless I'm mistaken. And judging from some recent posts, some people might like to see some SX212 handlers and terminal programs too (myself included). I'll be taking care of uploading a new Kermit-65 once I finish updating it for XEP80 support, and perhaps Xmodem.

I might just add that there's a program called T:Edit (TEDIT.COM on terminator) which doesn't work (the file was cut short by someone), so don't bother downloading that unless it's been replace (the bad one is 6169 bytes long).

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Montreal, Canada

2607. CC65 released!

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-15 15:37:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891015153740.4.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115361

Date: 11 Oct 89 13:40:58 GMT
From: att!cbnewsc!wrw@ucbvax.Berkeley.EDU (wayne.r.wilcox)

What is CC65? Is it a new C compiler like CC8? Can you give a summary of its features?

CC65 is indeed a C compiler for Atari 8-bitters. It comes with an assortment of tools; an assembler (that generates relocatable object code, rather than fixed-address executables), a linker for linking object files and libraries into executables, an object file librarian, and some other random stuff.

The win (I think) of CC65 over the other freeware C compilers is that it generates real machine code, rather than p-code which must then be interpreted. Granted it's not great machine code, but it's still much easier to deal with than the totally opaque stuff that the other guys use. It's also trivial (well, not hard, anyway) to write assembly-language subroutines for it.

For more doc on CC65 and how to use it, see the ARC file of documentation in the Atari 8-bit program archives, in the cc65 subdir.

2608. Visicorp

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-15 16:42:20 UTC
From: AIN1496E@merrimack.edu
Message-ID: <8510@merrimack.edu>
Source record: 115362

Does anyone know what Visicorp's current address is (the makers of Visicalc)
If so it would be most appreciated.

2609. CC65 released!

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-15 22:11:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891015221100.0.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115363

Date: 14 Oct 89 04:42:21 GMT
From: m2c!wpi!jhallen@husc6.harvard.edu (Joseph H Allen)

And is it Yet-Another Smallc Derivative or is it a real compiler?

Yes, it is a member of the Small-C family, but it's had considerable
stuff added to it compared to most of them (structs, real
pointer-handling etc). As for whether it's 'real', well, it works, and
all the source is available. I think it's a win compared to the
ACE-C/CC8 frobs, as it's not an interpreter. Beyond, you'll have to
judge for yourself.

The only real PD compiler I've ever seen is GNU C. Unfortunately I doubt that
will be working on Atari 800s any time soon...

Right. Given that the executable's almost 10 times the address space of
a 6502...

2610. PRINT DRIVER

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-16 14:07:00 UTC
From: HABKE@ccm.UManitoba.CA
Message-ID: <8910170728.AA07312@ucbvax.Berkeley.EDU>
Source record: 115364

DOES ANYONE HAVE A PRINT DRIVER FOR USE WITH THE PRINTSHOP
PROGRAM, OR BETTER YET A DRIVER CONSTRUCTION PROGRAM.
IF NOT HOW ABOUT A REFERENCE TO SOME DOCUMENTATION
ON HOW TO WRITE YOUR OWN PRINT DRIVER.

Thanks.

Bill Habke

2611. Ace-of-Aces cartridge available

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-16 21:51:51 UTC
From: kim@mathcs.emory.edu
Message-ID: <4446@emory.mathcs.emory.edu>
Source record: 115365

I have a copy of Ace-of-Aces for the XE for sale for $12.00 (shipping
included). This is unopened, in the box. with manuals.

This WWII flying simulation lists for $24.95 and has better graphics than
flight simulator (not too hard).

If interested send a check for the amount to the address below.
If the order is already filled I will return the check by return
mail and let you know by e-mail.

You can also phone before sending a check.

Kim Wallen
Psychology Department
Emory University
Atlanta, GA 30322

(404) 727-4125

INTERNET: kim@unix.cc.emory.edu
UUCP: {gatech decvax}!emory!kim
BITNET: kim@emoryu1

2612. Re: 130XE and SC1224 monitor

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-17 01:50:16 UTC
From: clf3678@ultb.UUCP
Message-ID: <1436@ultb.UUCP>
Source record: 115366

In article <38000008@tippy> roger@tippy.uucp writes:
>
>wI'd like to hook my 130XE up to my Atari SC1224 monitor but the plug doesn't fit. Does anyone know where I can get an adapter that will allow me to do this?
>Thanks in advance - tippy!roger@newton.physics.purdue.edu

You can't do it. The 8-bit uses a color composite signal, while the
ST uses an RGB output. Ergo, they are incompatible with each other.
You might be able to do it by using the Monitor Master from Practical
Solutions, which will give you a composite output (I think), but I think
that even trying isn't worth it.

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
Call the ACORN BBS (716)436-3078, 300/1200 baud | 3) Coke Classic

2613. Warp Drive Manual Needed

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-17 14:04:20 UTC
From: sjb@dalek.UUCP
Message-ID: <19@dalek.UUCP>
Source record: 115367

I have a Warp Drive (from the apparantly now defunct Duplicating Technologies) modified 1050 drive. I still have all the software floppies, but can't find the documentation and manual. Does anyone have a copy they'd be willing to duplicate for me? I'd be happy to recompense you for your trouble. Please e-mail, and thanks in advance!

--
Seth J. Bradley UUCP: uunet!{lll-winken|zorch}!dalek!sjb
Internet: lll-winken.llnl.gov!dalek!sjb

2614. XL/XE RAM

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-17 15:00:02 UTC
From: slackey@bbn.com
Message-ID: <47017@bbn.COM>
Source record: 115368

I am a neophyte in terms of using the RAM under XE ROM. Can someone
tell me, when ROM is shut off, are the device registers shut off too?
Do you get a linear space of 64K of just RAM? If not, are the device
registers accessed in the same way as when ROM is on?
Thanks. -Stan

2615. Re: Simulating an Atari 8 bit in a HLL

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-17 15:55:50 UTC
From: roths@dg-rtp.dg.com
Message-ID: <1929@xyzzy.UUCP>
Source record: 115369

Yes, but can you play four person M.U.L.E. on the ST using the emulator? Three person?

Bob Rothschild roths@dg-rtp.dg.com

2616. R: devices

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-17 16:15:16 UTC
From: rrwood@lotus.waterloo.edu
Message-ID: <17311@watdragon.waterloo.edu>
Source record: 115370

I've been playing around with my modem (an SX212), trying to do some elementary communications stuff. Basically, the program I've written does the following:

1) open up the keyboard as device #1 (through the K: handler)
2) open the modem as device #2 (through the R: handler)
3) continually executes a loop which
i) checks to see if a key has been pressed, and if so, the keystroke is read from device #1, put to device #2, and printed on-screen.
ii) tries to read an incoming character from device #2, the modem, and if there is an incoming character, print it.

This sounds all well and good, but I can't read from the modem without getting an error. This occurs even when there are incoming characters available.

My question is: What am I screwing up? How do I poll the modem to see whether data is available, and then how should I read it? (single character get, or input a string?) What other stupid things am I doing?

Any and all advice appreciated, etc., etc., etc.

--Roy Wood (rrwood@lotus.waterloo.edu)

2617. Re: Visicorp

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-17 16:32:52 UTC
From: jim@jose.uucp
Message-ID: <1989Oct17.163252.1049@jose.uucp>
Source record: 115371

(David E. Sheafer) writes:
> Does anyone know what Visicorp's current address is (the makers of Visicalc)
> If so it would be most appreciated.

Correct me if I am wrong (and I am sure someone will), but it was my
understanding the visicorp sold out several years ago. It believe
it was to the lotus authors.

jim@jose.uucp

2618. Re: XL/XE RAM

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-17 17:44:21 UTC
From: jean@maxwell.Concordia.CA
Message-ID: <1367@clyde.Concordia.CA>
Source record: 115372

In article <47017@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>I am a neophyte in terms of using the RAM under XE ROM. Can someone
>tell me, when ROM is shut off, are the device registers shut off too?
>Do you get a linear space of 64K of just RAM? If not, are the device
>registers accessed in the same way as when ROM is on?
>Thanks. -Stan

Stan, the address space between $D000 and $D7FF is always reserved for the device registers, and thus the RAM in that address space is unaccessable. Thus, you can only use 62K RAM in a '64K' 800XL, and 126K in a '128K' 130XE.

I might add that if you plan to use the 'hidden' RAM, don't forget that when you switch out the OS, the character set disappears with it, as do the interrupt routines. One way to handle this is to copy the ROM character set to the RAM beneath, and disable all interrupts using SEI, and POKE NMIEN ($D40E) with the necessary value (and the same for IRQEN - $D20E).

Jean Goulet
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Montreal, Canada

2619. Re: R: devices

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-17 19:45:28 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <4677@udccvax1.acs.udel.EDU>
Source record: 115373

In article <17311@watdragon.waterloo.edu> rrwood@lotus.waterloo.edu (Roy Wood) writes:
=>I've been playing around with my modem (an SX212), trying to do some elementary
=>communications stuff. Basically, the program I've written does the following:
=>
=>1) open up the keyboard as device #1 (through the K: handler)
=>2) open the modem as device #2 (through the R: handler)
=>3) continually executes a loop which
=> i) checks to see if a key has been pressed, and if so, the keystroke is
=> read from device #1, put to device #2, and printed on-screen.
=> ii) tries to read an incoming character from device #2, the modem, and
=> if there is an incoming character, print it.
=>
=>This sounds all well and good, but I can't read from the modem without getting
=>an error. This occurs even when there are incoming characters available.
=>
=>My question is: What am I screwing up? How do I poll the modem to see whether
=>data is available, and then how should I read it? (single character get, or
=>input a string?) What other stupid things am I doing?
=>
=>Any and all advice appreciated, etc., etc., etc.
=>
I don't have my manuals with me, but you need to do a status call to the
R: device & check a particular location. 746 rings a bell, but I'm not sure.
This location will hold the number of characters in the input buffer. You
will also need to set the R: device to concurrent mode. I believe an
XIO 40,#RDEV,0,0,"R:" should do it. There are other little details to mess
with like translation, parity, etc. too. You might want to consult a manual
somewhere. The original "Your Atari Computer" had some stuff on it in the
section on the XIO command. You might also want to look through any junk
that came with your modem (or interface, if you aren't using the direct-
connect facility.)

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2620. MEDIT/AMAC under SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-18 01:25:45 UTC
From: usenet@cps3xx.UUCP
Message-ID: <5023@cps3xx.UUCP>
Source record: 115374

Has anyone ever successfuly used AMAC and MEDIT under SpartaDOS?
SpartaDOS has a wonderful RAMdisk driver, RD.COM, and if you
haven't used the original Atari production macro assembler
before, let's just say it's VERY obvious Atari had hard disks
for the development group. Or depressants. Regardless, I bought
the AMAC/MEDIT macro assembler package but would like to use it
under Sparta and it chokes. It also assumes the default drive
is 1 and some other crimes. Certainly one could always use a
ramdisk driver for DOS XL or the like, but what a crime. SpartaDOS
is clearly the hot Atari DOS and now it looks like I have to
do some work in 8bit ville again so...

News would be appreciated.

Terry Conklin
conklin@egr.msu.edu
uunet!frith!conklin
The Club (517) 372-3131
Club II (313) 334-8877

2621. 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-18 09:40:13 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200036@uxa.cso.uiuc.edu>
Source record: 115375

Hello out there. I was wondering if you would help me... I'm doing my research paper for Rhetoric on the topic of the apparent demise of Atari 8-bits. Don't get me wrong, though: I'd die for my 130XE!

What I'd like to know is would you do the same. What are your opinions? Do you think Atari (at least the 8-bits) is a dead letter? Or is there enough support to keep our Ataris alive? Sure, there are alot of magazine articles out there, but I would appreciate hearing from you.

I have no access to Compuserve or Genie, etc. So if this message could possibly get there, that would also be appreciated.

Responses to this note are acceptable, but sending e-mail to my address would be better. Thank you!

Genghis - c/o Tim Elliott
at University of Illinois at Urbana

email: tle33710@uxa.cso.uiuc.edu

2622. Re: MEDIT/AMAC under SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-18 13:43:45 UTC
From: slackey@bbn.com
Message-ID: <47071@bbn.COM>
Source record: 115376

In article <5023@cps3xx.UUCP> conklin@frith.UUCP (Terry Conklin) writes:
>Has anyone ever successfuly used AMAC and MEDIT under SpartaDOS?

I never got it to work, I suspect because AMAC can have far more than 7 files open at once, and I suspect in order to do this it ends up twiddling the I/O system at a lower level than regular software would, and SpartaDOS probably doesn't look the same as DOS2 in its lower levels. The behavior I saw was it would read the first file, but hung when accessing the first INCLUDE'd file.

AMAC does however run under MYDOS, which has tons of RAMdisk support. I use AMAC under MYDOS, with the text/program editor I wrote (under AMAC.)

The reason AMAC has its drive 1 fixation is for the &^*$% copy protection. This subject came up here a week or two ago.

-Stan

2623. Re: CC65 released!

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-18 13:49:29 UTC
From: wrw@cbnewsc.ATT.COM
Message-ID: <3949@cbnewsc.ATT.COM>
Source record: 115377

From article <19891015153740.4.JRD@MOA.SCRC.Symbolics.COM>, by
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning):
>
> For more doc on CC65 and how to use it, see the ARC file of
> documentation in the Atari 8-bit program archives, in the cc65 subdir.

Would someone post this software to this news group for those of use
that don't have access to ftp?

Thanks
Wayne Wilcox

2624. XL/XE RAM

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-18 15:52:42 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1989Oct18.155242.31230@uokmax.ecn.uoknor.edu>
Source record: 115378

slackey@BBN.COM (Stan Lackey) writes:

>I am a neophyte in terms of using the RAM under XE ROM. Can someone
>tell me, when ROM is shut off, are the device registers shut off too?
>Do you get a linear space of 64K of just RAM? If not, are the device
>registers accessed in the same way as when ROM is on?
>Thanks. -Stan

If by "device registers" you are referring to what I call "hardware registers" located in memory beginning at $D000, then no, the device registers are NOT shut off. These memory locations have no RAM; thus, it is technically inaccurate, for instance, to say that the 800XL has 64K RAM; it actually has only 62K RAM. That means that when you shut off the OS to get to the RAM underneath, your extra 14K (not 16K) will have a nice big gap right in the middle of it.

As to your second question, yes, the device registers are accessed in the same way as when the ROM is on. Be aware, of course, that when the ROM is off, no system interrupts are processed, and stuff like changing the screen colors and such will be done directly through the hardware registers.

Now, I'm talking about the 800XL. I have little experience with the 130XE, but I believe its architecture is identical (except that the extra bits in the $D301 memory switch are used to control extra 16K banks, but the hardware register locations still have no RAM underneath, so I think the 130XE has only 126K RAM), so the information should be equally applicable to both the 800XL and the 130XE.

Hope this answers your question. Switching out the OS to get to the RAM underneath, though, is not usually worth the trouble.

--Norman Lin (A.K.A. NARC)

2625. News programs

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-18 15:59:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891018155943.2.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115379

Date: 15 Oct 89 04:05:46 GMT
From: mcgill-vision!clyde!maxwell!jean@bloom-beacon.mit.edu (JEAN GOULET)
[...]
While I'm at it I might add that some of the stuff at terminator could use
some updating. There are newer versions of superarc/unarc, Textpro, and MyDos,
unless I'm mistaken.

That's entirely possible. I'll repeat my earlier plea: If anybody has
stuff that should go in the archives, or newer versions of stuff that's
there, etc, please send it to me, and I'll install it. That's the only
way stuff'll ever get in there.

2626. Dos's

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-18 18:24:26 UTC
From: rrwood@lotus.waterloo.edu
Message-ID: <17345@watdragon.waterloo.edu>
Source record: 115380

I know there are a number of different Dos's around for the 8-bit Ataris.
What are their relative advantages/disadvantages?

I'm presently using Atari's Dos 2.5 an my 130XE with a single 1050 drive.
If anyone were to recommend a "better" choice, I'd be happy to listen.

-Roy Wood (rrwood@lotus.waterloo.edu)

2627. Re: Dos's

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-19 00:01:36 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <4693@udccvax1.acs.udel.EDU>
Source record: 115381

In article <17345@watdragon.waterloo.edu> rrwood@lotus.waterloo.edu (Roy Wood) writes:
=>I know there are a number of different Dos's around for the 8-bit Ataris.
=>What are their relative advantages/disadvantages?
=>
=>I'm presently using Atari's Dos 2.5 an my 130XE with a single 1050 drive.
=>If anyone were to recommend a "better" choice, I'd be happy to listen.
=>
=>-Roy Wood (rrwood@lotus.waterloo.edu)

First of all, if you are comfortable with the DOS you are using, there is little reason to switch. For the system you have, 2.5 has many advantages which include the price (free) and compatability with most software. One of the features most more advanced DOS's have is subdirectory support. Since you are limited to an enhanced density disk, there is little need to split up your files into directories.
If, however, you decide you want something else, the two most common (from my experience) are MyDOS and SpartaDOS. MyDOS retains the look and feel of the Atari DOS 2.X line while adding subdirectories, larger disk sizes, and most any size of RAMdisk. One problem I have had with MyDOS is the slightly modified sector count field in the directory listing; it uses 4 characters instead of 3. This throws off a few programs, but it isn't a major problem.
SpartaDOS replaces the DUP.SYS idea with a resident command line interface, resembling somewhat the MS-DOS interface. SpartaDOS also supports subdirectories, larger disk sizes, and RAMdisks. It also adds a number of other features which include a real time clock, keyboard buffer, time/date stamping of files, and all sorts of other stuff. SpartaDOS formatted disks are incompatable with Atari DOS 2.X disks due to a new, more efficient format scheme. However, the later versions of SpartaDOS (the earlier versions are rarely used) have no problem reading and writing DOS 2.0 disks. They will read 2.5 disks, but can't write to the extended sectors.
Personally, I use SpartaDOS X, the DOS on a cartridge. It has even more advanced features like ARC resident (sort of) all the time. In general, SpartaDOS is more powerful than MyDOS. However, MyDOS is now free, while SpartaDOS costs money. Any decision should depend on how much power you need and whether you are willing to pay for it. There are other DOS's, but I have not used them.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]

|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2628. Re: CC65 released!

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-19 03:30:00 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <4695@udccvax1.acs.udel.EDU>
Source record: 115382

In article <3949@cbnewsc.ATT.COM> wrw@cbnewsc.ATT.COM (wayne.r.wilcox) writes:
=>From article <19891015153740.4.JRD@MOA.SCRC.Symbolics.COM>, by
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning):
=>>
=>> For more doc on CC65 and how to use it, see the ARC file of
=>> documentation in the Atari 8-bit program archives, in the cc65 subdir.
=>
=>Would someone post this software to this news group for those of use
=>that don't have access to ftp?
=>
=>Thanks
=>Wayne Wilcox

Probably won't happen. It is pretty large.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2629. 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-19 09:40:12 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200037@uxa.cso.uiuc.edu>
Source record: 115383

I'm doing a research paper on the apparent demise of the Atari
8-bit computers. Don't get me wrong, I love my Atari, and I'd die for
my 130XE, but I'd like to know all your opinions on the subject.
Did you use to own an 8-bit? What made you upgrade? What do you think
is in store for the future of 8-bits and STs? I know there are a wealth
of articles written on the subject (ANTIC, ANALOG, etc.), but
hearing from you would really help.
Responding to this note is OK, but email would be better.

Thank you.
Genghis c/o tle33710@uxa.cso.uiuc.edu
University of Illinois at Urbana

2630. Re: XL/XE RAM

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-20 00:10:34 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <23199@cup.portal.com>
Source record: 115384

Short lesson in memory management on the XL/XE computers:

Address Use
$c000-$cfff ROM
$D000-$D7ff device registers
$D800-$FFFF ROM

The device registers can never be disabled, they are physically wired such that any instruction referencing the area from $D000-$D7FF accesses them.
When you disable the ROM, you disable the entire thing and you can access the ram from $C000-$CFFF and $D800-$FFFF.
The best source of information for this is "Mapping the Atari" by Compute Books. Make sure you get the "Revised Edition" (it says that on the front cover).

Charles Hughes
@cup.portal.com

2631. Re: 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-20 09:40:41 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200038@uxa.cso.uiuc.edu>
Source record: 115385

Please keep the responses coming! All of your help has been greatly
appreciated!
Genghis.

2632. help with Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-20 16:07:00 UTC
From: WSR5672@TNTECH.BITNET
Message-ID: <8910210938.AA01173@ucbvax.Berkeley.EDU>
Source record: 115386

A friend of mine recently got a second hand (slightly modified) Atari 800.
I was wondering if there was any place that you could purchase/order the
manuals for it. I realize that it is a long shot, but I thought I would
give it a try.

My primary reason is to find out the pin configurations of the video
output and the serial port.

I want to connect it to my printer (C. Itoh 8510A), which has a Cardco G+
interface made for a Commodore 64.

Is there any place that I could buy cables which connect into the serial port?
I tried Radio Shack...
I show the disk drive cable to the salesman...
me : "Do you have any of these"
salesman : "I never SEEN anything like that before"

After using the Atari 800, I'm surprised it didn't become more popular than
it did. I like it, but it is a strange animal after using a Commodore 64 for
5+ years.

Any help would be greatly appreciated!!!
Scott Redmon
-=-
E-mail: US mail:
wsr5672@tntech.bitnet Scott Redmon
910 N. Willow Apt. T-9
Tennessee Technological University Cookeville TN 38501

2633. Re: 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-21 05:57:27 UTC
From: w-darekm@microsoft.UUCP
Message-ID: <8135@microsoft.UUCP>
Source record: 115387

This message will probably offend a few people, so press 'N' at the
More (20%) prompt. By continuing to read this message, you are saying,
"yes, go ahead. offend me. I won't take it personally" <grin>

In article <115200037@uxa.cso.uiuc.edu> tle33710@uxa.cso.uiuc.edu writes:
>
> I'm doing a research paper on the apparent demise of the Atari
>8-bit computers. Don't get me wrong, I love my Atari, and I'd die for
>my 13OXE, but I'd like to know all your opinions on the subject.

Ok, let me slit your throat, and I promise your 130XE will go unharmed. <grin>

>Did you use to own an 8-bit? What made you upgrade? What do you think
>is in store for the future of 8-bits and STs? I know there are a wealth
>of articles written on the subject (ANTIC, ANALOG, etc.), but
>hearing from you would really help.

Yet another message from a die hard 8-bitter who claims he would die for
his machine. heh. He's doing a scientific paper on why the 8-bit has demised.
Well, how's this for an answer. It's old and uses out of date technology.

Let's poll a few of these die hard 8-bit users out there. Have you ever
bought a scientific calculator, even though you know that a simple 4 function
calculator can do anything a scientific can, given enough time. Have you ever
sold your old 2 head VCR and bought a 4 head stereo VCR. Or sold an old car
that ran just fine so that you could get a new 1989 model? Why is the
8-bit Atari any different? Yes, it may bring back warm and mushy memories
of the days of trying to figure out whether Maxell or BASF tape works better
with the cassette player, or trying to tune in your TV to get the best
picture in Atari BASIC, or using modems that interface to the joystick port.
But it is not exactly leading edge. Sure, I've heard 8-bitters tell me that
their computers work just fine and do everything they want them to, but usually
these people were too ignorant to be aware of the capabilities of other brands.
If you prefer to listen to a vacuum tube radio, that's your right. Don't go
out and buy yourself a brand new component stereo system, but on the other
hand, don't go around advocating that others should buy vacuum tube radios.
And don't go weeping about the demise of the vacuum tube. That is the nature
of technology. 5 or 10 years from now, we'll be looking back and laughing at
the 80486 chip as being old and out of date. So let nature take its course.
The 8-bit is dead. Forget about it. Bury it. Deep six it. Get out of the
70's and 80's and live for the 90's. I paid $900 for an Atari 400 in 1981.
That's about $1500-$2000 of today's money, for which you can now buy a
machine 100 times faster. If anything, I should be worrying about the demise
of that $900, not the silly beige box with the membrane keyboard.

Darek Mihocka ST Xformer II CIS: 73657,2714
Box 2624, Station B Quick Utilities GEnie: DAREKM
Kitchener, Ontario MegaBlit SSG SPX DELPHI: DAREKM
N2H 6N2 Shareware, not Vaporware BIX: darekm
Canada The 8-bit is dead! CheapNet: ...!uw-beaver!microsoft!w-darekm
(519)-747-0386 A mind is a terrible thing to waste, so JUST SAY NO TO TOS.
Opinions expressed are my own and not those of anyone not named Darek Mihocka.

2634. help with XM301

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-21 21:54:23 UTC
From: cssnsr@JUPITER.NMT.EDU
Message-ID: <8910212154.AA18800@jupiter.nmt.edu>
Source record: 115388

I am an atari 800 XL user and would like to be able to use the several of the available term and file transfer programs that are available, especially kermit. Through ftp I have kermit-65 but it seems that I need a driver to run these programs, even though I have a direct connect XM301. From terminator's documents I thought that SMARTT would do the trick, but DOS 2.5 says that I "NEED MEM.SAV TO RUN THIS PROGRAM". When I create MEM.SAV, it goes through all the comotion and then returns me to DOS without having gained anything. I have no RS232 port or driver and have tried eveything to my knowledge to get it to work, but with no luck. Can anyone help me with this or recommend something. It will be greatly appreciated!

Clay Smit
^h

cssnsr@jupiter.nmt.edu

2635. Re: 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-22 18:25:18 UTC
From: usenet@cps3xx.UUCP
Message-ID: <5072@cps3xx.UUCP>
Source record: 115389

You would be hard pressed to call that posting "offensive," but I might call it less than totally accurate. We are lacking a definition of "dead" here. Without knowing the question, how can you possibly answer it?

There are a couple "kinds" of dead. And the 8-bit is not universally dead by all definitions.

The machine itself is certainly not dead. The machine runs, runs pretty well. I challenge any statement that says the 8-bit is out-of-date. The Atari 8-bit, designed in '78 or not, can still produce graphics beyond the capabilities of the current IBM standard, EGA. (It'd be VGA, but it's too steep.) With EGA being the graphics standard that MOST computers have (by raw numbers) I dutifully define that as "current" graphics. VGA is NOT what the bulk of people have, though getting there, and would be "current plus." Having lived most personally with EGA for a long time, it's got an edge on 8-bit graphics, but they are comparable in many ways. When everyone has VGA or an Amiga, then it will be out of date. Certainly, we are on the edge of that time. 10+ years for any given design is pretty good though!

The 8-bit software is dated by virtue mostly of memory size. There is a real extended memory standard for 8-bits now, but it's nt being taken advantage of for the most part. The 8-bit DOES have a vast array of language options, utilities, and compilers - to it's credit. But I wouldn't look for too much ADA or C++ work on the 8-bit, indeed, a functional C compiler would be a step up. Too bad they went with a 128-char set.

If anything is "dead" on the 8-bit, it's the market. We have reached the point where I'm interested in knowing if anything at all is released for new sale. The entire market is NOT dead though. You can still get parts and supplies from several different suppliers. The used 8-bit market is rolling right along. Shareware software is cranking out stuff the likes of which we only wished for a few years ago. Bob Puff is some kind of junkie! And in the vacumn of commercial software, a lot of otherwise quiet places have felt free to release things.

A signifigant indicator of the state of a machine, I feel, is the demise of the magazines. The magazine market for a given computer is usually the best idea of how it's doing. In the 8-bit case, though, it's a bit strange, because even as the last magazine dies on the stands, the electronic Z-Mag is so

successful that they are looking to go to a printed format!

Another signifigant indicator of the state of a machine is what the ORIGINAL producer is doing. And in this case, nothing. Credit should be given for late Atari products like the XEP-80 which certainly are going to be hard pressed to make back the money it cost to develop them. Another big credit goes to Atari for the XE game system which, whether they realize it or not, was the best -possible- thing Atari could have done for 8-bit owners - creating a new, captive market of non-pirate compatibles. As even diehards begin bashing the company for its vile abuses of customers, it's important to remember that rarely is anything wholly good or wholly bad, and these are some damm big concessions to the 8-bits. However, it's historically true that when the original company stops working on it's product, it is a toll of the bell, and a cold wind blows through the 3-rd party support industry, no matter how big. Even the IBM PC's shuddered when IBM dropped all PC sales.

The thing to remember about machine "death" is that it is not an instant or atomic process. It's a sliding scale of the environment. From the peak of new products and excitement, (I STILL think they could sell 1450 XLDs in numbers, even now) to the waning days where you rarely find another person who has one, it's a slow continuous process. How far along is "dead?" There's no such thing. The question YOU need to ask is how far along can you go? The ultimate factor is always the machine - and it NEVER stops being able to compute. But can YOU handle the slowly declining support (sales, software, repairs, tech) by yourself?

For someone like myself, or Ken Sumrall, or several of the people online here, the answer is "forever." There will never be a machine "death" because none of us -really- needs any external support. If there are enough of these self-supportive people (who naturally help others) they form a "core" by which the other no-so-self-supportive people can continue indefinately. Indefinately? Well, the TRS-80 users were almost ALL techincal and thus the Mod I/IIIs still have active channels, even though the market "died" outright MANY years ago. It seems to me that A) given the suprising number of early technical people from the original 400/800 days, B.) the number of owners over three generations of machines and C) Z-Mag, a well spread, quality channel of news and info, that the "support environment" will die VERY slowly, indeed. And add all these new Shareware titles on top of that, it may even hold steady for a time.

Sorry about the book! Sheez, didn't realize. Can I turn this in and get some course credit?.

Terry Conklin
conklin@egr.msu.edu
uunet!frith!conklin
The Club - (517) 372-3133
The Club II (313) 334-8877 <-- 8-bit files, Z-Mag, stuf

2636. Re: 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-22 23:17:00 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200039@uxa.cso.uiuc.edu>
Source record: 115390

Thanks for your reply. I have been getting many "positive" responses to this, and your opinions have definite merit. To others: Some responses have suggested I post the results in the future, so look out for them. Please, if you have an opinion on the subject (I could use a few more "negative" ones,) write to me! Thanks again,
Genghis.

2637. Re: 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-23 01:46:58 UTC
From: rbrown@svax.cs.cornell.edu
Message-ID: <33446@cornell.UUCP>
Source record: 115391

In article <5072@cps3xx.UUCP> conklin@frith.UUCP (Terry Conklin) writes:
>I challenge any statement that says the 8-bit
>is out-of-date. The Atari 8-bit, designed in '78 or not, can
>still produce graphics beyond the capabilities of the current
>IBM standard, EGA.

I'm not real up on new math, but how is

(320 X 192 X monochrome) > (640 X 350 X 16 colors)?

If that was a typo, and intended to be CGA, rather than EGA, then
I ask, how is even

(320 X 192 X monochrome) > (320 X whatever X 4 colors)?

I mean, player missiles and stuff like that are neat, and all that, but I'm not buying. I mean, I have two each 400s and 800s, and together they don't add up to EGA. Which brings up a point. Does anyone know offhand why Atari didn't use the TI sprite chip, instead of the (oh, shoot. I'm confused now. Was it the Antic that controlled the player-missiles? My father has all of the manuals and I can't remember offhand.) Am I misremembering due to my tender age and all that, or weren't those chips available at the time?

Russell G. Brown,
rbrown@svax.cs.cornell.edu

2638. Re: 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-23 02:39:48 UTC
From: a344@mindlink.UUCP
Message-ID: <615@mindlink.UUCP>
Source record: 115392

> rbrown writes:
>
> Msg-ID: <33446@cornell.UUCP>
>
> (320 X 192 X monochrome) > (640 X 350 X 16 colors)?
>
> If that was a typo, and intended to be CGA, rather than EGA, then
> I ask, how is even
>
> (320 X 192 X monochrome) > (320 X whatever X 4 colors)?
>
> I mean, player missiles and stuff like that are neat, and all that, but I'm
> not
> buying. I mean, I have two each 400s and 800s, and together they don't add
> up to EGA.

Ah, but resolution is not everything! If technology marches on, then why can I move my entire screen around hundreds of times faster on my XL than anyone else can on their IBM whatever or ST?

Why is it that the IBM's EGA card doesn't support IRQ's for horizontal and vertical sync? How come you can't overlay something on the screen without going through all sorts of code to mask it in and out? Why can't you change your colour selections on the fly, without watching closely (spending almost all your CPU time) to see when a status bit flips? Why use a blitter when a pointer does the same job?

Their graphics may be "bigger", but they are certainly not more advanced. In fact, they are a definite step backwards.

My little Atari does a fine job for what I ask of it: telecommunications, and an interesting platform to write assembly language and Forth code on. I may buy a PC clone in the future, but if I do it will be for job opportunities -- not for pleasure.

Tom Klok
a344@mindlink.UUCP

2639. Re: 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-23 09:34:54 UTC
From: cs2531bz@carina.unm.edu
Message-ID: <808@ariel.unm.edu>
Source record: 115393

First, I would like to say, Mr. Mihocka, I agree with you that the old
8 bit isn't a top of the line computer..
and that I did not take your comments personally.
However, I will reply to each of your comments and questions with logical
reasons, and the then I will add my own thoughts at the end of this article.

****
In article <8135@microsoft.UUCP> w-darekm@microsoft.UUCP (Darek Mihocka) writes:
> Yet another message from a die hard 8-bitter who claims he would die for
>his machine. heh. He's doing a scientific paper on why the 8-bit has demised.
>Well, how's this for an answer. It's old and uses out of date technology.

It is true that the atari 8-bit is old, but it isn't true that it's
technology is 'out of date'. It works on the same principles that the
newer 16 bit computers use, only it's processors handle smaller loads,
and it's operating system is therefore slower, and handled
differently.

>
>Let's poll a few of these die hard 8-bit users out there. Have you ever
>bought a scientific calculator, even though you know that a simple 4 function
>calculator can do anything a scientific can, given enough time. Have you ever
>sold your old 2 head VCR and bought a 4 head stereo VCR. Or sold an old car
>that ran just fine so that you could get a new 1989 model? Why is the
>8-bit Atari any different?

Simple: Why would I want to spend $1000+ for a new 16 bit computer when I
just bought this 130XE less than 2 yrs ago, and I paid only $150
for it? It does everything I need at this time. None of my friends
on the net, and those who use 'forum' (a talk program wich allows
multiple net users to communicate, much like the unix 'write' command.)
seem to have any care wether I talk to them with my atari 130XE using a
vt100 emulator and 80 columns, or a newer 16 bit computer with the
same type of emulator (except for the 80 columns), or if I go down to
school and use the VAX machine directly. Another thing is,
VCR's don't change that significantly in how you operate them, a stereo
VCR still has a PLAY key, and recording is done the same; a car still has an
accelerator, and a simple brake. I wouldn't have to totally relearn
to drive to hop in that new car, I would have to learn a new OS,
and buy all new software for a new computer!
...accesories go simply from one car to the next, and
so does that VCR tape, and the cover...

> Yes, it may bring back warm and mushy memories
>of the days of trying to figure out whether Maxell or BASF tape works better
>with the cassette player, or trying to tune in your TV to get the best

>picture in Atari BASIC, or using modems that interface to the joystick port.

Bwahahahahahah! <sorry..>
I don't have those "fond" memories, I have a top of the line monitor with
composite and EGA graphics.., and two 1050 disk drives..
Not to mention an okidata printer (Okimate 10) and an SX212 modem.

>But it is not exactly leading edge. Sure, I've heard 8-bitters tell me that
>their computers work just fine and do everything they want them to, but usually
>these people were too ignorant to be aware of the capabilities of other brands.

I am fully aware of the capabilites of the "other brands", and of the advanced
Atari 16 bit line. Could you loan me $3,000+ dollars, so I could
get a new Mega 4? How about $5,000+ so I can buy a new Amiga?
No, thanks....they don't really do that much more (practicality-wise)
than my Atari 130XE, or my Commodore 128. (Yes, I do have a real 80
column computer...too bad it is no where near as reliable as my Atari 130XE.)
I find my C128 spending most of it's time in C64 mode, evidence that
it isn't the 8-bit that is dying, but rather Atari's poor management
and marketing that was the downfall of the 130XE and it's XL family.
Don't get too comfortable, the Atari ST is soon to join the 8bits
in a lack of support and software. The only Atari store in New Mexico
finally went out of business a couple of months ago. Most of the
software stores who quit carrying Atari 8bit software in the past few
years have dropped the ST software too. They know a company that failed
once will do it again...Yet why? Atari has great machines...
As for depemdability and reliability, my 8bits have never needed repair..
Not something I can say for any Commodore that I have ever known.
The reason Atari doesn't do well in the PC market is because they
never broke the myth that Atari means games...
My Atari hardly ever plays games....It is mainly a communication
computer.

>If you prefer to listen to a vacuum tube radio, that's your right. Don't go
>out and buy yourself a brand new component stereo system, but on the other
>hand, don't go around advocating that others should buy vacuum tube radios.
>And don't go weeping about the demise of the vacuum tube. That is the nature
>of technology. 5 or 10 years from now, we'll be looking back and laughing at
>the 80486 chip as being old and out of date.

Your comparison of a vacuum-tube radio to a comp stereo system
is outrageous! That is nowhere near the difference..
So, what do you suggest? Buy a new computer and software every year, or more?
Keep up with the constant improvements in computers? That is outrageuos!

> So let nature take its course.

What ever that means! This has nothing to do with nature..it
is purely human-kind.

>The 8-bit is dead. Forget about it. Bury it. Deep six it. Get out of the
>70's and 80's and live for the 90's. I paid $900 for an Atari 400 in 1981.
>That's about $1500-$2000 of today's money, for which you can now buy a

>machine 100 times faster. If anything, I should be worrying about the demise
>of that $900, not the silly beige box with the membrane keyboard.
>
>---
>Darek Mihocka ST Xformer II CIS: 73657,2714
>Box 2624, Station B Quick Utilities GEnie: DAREKM
>Kitchener, Ontario MegaBlit SSG SPX DELPHI: DAREKM
>N2H 6N2 Shareware, not Vaporware BIX: darekm
>Canada The 8-bit is dead! CheapNet: ...!uw-beaver!microsoft!w-darekm
>(519)-747-0386 A mind is a terrible thing to waste, so JUST SAY NO TO TOS.
>Opinions expressed are my own and not those of anyone not named Darek Mihocka.
>---

If you think nothing of the atari 8-bits, then why do you waist your time
reading our news group? Are you truly that bored with your
'superior' computer's abilities?
Why pick on those who are happy with what they have? Are you not happy?
BTW, I'd love to see this computer that can run 100 times faster
than my 8-bit, for only 1500-2000 dollars..

I think it is quite funny that you waisted $900 on an 8-bit, and now you
say what a waist they are...foolish indeed.

If you are willing to throw away a few thousand here, and a few thousand there,
it is entirely your choice. I have never forced my 8-bit on anyone, nor
do I recommend it to anyone, but people like you who tell me and other
Atari eight bitters that they shouldn't be happy have no right to
do so. On many occasions others have posted articles much like yours,
if I wished to upgrade to a new computer and leave my Atari 8-bit
behind I wouldn't be reading this!

Now, if you have nothing to say that would add to what we find as
useful information for our 8-bits, I suggest you stop this waist of
band-width on the net... If you have a reply, send it to
me at cs2531bz@carina.unm.edu.UUCP, I would be happy to tell you what I
think of you and your hotty opinions. I like my Atari 130XE, I wouldn't
die for it, nor will it always be my main computer, but for now it is,
and I enjoy it, so thankyou, and please go back to your 16-bit newsgroup.
If you haven't noticed, they have a newsgroup for your ST, use it, and
stop cluttering up our newsgroup.

BTW, since I do owe a few of you the vt100 emulator which will work
with the SX212, I want you all to know, I am almost finished writing
a unix uploading program, so I can get that to you, sorry it
has taken so long!

Marc Bluefire
M B Marc Bluefire <aka cs2531bz@carina.unm.edu.UUCP>
[=] [=-=] [=]
| |=-=-| c |-=-=| |
_|_|____|_^_|____|_|_

2640. Re: News programs

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-23 19:31:47 UTC
From: jim@jose.uucp
Message-ID: <1989Oct23.193147.14885@jose.uucp>
Source record: 115394

Calling-> jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning)

Sorry to post this, but I have been trying to mail to you, and everything
bounces. Have you recieved any of my mail?

jim@jose.uucp

2641. Broken 1050

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-23 21:37:34 UTC
From: ronh@sunriv.UUCP
Message-ID: <191@sunriv.UUCP>
Source record: 115395

I recently acquired an 800XL, 1050 disk driver, and several carts, including MAC/65, for almost nothing at a local pawn shop. Everything works except the disk drive which will not write to diskette. Have any of you every had this problem? Also, I need information on how and where to obtain the following items:

Technical or service documentation for 800XL and (especially) 1050.
Documentation on writing device drivers.
User documentation for MAC/65.
Replacement parts and 3rd party products.
A serial and parallel port card.
An 80 column display adapter that will drive a TTL monitor.
A c compiler.

For the serial and parallel port hardware, I am primarily interested in either a design that attaches to the parallel bus connector on the 800XL or a description of the signals on that connector. With the signals and pin out, I can build a serial and parallel port card and (maybe!) write drivers for it myself.

PLEASE reply by email. Thanks in advance for all your help.

The price performance ratio for 8 bits in getting better all the time!

Ronnie Hughes uunet!sunriv!ronh

2642. Re: help with Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-24 03:17:49 UTC
From: CharlieBrown@cup.portal.com
Message-ID: <23345@cup.portal.com>
Source record: 115396

You may contact Best Electronics 2021 The Alameda,Suite 290,San Jose,Ca.95126
Phone No. 408-243-6950. They have a catalog which lists the 800 Computerfacts
or you could order from a electronics supply house the same Sams Photofacts.
Best has quite a wide number of Atari parts in the catalog.Regards

2643. SynCalc for 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-24 07:57:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <8910250701.AA02133@ucbvax.Berkeley.EDU>
Source record: 115397

Anyone,
I am looking for a place to buy SynCalc for the 130XE or any other
GOOD spreadsheet program that uses the 130's memory. If anyone can point me
in the right direction I would appreciate it. (I am desperate!!).

Thanks,
Paul Amonson
BITNET: AMONSON@IDCSVAX
INTERNET: amonson@ted.cs.uidaho.edu

2644. _ZZ

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-24 09:41:17 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <115200040@uxa.cso.uiuc.edu>
Source record: 115398

heytBBB|-

2645. {owos_

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-24 09:41:37 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <115200041@uxa.cso.uiuc.edu>
Source record: 115399

HvaB

2646. Please help here....

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-24 09:42:00 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <115200042@uxa.cso.uiuc.edu>
Source record: 115400

hello,

First of all, sorry for the mess in the last two attempted notes;
this modem cable is terrible.
Anyway, I need help on getting some useful texts and software for my
8 Atari still available? Are there any good assembler programs?
Are there any good texts on Atari internals? Where can I get interesting
PD software? Where is the ftp site for the C compiler (msg. ~4,5)?
Basically I am rotting on old software that's a few years old and not
any fun anymore, and I am really interested in assembly programming.

Please respond,
Ernest C. Spieu!

2647. Old queries from a new user

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-24 09:42:18 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <115200043@uxa.cso.uiuc.edu>
Source record: 115401

Another query from an old 8bitter,

How important is getting the C revision ROMs for my XL? The B version,
which I no doubt have in my dinosaur, has some pretty terrible bugs
I hear, and I have no idea how to get the C revision. Can anyone answer
my ignorant pleas?
Oh, by the way, this isn't Ernest C. Spieu, it's his roommate, who
will hopefully soon get his own account.

-Bull Dozer

2648. Re: Old queries from a new user

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-24 13:45:18 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1989Oct24.134518.5778@uokmax.ecn.uoknor.edu>
Source record: 115402

In article <115200043@uxa.cso.uiuc.edu> glk01126@uxa.cso.uiuc.edu writes:
>
>Another query from an old 8bitter,
>
> How important is getting the C revision ROMs for my XL? The B version,
>which I no doubt have in my dinosaur, has some pretty terrible bugs
>I hear, and I have no idea how to get the C revision. Can anyone answer
>my ignorant pleas?
> Oh, by the way, this isn't Ernest C. Spieu, it's his roommate, who
>will hopefully soon get his own account.
>
> -Bull Dozer

You're not very specific as to which C revision ROMSs you refer. I assume you're talking about the Rev. C BASIC. I don't know if you can still buy the Rev. C cartridge, but an easy solution would be to find a friend with a 130XE (which has Rev. C BASIC), save to disk (from DOS 2.5 menu option K) the BASIC cartridge ($A000-BFFF), then write an assembly language header to precede the file you just wrote. The assembly language header will have to disable the BASIC ROM on your XL, then load the disk BASIC into the underlying RAM, then reset RAMTOP to $A0, then clear the screen (by opening and closing device #0). Then, just do a JMP $A000 and your Rev. C BASIC from the disk will run on your XL.

--Norman Lin (A.K.A. NARC)

2649. Analog ends in December

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-24 21:31:17 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <835@lzaz.ATT.COM>
Source record: 115403
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In case you subscribe, you may want to know that Analog will cease
publication in Dec 1989.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

2650. Re: XL/XE RAM

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-25 01:15:29 UTC
From: 850747c@aucs.uucp
Message-ID: <1989Oct25.011529.13507@aucs.uucp>
Source record: 115404

In article <47017@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>I am a neophyte in terms of using the RAM under XE ROM. Can someone
>tell me, when ROM is shut off, are the device registers shut off too?
>Do you get a linear space of 64K of just RAM? If not, are the device
>registers accessed in the same way as when ROM is on?
>Thanks. -Stan
>
The address bus is wired so that if you try to access a register from
$D000-D7FF, you access a device register instead, regardless of the way
the memory 'windows' are configured. Therefore, only 62K is available
at any time. (If you have >64K, the extra memory is accessed through
a memory window at $8000.) You might want to switch off all interrupts,
and copy the OS ROM in segments to the RAM underneath, then reenable the
interrupts, so you can still leave the core of the O.S. running, and
overwrite parts of the O.S. that you won't be using (like the floating
point routines, or the printer or cassette drivers, for example). This
seems to me to be a bit more practical, since unless your program is
purely computational, you will probably want some sort of interface
between the user and the computer, and if the O.S. is gone, displaying
things becomes a bit complicated.
-Chris

2651. Re: Dos's

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-25 09:26:25 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200045@uxa.cso.uiuc.edu>
Source record: 115405

There sure are alot of DOS's out there, but my favorite is still the little old DOS 2.5 for the 1050. However, I upgraded to the XF551 and finally obtained A-DOS. I'm not sure if the scope of the subject can be covered here, as I'm not familiar with ALL the DOS's available, but I can refer you to some magazine articles when I get the chance. Just be glad you don't have DOS 3!!

Genghis.

2652. Re: Old queries from a new user

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-25 09:26:33 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200044@uxa.cso.uiuc.edu>
Source record: 115406

I believe ANTIC and ANALOG have software fixes for the dreaded B bugs. I don't have them with me now, but I'll try to get them to you tomorrow. In the meantime, anyone who know's what I'm talking about should be able to provide the information to you. P.S. Is printing the small listing on here a copywrite infringement? If it is I can still give you the issue numbers...

Genghis.

2653. VT100 emulator problem.

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-25 14:04:44 UTC
From: rrwood@lotus.waterloo.edu
Message-ID: <17537@watdragon.waterloo.edu>
Source record: 115407

I've managed to get a VT100 emulator working with my direct-connect SX212, but a strange thing has happened (as strange things are wont to do). When I first call into my Unix account at the local university, the software displays upper and lower case, but as soon as I've entered my password, all I get is upper case. More precisely, all lower case letters are displayed as upper case letters, and any upper case letters are preceded by a "\". I assume that this is what is being transmitted by the Unix system, because this sort of thing doesn't happen when I call a simple BBS.

Does anyone have any ideas?

Also, I previously asked if anyone out there is using an 80-column word processor, but I didn't really get much response. Has no-one ever tried the new AtariWriter, or any of the other wp's available?

-Roy Wood (rrwood@lotus.waterloo.edu)

2654. Re: Analog ends in December

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-25 14:53:44 UTC
From: wrd@tekigm2.MEN.TEK.COM
Message-ID: <6888@tekigm2.MEN.TEK.COM>
Source record: 115408
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <835@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
>In case you subscribe, you may want to know that Analog will cease
>publication in Dec 1989.
>
Do you mean that are subscriptions will come to a screeching halt, or are they merely combining Analog with their ST mag (STLOG?) similarly to what ANTIC is doing? I suspect that both magazines are combining their 8 bit and 16 bit coverages into one magazine and that both will go to disk only subscriptions.

2655. Re: Analog ends in December

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-25 14:54:44 UTC
From: wrd@tekigm2.MEN.TEK.COM
Message-ID: <6889@tekigm2.MEN.TEK.COM>
Source record: 115409

Whoops, obviously I meant "our" subscriptions, not "are" subscriptions.

2656. Re: Old queries from a new user

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-25 15:28:38 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1989Oct25.152838.16442@uokmax.ecn.uoknor.edu>
Source record: 115410

In article <115200044@uxa.cso.uiuc.edu> tle33710@uxa.cso.uiuc.edu writes:
>
>I believe ANTIC and ANALOG have software fixes for the dreaded B bugs. I don't
>have them with me now, but I'll try to get them to you tomorrow. In the
>meantime, anyone who know's what I'm talking about should be able to provide
>the information to you. P.S. Is printing the small listing on here a
>copywrite infringement? If it is I can still give you the issue numbers...
>
> Genghis.
>

I am fairly sure, actually, that it would be considered a copyright infringement to post the program here, even if it is a small one...oh well. It would probably be wiser just to give the issue numbers.

--NARC

2657. Re: Analog ends in December

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-25 16:23:09 UTC
From: ron@gsbmva.uchicago.edu
Message-ID: <5983@tank.uchicago.edu>
Source record: 115411
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

STlog and Analog will be merged into one mag. Analog was the best Atari mag out there - and STlog was good too. I haven't read Analog in years but STlog went down the toilet (IMHO). Bad magazines just waste advertising dollars that good magazines could use to become even better. I hope they go under and Larry Flint loses money.

Ron Rangel

crsp_joel@gsbacd.uchicago.edu

2658. Re: Analog ends in December

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-25 17:32:49 UTC
From: lake@ka3ovk.uucp
Message-ID: <1989Oct25.173249.2534@ka3ovk.uucp>
Source record: 115412
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <835@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
>In case you subscribe, you may want to know that Analog will cease
>publication in Dec 1989.
>

Isn't Analog and ST Log going to be combined into one
publication?

2659. Re: Old queries from a new user

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-25 20:08:06 UTC
From: a344@mindlink.UUCP
Message-ID: <631@mindlink.UUCP>
Source record: 115413

In Msg-ID <1989Oct24.134518.5778@uokmax.ecn.uoknor.edu> norlin writes:
> I don't know if you can still buy the Rev. C cartridge, but an easy solution
> would be to find a friend with a 130XE (which has Rev. C BASIC), save to disk
> (from DOS 2.5 menu option K) the BASIC cartridge ($A000-BFFF), then write an
> assembly language header to precede the file you just wrote. The assembly
> language header will

Um... I think you'll have problems with that binary save from DOS 2.5. If 2.5 works anything like 2,0 in it's burst mode writes, then it will attempt to write the cartridge out in burst mode, and totally mess up the sector links, yielding an undeletable useless file. Best to either turn burst mode off (the pokes are in Mapping the Atari under FMS), or write a small basic program to dump the ROM space to a file. Something like...

```
10 OPEN #1,8,0,"D1:BASICC.OBJ"
20 PUT #1,255:PUT #1,255:REM $FFFF file header
30 PUT #1,0:PUT #1,160:REM $A000 start address
40 PUT #1,255:PUT #1,191:REM $BFFF end address
50 FOR ADDR=40960 TO 49151:PUT #1,PEEK(I):NEXT ADDR:REM body
60 END:REM close too
```

Tom Klok Vancouver BC Canada
tom_klok@mindlink.UUCP | a344@mindlink.UUCP

2660. News programs

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-26 16:26:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891026162636.6.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115414

[Sorry to have to post this to the list; hit 'D' now if you're not jim]

Date: 23 Oct 89 19:31:47 GMT
From: iconsys!caeco!jose!jim@uunet.uu.net (Jim)

Calling-> jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning)

Sorry to post this, but I have been trying to mail to you, and everything
bounces. Have you recieved any of my mail?

Indeed, I've received several messages, and tried to reply, but the
black holes of *nix mailers seem to be preventing anything from getting
thru. I'd strongly suggest that you go straight to some Internet host
if you're able, otherwise try routing things thru something other than
the things you've been using.

The message header on the mail that showed up in the digest looked like
this:

Date: 23 Oct 89 19:31:47 GMT
From: iconsys!caeco!jose!jim@uunet.uu.net (Jim)
Subject: News programs
To: INFO-ATARI8@WSMR-SIMTEL20.ARMY.MIL

I once (a while ago) got a piece of failed mail. It was pretty
incomprehensible, but as near as I could tell, it was saying that
somebody didn't grok 'caeco'. I'm not sure whether that helps or not,
but it's the only info I have.

2661. Re: 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-26 17:51:36 UTC
From: w-darekm@microsoft.UUCP
Message-ID: <8231@microsoft.UUCP>
Source record: 115415

In article <808@ariel.unm.edu> cs2531bz@carina.unm.edu.UUCP (Marc Bluefire) writes:
>First, I would like to say, Mr. Mihocka, I agree with you that the old
>8 bit isn't a top of the line computer..
> and that I did not take your comments personally.
>However, I will reply to each of your comments and questions with logical
>reasons, and the then I will add my own thoughts at the end of this article.
>
Now, now, Marc. Calm down. You started your message in a civilized manner, and ended up calling me a fool and told me to get off this newsgroup. Now that's not polite, and doesn't indicate to me you used any "logical reasons".

I have as much right to use this newsgroup as any other user. As a former 8-bit user who has seen the errors of his ways, I feel that I can offer some points of view that 8-bit users like yourself have shut their eyes to. It's no crime to admit that you made a mistake and bought the wrong computer. Now, I'm not saying "go and buy an Atari ST" (that's hardly a good buy nowadays anyway) or "go and buy a 386", but as with any technology, you should not shut your eyes to new advances. Let's look at some of your remarks:

>Simple: Why would I want to spend $1000+ for a new 16 bit computer when I
>just bought this 130XE less than 2 yrs ago, and I paid only $150

A common belief amoung 8-bit users is that their computers are cheaper than others. A stock $150 130XE is about as useful as a hole in the head. What can you do with it? Plug it in and watch the READY prompt. You need a disk drive, or even two to do anything useful. Add another $300 or so. Unless you have a good health plan to cover eyeglases, you'd better get yourself a real color monitor and leave the TV for watching movies. Add another $300 or $400. And let's not forget that 256K or 512K memory upgrade which everyone seems to be getting these days. I don't know what they go for. Say $100. And you have to get SpartaDOS X because everyone says it the best DOS to get. Now, already you're spent close to $1000 to make your XE useful. What you've got is the equivalent of a 520ST with color monitor. A 520STFMD goes for about $400 or $500, and the monitor is about $300 or $400, so you see, the 8-bit system cost you about the same as the ST system. And if you consider IBM clones, you can get them for even cheaper! My 1040ST and 20 meg hard drive cost about $1500 3 years ago! Hard drives, modems, printers, and other accessories are going to cost you the same, whether you own an 8-bit, ST, IBM, or whatever. So put this lie about low price to rest, will you?

> I would have to learn a new OS, and buy all new software for a new computer!

Well, unless you plan on using computers _only_ in your home, you'd better get used to the idea of learning other operating systems. I've got news for you. Operating systems on 16-bit machines are a lot more use friendly and their programs don't put "please wait. initializing" on the screen all the time.

>I am fully aware of the capabilites of the "other brands", and of the advanced
>Atari 16 bit line. Could you loan me $3,000+ dollars, so I could
>get a new Mega 4? How about $5,000+ so I can buy a new Amiga?
>BTW, I'd love to see this computer that can run 100 times faster
>than my 8-bit, for only 1500-2000 dollars..

Once again, we're back to the price issue. Your ignorance of the real world
is amazing. You speak of the 386 machines as if they do not exist. Under $2000
386 systems have been around for about a year now. Once again, I will repeat
my point about early prices of the 8-bit machines. When they first came out,
a 48K Atari 800 system with disk drive cost about $2000, 1980 dollars too!
In 1989 dollars, that is _more_ money than what a 386 system costs. Now if in
the early 1980's, so many people bought the Atari computers because of their
advanced technology, even though they were paying more for them than they
would for say, a cheap Apple II clone, then why the sudden about face?
You said it yourself. Your friends would not care if you telecommunicate on
an Apple II, or Atari 400, or ZX81. Why did you buy the Atari?
I suspect you are an Atari dealer groupie. I'm not saying go to Computerland
and take a look, since they probably wouldn't let you in. But there are a lot
of small dealers who will take the time to show you the other machines and
give you a good deal. A friend of mine just bought a 12 MHz 286 machine with
40 meg hard drive, printer, and EGA monitor for under $2000. Funny thing is,
he bought it from an Atari dealer who has turned to selling IBMs so he can stay
in business.

>The reason Atari doesn't do well in the PC market is because they
>never broke the myth that Atari means games...
>
Well, I find it hard to believe that Atari's are good for anything but games.
Just look at the new Atari STE. 6 damn joystick ports!

>If you think nothing of the atari 8-bits, then why do you waist your time
>reading our news group? Are you truly that bored with your
>'superior' computer's abilities?
>Why pick on those who are happy with what they have? Are you not happy?
>
>I think it is quite funny that you waisted $900 on an 8-bit, and now you
>say what a waist they are...foolish indeed.
>
I was once fooled into the power without the price myth too. I was 14 at the
time. Excuse me for not having better judgement or the benfits of services
like Usenet to get other people's opinions.

>Now, if you have nothing to say that would add to what we find as
>useful information for our 8-bits, I suggest you stop this waist of
>band-width on the net...
First, I would recommend that you learn to spell the word "waste". Secondly,
who are you to censor my opinions? An ignorant 8-bit user who does not know
what he's talking about. At least if you had been able to make some valid
points I might have taken you seriously. I am not saying some brand of computer
is better than some other brand. I am saying that there comes a time when old
technology must be put to rest, and the time has come for the 8-bit computers

(all of them, not just your beloved 130XE).

- Darek

Darek Mihocka ST Xformer II CIS: 73657,2714
Box 2624, Station B Quick Utilities GEnie: DAREKM
Kitchener, Ontario MegaBlit SSG SPX DELPHI: DAREKM
N2H 6N2 Shareware, not Vaporware BIX: darekm
Canada The 8-bit is dead! CheapNet: ...!uw-beaver!microsoft!w-darekm
(519)-747-0386 A mind is a terrible thing to waste, so JUST SAY NO TO TOS.
Opinions expressed are my own and not those of anyone not named Darek Mihocka.

2662. Draper Pascal 2.1

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-26 18:44:53 UTC
From: robby@vax1.acs.udel.EDU
Message-ID: <4816@udccvax1.acs.udel.EDU>
Source record: 115416

I read in the last issue 177 of Zmag that Draper Pascal 2.1 is now
shareware!!! Does anyone have a copy to post or does anyone know
of an archive machine it might be on??

Rob

2663. Source Codes

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-26 19:12:18 UTC
From: cs2531bz@carina.unm.edu
Message-ID: <829@ariel.unm.edu>
Source record: 115417

I feel really stupid having to do this.....

I lost my list of hosts with Atari 8bit codes....could anyone
please tell me of all the machines they know of that have 8bit
source codes and programs?

I'm looking for an arc program...any and all arc programs...
Thanks,
Marc Bluefire

M B Marc Bluefire <aka cs2531bz@carina.unm.edu.UUCP>
[=] [=-=] [=]
| |=-=-| c |-=-=| |
_|_|____|_^_|____|_|_

2664. Re: Analog ends in December

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-26 19:42:06 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <843@lzaz.ATT.COM>
Source record: 115418

In article <6888@tekigm2.MEN.TEK.COM>, wrd@tekigm2.MEN.TEK.COM (Bill Dippert) writes:
> In article <835@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
> >In case you subscribe, you may want to know that Analog will cease
> >publication in Dec 1989.
> >
> Do you mean that are subscriptions will come to a screeching halt, or are they
> merely combining Analog with their ST mag (STLOG?) similarly to what ANTIC is
> doing? I suspect that both magazines are combining their 8 bit and 16 bit
> coverages into one magazine and that both will go to disk only subscriptions.

Analog and ST-log merged with the Nov 1989 Issue.
As I subscribed to both, when I called to discuss the correct expiration
date of the new combined issue I was told to not worry about the date in
1990, as they had decided to cease publication in 1989.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

2665. Help in downloading...

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-27 09:40:34 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <115200046@uxa.cso.uiuc.edu>
Source record: 115419

Hey anyone who can help,
How do I properly download stuff from the FTP site?
When I tried the Unarchiver that I downloaded from the 8bit site,
It totally choked on me. And all the rest of the stuff is ARC'ed,
so I'm stuck. This is my procedure:
At ftp, change directory to atari.8bit
Then issue a BIN command
Then GET or MGET as the case may be
Then I get back into UXA and SX (FILENAME). This works and
I transfer the file OK, but I can't seem to run it properly.
I am talking about the SUPUNARC.COM file; I don't know if I
downloaded properly, or I am runnign it wrong; I tried binary loading
it from DOS 2.6f with and without BASIC and it screws up. CAn anyone
straighten me out?
Paulito Mendoza

2666. Re: 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-27 09:41:05 UTC
From: cs2531bz@carina.unm.edu
Message-ID: <836@ariel.unm.edu>
Source record: 115420

In article <8231@microsoft.UUCP> w-darekm@microsoft.UUCP (Darek Mihocka) writes:
>Now, now, Marc. Calm down. You started your message in a civilized manner, and
(cut down to shorten this posting..)
>I have as much right to use this newsgroup as any other user. As a former 8-bit
>user who has seen the errors of his ways, I feel that I can offer some points
>of view that 8-bit users like yourself have shut their eyes to. It's no
[....]
[you should not shut...]
>eyes to new advances.

Thanks, but as I said before..I am tired of pople like you trying to show
us the 'errors' of our ways.....
I did not buy the 'wrong' computer....I bought a very versatile, and fun
computer...for an 8-bit......
I have considered many computers that are better in some ways than my
130XE! I am going to eventually buy one, but not until I find one I really
like! The NeXT looked promising...but I don't have $5000 or even $500
to invest in any computer right **--now--** !
I will admit, before I continue to answer your reply, that I did
get a little too abrasive, and I apologize. It's tough to stay
logical at 2 to 3 am!!! Right now it's 2:57, and like that night, I've
just gotten off work (cooking on the broiler at Chili's); quite exhausting
work, yet I stay wound up for a couple of hours after work..

>A common belief amoung 8-bit users is that their computers are cheaper than
>others. A stock $150 130XE is about as useful as a hole in the head. What
<<examples of prices ad comparisons to other computers deleted..>>

This hole-in-the-head is what I am writing to you with RIGHT now..
The equipment I have with it are:
130XE -- 150
1050 -- 150
1050 -- 20 (got it from a friend. Used one's go for about $50..)
SX212 -- 75
Oki 10 - 250 (got it when it was brand new stuff....Used go for less than 50)
(printer)
Magnavox 350 (supports RGB and composite...RGB for my C128)

995
True, it wasn't cheap...but that was only 1 to 6 yrs ago!!
130XE: 2yrs ago 1050: 2yrs and 3 months SX212: 6months
Oki 10: 4yrs Magnavox: 2months
Then, there's my old 600xl (sold it) over 5yrs....and my old
GE tape drive ($50) 5yrs ago too!
But, the biggest hurt is the software: over $400 in software....

including Flight Sim II, Paperclip II, Star Fleet I, XE games...
Not to mention the shareware!

>Well, unless you plan on using computers _only_ in your home, you'd better
>get used to the idea of learning other operating systems. I've got news for
>you. Operating systems on 16-bit machines are a lot more use friendly and
>their programs don't put "please wait. initializing" on the screen all the time

I know other operating systems...Unix for one.
And I am aware I will have to learn new OS's...I just don't want to have to
do that right now for my home, since I am busy learning one's at school...
The NeXT is Unix based, so it wouldn't be so bad...I really would like to
get a computer that has a unix OS, as DOS is soon to die.

>Once again, we're back to the price issue. Your ignorance of the real world
>is amazing. You speak of the 386 machines as if they do not exist. Under $2000
>386 systems have been around for about a year now. Once again, I will repeat
>my point about early prices of the 8-bit machines. When they first came out,
>a 48K Atari 800 system with disk drive cost about $2000, 1980 dollars too!
>In 1989 dollars, that is _more_ money than what a 386 system costs. Now if in
>the early 1980's, so many people bought the Atari computers because of their
>advanced technology, even though they were paying more for them than they
>would for say, a cheap Apple II clone, then why the sudden about face?
>You said it yourself. Your friends would not care if you telecommunicate on
>an Apple II, or Atari 400, or ZX81. Why did you buy the Atari?

I am not ignorant of the real world....I KNOW tht there are more important
things in reality than keeping a 'top technology' computer in my home
at each change... The REAL world my friend, doesn't revolve around personal
computers, and what kind you own! Might I ask what it is you do for a living?
have you ever had to work a truly tough 8-12hr day? I've done 17hr days,
have you? have you ever worked on a non-white collar job? THAT'S the REAL
world! BTW, a computer that operates at 100 to 200MHZ I would LOVE to see for
less than $2000!!!! That is what a computer that runs 100 times faster than
mine would be! A VAX runs about 25 to 36MHZ...Those are incredible speeds!!

>I suspect you are an Atari dealer groupie. I'm not saying go to Computerland
>and take a look, since they probably wouldn't let you in. But there are a lot
>of small dealers who will take the time to show you the other machines and
>give you a good deal. A friend of mine just bought a 12 MHz 286 machine with
>40 meg hard drive, printer, and EGA monitor for under $2000. Funny thing is,
>he bought it from an Atari dealer who has turned to selling IBMs so he can stay
>in business.

i am not an Atari dealer groupie..that would be impossible in NM...
Our last Atari dealer went under this year....
I have been in Computerland plenty of times, and not truly impressed!!!
When I get my next computer, I want to REALLY be as impressed as I was with
my 130XE!!
I have a friend who just did that same thing, only a 20Meg hard drive...
As for user friendly...nope! DOS is a bitch...he still is having troubles
with many functions. I'm supposed to sit down and help him someday..

Our dealer did the same about changing to IBMs and other computers as well..
they still went under.

>Well, I find it hard to believe that Atari's are good for anything but games.
>Just look at the new Atari STE. 6 damn joystick ports!

Yeah, it's true they are good at games, but that doesn't limit them to
games...

>First, I would recommend that you learn to spell the word "waste". Secondly,
>who are you to censor my opinions? An ignorant 8-bit user who does not know
>what he's talking about. At least if you had been able to make some valid
>points I might have taken you seriously. I am not saying some brand of computer
>is better than some other brand. I am saying that there comes a time when old
>technology must be put to rest, and the time has come for the 8-bit computers
>(all of them, not just your beloved 130XE).
>
>- Darek
Real nice ending there.....
I thought you were dissapointed with my closing, then why come back with the
same lousy attitude?
I am definetly not ignorant....
I do know what I am talking about. Many friends and co-workers come to me
when they are looking for a computer... Not one has been unsatisfied
with the computer they have bought due to my input.
They haven't bought Atari's, but rather IBM clones and the like, so I know what
I am talking about on prices..
I had many valid points which you just kind of swept under your delete
key....and a few which you argued with.
The computers you mentioned for around $2000 I wouldn't buy, even if I did
have the money. I will only go to the top of the line, best and
most versatile computer for my next one.
Sorry about spelling waste wrong...
BTW, I heard that you are the one who wrote the STXFormer, better know as the
8bit simulator for the ST computers. Looks to me like you really do
like the 8bit and it's capabilities...It takes a lot of work to write
an emulator, so it wasn't just a 'for the heck of it' type of project...

M B Marc Bluefire <aka cs2531bz@carina.unm.edu.UUCP>
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| |=-=-| c |-=-=| |
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2667. Z mag?

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-27 13:15:34 UTC
From: rrwood@lotus.waterloo.edu
Message-ID: <17590@watdragon.waterloo.edu>
Source record: 115421

Someone recently mentioned "Z-mag." What is this? I've heard it mentioned before, but I'm still clued-out...

Also, thanks to everyone who explained what my problem wiht upper/lower case was.

Roy Wood (rrwood@lotus.waterloo.edu)

2668. Help Downloading

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-27 13:47:14 UTC
From: UCI144@URIACC.URI.EDU
Message-ID: <8910280704.AA11648@ucbvax.Berkeley.EDU>
Source record: 115422

I need help. I've been trying to download programs from FTP, such as K65 which is a kermit program and Omnicom which is also a kermit program. I have gotten them to my BITNET account and I have unARCed them, but I cannot get them to download into my home computer. I was using URI's KERMIT program to send the m, but they will not be sent to me. I do not have a kermit program, but my mode m does support X-modem protocol, which I was told will work. I was wondering if there was a way to get a kermit program off of the system with out already hav ing one. So that I can use it to get other programs. I have an Atari 800XL with a 1050 disk drive and a MMP1000E modem (has X-modem protocol). Please help

Thank you,
Scott Glynn

2669. Re: Old queries from a new user

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-27 15:35:48 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1989Oct27.153548.16804@uokmax.ecn.uoknor.edu>
Source record: 115423

In article <631@mindlink.UUCP> a344@mindlink.UUCP (Tom Klok) writes:
>In Msg-ID <1989Oct24.134518.5778@uokmax.ecn.uoknor.edu> norlin writes:
>> I don't know if you can still buy the Rev. C cartridge, but an easy solution
>> would be to find a friend with a 130XE (which has Rev. C BASIC), save to disk
>> (from DOS 2.5 menu option K) the BASIC cartridge ($A000-BFFF), then write an
>> assembly language header to precede the file you just wrote. The assembly
>> language header will
>
>Um... I think you'll have problems with that binary save from DOS 2.5. If 2.5
>works anything like 2,0 in it's burst mode writes, then it will attempt to
>write the cartridge out in burst mode, and totally mess up the sector links,
>yielding an undeletable useless file. [Stuff deleted...]

No, I've tried it, and it works, and I read somewhere that they fixed that
burst-mode stuff for DOS 2.5. I believe it copies it to a RAM buffer before
writing the sector link information. Anyway, as I said, I tried it, and
it works, so I think it's pretty safe.

--
Norman Lin

This is my humble signature file.

2670. Re: 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-27 16:08:18 UTC
From: jdd@db.toronto.edu
Message-ID: <1989Oct27.120818.1578@jarvis.csri.toronto.edu>
Source record: 115424

The question of whether or not the Atari 8-bit is an obsolete computer is one that's near and dear to every Atari 8-bit owner's heart - because it IS an obsolete computer. I doubt if '386 owners worry too much about whether their machines are obsolete or not, because they're not.

I don't think it's a good idea to choose the Atari 8-bit for a new computer, because there are much more powerful and capable computers available for a similar cost. But many of us (like me!) bought our Atari 8-bits when they were a much better deal. I'm not prepared to fork out $1000 for a new machine right now, so I have to make do with the Atari 8-bit system I forked out $500 for three years ago (800XL, plotter, 1050w/USdblr, amber monitor, s/w; it was used, though). Yep, it's obsolete. Yep, it does the same kind of stuff as it did when I bought it. Yep, there are lots of machines out there that do a whole lot more (I'm typing this message on a UNIX box which makes my Atari look silly). When I get a new machine, will it be an updated Atari 8-bit? Certainly not! But until I get a new machine, I'm still interested in my 8-bit.

Marc, your 8-bit is still good for something, and people like yourself or myself who still have some interest in an 8-bit will keep the market going (somewhat). But Darek, you're absolutely correct in stating that there's not much future in the 8-bit market, especially for new machines. (There's the 8-bit 'video game' market - that's another story)

One caution for Marc and other Atari 8-bit owners out there: don't let your fondness for your machine and your sense of nostalgia interfere with your decision-making capabilities. Eg: is it really worth it to buy a MIO and a hard disk for $1000 and run it on your 8-bit? Why don't you buy a cheap PC and stick the hard disk on it? You still might decide to go the MIO route, but make sure your reasons are good.

John

BTW, Darek, I still use your GUP package occasionally.

John DiMarco jdd@db.toronto.edu or jdd@db.utoronto.ca
University of Toronto, CSRI BITNET: jdd%db.toronto.edu@relay.cs.net
(416) 978-8609 UUCP: {uunet!utai,decvax!utcsri}!db!jdd

2671. Re: 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-27 16:11:32 UTC
From: daryl@cbnewsc.ATT.COM
Message-ID: <4139@cbnewsc.ATT.COM>
Source record: 115425

In article <8231@microsoft.UUCP> w-darekm@microsoft.UUCP (Darek Mihocka) writes:
>In article <808@ariel.unm.edu> cs2531bz@carina.unm.edu.UUCP (Marc Bluefire) writes:
>A common belief amoung 8-bit users is that their computers are cheaper than
>others.
Really? How did you arrive at that determination?

And define cheaper!
Based on a feature by feature comparison? Are you including features the
customer may not want? Are you discussing a brand new system or upgrade
paths for existing owners?

>Now, already you're spent close to $1000 to make your XE useful. What you've
>got is the equivalent of a 520ST with color monitor.
I think you missed the point. Most 8 bitters already have hardware
they have gotten over time. I certainly would not recommend a 8 bit
as brand new high tech machine.
But for me, the 130XE system was only $130 because I was already
an 8 bit owner and had other hardware. Another example is that I can get
a useful terminal emulator by simply adding a XEP80 for ~$80.
PS, the disk drive is only ~$180 mail order.

>> I would have to learn a new OS, and buy all new software for a new computer!
>
>you'd better get used to the idea of learning other operating systems.
Typically CS attitude: I have a great new system for you and too bad if
you are comfortable with your current system. Throw out all your
software also.

>>I am fully aware of the capabilites of the "other brands", and of the advanced
>>Atari 16 bit line. Could you loan me $3,000+ dollars, so I could
>>get a new Mega 4?
>Once again, we're back to the price issue. Your ignorance of the real world
>is amazing. You speak of the 386 machines as if they do not exist. Under $2000
>386 systems have been around for about a year now.
Define the amount of memory, disk capacity, machine speed, etc. Lets
talk price/performance instead of price. I've seen these prices also.

> When they first came out,
>a 48K Atari 800 system with disk drive cost about $2000
So what?

>A friend of mine just bought a 12 MHz 286 machine with
>40 meg hard drive, printer, and EGA monitor for under $2000. Funny thing is,
>he bought it from an Atari dealer who has turned to selling IBMs so he can stay
>in business.
Smart move. Different strokes for different folks. Are you suggesting

that everyone should own PC compatibles and that no alternatives such
as ST and AMIGA should exist?

>>Now, if you have nothing to say that would add to what we find as
>>useful information for our 8-bits, I suggest you stop this waste of
>>band-width on the net...
>who are you to censor my opinions?
True, but I would like to point out that in my opinion these articles lack
tact and I find them irritating. Concentrate on comparisons of
capabilities, price, support, etc. particularly with respect to
things the 8 bit Atari can do. Keep in mind that you want to compare
both new machine sales as well as upgrades to existing systems.

Daryl Monge
att!ihuxy!daryl

2672. Re: Z mag?

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-27 16:46:27 UTC
From: knutsen@pilot.njin.net
Message-ID: <Oct.27.12.46.26.1989.19560@pilot.njin.net>
Source record: 115426

In article <17590@watdragon.waterloo.edu> rrwood@lotus.waterloo.edu (Roy Wood) writes:

> Someone recently mentioned "Z-mag." What is this? I've heard it mentioned
> before, but I'm still clued-out...

Hey, there's a question I feel qualified to answer!

Zmag is a weekly online Atari newsletter that for years was
distributed to BBSs by its editor, Ron Kovacs of Piscataway, NJ, not
far from here. Ron is a hard-working Atari devotee who put the thing
out for free. I don't know the current status of the electronic
version, but I do know that a printed version that accepts advertising
is currently being distributed to Atari user groups nationwide for
free, and that many groups include it in their printed newsletters.

Zmag used to be posted weekly to this newsgroup, what happened?
--
Mark (I went to Norway this summer) Knutsen | "Not of | knutsen@pilot.njin.net
Student Systems Programmer | this | knutsen@rutgers.edu
NJIN Pilot Project, Rutgers University | world" | {...}!rutgers!knutsen

2673. Used software wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-27 18:13:19 UTC
From: daryl@oravax.UUCP
Message-ID: <1111@oravax.UUCP>
Source record: 115427

I have been looking for several Infocom games which seem not to be avaiable any longer. They are the last two games in the Enchanter trilogy (Sorcerer and Spellbreaker), and the two Planetfall games, Planetfall and Stationfall. If anyone has any of these games they would like to sell, or if anyone knows where I might be able to get them, please let me know.

Thanks,
Daryl McCullough
daryl%oravax@cornell.uucp

2674. Re: 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-27 18:16:33 UTC
From: briann@tekigm2.MEN.TEK.COM
Message-ID: <6936@tekigm2.MEN.TEK.COM>
Source record: 115428

In article <8231@microsoft.UUCP> w-darekm@microsoft.UUCP (Darek Mihocka) writes:
>I have as much right to use this newsgroup as any other user. [...]

True Darek, but people will appreciate helpful information other than
"your computer now sucks, get a new one".

>A common belief amoung 8-bit users is that their computers are cheaper than
>others. A stock $150 130XE is about as useful as a hole in the head.
[...]

I believe what Marc was saying was it's cheaper for him (and me!) to
get a new 130XE ***and use the peripherals we already own*** than to
get an entirely new machine and new peripherals and new software. You
misinterpreted his statement.

>First, I would recommend that you learn to spell the word "waste".

Pretty low, Darek!

I think that this "discussion" has degraded to the point of being
simply ranting and raving and lots of hand waving and finger flipping.
The facts are: some of us don't feel that our computing needs require
a more up to date computer; some of us feel that everyone should have
the latest model. This is like a lot of other issues, say abortion,
for instance. Either side is going to be hard pressed to convince the
other that it is wrong. I propose that we drop this discussion and go
onto more informative postings from people who have knowledge about
8-bits and are willing to share it with people who want to use their
computers better.

Brian

2675. Re: Analog ends in December

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-27 19:24:36 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <28573@shemp.CS.UCLA.EDU>
Source record: 115429

Anyone know which name the combined Analog/ST-Log goes by?

Steve Whitney "It's never _really_ the last minute" ())_-_())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2676. Re: Old queries from a new user

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-28 00:36:10 UTC
From: charles@c3pe.UUCP
Message-ID: <8101@c3pe.UUCP>
Source record: 115430

In article <1989Oct24.134518.5778@uokmax.ecn.uoknor.edu> norlin@uokmax.UUCP (NARC ONE) writes:
>In article <115200043@uxa.cso.uiuc.edu> glk01126@uxa.cso.uiuc.edu writes:
>> How important is getting the C revision ROMs for my XL? The B version,
>>which I no doubt have in my dinosaur, has some pretty terrible bugs

>You're not very specific as to which C revision ROMSs you refer. I assume
>you're talking about the Rev. C BASIC. I don't know if you can still buy the
>Rev. C cartridge, ...

It may be simpler than that. I wrote a letter to Atari Customer Support to ask how I could get my Rev B Basic upgraded to Rev C, and the reply stated that I should send a copy of my receipt for purchase of the unit, and they would send me a Rev C cartridge. Since the receipt had been tossed, however, I was unable to comply.

This was a few years ago; I don't know whether the offer is still good. In retrospect, it would seem that one should also be able to pop the PROM out of the machine and send that in; however, I don't know that this would be an acceptable alternative to Atari.

-Charles Green
--
{decuac.dec.com,cucstud,sundc}!c3pe!charles ex::!echo Boo:

2677. Atari 8-bit dead?

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-28 00:55:31 UTC
From: walshm@image.soe!clutx.clarkson.edu
Message-ID: <1989Oct28.005531.14092@sun.soe.clarkson.edu>
Source record: 115431

The Atari 8 bit will never die. This does not mean that software and hardware support will ast indefinately, but it does mean that the Atari still is capable and will always be capable of doing many things quite well:

For example:

1) Despite the fact it uses a square sound wave generator, the Atari's sound capabilities are still \quite good. It beats the Nintendo hands down, and certainly puts the IBM PC to shame. It remains the only computer with true random number generation, meaning it can generate white noise like nothing else can. Lee Actor's AMS is a useful and versatile music program which will always be useful to anyone who wants to hear how a piece of music will sound in four voices. It's not fancy, nor user friendly, but it works and works well. Also keep in mind that an 8-bit makes a good Midi controller, although much more powerful sequencers and computers are available. Still, it's a cheap way for existing owners or new comers to get some decent midi capability.

2) I know of no computer built as ruggedly as the Atari series. I put my poor 8 bit through so many projects and road trips that I was and still am amazed it held up for so long. Anyone who has ever worked with its joystick ports knows it incorporated safety features such as it will automatically cold boot after shutting down (all by itself) if you accidently connect two of the wrong pins together.

3) The Atari also is capable of doing some good word processing. At the school I attended for fresh-soph year, each of us was given an Zenith 286 compatible. After using the bulky programs like wordstar, I longed for the quick and simple Atariwriter Plus. It had all the features I needed, plenty of room with the 130xe, spell checker, etc. and produced nice results. I think just the Word Processing justifies having an Atari.

I'm not trying to tell anyone that the Atari has any mystic power that makes the everlasting computer. It had a good design and construction, and this makes it capable of doing quite a lot considering its age and competition. Wheter its 1989 or 2089, people will still have to write papers, and write music, and the Atari can do these plus alot more. It's a good ,down and dirty, workhorse that though it may pale in speed and memory size, remains something useful to have.

Final note to pinball fans:
Your Atari computer possesses more processing power than any pinball computer (Data East or Williams). Think about how much data a pinball has to absorb and process - 3 targets being hit simultaneously in multiball while music is playing and lights flashing and numbers being added. And unless you have some pinball experience I would appreciate refrain from flames about this last

point.

Disclaimer: Yeah these are my opinions. And thery're not yours! Nyah!
Words to live by: Don't eat bugs (or yellow snow).*****Univ.*of*Illinois*
Skuder (new hi tech improved spelling) Matt Walsh ********Home*of*the****
227 Hendrick (Jimmy's Pad), 904 Green, Urbana, IL 61801*HAL*9000*computer

2678. Usefult things the 8-bit can do (was: Re: 8) Research Help (8)

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-28 06:34:47 UTC
From: laba-1aj@web-4e.berkeley.edu
Message-ID: <1989Oct28.063447.3691@agate.berkeley.edu>
Source record: 115432

I think this discussion had gotten wayyyyy too depressing. It's degenerated into Darek v. everyone. I'll try to point out that there are some things the 8-bit can do CHEAPLY and effectively. I think it's possible to get real cheap if you don't get a disk drive and printer (that's a $500 savings if you get the requisite two drives.)

Terminal emulation. With the XEP-80 and a SX212 (total extra cost $170 or less) you almost have a pretty decent terminal emulator. "All" that needs to be done is to get an XEP term program copied onto a cart :-) I admit it sounds like a pain in the *ss to realize now, but I imagine that some dealer would be able to make a package like that.

LOGO. LOGO is a good language to learn computer science in. The Atari has (had?) a very powerful LOGO interpreter once upon a time. Maybe someone still has some carts. You might need to get a disk drive if you want to actually write somthing useful in it, but for teaching things like recursion, language parsing, trees, list processing, and data structures, you can get by without a drive. The book _Computer_Science_LOGO_Style_ had its examples done on an Atari (and it's a good intro to computer science too!)

Playing games (of course.)

Video Titler for cheapskates. I've used my family's old 800 for that purpose many times. Sure, you don't have Genlock, but you can hack some pseudo-amazing things in BASIC without ever turning the disk drive on. If you could ROM some neato animations... :-) :-) :-) If you have an 800 you can get the chroma/luma info separate: maybe this can be used directly by hi-8 and/or super-VHS.

:-) With a PR: connection you can be the terminal for a high powered QMS 1240 DPI PostScript compatible laser printer. Just Imagine :-) :-) :-) :-)

& John Kawakami
& laba-1aj@web.berkeley.edu
& Live each day as if it were your first

2679. Re: Please help here....

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-28 07:41:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23450@cup.portal.com>
Source record: 115433

Ernest C. Spieu!says...
>Basically I am rotting on old software that's a few years old and not
<any fun anymore, and I am really interested in assembly programming.

Can't tell exactly where you're located from your address.. but..
probably your most valuable resource is a local "Atari users group"..

If anyone will have the kind of info you're looking for, they will..

BobR

2680. Help in downloading...

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-28 17:22:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891028172232.2.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115434

Date: 27 Oct 89 09:40:34 GMT
From: gem.mps.ohio-state.edu!uwm.edu!ux1.cso.uiuc.edu!ux1.cso.uiuc.edu!uxa.cso.uiuc.edu!pm16579@tut.cis.ohio-state.edu

Hey anyone who can help,
How do I properly download stuff from the FTP site?
When I tried the Unarchiver that I downloaded from the 8bit site,
It totally choked on me.

Precisely what does "totally choked" mean? Refused to load? loaded but then errored? Melted down your computer?

And all the rest of the stuff is ARC'ed,
so I'm stuck. This is my procedure:
At ftp, change directory to atari.8bit
Then issue a BIN command
Then GET or MGET as the case may be
Then I get back into UXA and SX (FILENAME).

That should work. Is the byte count of you local copy the same as the one in the archive? (should be 10279, for what's there now)

What are you using for the receive side of your Xmodem?

This works and
I transfer the file OK, but I can't seem to run it properly.
I am talking about the SUPUNARC.COM file; I don't know if I downloaded properly, or I am runnign it wrong; I tried binary loading it from DOS 2.6f with and without BASIC and it screws up. CAn anyone straighten me out?

It's entirely possible that you're losing due to the dreaded Xmodem bug. Due to lack of foresight on the part of the designers, Xmodem can only transfer things in multiples of 128 (or some power of 2, maybe 256?) bytes. Space off the end is filled with ^Z's. Sadly, your Atari doesn't know from files that were written with garbage at the end, and attempts to binary load the ^Z,s thus scribbling in memory that it shouldn't. Things go downhill in a hurry.

If that's the problem, you might be better off transferring things as uuencoded text, at least until you can ARC bootstrapped. I've put a uuencoded copy of Supunarc in the terminator archives. Grab the text, download it as text, and use the BASIC uudecoder to untangle it, unless you've already got YAU or something. If you only have access to a version of Xmodem that doesn't understand the concept of text files, download the text as binary, and write a little basic program to clean it up.

That should leave you with an executable without garbage, which you can then use to unpack the other files.

2681. Re: 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-28 18:34:16 UTC
From: usenet@cps3xx.UUCP
Message-ID: <5167@cps3xx.UUCP>
Source record: 115435

No typo there - I meant EGA. Having done EGA emulation under a multitasking DOS operating system, I'm MORE than familiar with it!

You can't compare any graphics on raw resolution. It is, to some extent, application specific. Certainly CAD is better suited to higher resolutions with precision. But most people dont realize that color choice is far more important than pixels.

Consider the pictures on your television set. TV is of amazing quality. How good is TV resolution compared to EGA? A few million times better? Actually, it's the other way around. Television is only 160 X 200 (or so) hi-res. (Remember that 8-bit's 320 resoultion is HALF a color clock, which is basically a pixel.) On the other hand, it's in 16 Million colors! (well, analog!)

EGA can't touch the 8-bit's 256 color onscreen capacity. Likewise, sprite support is worth a LOT. Try doing sprites on an ST or EGA. These bit-mapped screens are great - but on an ST, every sprite you draw IS going to steal a color - and there aren't that many available.

The fact that EGA is slower than molasses might be worth mentioning.

In the speed vein, the 8-bit's redefinable character sets are a GREAT tool for fast, super compact graphics. Look at Bruce Lee, a masterpiece in character graphics. It's hard to believe that that game fits IN MEMORY with all those animated, colorful hi-res screens. Enter 4-color character set mode.

The 8-bit may lose in CAD apps, but when it comes to overall graphic output, the 8-bits power tools easily match EGA's slow-and-simple approach.

Terry Conklin
conklin@egr.msu.edu
uunet!frith!conklin
The Club (517) 372-3131
The Club II (313) 334- 334-8877 <- 8-bit files, sources, ARC, memory software and examples!

2682. For Sale: 1 Meg M/IO for Atari 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-29 22:07:42 UTC
From: parsons@b.ee.engr.uky.edu
Message-ID: <13080@s.ms.uky.edu>
Source record: 115436
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

For Sale:

1 Meg Multi Input/Output Board from ICD

Features:

o 1 Megabyte of Memory configurable as RamDisks or Printer
Spoolers

o Parallel Printer Port

o RS-232 Serial Port

o Small Computers Systems Interface (SCSI) for connecting Hard
Drives

o Expansion Connector

Also included is an adapter for a 130XE. This also gives you
two cartridge ports instead of one.

Price: $300 for both. You pay shipping.

ICD currently sells this for $469.95, no discounts, and that
doesn't include the $19.95 adapter.

I can be reached at (606)276-3375. If I'm not here the answering
machine is. My address is:

Greg Parsons
222 1/2 Reed Lane
Lexington, KY 40503

--
parsons@b.ee.engr.uky.edu
Born with a stearing wheel in my hand, and lead in my feet!
The small furry one... Rat
All statements belong to someone, who I'm not quite sure.....

2683. A former 8-bit user's testimonial

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-29 22:16:11 UTC
From: jca@pnet01.cts.com
Message-ID: <616@crash.cts.com>
Source record: 115437

I unfortunately have to agree with the association with Atari 8-bit and obsolete. Back in late March '88, I got rid of my Atari XE system which was only really missing an MIO board to make it complete. The reasoning was simple, "what the hell can I use it for?" The Atari 8-bit system did serve a a good foundation for my background in computers in general. I picked up BASIC and assembly on the thing, but what I wanted to do with the system and what I more or less had to do to get my foot in the door professionally required me to upgrade to something more powerful and standardized. What I find interesting is that I didn't start out on an IBM XT clone or a DEC VAX, but yet from my experience with computers in general I might as well have. One of the motivating factors in dumping my XE system was my introduction to Unix. After a love hate relationship with System V and later becoming acquainted with BSD 4.2 and 4.3 I decided in the back of my mind "I want a machine that will run this or something like it."

Atari made several mistakes in designing the Atari 8-bit machines, one was the lack of a standardized scheme for 8-bit machines to have memory greater than the 64K address space of a 6502. Why couldn't Atari follow do was Lotus, Intel, and MicroSoft did and design a standardized spec for how ALL memory greater than 64K on a 6502 would be accessed and always be accessed? But Atari didn't, several third party manufacturers had their own ideology of how to put 'expanded' memory in an Atari 8-bit and did it their own way. Now as of the XL/XE, there is a standard, but those of you with the old Atari 800's are out in the cold.

One thing that I did propose in my final days of being an Atari 8-bit user was using the 65816 chip in a new system called an XS. It would be have an Atari 8-bit compatable mode and a 16-bit mode with its own OS, ROM, up to 16 Mb of addressible memory, etc. But no one would listen. Now what happens? This Turbo-816 motherboard upgrade comes out. Hmm, maybe I was right about something? I knew it was very possible, even went to the trouble of looking over the data sheets and specs for the WDC 65816, but everybody thought I was crazy (not an unusual opinion of me in the Atari 8-bit community). If the T-816 upgrade really takes off, it can beat an 80286, in fact, the chip is much more neater in design than the 80286 and porting an OS such as Minix to it wouldn't be too difficult providing provisions are made for multiple interrupts to bring it up to par to the 80x86 in programmed I/O and interrupt handling.

The problem with you diehard Atari 8-bit users is that you're happy with what you have now, and now a company puts this 65816 daughterboard in your lap. I would love to see somebody get off their duff and make the 80286 look like the brain damaged CPU it really is, and if done properly you will have the best of the Atari 8-bit world and a gateway into a new Atari 16-bit world which is 8-bit world compatable. The hardware, engineering knowledge, and programming

knowledge is there, I just never seriously followed it because of lack of time and my need for a Unix capable machine back then. I would love to see a T-816 develop into a product that motivate me to buy another 130XE and a T-816 daughterboard kit rather than a new 386 box. There's still time for you people to do something, but if you sit there content with what you have that was good a few years ago, it isn't going to happen.

And the longer you wait, the less of a chance of making it catch on. The Apple //gs has a market base, albeit it small in comparison to the Mac, but it is there. The choice is collectively yours. We are in the era of 16 to 64 bit processors now. The 8-bit processor is a breed about to be made extinct.

/*---*
* Flames: /dev/null (on my Minix partition)
---
* ARPA : crash!pnet01!jca@nosc.mil
* INET : jca@pnet01.cts.com
* UUCP : {nosc ucsd hplabs!hd-sdd}!crash!pnet01!jca
---
* Note : My opinions are that...mine. My boss doesn't pay me enough to
* speak in the best interests of the company (yet).
---/

2684. Gif file viewer for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-30 01:59:24 UTC
From: II80005@MAINE.BITNET
Message-ID: <2239II80005@MAINE>
Source record: 115438

I have an Atari 130 XE and am wondering if there is any Gif file viewing programs for it. If anyone knows of any, please send me mail. When I find out where to get one, I will let the news group know.

2685. Re: 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-10-31 19:58:32 UTC
From: phoenix@ms.uky.edu
Message-ID: <13099@s.ms.uky.edu>
Source record: 115439

In article <5167@cps3xx.UUCP> conklin@frith.UUCP (Terry Conklin) writes:
>You can't compare any graphics on raw resolution. It is, to
>some extent, application specific. Certainly CAD is better suited
>to higher resolutions with precision. But most people dont
>realize that color choice is far more important than pixels.
Very true.
>Consider the pictures on your television set. TV is of amazing
>quality. How good is TV resolution compared to EGA? A few
>million times better? Actually, it's the other way around.
>Television is only 160 X 200 (or so) hi-res. (Remember that
>8-bit's 320 resoultion is HALF a color clock, which is
>basically a pixel.) On the other hand, it's in 16 Million
>colors! (well, analog!)
Ah, no. Television is _not_ 160x200 resolution; it's closer to 520x400.
Remember; the interlaced "second screen" is independantly addressed, and
therefore counts both technically and in visual impression. Now, in terms of
effective resolution; well, cable TV and laserdisk, on a decent screen,
pretty much reach television's resolution. A third generation video tape, on
the other hand, will drop down pretty low - but even then, nowhere near
160x200.
That's full-screen, of course. TVs don't have graphic display regions with
edges.
Analog colour literally gives you an "infinate" set of colour values;
of course, one quickly (relatively speaking) reaches a point wherein colour
n and colour n+1 are not distinguishable on the cruddy phosphor most TV sets
use...
>The fact that EGA is slower than molasses might be worth
>mentioning.
And mentioning, and mentioning, and mentioning... :-)
- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

2686. Re: 8) Research Help (8

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-03 05:24:27 UTC
From: 2DIKM802@kuhub.cc.ukans.edu
Message-ID: <16754@kuhub.cc.ukans.edu>
Source record: 115440

In article <5167@cps3xx.UUCP>, usenet@cps3xx.UUCP (Usenet file owner) writes:
> No typo there - I meant EGA. Having done EGA emulation under a
> multitasking DOS operating system, I'm MORE than familiar with
> it!
>
> You can't compare any graphics on raw resolution. It is, to
> some extent, application specific. Certainly CAD is better suited
> to higher resolutions with precision. But most people dont
> realize that color choice is far more important than pixels.
>
> Consider the pictures on your television set. TV is of amazing
> quality. How good is TV resolution compared to EGA? A few
> million times better? Actually, it's the other way around.
> Television is only 160 X 200 (or so) hi-res. (Remember that
> 8-bit's 320 resoultion is HALF a color clock, which is
> basically a pixel.) On the other hand, it's in 16 Million
> colors! (well, analog!)
>
> EGA can't touch the 8-bit's 256 color onscreen capacity. Likewise,
> sprite support is worth a LOT. Try doing sprites on an ST or EGA.
> These bit-mapped screens are great - but on an ST, every sprite
> you draw IS going to steal a color - and there aren't that
> many available.
>
> The fact that EGA is slower than molasses might be worth
> mentioning.
>
> In the speed vein, the 8-bit's redefinable character sets are
> a GREAT tool for fast, super compact graphics. Look at Bruce
> Lee, a masterpiece in character graphics. It's hard to believe
> that that game fits IN MEMORY with all those animated, colorful
> hi-res screens. Enter 4-color character set mode.
>
> The 8-bit may lose in CAD apps, but when it comes to overall
> graphic output, the 8-bits power tools easily match EGA's
> slow-and-simple approach.
>
> Terry Conklin
> conklin@egr.msu.edu
> uunet!frith!conklin
> The Club (517) 372-3131
> The Club II (313) 334- 334-8877 <- 8-bit files, sources, ARC, memory software and
examples!

2687. 65c02 vs Pitfall

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-05 22:16:01 UTC
From: ehs@jumbo.dec.com
Message-ID: <14203@jumbo.dec.com>
Source record: 115442

I had an 800 that was upgraded to make it a reasonable 6502 development system. Having no time to use it myself for the past year or so, I gave it to my son, who uses it mostly to play Odesta Chess.

Recently he wanted to play Pitfall. Neither the original Activision cartridge nor a disk version from Solid Gold Software would run. Everything else (including Pitfall II) seemed to run fine. We began removing the upgrades one by one. When I removed the 65c02 and replaced it with the original 6502, Pitfall started running correctly.

As I recall, the behavior of the CMOS 65c02 differs from the NMOS 6502 in the following ways:
(1) a bug when the operand of a jump straddles a page boundary was fixed.
(2) the 6502 has some opcodes that are undocumented (and not guaranteed by the vendors) but have well-defined effect; some of these were turned into legitimate, documented opcodes with different effect in the 65c02.
Does anyone know what incompatible feature was used by Activision, whether it was intentional, and if so why?

Ed Satterthwaite
ehs@src.DEC.COM {...}!decwrl!ehs

2688. CC65?

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-06 15:39:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891106153943.9.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115445

So has anybody been using CC65? Does it work?

2689. atari ABC yea or nay ????

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-06 17:52:36 UTC
From: dbearly@vax1.tcd.ie
Message-ID: <3353@vax1.tcd.ie>
Source record: 115441
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have previously sent this posting to the boys at the pc dept. but the didn't seem to know anything about the machine,so I come to you :

I am seriously thinking of buying a PC at the moment and I have basically decided on one of two models,

1)ATARI ABC

2)AMSTRAD 2086

Both cost around the same,and both include a 30mg hard disk.The Atari uses a 286 micro-processor however and thus seems the obvious choice.The only trouble I am having is getting info/reviews on this machine.Does anyone have/know of the machine and if so could someone please offer me advice on buying it?

All replys will be muchly appreciated,

Big Bad Dom.

dbearly@vax1.tcd.ie

****

please send me as much info on the atari ABC (if it indeed exists,as my dealer assures me!!)

again any help would be appreciated,

B.B.D.

even info on the reliability of atari machines in general would be helpful,especially their range of pc compatibles!!
****

2690. Anyone Seen This Game?

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-06 21:14:03 UTC
From: rogerc@windsurf.WV.TEK.COM
Message-ID: <5252@orca.WV.TEK.COM>
Source record: 115443

I asked about this game here about 3 years ago and had no response. Thought I'd try again . . .

Years ago, I got a disk from a friend with a game on it that I am particularly fond of. This game was apparently pirated before it was entirely finished. I would estimate that the game is 99% complete.

The screen during loading indicates that the game is called Monty 16K (Preliminary). The game features a little guy in a Panama hat and Hawaiian shirt running through 40 or so screens and at least 9 levels. There are moving floors, firemen's poles, ladders, multi-colored locked doors and keys, swords, pulsating floors and barriers, rolling and bouncing skulls, spiders, snakes, jewels, torches and more. A really neat coordination-type game.

I would like to find out if this game was ever completed and put on the market, and, if so, who made it, where can I get it, etc.

Thanks in advance.

-=<< Roger Christal rogerc@orca.WV.TEK.COM (503) 685-2116 >>=-

2691. Re: Anyone Seen This Game?

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-07 00:27:20 UTC
From: richg@blake.acs.washington.edu
Message-ID: <4363@blake.acs.washington.edu>
Source record: 115444

In article <5252@orca.WV.TEK.COM> rogerc@windsurf.WV.TEK.COM (Roger M. Christal) writes:
>
>Years ago, I got a disk from a friend with a game on it that I am
>particularly fond of. This game was apparently pirated before it was
>entirely finished. I would estimate that the game is 99% complete.
>
>The screen during loading indicates that the game is called Monty 16K
>(Preliminary). The game features a little guy in a Panama hat and
>Hawaiian shirt running through 40 or so screens and at least 9 levels.
>There are moving floors, firemen's poles, ladders, multi-colored
>locked doors and keys, swords, pulsating floors and barriers, rolling
>and bouncing skulls, spiders, snakes, jewels, torches and more. A
>really neat coordination-type game.

The name of the game is "Montezuma's Revenge". I believe it was put out
by Parker Bros.

Unfortunately, it was only about 2.5 years ago that I finally got UseNET
access... :-)

--Richard
...[!uunet]!uw-beaver!blake!richg
richg@blake.acs.washington.edu

2692. Re: 65c02 vs Pitfall

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-07 10:40:45 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200047@uxa.cso.uiuc.edu>
Source record: 115446

I'd be VERY interested to hear what the undocumented 6502 opcodes are!!!!!

Thanks, Genghis.

P.S. The research paper should be posted after Thanksgiving.

2693. Re: Monty

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-07 14:24:22 UTC
From: davisonj@EN.ECN.PURDUE.EDU
Message-ID: <8911071424.AA03356@en.ecn.purdue.edu>
Source record: 115447

Montezuma's Revenge was available for the C64 and Atari 8-bit series. I think
I have a copy for each machine. I also seem to remember that the Atari version
started out with the "Preliminary Monty" thing.

-davisonj@ee.ecn.purdue.edu
-davisonj%ee.ecn.purdue.edu@purccvm.bitnet
-davisonj@pur-ee.uucp
-...pur-ee!davisonj
finger: davisonj@en.ecn.purdue.edu

2694. Re: Anyone Seen This Game?

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-07 17:56:16 UTC
From: kimes@cbnewsc.ATT.COM
Message-ID: <4567@cbnewsc.ATT.COM>
Source record: 115450

From article <4363@blake.acs.washington.edu>, by richg@blake.acs.washington.edu (Richard "Goldfinder" Finegold):
| In article <5252@orca.WV.TEK.COM> rogerc@windsurf.WV.TEK.COM (Roger M. Christal) writes:
|>
|>Years ago, I got a disk from a friend with a game on it that I am
|>particularly fond of. This game was apparently pirated before it was
|>entirely finished. I would estimate that the game is 99% complete.
|>
|>The screen during loading indicates that the game is called Monty 16K
|>(Preliminary). The game features a little guy in a Panama hat and
|>Hawaiian shirt running through 40 or so screens and at least 9 levels.
|>There are moving floors, firemen's poles, ladders, multi-colored
|>locked doors and keys, swords, pulsating floors and barriers, rolling
|>and bouncing skulls, spiders, snakes, jewels, torches and more. A
|>really neat coordination-type game.
|
| The name of the game is "Montezuma's Revenge". I believe it was put out
| by Parker Bros.

If the game is really "Montezuma's Revenge" (I don't know for sure), it is available from B&C ComputerVisions in California for $14.95 + $5 S&H.

Visa and Mastercard are accepted under certain conditions (not clear why this is). Their Phone number is (408)-749-1003. The hours are 10AM to 6PM PST. They advertise in all our favorite Atari magazines, so please support them.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!ihlpe!kimes

2695. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-07 19:06:37 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3225@jhunix.HCF.JHU.EDU>
Source record: 115448
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

>decided on one of two models,
> 1)ATARI ABC
> 2)AMSTRAD 2086
>please send me as much info on the atari ABC (if it indeed exists,as my dealer
>assures me!!)
>
> again any help would be appreciated,
Well I had no idea such a macine existed, especially not in the US, as per
reliability, it seems Atari ,makes very good machines(I have owned six of them)
and I have never had a problem(I abuse them too!)
-if you get any info on this Atari ABC, please post it when you get it.
-Ajay CHoudhri

********* !uunet!mimsy!aplcen!jhunix!ins_bac ***********
ZZ

2696. Re: CC65?

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-07 20:40:08 UTC
From: gdtltr@sun.acs.udel.edu
Message-ID: <5108@sun.acs.udel.edu>
Source record: 115449

In article <19891106153943.9.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
=>So has anybody been using CC65? Does it work?

I have poked around with it a bit and it is pretty good. It doesn't like floats & typedefs very much & occasionally gives strange warnings about structs, but otherwise it is pretty nice. It had no problems when I fed it an array of 256 pointers to functions & called a few of them. Anything large will require a good bit of disk space since it actually generates an assembly language program (relocatable). My MIO handles compiling fairly well. I haven't tried any bechmarks, but I will look into it as soon as I get some time. I think I have something sitting around that I used to time CC8, so I should be able to use that with a minor patch or two.

Gary Duzan
Time Lord
Third Regeneration

--
_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2697. Re: Anyone Seen This Game?

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-07 21:47:52 UTC
From: rogerc@windsurf.WV.TEK.COM
Message-ID: <5261@orca.WV.TEK.COM>
Source record: 115452

Thanks to all who responded to my request. I have the all the
information I need now about "Montezuma's Revenge".

Thanks again.

-=<< Roger Christal rogerc@orca.WV.TEK.COM (503) 685-2116 >>=-

2698. re: Anyone Seen This Game ?

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-08 10:17:01 UTC
From: KEITH@A.SALFORD-SOFTWARE-SERVICES.CO.UK
Message-ID: <KW.GWFV.081189@SALF.D>
Source record: 115451

Roger Christal writes:

> I asked about this game here about 3 years ago and had no response.
> Thought I'd try again . . .
>
> Years ago, I got a disk from a friend with a game on it that I am
> particularly fond of. This game was apparently pirated before it was
> entirely finished. I would estimate that the game is 99% complete.
>
> The screen during loading indicates that the game is called Monty 16K
> (Preliminary). The game features a little guy in a Panama hat and
> Hawaiian shirt running through 40 or so screens and at least 9 levels.
> There are moving floors, firemen's poles, ladders, multi-colored
> locked doors and keys, swords, pulsating floors and barriers, rolling
> and bouncing skulls, spiders, snakes, jewels, torches and more. A
> really neat coordination-type game.
>
> I would like to find out if this game was ever completed and put on
> the market, and, if so, who made it, where can I get it, etc.

This sounds like one of the "Monty Mole" games produced by a UK company called Gremlin Graphics. I don't recognise the plot and I'm pretty sure Gremlin never released any Atari 8 bit games. The time (circa 1986) seems about right for this series of games. The ones I know of are:

Wanted ! Monty Mole
Monty Mole is Innocent
Monty's on the Run

and none of these fit your description exactly. However, they were all designed for a 48k Sinclair Spectrum - maybe they created a new game to fit into a 16 K Atari.

JANET keith@uk.ac.salford.sysd
ARPA: keith@sysd.salford.ac.uk
PHONE: +44 61 737 7010
POST: 3-S, Computer Centre, Salford University, Salford, M5 4WT, U.K.

2699. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-08 15:36:25 UTC
From: jwt@atari.UUCP
Message-ID: <1791@atari.UUCP>
Source record: 115305

The Atari ABC286 is a low-cost PC/AT compatible machine designed
around an 8 MHz 286. The motherboard includes:
o 640Kb RAM
o EGA compatible video
o 2 serial ports
o 1 parallel port
o floppy disk controller
o 3 AT expansion slots (one of which is normally used for
a hard disk controller)
o socket for (optional) 80287 math coprocessor

(It is not (yet) available in the US.)

Jim Tittsler, Atari Corporation

2700. Analog to stop publication

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-08 16:52:14 UTC
From: AIN1496E@merrimack.edu
Message-ID: <11092@merrimack.edu>
Source record: 115307

I just received this information from Art Leyenberger, confirming that
Analog is going to cease publication

From: IN% @compuserve.COM" "Art Leyenberger [Analog]" 8-NOV-1989 08:32:14.34
To: AIN1496E%merrimack.edu@RELAY.CS.NET
CC:
Subj: Analog

Yes, Dave, Analog will be no more after the Dec issue.
I agree it is a shame but the lack of advertising of Atari
products has resulted in not sufficient revenue to continue
publication. I agree it was the best Atari mag, not becuase
I have written for it for alomost 6 years but becuase
it never failed to print the truth about products and
provided timely and complete coverage of info in the
Atari world. I'll miss it too.
.........Art

2701. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-08 19:20:10 UTC
From: clf3678@ultb.UUCP
Message-ID: <1586@ultb.UUCP>
Source record: 115453

In article <3225@jhunix.HCF.JHU.EDU> ins_bac@jhunix.UUCP (Ajay Choudhri) writes:
>>decided on one of two models,
>> 1)ATARI ABC
>> 2)AMSTRAD 2086
>>please send me as much info on the atari ABC (if it indeed exists,as my dealer
>>assures me!!)
>>

If this 2086 Amstrad is similar in design to their other machines, I
would say forget it. A friend of mine owns a computer store, and will
not touch any Amstrad computers. They seem to like to do non-standard
stuff with their designs, such as putting the power supply for both the
computer and monitor in the MONITOR. Of course, this means you can ONLY
use an Amstrad monitor with their computer.

Don't know about the Atari ABC. Might be a new name for the PC-3(4,5)
or something. I do know that their MS-DOS machines offer quite alot of
bang for the buck. They currently don't sell in the US though.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2702. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-08 22:19:42 UTC
From: EARLY07@UACSC2.ALBANY.EDU
Message-ID: <8911090807.AA03812@ucbvax.Berkeley.EDU>
Source record: 115454

In response to the message about integer value out of range, I to have had that problem. I have also been having a problem doing file transfers with it.. It seem's to not like the way spartados handles eof. Is there fix for this? Besides not using spartados of course... Any info would be appreciated... Thanx..

Early Bird

EARLY07@uacsc2.albany.edu
EARLY07@ALBNYVM1.bitnet

2703. Bob Puff

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-08 23:42:24 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Nov.8.18.42.22.1989.13102@topaz.rutgers.edu>
Source record: 115306

Just wondering...anybody know what Bob Puff is up to lately? Seems
like every 6-9 months some GREAT new program appears on BBS'
across the country from Bob, so if he's still with the 8-bit
community I guess he's coming due again pretty soon (I hope :-)

-Ray

2704. Re: Analog to stop publication

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-09 02:02:59 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <28960@shemp.CS.UCLA.EDU>
Source record: 115308

In article <11092@merrimack.edu> AIN1496E@merrimack.edu (David E. Sheafer) writes:
>I just received this information from Art Leyenberger, confirming that
>Analog is going to cease publication
>
Sigh... And I was just about to have my first program published in it...
Maybe I'll send it to STart.

Steve Whitney "It's never _really_ the last minute" ())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2705. SX212handler and K65

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-09 10:04:48 UTC
From: cs2531bz@carina.unm.edu
Message-ID: <921@ariel.unm.edu>
Source record: 115309

Well, for those of you who wanted the SX212handler that works with the KermitNR.com (the kermit without a handler) I've finally got what I need to prep the files for posting!!!!!! It will be sent soon, and I will include (with enough requests...) the 850 Express package which came with some of the SX212 modems....

Marc Bluefire
M B Marc Bluefire <aka cs2531bz@carina.unm.edu.UUCP>
[=] [=-=] [=]
| |=-=-| c |-=-=| |
_|_|____|_^_|____|_|_

2706. Re: CC65?

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-09 13:35:51 UTC
From: mjw06513@uxa.cso.uiuc.edu
Message-ID: <1989Nov9.133551.27871@ux1.cso.uiuc.edu>
Source record: 115310

Speaking of CC65, has the source been made available for anonymous ftp anywhere? In the docs, the author mentions that it was derived from a cross-development system he had running under CP/M. What I'd like to do is try to get some sort of IBM PC cross development system going. I already have a cross assembler as well as a way to transfer files between the two machines, so all I need now is the C compiler. Porting CC65 into a cross compiler sounds like a fun weekend project! ;-)

-Spoiled by Speed

2707. Aviation/Navigation Programs

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-09 18:54:42 UTC
From: daroloson@watmath.waterloo.edu
Message-ID: <31274@watmath.waterloo.edu>
Source record: 115311

Does anyone know of aviation/navigation programs for pilots such as
log books and flight planners for the 8-bit?

Dani Roloson
KWEST Atari User Group

2708. trivial Power indicator for the 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-09 20:48:30 UTC
From: rfc@briar.philips.com
Message-ID: <67694@philabs.Philips.Com>
Source record: 115312

I like to have a visual indication of power being on with my Atari set-up. A
somewhat annoying problem with the 850 interface is that its pilot LED is
is not in view, the way I have things arranged. (the placement of its
connectors is ackward, anyway. It's too ackward to have the sio cables running
to the front of my set-up) What I did to solve this minor problem was to plug
a LED into the current loop I/O (#4). If I remember rightly, pin 7 is tied to
+10V thru a 680ohm resistor, and pin 5 is ground. So, I wired a few LEDs in
series to these pins on a male 9 pin connector, and pluged that into #4.
Now I can see quickly if I forgot to turn the 850 off along with the other
stuff after I'm done.
(I know that this isn't going to set the Atari world on fire, but it helps
solve a minor problem.)
----
73 de WA2ISE

2709. ATASCII to ASCII

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-10 00:10:27 UTC
From: rrwood@lotus.waterloo.edu
Message-ID: <18039@watdragon.waterloo.edu>
Source record: 115313

I realize that this has probably been asked before, but I'm asking again.

I have a couple of text files that I would like to print from my Unix account, but they are ATASCII files, not ASCII. Is there a utility I can use to convert them to ASCII without having to download them to my 130XE (which understands ATASCII) and upload them to the Unix account (the software for the 130XE knows how to convert ATASCII to ASCII). Obviously I could write the software myself, but then I'd have to actually think about it and spend time I can't afford.

So, in the interests of my own laziness and desire to survive this academic term, I appeal to you.

Thanks,

Roy Wood (rrwood@lotus.waterloo.edu)

2710. Re: ATASCII to ASCII

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-10 09:03:58 UTC
From: gdtltr@sun.acs.udel.edu
Message-ID: <5160@sun.acs.udel.edu>
Source record: 115314

In article <18039@watdragon.waterloo.edu> rrwood@lotus.waterloo.edu (Roy Wood) writes:
=>I realize that this has probably been asked before, but I'm asking again.
=>
=>I have a couple of text files that I would like to print from my Unix account,
=>but they are ATASCII files, not ASCII. Is there a utility I can use to convert
=>them to ASCII without having to download them to my 130XE (which understands
=>ATASCII) and upload them to the Unix account (the software for the 130XE knows
=>how to convert ATASCII to ASCII). Obviously I could write the software myself,
=>but then I'd have to actually think about it and spend time I can't afford.
=>
=>So, in the interests of my own laziness and desire to survive this academic
=>term, I appeal to you.
=>
=>
=>
=>Thanks,
=>
=>Roy Wood (rrwood@lotus.waterloo.edu)

In the distribution of CC65 there is a set of utilities for converting files
between ASCII and ATASCII. I believe that the ATASCII -> ASCII program inserts
CR-LF pairs, so on the Unix machine you will have to remove the CR's. vi does
this nicely: ":%s/^V^M//g" You can get CC65 from terminator.cc.umich.edu. Look
for the conversion programs in ~ftp/atari/8bit/cc65/utils.arc .

Gary Duzan
Time Lord
Third Regeneration

--
_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2711. Info on the 6507 CPU

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-10 12:02:37 UTC
From: iwarner@aero.axion.bt.co.uk
Message-ID: <1989Nov10.120237.29060@axion.bt.co.uk>
Source record: 115315

Does anybody have a pin out plus other info on the 6507 CPU. This is used in the Atari interface (850?) and the old 810 disc drive (not sure about the 1050). It is a 28 pin version of the 6502 (that's about all I know about it).

I need to replace the 6507 in the interface unit, but am having no luck in finding anywhere to buy one. Suggestions for UK suppliers also welcome, though companies like Farnell & RS don't have them.

I thought I may be able to wire up a 6502 to do the job; but for this I need the pin out.

Thanks in advance

Ivan Warner.

2712. Re: Bob Puff

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-11 03:16:00 UTC
From: clf3678@ultb.UUCP
Message-ID: <1601@ultb.UUCP>
Source record: 115316

In article <Nov.8.18.42.22.1989.13102@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>
>------
>
>Just wondering...anybody know what Bob Puff is up to lately? Seems
>like every 6-9 months some GREAT new program appears on BBS'
>across the country from Bob, so if he's still with the 8-bit
>community I guess he's coming due again pretty soon (I hope :-)
>
>
> -Ray

Well, Bob lives right down the road from me. Of course, I seek his assistance on different items.

He's just finished a few new products for CSS, including the Black Box, a multiplexer, and an Eprom Burner.

He also has a BBS system that he may be selling through CSS in the future. Here in Rochester, EVERY 8-bit BBS runs his software. His personal BBS has a multiplexer on it. Right now, it's 3 lines, and you can chat between them.

If you want, you can call his BBS at 716-247-8355.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2713. Research Help (again)

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-11 10:40:28 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200048@uxa.cso.uiuc.edu>
Source record: 115317

Well, there's still time to tell me about your opinions on the
Atari 8-bit. Do you think the 8-bits will live on, or will everyone toss
their 8-bits in the trash and upgrade? Personally, I love my 130XE (AS
SOON AS ATARI SENDS IT BACK TO ME--any of you Atari guys reading this? :])
and would never upgrade. I'm writing the term paper for a little old Rhetoric
class, BTW.

Tim Elliott
University of Illinois @ Urbana

2714. SCSI Setup

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-11 16:12:15 UTC
From: gdtltr@sun.acs.udel.edu
Message-ID: <5207@sun.acs.udel.edu>
Source record: 115318
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well, it looks like I am finally getting a Hard Drive setup started.
However, I have a couple questions. What is the difference between the
Adaptec 4000, 4000A, and 5500 controllers? Also, what size of power supply
would I need for a full-height 10-Meg drive? Thanx.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2715. Re: Info on the 6507 CPU

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-11 17:17:28 UTC
From: ehs@jumbo.dec.com
Message-ID: <14209@jumbo.dec.com>
Source record: 115319

In article <1989Nov10.120237.29060@axion.bt.co.uk>,
iwarner@aero.axion.bt.co.uk (Ivan Warner) writes:
> Does anybody have a pin out plus other info on the 6507 CPU. This is

From an old Synertek data book:

1 RES\ 28 PHI2 (out)
2 Vss (Gnd) 27 PHI0 (in)
3 RDY 26 R/W\
4 Vcc (+5) 25 D0
5 A0 24 D1
6 A1 23 D2
7 A2 22 D3
8 A3 21 D4
9 A4 20 D5
10 A5 19 D6
11 A6 18 D7
12 A7 17 A12
13 A8 16 A11
14 A9 15 A10

An and Dn are address and data bus lines respectively.

> I need to replace the 6507 in the interface unit, but am having no
> luck in finding anywhere to buy one. Suggestions for UK suppliers also
> welcome, ...

In this country, Jameco Electronics (see most any US PC magazine for ads)
still has the 6507 at a close-out price of $2.95. Their catalog claims
that they accept foreign orders, but the combination of minimum order and
foreign postage/handling probably makes this uneconomic.

> thought I may be able to wire up a 6502 to do the job; but for this I
> need the pin out.

I believe that the 6502 and 6507 are the same chip internally, with
different signals brought out to the pins, so this ought to work. Just
tie the unused 6502 inputs high or low as appropriate.

Ed Satterthwaite
ehs@src.DEC.COM {...}!decwrl!ehs

2716. Re: 65c02 vs Pitfall

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-11 17:34:00 UTC
From: ehs@jumbo.dec.com
Message-ID: <14210@jumbo.dec.com>
Source record: 115320

In article <115200047@uxa.cso.uiuc.edu>, tle33710@uxa.cso.uiuc.edu writes:
> I'd be VERY interested to hear what the undocumented 6502 opcodes are!!!!!

A quick pass through my 6502 file didn't uncover anything. I believe these opcodes were revealed in an article in the early 1980's, perhaps in Micro, a 6502 and 6809 oriented magazine that folded by the mid-80's. As I recall, the effects of these opcodes were not too surprising if you looked at the bit patterns and matched them with defined opcodes -- they no doubt fell out of the internal logic implementation.

In the early days of cheap microprocessors, discovering such opcodes was a popular game. I think the 8085 had quite a few extensions of the 8080 instruction set that were intentionally added by Intel but, for some reason, never made part of the official spec.

The undocumented 6502 instructions were not particularly useful. See the 65c02 for a reasonably well-thought-out and much more useful set of extensions.

The 65c02 also fixed a more widely documented 6502 bug/feature. In a 6502
JMP (256*n+255)
loads the PC with contents of locations 256*n+255, 256*n. In a 65c02, it gets the contents of (256*n+255, 256*n+256).

Ed Satterthwaite
ehs@src.DEC.COM {...}!decwrl!ehs

2717. Federated sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-11 19:38:26 UTC
From: steve@thelake.UUCP
Message-ID: <1011891338261764@thelake.UUCP>
Source record: 115321
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

According to the Associated Press, Atari Corp. has agreed to sell 26 of its Federated Group consumer electronics stores to Silo Inc., a U.S. electronics retailer. The agreement covers 21 Federated stores in Los Angeles and Orange counties and five in San Diego. The price was not announced. The article said Atari is still trying to sell 14 remaining stores in Texas, Kansas and Arizona. Federated had 91 stores when Atari bought the group.

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

2718. Re: VT100 emulator problem.

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-12 03:00:38 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270023@hpclkms.HP.COM>
Source record: 115322

>I've managed to get a VT100 emulator working with my direct-connect SX212,
>but a strange thing has happened (as strange things are wont to do). When I
>first call into my Unix account at the local university, the software displays
>upper and lower case, but as soon as I've entered my password, all I get is
>upper case. More precisely, all lower case letters are displayed as upper case
>letters, and any upper case letters are preceded by a "\". I assume that this
>is what is being transmitted by the Unix system, because this sort of thing
>doesn't happen when I call a simple BBS.
>
>Does anyone have any ideas?

Yup! I got an idea.

You are typing in your username in upper case, so UNIX thinks that your
terminal is only capable of upper case. (Remember, UNIX is case sensitive.)
So the obvious thing to do is hit the CAPS-LOCK key to go into lowercase
mode.

Ken Sumrall
HP California Language Labs
ken%hpda@hplabs.hp.com
...!hplabs!hpda!ken

2719. Re: ATASCII to ASCII

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-12 03:19:39 UTC
From: ken@hpclkms.HP.COM
Message-ID: <1270024@hpclkms.HP.COM>
Source record: 115323

>I have a couple of text files that I would like to print from my Unix account,
>but they are ATASCII files, not ASCII. Is there a utility I can use to convert
>them to ASCII without having to download them to...

Why not just use tr(1). When I missed a few issues of zmag a while back,
I called a BBS, and pulled down an ARC of the missing issues. Then the fun
began, as I had to hunt down an ARC program (I have ARC5.21 sources if
anybody wants them. I added #ifdef's to handle HP-UX on the series
300, 500, and 800), and after I de-arc'ed them, I too had to convert them
from atascii to ascii. I made a very simple shell script using tr(1)
to convert the file for me. Here is is:

```
-------------------------------------------------------------------------
#!/bin/sh
#This reads in ATASCII files, and spits out unix text files.
#Stdin and stdout are used.

tr -d "[\001-\037][\200-\232][\234-\377]" |tr "\233" "\012"
-------------------------------------------------------------------------
```

Basically, what it does is remove all characters in the range 1-31, 128-154,
and 156-255. (I wanted it to remove character 0 also, but tr(1) chokes when
you try to muck with the null character). Then tr(1) converts character
155 (Atari EOL) to character 10 (unix EOL). This worked fine in converting
the zmag's.

Hope this helps.

Ken Sumrall
HP California Language Labs
ken%hpda@hplabs.hp.com
...!hplabs!hpda!ken

2720. ATASCII to ASCII

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-12 20:40:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891112204048.5.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115324

Date: 10 Nov 89 09:03:58 GMT
From: sun.acs.udel.edu!gdtltr@vax1.acs.udel.edu (Gary D Duzan)

In the distribution of CC65 there is a set of utilities for converting files
between ASCII and ATASCII.

Right. Part of the idea behind those frobs is that you can use them
equally well on the Atari, or anything else with a C compiler.

I believe that the ATASCII -> ASCII program inserts
CR-LF pairs, so on the Unix machine you will have to remove the CR's.

Right. It's Atascii to *Ascii*, not Atascii to unix. There's a
compile-time switch you can set to make it generate *nix tex, rather
than Ascii.

2721. Re: Anyone Seen This Game?

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-12 20:44:53 UTC
From: curtism@uncw.UUCP
Message-ID: <553@uncw.UUCP>
Source record: 115325

> I have seen the game you are talking about, it is called Montezumas
> Revenge, and it is quite enjoyable. I recieved thid game from
> a friend about a year ago and I would be happy to help
> you in any way in reguards to info about it.
> Mike Curtis UNCW " Why kill time when you can kill yourself "

2722. Re: ATASCII to ASCII

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-13 01:24:48 UTC
From: rbharding@orchid.waterloo.edu
Message-ID: <650@orchid.waterloo.edu>
Source record: 115326

In article <18039@watdragon.waterloo.edu> rrwood@lotus.waterloo.edu (Roy Wood) writes:
>I realize that this has probably been asked before, but I'm asking again.
>
>I have a couple of text files that I would like to print from my Unix account,
>but they are ATASCII files, not ASCII. Is there a utility I can use to convert
>them to ASCII without having to download them to my 130XE (which understands
>ATASCII) and upload them to the Unix account (the software for the 130XE knows
>how to convert ATASCII to ASCII). Obviously I could write the software myself,
>but then I'd have to actually think about it and spend time I can't afford.
>
>So, in the interests of my own laziness and desire to survive this academic
>term, I appeal to you.
>
>
>
>Thanks,
>
>Roy Wood (rrwood@lotus.waterloo.edu)

Just a couple days ago I had the same problem. Since I'm not so lazy, I
whipped out a quickie fix for the problem. The fruits of my labors appear
below, in source code form.

Just cut the source into a file with some appropriate name like "convert.c"
and type, to the shell, "cc -o ~/bin/convert convert.c"

You should then have an executable program, which acts like a filter, i.e.,
it reads ATASCII from standard input, and writes Unix ASCII to standard output.

My specific use of it was "convert <kermit65.doc | lpr"

It is, of course, rather simplistic. It just changes $9b's to $0a's.
Other ATASCII weirdities like inverse video aren't considered.

Anyway, here's the source. It's very complex, so don't try to understand
it unless you have a PhD in computer science.

```
-------------------------------------------------------------------------------
"Nuke 'Em! Get them before they get you. | Ron Harding
Another quality home game from Butler Bros." | rbharding@orchid.waterloo.edu
-------------------------------------------------------------------------------

================================Snip, snip=====================================
#include <stdio.h>

main() {
int c;
```

```
while( (c=getchar()) != EOF )
if( c == 0x9b ) putchar( 0x0a );
else putchar( c );
}
```

2723. Re: Info on the 6507 CPU

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-13 03:37:33 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <23985@cup.portal.com>
Source record: 115327

RE: 6507 pinout

Sorry, I don't happen to have the pinout but you can try your local
library.
Look for SAM's PHOTOFACTS and find the set for the 810, 850, or even the
2600. One of them should be available, and they would all have the pinouts.

Ordania-DM
@cup.portal.com

2724. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-13 05:34:44 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23990@cup.portal.com>
Source record: 115328
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Big Bad Dom" asks:
>I am seriously thinking of buying a PC at the moment and I have basically
>decided on one of two models,

> 1)ATARI ABC

> 2)AMSTRAD 2086

>Does anyone have/know of the machine and if so could someone please
>offer me advice on buying it?

More important than the technical differences between the two machines is the difference between the companies which make the computers.

Amstrad is a professional company which produces computers. They have established a world-wide reputation for delivering good, solid computers.

Atari Corp is a toy company which has established a reputation for being poorly managed, and for its capricious treatment of its users, dealers and suppliers. While the "Atari ABC" may be the computer of the week now, you may find yourself holding an obsolete system when they go off after the next glittering gizmo and leave you with an unsupported orphan next week.

Then again, maybe they won't... it's your gamble...

BobR

2725. Re: ATASCII to ASCII

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-13 16:21:45 UTC
From: den@hpfinote.HP.COM
Message-ID: <19810005@hpfinote.HP.COM>
Source record: 115329

As far as conversion from ATASCII to ASCII for UNIX, I have done the reverse operation. The only thing I changed was the end of line character. UNIX (at least HP-UX) uses a carriage return while ATASCII uses octal 233. I have converted files from HP-UX to ATASCII with the following simple command:

```
cat $1 | tr "\012" "\233" > $1.atr
```

This simply lists the file and translates carriage returns (octal 012) to the ATASCII end of line (octal 233). It also changes the file name by adding the ".atr" suffix.

It would be rivial to run this conversion in the opposite direction to get files to a UNIX system.

Don Novy
Hewlett-Packard

2726. In search of iconsys!caeco!jose!jim

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-13 19:19:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891113191928.2.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115330

If you're not him, press 'D' now.

I keep trying to answer your mail, but it always bounces in a variety of ways; usually because it tries to go thru "telebit", which always seems to get hopelessly confused and barfs all over itself.

I asked the folks at UUNET.UU.NET if there was any way to get around this, but they weren't interested in helping.

If you can figure out some way of routing your mail thru a different path, maybe we can make some progress.

2727. Re: Info on the 6507 CPU

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-13 22:22:59 UTC
From: cooleyra@image.soe!clutx.clarkson.edu
Message-ID: <1989Nov13.222259.11446@sun.soe.clarkson.edu>
Source record: 115331

From article <1989Nov10.120237.29060@axion.bt.co.uk>, by iwarner@aero.axion.bt.co.uk (Ivan Warner):
> Does anybody have a pin out plus other info on the 6507 CPU. This is
> used in the Atari interface (850?) and the old 810 disc drive (not sure about
> the 1050). It is a 28 pin version of the 6502 (that's about all I know about
> it).
> I need to replace the 6507 in the interface unit, but am having no luck
> in finding anywhere to buy one. Suggestions for UK suppliers also welcome,
> though companies like Farnell & RS don't have them.
> I thought I may be able to wire up a 6502 to do the job; but for this
> I need the pin out.
>
Uhmm....try looking in mail orders...._Antic_ magazine I know has one advertiser that sells a bunch of different chips and schematics....

Pixel cooleyra@clutx .clarkson.edu | .bitnet

PS: I think I like this group; I thought that I was the only Atari enthusiast left--glad to see I was wrong:) :)

2728. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-14 00:50:43 UTC
From: pi@csd4.csd.uwm.edu
Message-ID: <1025@uwm.edu>
Source record: 115332
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
>>offer me advice on buying it?
>
>More important than the technical differences between the two machines is
>the difference between the companies which make the computers.
>
>Amstrad is a professional company which produces computers. They have
>established a world-wide reputation for delivering good, solid computers.
>
>Atari Corp is a toy company which has established a reputation for being
>poorly managed, and for its capricious treatment of its users, dealers
>and suppliers. While the "Atari ABC" may be the computer of the week now,
>you may find yourself holding an obsolete system when they go off after the
>next glittering gizmo and leave you with an unsupported orphan next week.

Sorry, Bob,
I've worked with, sold, and used Amstrads. I wouldn't let my worst enemy
buy one. They are junk.

If you think Atari is only a toy company go to Europe. You will find out
how extensively they are using their 'toys'.

Pete I.

I'm not an Atari loyalist, I just don't like the other expensive junk
in the market. ( Amiga is OK, though, emphasis on OK )

------------------------------------------------------------------------------
Movie Quotes of the 80's:
"I'll buy that for a dollar!": Robocop
"What's amatter Colonel Sanders, Chicken?": Dark Helmet
"Poachers shooting at rabbits scare the big game away.": D.R.Scoundrels
Pete Ikusz : PI@csd4.uwm.csd.edu : University of Wisconsin Milwaukee
------------------------------------------------------------------------------
```

2729. cc65

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-14 05:46:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <8911160801.AA25485@ucbvax.Berkeley.EDU>
Source record: 115333

> So has anybody been using CC65? Does it work?

Yes, and yes. Here are some execution times for the sieve of
Eratosthenes running on a few of the languages available for the 8-bit
Atari, including CC65:

```
Language Jiffies Time
---------- ------- --------
Atari BASIC 186,752 51:52:32
Turbo BAS-I 72,554 20:09:14
CC8 / Ace-C 32,537 9:02:17
Turbo BAS-C 19,323 5:22:03
CC65 15,689 4:21:29
Kyan Pascal 9,418 2:36:58
```

Each run calculated 10 iterations, finding primes to 8190. Not tried
are pure machine language (I don't have the time) and Action! (I don't
have the cartridge.) Some points of interest:

1) Compiling to machine language pays off; cc65 code is about
twice as fast as cc8.
2) Kyan Pascal also compiles to machine language, but its code is
still about twice as fast as cc65.

The code for the BASICs is obviously not identical to the code for
the Cs, and due to other conciderations this is only a rough idea of
relative speed. I have found a few bugs in my version of the Turbo
BASIC Compiler: Some complex expressions evaluate to wrong results,
and certain commands just won't compile. This makes Turbo BASIC useful
for only simple programs that don't need to be compiled. While Kyan
Pascal has a nice UNIX-like command line environment, it is nicer to
have access from the SpartaDOS X environment, and I just plain prefer
to code in C. With Cc65's in-line assembly for hot-spots, it seems
a perfect development tool.

BYTE Magazine's "new" benchmarks (June 1988) are writted in Small-C
and should be interesting for comparison to other machines (yah, I
know, but it would be nice to know that fraction.)

Cc65 has some very good points:
1) A lot library calls that all have their proper UNIX-C names
(Cc65 has many more than cc8, and cc8 had a few misnamed)
2) "main(argc, argv) int argc; char **argv;" works beautifully
3) Respectable speed
but needs some things to reach metaphysical execellence:
1) Real "float"s or, at least, a floating-point library

2) scanf(), sscanf()
3) "typedef"s
4) 32-bit longs (they don't need to be fast, just available)
5) getchar(), putchar(), ungetc()
6) A Graphics/Sound/Etc... library
7) A "-Iinclude.dir" option to take "#include <..>" files from a
different directory than the default
8) How about a malloc(), realloc(), and free() that use a few
Rambo-XL banks for storage? (my ram disk could lose 16k or 32k
[B[B without causing too much grief.) The problem here is accessing the
variables in the program...

Link65.com seems to fight the SpartaDOS X Time/Date line; I turn it
off inside a batch file. I use two batch files, c1.bat:
x cc65 %1
and c2.bat:
td off
x ra65 %1.asm
x link65 -o %1.com @%1.lnk
td on
because if there are any compilation errors, SDX will run along to the
next stage and you have to wait 3 minutes to get back to your code.
Question: could SDX be made to detect any errors and abort a batch
file?

Has anyone seen the "lightspeed" C for the Atari? I think it is not
even as good as cc8, if I remember the review in Antic correctly. How
could someone sell such a thing?

Duane Tribe, University of Idaho (Ohio? no, Idaho)
Internet: tribe@ed.cs.uidaho.edu (129.101.100.25)

"If only you could see what I've seen with your eyes." -Roy Batty, Nexus 6.
Acnowledgements: Thanks, Paul, for posting this note!

2730. Atari 1040ST+extra's for sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-14 06:16:35 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3300@jhunix.HCF.JHU.EDU>
Source record: 115334

```
An excellent deal.
for sale: 1) Atari 1040 ST
-1 megabyte memory
-new Tos v1.4 operating system installed
-built in 800k 3.5 drive
-RS232 port, Centronics and MIDI ports
2) Atari SF314 disk drive
-external 800k 3.5in drive
3) Atari SM-124 Monochrome Monitor
-fine dot pitch monitor
-high res,no flicker,paper white SHARP!
4) Avatex 1200HC
-300/1200 baud modem
-Hayes compatible(full)
5) HP Deskjet printer
-excellent printer
-economical, competes with low-end lasers
6) Epson RX-80 9pin dot matrix
-solid, great condition
7) Software (LOTS!!) makes package unbelievable
-Timeworks Desktop Publisher ST
-Timeworks Word Writer ST
-Interlink Telecomm Software
-Word UP! (WYSIWYG WP)
-Easy Draw
-Ton of PD/Shareware(LOTS!)

Will sacrifice total package for 1250 dollars(Non-negotiable), will not separate

Get back to seller at 301-674-8762(Bob Johnson)

ins_bac@jhunix.UUCP ins_bac@jhunix.HCF.JHU.EDU
.. !uunet!mimsy!aplcen!jhunix!ins_bac 301-467-4223

have fun!
```

2731. The INTERNET....

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-14 07:40:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <8911160802.AA25526@ucbvax.Berkeley.EDU>
Source record: 115335

HELP!!! What is the account to send mail to this magazine over the internet. Also I would like to subscribe my name is "Paul Amonson" I already get a delayed version over BITNET. My address is "amonson@ted.cs.uidaho.edu". If that doesn't work try "amonson@128.101.100.20". Thanks.

Paul Amonson
BITNET: AMONSON@IDCSVAX
INTERNET: amonson@ted.cs.uidaho.edu

2732. sx212 handlers and kermit..

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-14 07:46:13 UTC
From: cs2531bz@carina.unm.edu
Message-ID: <954@ariel.unm.edu>
Source record: 115336

Hmmmmm....not much interest in me posting those files?????

Ihve to have interest, or else why waste net.space?

McB
M B Marc Bluefire <aka cs2531bz@carina.unm.edu.UUCP>
[=] [=-=] [=]
| |=-=-| c |-=-=| |
_|_|____|_^_|____|_|_

2733. Re: ATASCII to ASCII

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-14 14:40:23 UTC
From: frw@cbnewsc.ATT.COM
Message-ID: <4750@cbnewsc.ATT.COM>
Source record: 115337

The easiest way to convert the Atari EOL character to UNIX EOL is to upload the
the ATASCII file to your UNIX account and then use the UNIX translate command:

tr "\233" "\12" < uploaded_filename > your_choice_filename

Note that the 233 is the 'OCTAL' representation for the ATARI EOL 'DECIMAL'
155 and the 12 is the 'OCTAL' representation for the ASCII 'DECIMAL' 10.

Your_choice_filename will have the UNIX (ASCII) EOL characters.

Exchange the '12' and the '233' in the above command to convert from ASCII
(UNIX) end-of-line character to the ATASCII EOL and then download to your
ATASCII machine.

F. R. Wenk
ihlpf!frw

2734. Help needed with Kermit

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-14 14:46:15 UTC
From: UCI144@URIACC.URI.EDU
Message-ID: <8911150803.AA02732@ucbvax.Berkeley.EDU>
Source record: 115338

First off I'd like to thank you guys for giving me some ideas on how to downloa
d programs before, but now I have a different problem. I managed to get a copy
of Kermit65 downloaded (kermit.com and kermitnr.com). But they don't work with
my modem. The modem is a MMP1000E which plugs directly into joystick port #2, n
o interfaces need to use it, and it comes with its own software to use it (car
trige). The problem is that when I run Kermit.com the computer responds with K6
5: 850 not responding then the computer locks up. And when I run Kermitnr.c
om all it does is goes to DOS. I have also tried using some of the other emulat
ors that I managed to download from the system such as Amodem42 and vterm, whic
h are basic programs, but they call for the 850 interface. If anybody has a way
of changing the programs so that I can use them with my modem please let me kn
ow. I don't really care if they act like kermit, all I really want is a vt100 e
mulator.

Scott Glynn (uci144 at uriacc)

2735. Re: sx212 handlers and kermit..

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-14 14:49:34 UTC
From: mwjester@wsucsa.uucp
Message-ID: <6504@wsucsa.uucp>
Source record: 115339

In article <954@ariel.unm.edu>, cs2531bz@carina.unm.edu (Marc Bluefire) writes:
> Hmmmmm....not much interest in me posting those files??

Actually, there is ... please go ahead and post!

and Thanks!

Max Jester
Just another impoversihed grad student
#include <disclaimer.std>

2736. caeco!jose!jim

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-14 18:23:55 UTC
From: atverko@cs.vu.nl
Message-ID: <4539@draak.cs.vu.nl>
Source record: 115340

I'm also trying to send mail to caeco!jose!jim,
because I got a very strange message from him.

Alexander
--
Leather and metal are our uniforms,
protecting what we are.

'Metal Militia' from the album 'Kill 'em all', Metallica 1986.

2737. Re: ATASCII to ASCII

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-15 01:41:43 UTC
From: rac@sherpa.uucp
Message-ID: <177@sherpa.uucp>
Source record: 115341

From article <19891112204048.5.JRD@MOA.SCRC.Symbolics.COM>, by
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning):
>
>> Date: 10 Nov 89 09:03:58 GMT
>> From: sun.acs.udel.edu!gdtltr@vax1.acs.udel.edu (Gary D Duzan)
>>
>> I believe that the ATASCII -> ASCII program inserts
>> CR-LF pairs, so on the Unix machine you will have to remove the CR's.
>
> Right. It's Atascii to *Ascii*, not Atascii to unix. There's a
> compile-time switch you can set to make it generate *nix tex, rather
> than Ascii.

I believe ASCII only describes a character set, not a file format. As
far as I know, ASCII says nothing about what character (or combination
thereof) should be used as a line terminator.

Ending a line of text with a single LF (as all UNIX systems I've used
do) is as much ASCII as ending one with a CR/LF pair (like MSDOS and CPM
do). Both CR and LF are valid ASCII characters. Atari's $9b line
terminator is not.

You can reword your comment to:
> Right. It's Atascii to *MSDOS*, not Atascii to unix. There's a
> compile-time switch you can set to make it generate *nix tex, rather
> than MSDOS text.

Roger
--
Roger A. Cornelius rac@sherpa uunet!sherpa!rac

2738. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-15 07:30:32 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24083@cup.portal.com>
Source record: 115342
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Pete Ikusz says:

>Sorry, Bob,
> I've worked with, sold, and used Amstrads. I wouldn't let my worst enemy
> buy one. They are junk.

Whew... I've been learning a lot about the way Amstrad is perceived in the U.K. and Europe...

Here in the U.S., Amstrad computers seem to be among the "second line" of third-party machines, along with names like Blue Chip and Packard Bell... we don't have Amstrad stereos and other things.

Since the original question came from the U.K., I'll have to defer to the experience of those in that marketplace... I think my point was clear though, even if the comparison with Amstrad was flawed...

BobR

2739. Re: Help needed with Kermit

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-15 18:19:52 UTC
From: gdtltr@sun.acs.udel.edu
Message-ID: <5297@sun.acs.udel.edu>
Source record: 115343

Well, to use Kermit65 you have to be able to control the modem through
the data stream. In other words, you can't rely on XIO commands & such.
Most commonly used for this purpose is the Hayes command set. I have seen
a handler for the 1030/XM301 to emulate a subset of the Hayes command set,
but never anything for the MPP modems. Until something like that turns up for
the MPP, it would be difficult to get it to work with most terminal programs
unless they have MPP support built in.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2740. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-15 20:23:53 UTC
From: daniel@pkmab.se
Message-ID: <2296@pkmab.se>
Source record: 115344

In article <1025@uwm.edu> pi@csd4.csd.uwm.edu (Peter J Ikusz) writes:
>
>
> If you think Atari is only a toy company go to Europe. You will find out
> how extensively they are using their 'toys'.

Yes. But Atari *is* still considered being a 'toy' company.
And sure they do act like one. I know people who have bought equipment
for professional DTP for about $20000-$25000 and not getting support!
(TBV Orebro).
The first machine they got was broken - it took Atari OVER A MONTH
to replace it!
Then, when they finally got the machines - one of the harddisks and
the laser was broken.
They got the laser quite soon after a few, nasty, telephone calls to
Atari Scandinavia.

When I last spoke to them (about a month ago), they were still waiting
for the harddisk. After FOUR MONTHS. "We have got no harddisk", Atari
says. They sent proof to them. Atari still claims they haven't received
any defect harddisk.

Is this the golden way of treating customers? Do you think they
will recommend Atari to someone else? I can tell, they're even talking
about selling the stuff and buy some Mac's - just to get the support and
a friendly smile from the salesman!

--
Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

2741. Avatex 1200hc driver and BobTerm

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-15 23:18:07 UTC
From: krieg@jupiter.uucp
Message-ID: <1428@mrsvr.UUCP>
Source record: 115345
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I recently upgraded my ST sytem to 2400 baud, and moved my 1200hc to my 130XE. I had previously used Kevin Ledbetter's term program for the XM301 (I used that term program for years, and now I can't remember the name of it). I wanted to use his program for the 850 and P:R: connectors, but I couldn't get it to work. The software was included in my P:R: connector's box, but it wouldn't go. I also tried BobTerm (which everyone tells me is the best) but it also would not work. I have managed to get DeTerm to work. The Ledbetter program has a built in driver, so I don't know how I can get that one to work. I have tried using the driver that works for DeTerm on BobTerm, but the system does bizarre things after the dialing is finished. I have yet to make a connection with it.

Do I need a special driver? Anyone know why Ledbetter's program (Ah, now I remember, 850 Express) doesn't work with the 1200hc? Could someone e-mail me the driver they use for BobTerm? Once again, the system I am using:
* Atari 130XE computer
* P:R: Connector interface
* Avatex 1200hc modem

DeTerm works OK, but I'd like to see if BobTerm or 850 Express are better. Thanks.

--

==
= The Marvel Historian A. Krieg =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
==

= "Landing gear, landing gear, landing gear. =
= Have a beer, shut the door." - Howard Borden =
==

2742. Re: The INTERNET....

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-16 14:08:00 UTC
From: stevek@welch.jhu.edu
Message-ID: <1989Nov16.140800.22025@welch.jhu.edu>
Source record: 115346

Is C65 public domain? If so, is it available via ftp? 3rdly,
could some post a list of ftp sites?

2743. cc65

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-16 17:05:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891116170516.5.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115347

Date: Mon, 13 Nov 89 22:46 PDT
From: <AMONSON%IDCSVAX.BITNET@CUNYVM.CUNY.EDU>

> So has anybody been using CC65? Does it work?

Yes, and yes.

Great!
Here are some execution times for the sieve of
Eratosthenes running on a few of the languages available for the 8-bit
Atari, including CC65:

Language Jiffies Time
---------- ------- --------
Atari BASIC 186,752 51:52:32
Turbo BAS-I 72,554 20:09:14
CC8 / Ace-C 32,537 9:02:17
Turbo BAS-C 19,323 5:22:03
CC65 15,689 4:21:29
Kyan Pascal 9,418 2:36:58

That's pretty good. I never got around to doing benchmarks like that.
[...]
Some points of interest:

1) Compiling to machine language pays off; cc65 code is about
twice as fast as cc8.

Right. In fact, if you look at the generated code, it's pretty bad. It
ought to be possible to get another factor of two or so by teaching the
compiler to have a little more knowledge about expression context.

2) Kyan Pascal also compiles to machine language, but its code is
still about twice as fast as cc65.

Kyan Pascal is probably tuned for the Atari/6502. CC65 is essentially
Small-C, so it uses generic operations for a lot of things that could be
done slicker.
[...]
BYTE Magazine's "new" benchmarks (June 1988) are writted in Small-C
and should be interesting for comparison to other machines (yah, I
know, but it would be nice to know that fraction.)

Yes. If you've got them in machine-readable form, please post them,
I'll stick them in with CC65.

Cc65 has some very good points:
1) A lot library calls that all have their proper UNIX-C names

(Cc65 has many more than cc8, and cc8 had a few misnamed)

More the the point, all the source and tools are available, so if there are ones I didn't put in that you want, they're trivial to add. If I got some wrong, they're trivial to fix.

2) "main(argc, argv) int argc; char **argv;" works beautifully
3) Respectable speed
but needs some things to reach metaphysical execellence:
1) Real "float"s or, at least, a floating-point library

I've thought about adding floats, but decided to post what I had first. In principle, they're not hard to add, but would bloat the compiler some, and space is pretty tight there already.

2) scanf(), sscanf()

That should be easy to write.

3) "typedef"s
4) 32-bit longs (they don't need to be fast, just available)

Same thing as applies to floats. In principle, it's not too terrible, but it's hard to know how to do it without taking too much space.

I've found that I don't usually need stuff like that on the Atari, and when I do, it's usually something I can just whack up in assembly language. It would be nice to have the compiler know about it though.

5) getchar(), putchar(),

Those are trivial to write.
ungetc()

... and that's not to terrible; it would require fopen returning a structure instead of the IOCB. Shouldn't be a big deal.

6) A Graphics/Sound/Etc... library

I was able to get many of the sample programs (like pmdemo.c) that came with CC8 to work, though some required a bit of hacking, as they were assuming all kinds of things about the CC8 runtime environment. If anyone comes up with anything useful, please post it.

7) A "-Iinclude.dir" option to take "#include <..>" files from a different directory than the default

Ok, I'll see about adding that.

8) How about a malloc(), realloc(), and free() that use a few Rambo-XL banks for storage? (my ram disk could lose 16k or 32k [B[B without causing too much grief.) The problem here is accessing the variables in the program...

That'd be nice, but I think it'd be hard. How would you be able to tell the difference between pointers that lived in directly addressabel

memory and pointers that had to have base registers frobbed when you dereference them?

Link65.com seems to fight the SpartaDOS X Time/Date line; I turn it off inside a batch file.

Humph. I believe it works for me. What sort of lossage do you see?

I use two batch files, c1.bat:
x cc65 %1
and c2.bat:
td off
x ra65 %1.asm
x link65 -o %1.com @%1.lnk
td on
because if there are any compilation errors, SDX will run along to the next stage and you have to wait 3 minutes to get back to your code. Question: could SDX be made to detect any errors and abort a batch file?

I don't know, but if anyone does, could they post the answer? I'll build it into exit().

2744. Re: The INTERNET....

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-16 18:08:03 UTC
From: gdtltr@strawberry.it.udel.edu
Message-ID: <4268@nigel.udel.EDU>
Source record: 115348

In article <1989Nov16.140800.22025@welch.jhu.edu> stevek@welchlab.welch.jhu.edu (Steve Kelley) writes:
>Is C65 public domain? If so, is it available via ftp? 3rdly,
>could some post a list of ftp sites?

First of all, there IS a C65. I believe OSS cam out with is a while back. It is extremely odd from what I have seen (it uses LINE NUMBERS!!!!). What we have been talking about recently is CC65, which is available for ftp from terminator.cc.umich.edu.

Gary Duzan
Time Lord
Third Regeneration

_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2745. Re: Avatex 1200hc driver and BobTerm

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-17 02:53:10 UTC
From: clf3678@ultb.UUCP
Message-ID: <1624@ultb.UUCP>
Source record: 115349

In article <1428@mrsvr.UUCP> krieg@jupiter.UUCP (Andrew Krieg) writes:
>The software was included in my P:R: connector's box, but it wouldn't go. I
>also tried BobTerm (which everyone tells me is the best) but it also would not
>work. I have managed to get DeTerm to work. The Ledbetter program has a built

When using the 850 interface or P:R Connection, delete the file called
RS232.COM from your BobTerm disk.

The program has many different drivers for different modems. You choose
the driver you need and rename it RS232.COM. That way, you can use
BobTerm with any modem on the face of the planet. However, both the 850
and P:R have drivers in ROM. By removing the RS232.COM file, it tells
the program you have such an interface, and gets the handler from it.

If you have any more trouble, let me know and I'll tell Bob Puff (he
lives down the road from me).

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| _____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2746. Stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-17 03:32:49 UTC
From: clf3678@ultb.UUCP
Message-ID: <1626@ultb.UUCP>
Source record: 115350
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale

I've still got the following items for sale:

I still have about 15 Atari 850 interfaces for sale. Includes power supply and documentation (written by myself). Price is $40 plus $5 shipping.

Zenith 5.25 inch disk drive for the ST. It's brand new, includes a data cable (built in) and a built-in power supply. I got a few of these from a friend of mine (he owns a computer store). Also included is a disk containing the needed drive access-time program and a formatting program. If you have PC DITTO, you need a 5.25 inch drive! The drive is only $140 plus $10 shipping.

If interested, contact me through one of the below routes.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| _____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2747. David Small's Lashing of Atari

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-17 10:48:38 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200049@uxa.cso.uiuc.edu>
Source record: 115351

Help:

David Small, author of Magic Sac for the ST, posted a note in either GENIE, Delphi, or Compuserve about the impending demise of Atari Corp., citing Atari's poor managerial skills. This material would complement my research paper nicely. Can anyone get it for me? Thanks a bunch.

Tim Elliott | ``Genghis''
University of Illinois at Urpaign/Chambana | ``Cheops'' (Name of the Week)
tle33710@uxa.cso.uiuc.edu | ``frosh-who-wants-to-be-an-op''
Atari 8-bit Enthusiast |

"Princess Di: you think YOUR mother-in-law is tough, hers has her own army armed with thermonuclear weapons..." HARD COPY 11/13/89

2748. Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-17 15:58:29 UTC
From: ronh@sunriv.UUCP
Message-ID: <192@sunriv.UUCP>
Source record: 115352

What is an Indus GT disk drive? Is it compatible with Atari DOS
and/or Sparta DOS? How much can it store?

Ronnie Hughes uunet!sunriv!ronh

2749. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-17 16:53:07 UTC
From: gdtltr@toffee.it.udel.edu
Message-ID: <4350@nigel.udel.EDU>
Source record: 115353

In article <192@sunriv.UUCP> ronh@sunriv.UUCP (Ronnie Hughes) writes:
>What is an Indus GT disk drive? Is it compatible with Atari DOS
>and/or Sparta DOS? How much can it store?
>
>Ronnie Hughes uunet!sunriv!ronh

I don't know much about it, but I believe it would be roughly similar to
a 1050 with a US Doubler installed. It should work with most DOSes, but
SpartaDOS X is the only DOS I know of that lets you use the high speed mode.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2750. 1.4 meg XF551

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-17 21:03:59 UTC
From: a254@mindlink.UUCP
Message-ID: <707@mindlink.UUCP>
Source record: 115354

Does anyone know if there is any way to put a 1.4 meg dive in the XF551. I would like to get this woking for doing backups on my hard drive. I know there is a rom chip out there for the 720k drive in the XF551, but I would like to go all the way with this if possible. I run a BBS, so backups are important to me. It takes 60 floppys to back the hard drive right now, and I would like to get it down to a reasonable number. Any help on this would really be appreciated.

Sin City BBS
300/1200/2400
(604)321-9925

2751. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-17 22:40:04 UTC
From: AIN1496E@merrimack.edu
Message-ID: <12254@merrimack.edu>
Source record: 115255

In article <192@sunriv.UUCP>, ronh@sunriv.UUCP (Ronnie Hughes) writes:
> What is an Indus GT disk drive? Is it compatible with Atari DOS
> and/or Sparta DOS? How much can it store?
>
> Ronnie Hughes uunet!sunriv!ronh

The Indus GT is compatible with Atari Dos and Sparta Dos, with Sparta Dos you'll get full double density, e.g. like what you would get with the 1050 with the US doubler, Its a nice disk drive but the original company went out of business a couple of years ago, however I believe future systems may still sell/or manufacture them

2752. OOOPPPPSSSSS!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-18 03:56:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <8911180821.AA19283@ucbvax.Berkeley.EDU>
Source record: 115256

Sorry, I made a typo on my last posting. My internet address is 129.101.100.20 NOT 128.101.100.20 So if you could erase my VAX subscription and send the mag to this address I would really appreciate it. Sorry for the inconvenience.

Paul Amonson
INTERNET: 129.101.100.20

2753. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-18 15:20:19 UTC
From: arthur@pnet02.gryphon.com
Message-ID: <22401@gryphon.COM>
Source record: 115257

ronh@sunriv.UUCP (Ronnie Hughes) writes:
>What is an Indus GT disk drive? Is it compatible with Atari DOS
>and/or Sparta DOS? How much can it store?

An Indus GT is definately compatible with most Atari DOS's. It has single
density, (720 128 byte sectors), true double density (720 256 byte sectors),
and 1050 mode (1023 128 byte sectors). When shipped from the "manufacturer",
it has it's own DOS, which is not very good -- it's LARGE and not much better
than DOS 2.5.
Arthur L. Rubin (home) (818)286-0981
PO Box 2437
San Gabriel, CA 91778 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453 INET: arthur@pnet02.gryphon.com
(when pnet02 dies mid-Dec)INET: arubin@pro-sol.cts.com

2754. The INTERNET....

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-18 20:18:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891118201818.8.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115258

Date: 16 Nov 89 14:08:00 GMT
From: gem.mps.ohio-state.edu!samsung!aplcen!boingo.med.jhu.edu!welch.jhu.edu!stevek@tut.cis.ohio-state.edu (Steve Kelley)

Is C65 public domain?

[I'm assuming you mean CC65]

CC65 is *NOT* public domain. It *IS* freely copyable, which is what you're probably really interested in. So what's the difference? Stuff that's in the public domain may be used for any purpose by anyone. I didn't want CC65 and the related tools to fall into the hands of someone who would attempt to charge money for them, or someone who would modify them and then not make the modified sources available. Therefore, the terms of distribution are that anyone may copy it and modify it, but must make the modified copies available, with sources, for free. Ie, do what you want with it, but don't attempt to take away anyone else's right to do what they want with it.

If so, is it available via ftp?

Yes. Unfortunately, I haven't gotten the compiler sources cleaned up yet (I had a hack attack and started fixing bugs) but they should be appearing shortly. All the other sources, and all the executables, are there.
3rdly,
could some post a list of ftp sites?

The only one I know of that has it is terminator.cc.umich.edu.

2755. Atari 800 Monitor Connection

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-19 00:08:50 UTC
From: viking@silver.bacs.indiana.edu
Message-ID: <29958@iuvax.cs.indiana.edu>
Source record: 115259

I just bought an old Atari 800 on a lark and I wanted to hook it up to
my Commodore monitor. There is a five-pin DIN connector on the side,
but I don't have a manual to map the pin-outs.

Could some kind person mail me the pin-outs for the Monitor port? I
assume there are four connections: video/gnd and audio/gnd.

Your help is appreciated!

Jon W. Backstrom "Yah sure...we gonna have fun, you bet!"
Institute for Digital Arts
P.O. Box 176 Internet: viking@silver.bacs.indiana.edu
Bloomington, IN 47402-0176 UUCP: {ames,rutgers,att}!iuvax!silver!viking
---

2756. Re: Atari 800 Monitor Connection

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-19 23:34:35 UTC
From: clf3678@ultb.UUCP
Message-ID: <1636@ultb.UUCP>
Source record: 115260

In article <29958@iuvax.cs.indiana.edu> viking@silver.bacs.indiana.edu (Jon W. Backstrom) writes:
>I just bought an old Atari 800 on a lark and I wanted to hook it up to
>my Commodore monitor. There is a five-pin DIN connector on the side,
>but I don't have a manual to map the pin-outs.
>
>Could some kind person mail me the pin-outs for the Monitor port? I
>assume there are four connections: video/gnd and audio/gnd.
>
Looking at the port itself, you will see:

```
U
3 1

5 4

2
```

Pin 1: Composite Luminance (not connected)
Pin 2: Ground
Pin 3: Audio Out
Pin 4: Compoite video
Pin 5: Composite Chroma (nc)

One goofy thing I found was that with a mono monitor, the screen looks messed up, like every other pixel was skipped. I found that by connecting the composite video to either Pin 1 or 5 (I can't remember which), it cleared it up. I don't know if that happens on the XL/XE, but it did on my 800.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2757. Re: cc65

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-20 07:19:11 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <3838@eagle.wesleyan.edu>
Source record: 115261

In article <19891116170516.5.JRD@MOA.SCRC.Symbolics.COM>,
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>
> Date: Mon, 13 Nov 89 22:46 PDT
> From: <AMONSON%IDCSVAX.BITNET@CUNYVM.CUNY.EDU>
>
> > So has anybody been using CC65? Does it work?
>
> Yes, and yes.
>
> Great!
> Here are some execution times for the sieve of
> Eratosthenes running on a few of the languages available for the 8-bit
> Atari, including CC65:
>
> [...etc...]

Wow...I didn't know there was a C compiler for the 8-bit. Is it PD /shareware?
where can i get it?

nick

--
_=_-_=_-_=_-

2758. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-20 07:24:09 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <3839@eagle.wesleyan.edu>
Source record: 115262

In article <4350@nigel.udel.EDU>, gdtltr@toffee.it.udel.edu (Gary Duzan) writes:
> In article <192@sunriv.UUCP> ronh@sunriv.UUCP (Ronnie Hughes) writes:
>>What is an Indus GT disk drive? Is it compatible with Atari DOS
>>and/or Sparta DOS? How much can it store?
>>
>>Ronnie Hughes uunet!sunriv!ronh
>
> I don't know much about it, but I believe it would be roughly similar to
> a 1050 with a US Doubler installed. It should work with most DOSes, but
> SpartaDOS X is the only DOS I know of that lets you use the high speed mode.
>

I have 2 Indus GT's. They are much better than 1050's. They work with all software. I have used SpartaDos, Dos II, Dos 2.5, Dos III, SmartDos, MyDos, Dos-XL, you name it, i've used it or seen it used on an indus. They offer true double density, higher speed than 1050's, nice track readout, push-button write protect, high-speed "synchromesh" mode from dos-xl, a whole bunch of other stuff. I don't know if they are still available, I don't keep up-to-date on the 8-bit world anymore...

nick

2759. Where to Mail Order Atari 8bit stuff?

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-20 14:40:33 UTC
From: pmartin@ucqais.uc.edu
Message-ID: <2162@ucqais.uc.edu>
Source record: 115263

Help!
There are not any atari dealers in cinti, ohio anymore. The last
big dealer sold out of atari 8bit 2 weeks ago. Does anyone know
where I can still Mail Order hardware, firmware and software for the
8bit line?

Please respond via email. Thanks.

--
+-----------------------------+-----------------------------+
| Paul Martin | Yes I am serious, and |
| pmartin@ucqais.uc.edu | don't call me Shirley. |
+-----------------------------+-----------------------------+

2760. help

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-20 16:47:00 UTC
From: CS245.21@ukpr.uky.EDU
Message-ID: <8911210803.AA09491@ucbvax.Berkeley.EDU>
Source record: 115264

hi

I'm for The u of ky and was wondering if anyone could help me with a
problem i am hving with the 8-bit files on the terminator. I do everything
as it is supposed to be done. Set type to binary, GET fname, and kermit
it down from our primes to my 8-bit. The probalem is is that when i go
to unarc these (with superunarc 2.3) it says file not arc format?!?!
I changed my kermit type to binary, and everything, so can anyone help me
with the painful probalem. As of now, nothing is usable. Any assistance
would be GREATLY appreciated. Thanks.

cs245.21@ukpr.uky.edu

2761. Re: Atari 800 Monitor Connection

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-21 07:02:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24307@cup.portal.com>
Source record: 115265

Jon W. Backstrom asks:
>I just bought an old Atari 800 on a lark and I wanted to hook it up to
>my Commodore monitor.

>Could some kind person mail me the pin-outs for the Monitor port?

Yer probably not going to believe this Jon.. (I didn't myself, at first)
but the Atari monitor port has exactly the same pinouts as the C-64
does..!

The poor engineers who actually designed them to be compatible this way
were probably fired from their respective companies long ago, but we
can still thank them...

BobR

2762. Re: Atari 800 Monitor Connection

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-21 10:38:46 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200050@uxa.cso.uiuc.edu>
Source record: 115266

Hmmmm.....
A funny thing happened to me the other day....

I sent my 130XE to Atari with $65 so they would replace it, right?
Well, I accidentally sent them my monitor cable, too. Three weeks later (no
complaint here--the check had to clear) the new XE arrived, but the cable
was nowhere to be found. SO, I trekked on over to Radio Shack, bought a
5-pin DIN male plug and two RCA audio plugs with exposed end wires.

With the help of ANTIC's tech tips, here's which wires go where:

```
__ __
/ +-+ \
3 |o o| 1
5 | o o | 4
\ o /
-----
```

2 VIEW: Looking into computer from outside!
PIN #
1. Composite Luminance: Attach the Negative (-, Ground) wire of the Video cord
2. Ground: Attach the Negative (-, Ground) wire of the Audio cord
3. Audio Output: Attach the Positive (+) wire of the Audio cord
4. Composite Video: Attach the Positive (+) wire of the Video cord
5. Composite Chroma: Unused (sadly)
NOTE: I believe there was an article in ANTIC which explained that the
Chroma pin was used in the 800, but abandoned in the XL/XE versions,
although it is capable of being used with modifications. I'm still
looking for the article....

Tim Elliott | ``Genghis''
University of Illinois at Urpaign/Chambana | ``Enoch'' (Name of the Week)
tle33710@uxa.cso.uiuc.edu | ``Still mourning ANALOG''

"I would never drink from headgear..." Dieter on Sprockets
Saturday Night Live 11/18/89

2763. 6502C vs. 65C02

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-21 10:39:12 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200051@uxa.cso.uiuc.edu>
Source record: 115267

According to the ATARI 130XE Owner's Manual, the Processor in the machine is the 6502C Microprocessor, clock speed 1.79 MHz." Is this the same as the 65C02, with more instructions than the 6502, as stated in the MAC-65 owner's manual?

_____ Tim Elliott | ``Genghis''
University of Illinois at Urpaign/Chambana | ``Enoch'' (Name of the Week)
tle33710@uxa.cso.uiuc.edu | ``Still mourning ANALOG''

"I would never drink from headgear..." Dieter on Sprockets
Saturday Night Live 11/18/89

2764. Re: Atari 800 Monitor Connection

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-21 14:49:28 UTC
From: viking@silver.bacs.indiana.edu
Message-ID: <30116@iuvax.cs.indiana.edu>
Source record: 115268

In article <24307@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>Yer probably not going to believe this Jon.. (I didn't myself, at first)
>but the Atari monitor port has exactly the same pinouts as the C-64
>does..!
>
>BobR

I've heard this, but maybe this applies to a different Commodore system.
I have a C-64 (the old brownish-grey model) with a 1702 monitor. The
cable in the back which connects to the audio/chroma/luminance RCA plugs
is an *8* pin plug...seven around the bottom with one in the middle.

This won't plug into the Atari 800 5-pin socket, of course. :-)

Was this changed in the C128 or later models? (Here I sit with a collection
of the worlds first 8-bit systems, but I don't know what has happened since.)

On another note...anyone want to e-mail me to start a conversation? Now
that I have an Atari 800 with 2 disk drives, I'd like to see how I can
start to make it go (i.e. what software do I need to decode CC65, etc.)

Thanks for all your help!

Jon W. Backstrom "Yah sure...we gonna have fun, you bet!"
Institute for Digital Arts
P.O. Box 176 Internet: viking@silver.ucs.indiana.edu
Bloomington, IN 47402-0176 UUCP: {ames,rutgers,att}!iuvax!silver!viking
---

2765. For sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-21 15:18:43 UTC
From: clf3678@ultb.UUCP
Message-ID: <1646@ultb.UUCP>
Source record: 115269
Cross-posted to: comp.sys.atari.8bit,misc.forsale

How-dee all! The following is for sale either individually, or at a
reduced price when bought in tandem:

Atari 1050 disk drive. No fancy upgrades or anything of the sort. Just
a plain, simple 1050. Excellent condition. $80

Atari 800, 48k, GTIA chip, Basic cart. Also in excellent condition.
$35

And the 850 interfaces I've had for the past few months. $40.

Now for the groups:

1050 & 800 for $110 (save $5)
1050/800/850 for $145 (save $10) <- includes free 850 - modem cable

If interested, please leave me a message at any of the addresses below,
or call voice at (716)328-1703 at any reasonable time EST.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2766. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-21 16:25:13 UTC
From: walshm@image.soe!clutx.clarkson.edu
Message-ID: <1989Nov21.162513.28882@sun.soe.clarkson.edu>
Source record: 115270

From article <12254@merrimack.edu>, by AIN1496E@merrimack.edu (DAVID E. SHEAFER):
> In article <192@sunriv.UUCP>, ronh@sunriv.UUCP (Ronnie Hughes) writes:
>> What is an Indus GT disk drive? Is it compatible with Atari DOS
>> and/or Sparta DOS? How much can it store?
>>
>> Ronnie Hughes uunet!sunriv!ronh
>
> The Indus GT is compatible with Atari Dos and Sparta Dos, with Sparta Dos
> you'll get full double density, e.g. like what you would get with the 1050
> with the US doubler, Its a nice disk drive but the original company went out
> of business a couple of years ago, however I believe future systems may still
> sell/or manufacture them

The Indus is all this and more. I remember sssing CPM compatibility
through the Indus GT with an on board chip you could buy. Drive looked
great and was supposedly built really well. Some other third party drives
that came out were the Rana, Trac, Indus GT. The best drive I ever saw
(as far as speed and copying capability and features) is a 1050 with a
Happy Enhancement. That drive copied anything and wrote/read faster than
the US doubler in fast mode.

This message brought to you by the letter F and the number 2.
See you same Matt time, same Matt Channel, no Matter what
Skuder (new hi tech improved spelling) Matt Walsh
227 Hendrick (Jimmy's Pad), 904 Green, Urbana, IL 61801

2767. Re: 6502C vs. 65C02

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-21 17:47:30 UTC
From: ehs@jumbo.dec.com
Message-ID: <14219@jumbo.dec.com>
Source record: 115271

In article <115200051@uxa.cso.uiuc.edu>, tle33710@uxa.cso.uiuc.edu writes:

> According to the ATARI 130XE Owner's Manual, the Processor in the
> machine is the 6502C Microprocessor, clock speed 1.79 MHz." Is this the
> same as the 65C02, with more instructions than the 6502, as stated in the
> MAC-65 owner's manual?

No. The 6502C is a 6502 that is slightly customized electrically to
Atari's specs. I think the ones I've seen were manufactured by Rockwell.
The customization integrated a little glue logic that was found on the
original 400 and 800. It's been a while, but I think the clock generation
was changed and tristate buffers for the address lines were integrated.
The 6502C was supposedly used in late 800 production (with a simplified
CPU board) and in subsequent Atari 8-bitters.

The 6502C is instruction-set identical with the 6502 but *not*
pin-compatible. The 65C02 is pin-compatible with the 6502 (hence not with
the 6502C) but has a number of useful extensions to the instruction set.
I think the 6502C is NMOS; the 65C02 is CMOS.

To add further to the confusion,

(1) The 6502A and 6502B *are* just 6502s that are guaranteed to run at
higher clock speeds. The original 800 used a 6502B, also clocked at
1.79MHz.

(2) There are at least two different versions of the 65C02, one identified
with NCR (or Western Design Center) and one identified with Rockwell;
the extensions are somewhat different.

Hope this helps. I have more info in my files at home if anyone really
cares.

Ed Satterthwaite
ehs@src.DEC.COM / {...}!decwrl!ehs

2768. NEED ATARI-RELATED DOCS

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-21 18:27:37 UTC
From: rvp@cbnewsh.ATT.COM
Message-ID: <5991@cbnewsh.ATT.COM>
Source record: 115272

My current goal is to acquire Atari Game-Writing and general
documentation.

I'd be interested in getting De Re Atari, a Dos II Reference Manual,
miscellaneous "COMPUTE!" and or/other similar books that address
just about anything Atari. My foci of interest include info about
eprom burning, economical cartridge production, tutorial documents
with nice illustrations and sample asm source about game-related
techniques, etc.

I already have the Atari OS and Hardware reference manuals and sufficient
documents on assembly language itself.

I have already decided on a Pseudo-Sam Cross Assembler that runs
on by PC compatible, and am successfully uploading binary to my
Atari over the 850 interface, for decent edit-compile-run turn-around
(as my binary is always <8K, for small cartdridge development) times.
This is only about 2 minutes for a full 8K binary.

Please email me about any docs and suggested prices you wish for them,
with perhaps some comments. If there is interest, I will post your
mini-reviews on these documents (or send me a mini-review even if you
do not want to sell your document).

Thanks!
Rob Phillips homxc!rvp 201-949-0271

2769. Re: Atari 800 Monitor Connection

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-21 19:20:00 UTC
From: phoenix@ms.uky.edu
Message-ID: <13292@s.ms.uky.edu>
Source record: 115273

In article <30116@iuvax.cs.indiana.edu> viking@silver.bacs.indiana.edu (Jon W. Backstrom) writes:
>In article <24307@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>Yer probably not going to believe this Jon.. (I didn't myself, at first)
>>but the Atari monitor port has exactly the same pinouts as the C-64
>>does..!
>I've heard this, but maybe this applies to a different Commodore system.
>I have a C-64 (the old brownish-grey model) with a 1702 monitor. The
>cable in the back which connects to the audio/chroma/luminance RCA plugs
>is an *8* pin plug...seven around the bottom with one in the middle.
>...Was this changed in the C128 or later models?
Well, there was a change, but not in the direction you're thinking.
The C64 first came with a the five-pin plug which was compatible with
the Atari. This provided composite video and audio, along with a ground or
two. They later introduced a different version which had separated chroma
and luminance pins, for better video on monochrome and (their) colour monitors.
(It really helped, too.). This was the eight-pin plug.
I had both models; my original C64 got hit by a lightning-based power
surge, and the one I got back in the swap (Commodore once had the same
"repair" policy that Atari has now) had the eight-pin. Fortunately, I could
plug my old five-pin cable into it just fine...
The C128 also has the eight-pin plug for 40-column output. (I'm still
using my original cable, one I made up from my spare TRS-80 Cassette Cable.
If you're trying to build a monitor cable and need that silly plug, just go
to Radio Shack. I _think_ you can still buy the thing.)
- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

2770. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-21 20:57:10 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <3907@eagle.wesleyan.edu>
Source record: 115274

In article <12254@merrimack.edu>, AIN1496E@merrimack.edu (DAVID E. SHEAFER) writes:
> In article <192@sunriv.UUCP>, ronh@sunriv.UUCP (Ronnie Hughes) writes:
>> What is an Indus GT disk drive? Is it compatible with Atari DOS
>> and/or Sparta DOS? How much can it store?
>>
>> Ronnie Hughes uunet!sunriv!ronh
>
> The Indus GT is compatible with Atari Dos and Sparta Dos, with Sparta Dos
> you'll get full double density, e.g. like what you would get with the 1050
> with the US doubler, Its a nice disk drive but the original company went out
> of business a couple of years ago, however I believe future systems may still
> sell/or manufacture them

It's also possible to get double density with Dos 2.0, although you must use
another Dos (or have 2 drives) to convert between densities (Dos 2.0 does not
support single-drive conversions.)

--
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2771. Re: Where to Order Atari 8bit stuff?

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-22 00:42:04 UTC
From: paulsenk@thor.acc.stolaf.edu
Message-ID: <8863@thor.acc.stolaf.edu>
Source record: 115275

```
*Newsgroups: comp.sys.atari.8bit
*Subject: Where to Mail Order Atari 8bit stuff?
*Keywords: 8bit mail order
*Message-ID: <2162@ucqais.uc.edu>
*Date: 20 Nov 89 14:40:33 GMT
*Organization: Univ of Cincinnati, College of Business Admin.
*
*Help!
*There are not any atari dealers in cinti, ohio anymore. The last
*big dealer sold out of atari 8bit 2 weeks ago. Does anyone know
*where I can still Mail Order hardware, firmware and software for the
*8bit line?
*
*Please respond via email. Thanks.

I too am interested in a compiled list of mail order dealers for Atari 8bit
products. Maybe someone out there could post a compiled list? --or just
email them to me...

Thanks,

Kirk (paulsenk@thor.acc.stolaf.edu)
```

2772. Ace of ACES for sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-22 04:20:32 UTC
From: kim@mathcs.emory.edu
Message-ID: <4632@emory.mathcs.emory.edu>
Source record: 115276

I still have an unopened copy of ACE of ACES for sale
for $12. this is an aerial combat game for the XE/XL
and has nice graphics.

jim@jose.UUCP offered to buy it, but he left no mailing
address and e-mail bounces.

I can also get a copy of super Mario Brothers for the same
price.

Send me your e-mail and mailing address and I will let you
know you have the cartridge.

kim Wallen
(404) 727-4125

kim@unix.cc.emory.edu

2773. I'm new to this...and need help

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-22 06:37:23 UTC
From: garygm@portia.Stanford.EDU
Message-ID: <6929@portia.Stanford.EDU>
Source record: 115277

Well, it's good to see I'm not the only starving grad student with an 8-bit Atari.

These questions have probably been asked and answered a hundred times, but I couldn't find the answers, so I'd appreciate hearing them.

1)Being new to UNIX, I have just come to see the value of being able to emulate one of the more common terminal types. How do I do this?
2)In connection with the above quesiton, is there any reasonable way to emulate an 80-column screen?

Thanks,
Gary Brainin
garygm@portia.Stanford.EDU

2774. Re: Atari 800 Monitor Connection

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-22 15:40:32 UTC
From: arthur@pnet02.gryphon.com
Message-ID: <22586@gryphon.COM>
Source record: 115278

viking@silver.bacs.indiana.edu (Jon W. Backstrom) writes:
>In article <24307@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>
>>Yer probably not going to believe this Jon.. (I didn't myself, at first)
>>but the Atari monitor port has exactly the same pinouts as the C-64
>>does..!
>>
>>BobR
>
>I've heard this, but maybe this applies to a different Commodore system.
>I have a C-64 (the old brownish-grey model) with a 1702 monitor. The
>cable in the back which connects to the audio/chroma/luminance RCA plugs
>is an *8* pin plug...seven around the bottom with one in the middle.
>
>This won't plug into the Atari 800 5-pin socket, of course. :-)

The manual for my monitor (Magnavox CM8762) has the same cable diagram for
Atari, Commodore (not C-128), and Texas Instruments computers.
Arthur L. Rubin (home) (818)286-0981
PO Box 2437
San Gabriel, CA 91778 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453 INET: arthur@pnet02.gryphon.com
(when pnet02 dies mid-Dec)INET: arubin@pro-sol.cts.com

2775. Re: Where to Order Atari 8bit stuff?

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-22 15:40:44 UTC
From: arthur@pnet02.gryphon.com
Message-ID: <22587@gryphon.COM>
Source record: 115279

paulsenk@thor.acc.stolaf.edu (runningman) writes:
>*Help!
>*There are not any atari dealers in cinti, ohio anymore. The last
>*big dealer sold out of atari 8bit 2 weeks ago. Does anyone know
>*where I can still Mail Order hardware, firmware and software for the
>*8bit line?
>*
>*Please respond via email. Thanks.
>
>I too am interested in a compiled list of mail order dealers for Atari 8bit
>products. Maybe someone out there could post a compiled list? --or just
>email them to me...
>
>Thanks,
>
>Kirk (paulsenk@thor.acc.stolaf.edu)

As all the Atari mags (Analog, Antic) are folding, such a list would be a good
idea. However, I'm not sure whether it would be considered advertising (for
net access purposes), and therefore non-postable. I WOULD be interested in
receiving such a list.
Arthur L. Rubin (home) (818)286-0981
PO Box 2437
San Gabriel, CA 91778 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453 INET: arthur@pnet02.gryphon.com
(when pnet02 dies mid-Dec)INET: arubin@pro-sol.cts.com

2776. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-22 20:38:47 UTC
From: pochron@gumby.cs.wisc.edu
Message-ID: <3839@puff.cs.wisc.edu>
Source record: 115280

In article <22401@gryphon.COM> arthur@pnet02.gryphon.com (Arthur L. Rubin) writes:
>and 1050 mode (1023 128 byte sectors). When shipped from the "manufacturer",
>it has it's own DOS, which is not very good -- it's LARGE and not much better
>than DOS 2.5.

I disagree completely! DOSXL is a hundred times better than DOS 2.5 and
compares favorably to SpartaDOS. It doesn't take too much more memory, and
has a resident command line interface, which is always nice. It is 100% DOS
2.0 compatable and has an optional menu driven interface if so desired.
(It also can be made resident...uses memory though - perhaps this is why you
thought it used a lot of memory?)

From the point of view of an Atari 800 user, this DOS is a real godsend; I
suppose if you have an XL or XE, SpartaDOS would probably make much more sense
though...

-- David M. Pochron | "Life's a blit,
| and then you VBI."
pochron@gumby.cs.wisc.edu |

2777. Re: Where to Order Atari 8bit stuff?

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-22 21:42:25 UTC
From: cs2531bz@carina.unm.edu
Message-ID: <1002@ariel.unm.edu>
Source record: 115281

In article <22587@gryphon.COM> arthur@pnet02.gryphon.com (Arthur L. Rubin) writes:
>paulsenk@thor.acc.stolaf.edu (runningman) writes:
>>*Help!
>>*There are not any atari dealers in cinti, ohio anymore. The last
>>*big dealer sold out of atari 8bit 2 weeks ago. Does anyone know
>>*where I can still Mail Order hardware, firmware and software for the
>>*8bit line?

Oh, just POST the thing!!!! Please, somebody!!!!

BTW, for those of you still waiting impatiently or patiently for my posting
of the SX212+Kermit65 combo, and the 850Express for the SX212 package..
I've finally got it READY!!!!! So, I'll post it tonight!

Keep Smiling, or Start!

Marc
M B Marc Bluefire <aka cs2531bz@carina.unm.edu.UUCP>
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2778. Re: 6502C vs. 65C02

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-23 00:00:43 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <24359@cup.portal.com>
Source record: 115282

Tim writes:

>
> According to the ATARI 130XE Owner's Manual, the Processor in the
>machine is the 6502C Microprocessor, clock speed 1.79 MHz." Is this the
>same as the 65C02, with more instructions than the 6502, as stated in the
>MAC-65 owner's manual?
>
>_____ Tim Elliott | ``Genghis''
>University of Illinois at Urpaign/Chambana | ``Enoch'' (Name of the Week)
>tle33710@uxa.cso.uiuc.edu | ``Still mourning ANALOG''
>----------

No, the 6502C is a chip with slightly different pin functions. Atari just wasn't smart enough to realize that the 65c02 (or even better, the 65802) would be a vast improvement.

Charles Hughes
@cup.portal.com

2779. Re: 6502C vs. 65C02

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-23 04:07:54 UTC
From: chasm@attctc.Dallas.TX.US
Message-ID: <10314@attctc.Dallas.TX.US>
Source record: 115283

In article <115200051@uxa.cso.uiuc.edu>, tle33710@uxa.cso.uiuc.edu writes:
>
> According to the ATARI 130XE Owner's Manual, the Processor in the
> machine is the 6502C Microprocessor, clock speed 1.79 MHz." Is this the
> same as the 65C02, with more instructions than the 6502, as stated in the
> MAC-65 owner's manual?

Nope, the 6502C has exactly the same instruction set (with it own funny
idiosyncrasies) as the original 6502. It does have some (one?) extra
pins defined to easily support the Antic chip -- I believe this is to
synchronize passing off control of the address bus between the two chips.

On the old 800 (which used a real 6502), the function was handled by some
discrete gates and buffers -- so you could swap out the 6502 with a 65C02.
No work with the 130XE (fie!)

Charles Marslett
chasm@attctc.dallas.tx.us

2780. Re: Atari 800 Monitor Connection

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-23 06:41:24 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24379@cup.portal.com>
Source record: 115284

Jon Backstrom mentioned, concerning the monitor connector on C-64s...

>I have a C-64 (the old brownish-grey model) with a 1702 monitor. The
>cable in the back which connects to the audio/chroma/luminance RCA plugs
>is an *8* pin plug...seven around the bottom with one in the middle.

Argh.. I thought about this after I'd posted my reply to the earlier question... my C-64 is one of the very first (..like, $500) models.. the monitor connector on it is the same 5-pin DIN connector that my 800 used... but I remembered (too late) that they changed the connector in later versions. Unfortunately I don't have the pinouts for the 8-pin DIN connector.

(Incidentally, one interesting side-effect of changing the plug was that it's now possible to plug in the 7-pin DIN *power supply* connector into the monitor socket on the back of the computer... with the kind of fireworks you might expect from something like that..! :)

BobR

2781. Re: NEED ATARI-RELATED DOCS

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-23 06:48:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24380@cup.portal.com>
Source record: 115285

Rob Phillips asks about Atari documentation...

B&C ComputerVisions in Santa Clara, CA lists De Re Atari at $10.00 in their ad in the last issue of ANALOG magazine. Their phone number is:
(408) 749-1003

They also list the XE-Game Machine for $99.95... as well as a full page of 8-bit software.. there are two other companies advertising in that issue of ANALOG, with a good selection of Atari 8-bit hardware and software, to answer another question that was asked earlier about mail-order sources...

BobR

2782. SX212 stuff

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-23 10:13:20 UTC
From: cs2531bz@carina.unm.edu
Message-ID: <1005@ariel.unm.edu>
Source record: 115286

Dammit! I've been trying to check the files by downloading them, and making sure they check out....but, no luck yet.

I'll get it done soon, I promise!!!!!!!

Sorry about this damn delay!

Marc Bluefire
M B Marc Bluefire <aka cs2531bz@carina.unm.edu.UUCP>
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2783. Re: cc65

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-23 15:36:39 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <24400@cup.portal.com>
Source record: 115287

> > So has anybody been using CC65? Does it work?
>
> Yes, and yes. Here are some execution times for the sieve of
> Eratosthenes [etc...]

Good Lord! Do I read this correctly? John Dunning has RELEASED CC65?? WHEN?
I *thought* I was supposed to receive notice, John! :-) Shoot. This is what
I get for using Portal, "where News reading is Hell!"... Must have missed
the announcement AND the software, eh?

If you couldn't tell, I WANT CC65!!!!! Please, somebody, anybody, e-mail me
info on how to get it -- John Dunning, if you're reading this, especially! :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com,
formerly cfchiesa@bsu-cs.bsu.edu

2784. Re: Where to Mail Order Atari 8bit stuff?

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-23 15:54:27 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <24401@cup.portal.com>
Source record: 115288

If you're in Ohio, I'd say check in the Dayton area. I attended the 1988 HamVention at the Hara Arena down there, and there was a group handing out flyers for someplace that sounded like they had EVERYTHING ever made for the Atari, available mail-order.

Anybody else get there, see this flyer, and have it handy? If I find it I'll post the company name/address here... hopefully they're even still in the business...!

2785. Re: Where to Order Atari 8bit stuff?

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-23 15:58:28 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <24402@cup.portal.com>
Source record: 115289

Re: list of mail-order places...

> As all the Atari mags (Analog, Antic) are folding, such a list would be a goo
d
> idea. However, I'm not sure whether it would be considered advertising (for
> net access purposes), and therefore non-postable. I WOULD be interested in
> receiving such a list.
> Arthur L. Rubin (home) (818)286-0981
> PO Box 2437
> San Gabriel, CA 91778 MCI Mail: ARUBIN 216-5888
> Compuserve: 70707,453 INET: arthur@pnet02.gryphon.com
> (when pnet02 dies mid-Dec)INET: arubin@pro-sol.cts.com

Me too!

Chris Chiesa (home) (716) 482-9573
509 Shelford Rd.
Rochester, NY 14609

2786. Re: I'm new to this...and need help

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-23 16:10:25 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <24403@cup.portal.com>
Source record: 115290

> Well, it's good to see I'm not the only starving grad student with an 8-bit
> Atari.

Some of us are even gainfully employed and have 8-bit Ataris! :-)

> These questions have probably been asked and answered a hundred times, but I
> couldn't find the answers, so I'd appreciate hearing them.

"There is no such thing as a stupid question," particularly here. Ask away!

> 1)Being new to UNIX, I have just come to see the value of being able to
> emulate one of the more common terminal types. How do I do this?

You're in luck; when I first got into using the Atari 8-bits, there was next to nothing of the kind -- today, there are several very good terminal programs which emulate VT100 and other terminals. Some folks recommend "OmniCom," some recommend "Kermit65". I'm the latter... OmniCom offers several file-transfer protocols as well as a fair VT100 emulator; Kermit65 offers -- obviously -- Kermit file-transfer and, IMHO, the *best* VT100 emulation on the Atari 8bit.

> 2)In connection with the above quesiton, is there any reasonable way to
> emulate an 80-column screen?

Several, in fact. 1) Use a graphics-0 (text mode) screen with horizontal scrolling; 2) Use a narrow text font and bitmap it onto the graphics-8 screen! OmniCom uses exclusively the latter; Kermit65 lets you choose between the two; other programs, who knows? :-) There also exists the Atari XEP80, which generates TRUE 80-column text, but I believe requires special driver and other software modifications...

> Thanks,
> Gary Brainin
> garygm@portia.Stanford.EDU

You're welcome!

Chris Chiesa

2787. Re: Help needed with Kermit

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-24 07:51:23 UTC
From: andrewh@dasys1.UUCP
Message-ID: <11280@dasys1.UUCP>
Source record: 115291

Judging from the software you're using and the responses, you probably need to find a handler for the modem which will list it as "R:" and have at least a limited ability to respond to XIO commands to the "R:" device properly. The handler should be loaded before you load Kermit (probably a better idea to use kermitnr.com. It doesn't try to load a handler which you already installed.), or the handler could be prepended to the kermit prog. (I haven't actually tried this, so there may be other factors involved, but that's basically the theory). As for Amodem, try a higher version, like 7.x, which has a handler for MMP modems. That should be available on Atari BBS's (has been for quite a while).

andrew huie (andrewh@dasys1.UUCP) | "I'll tell you one more thing --
Big Electric Cat Public UNIX | boys grow up into men by being tricked
...cmcl2!dasys1!andrewh | by women." - Kei

2788. Ooops, almost forgot!

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-24 09:40:41 UTC
From: cs2531bz@carina.unm.edu
Message-ID: <1015@ariel.unm.edu>
Source record: 115292

On the files I jst uploaded, here is there checks for going from
uuencoded form to arc'd form:
EXPRESS.ARC 45693 bytes #xF222
K65SX212.ARC 39733 bytes #x6BB9

That should cover it!
Enjoy!

Marc Bluefire (My best friend is the Malg T Mage..)
M B Marc Bluefire <aka cs2531bz@carina.unm.edu.UUCP>
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| |=-=-| c |-=-=| |
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2789. Re: Atari 800 Monitor Connection

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-24 18:32:57 UTC
From: ehs@jumbo.dec.com
Message-ID: <14220@jumbo.dec.com>
Source record: 115293

In article <1636@ultb.UUCP>, clf3678@ultb.UUCP (C.L. Freemesser) writes:
> In article <29958@iuvax.cs.indiana.edu> viking@silver.bacs.indiana.edu (Jon W. Backstrom) writes:
> >I just bought an old Atari 800 on a lark and I wanted to hook it up to
> >my Commodore monitor. There is a five-pin DIN connector on the side,
...
> >
> Looking at the port itself, you will see:
>
> U
> 3 1
>
> 5 4
>
> 2
>
> Pin 1: Composite Luminance (not connected)
> Pin 2: Ground
> Pin 3: Audio Out
> Pin 4: Compoite video
> Pin 5: Composite Chroma (nc)
> ...

Since the original poster has a Commodore monitor, there's a good chance that the luminance and chroma outputs can be used. On my 1702, I connected the audio, luminance, and chroma to the corresponding RCA jacks on the back of the monitor (ground to all the shields) and ignored the composite video. The picture is sharper, especially with things like 80-column terminal emulators, and the colors seem better too.

Ed Satterthwaite
ehs@src.dec.COM / {...}!decwrl!ehs

2790. light guns

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-25 22:19:09 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Nov.25.17.19.07.1989.7650@topaz.rutgers.edu>
Source record: 115294

About a year ago I bought the Atari light gun, both for playing the light gun XEGS carts, and for tinkering around with. While the Atari gun is basically functional, it's not too accurate or sensitive...you have to be close to the tv for it to work at all well. This problem was mentioned here last year and someone posted a modification to the (Nintendo? Sega?) light gun to make it compatible with the Atari machines, and it was supposedly much more accurate than the Atari gun.

Anyway, on to my question. The past 2 months I've seen ads for an Atari compatible light gun from Best (see the December Analog San Jose Computer ad). Has anyone used this light gun? Is it more accurate and sensitive than the Atari?

-Ray

2791. Re: For sale (MOST ORIGINAL SUBJECT HEADING OF THE MONTH)

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-26 01:52:54 UTC
From: chiprout@mercedes.misemi
Message-ID: <1502@mercedes.misemi>
Source record: 115295

C.L. Freemesser is to be congratulated on the most original subject heading
of the month: Subject: For sale.

Nominations are open for next month.

2792. Re: 8-bit Mail Order

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-26 18:36:17 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8911261836.AA03001@jupiter.nmt.edu>
Source record: 115296

This posting probably won't do a lot of good, but there is a large mail order place in Beaverton, Or. that is entirely (yes, _entirely_) an Atari dealer. The reason I say this posting is worthless is because I don't know the address. The place is called I.B. Computers. They mostly specialize in ST stuff, but they have the biggest 8-bit section I have ever seen. If I happen to find the address, I'll post it. Thanks.

Eric Hobbs
ehsnsr@jupiter.nmt.edu

2793. Re: Help needed with Kermit

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-27 06:21:36 UTC
From: garygm@portia.Stanford.EDU
Message-ID: <7009@portia.Stanford.EDU>
Source record: 115297

In article <11280@dasys1.UUCP> andrewh@dasys1.UUCP (andrew huie) writes:
>Judging from the software you're using and the responses, you probably need
>to find a handler for the modem which will list it as "R:" and have at least
>a limited ability to respond to XIO commands to the "R:" device properly.
>The handler should be loaded before you load Kermit (probably a better idea
>to use kermitnr.com. It doesn't try to load a handler which you already
>installed.), or the handler could be prepended to the kermit prog.

Actually, you HAVE to prepend the R: handler to KERMITNR.COM. At
least, I had to.... If you use the DOS C command, with the argument
AUTORUN.SYS,KERMITNR.COM/A (where AUTORUN is the R: driver supplied by
MPP), you will get a file which works.

Gary Brainin
garygm@portia.stanford.edu

2794. Re: 8-bit Mail Order

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-27 17:20:36 UTC
From: rogerc@windsurf.WV.TEK.COM
Message-ID: <5470@orca.WV.TEK.COM>
Source record: 115298

. . . and the address is:

I B Computers
9244 SW Beaverton-Hillsdale Highway
Beaverton, OR 97005

+1 503 297 8425

-=<< Roger Christal rogerc@orca.WV.TEK.COM (503) 685-2116 >>=-

-=<< Roger Christal rogerc@orca.WV.TEK.COM (503) 685-2116 >>=-

2795. Please recommend pre-school software

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-27 21:22:18 UTC
From: rona@hpdml93.HP.COM
Message-ID: <15470001@hpdml93.HP.COM>
Source record: 115299

Can anyone recommend some good educational/entertainment
software for pre-school children?

Thanks,
Ron Abramson
rona@hpdml92.HP.COM

2796. Re: For sale (MOST ORIGINAL SUBJECT HEADING OF THE MONTH)

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-28 00:29:03 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1667@ultb.isc.rit.edu>
Source record: 115300

In article <1502@mercedes.misemi> chiprout@mercedes.UUCP (Eli Chiprout) writes:
>C.L. Freemesser is to be congratulated on the most original subject heading
>of the month: Subject: For sale.
>
>Nominations are open for next month.

Do I win something for my subject heading?

Seriously, leave it vague, then curiosity takes over. Better that than
something like "Atari stuff for sale".

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2797. Re: light guns

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-28 06:39:23 UTC
From: c184-bd@holden.Berkeley.EDU
Message-ID: <19998@pasteur.Berkeley.EDU>
Source record: 115301

In article <Nov.25.17.19.07.1989.7650@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:

>all well. This problem was mentioned here last year and someone
>posted a modification to the (Nintendo? Sega?) light gun to make
>it compatible with the Atari machines, and it was supposedly
>much more accurate than the Atari gun.
>

I was planning on buying a light gun for my computer, and since I'm not a big fan of Atari computer accessories, I decided that the Best light gun would be the better purchase. But I already have a Nintendo game system with a light gun, so I was wondering if anyone had the modification plans to make this gun compatible with my Atari 800. Also, any information on how the light gun is handled by the operating system would be appreciated (I know a good deal about the internals of the Atari computers, so any extremely technical information will not intimidate me too much). Thanks.

-Dale

2798. Re: I'm new to this...and need help

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-28 10:44:30 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200053@uxa.cso.uiuc.edu>
Source record: 115302

So is there a terminal emulator that takes advantage of the XEP80 yet??
(Of course, I should probably get a modem, first....)

Tim Elliott | ``Genghis''
University of Illinois at Urpaign/Chambana | ``Lech'' (Name of the Week)
tle33710@uxa.cso.uiuc.edu | ``Still mourning ANALOG''

"Country and Western music: I understand it now..."
The Kids in the Hall 11/25/89

2799. HELP - Terminal program

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-28 10:44:42 UTC
From: ews00461@uxa.cso.uiuc.edu
Message-ID: <115200052@uxa.cso.uiuc.edu>
Source record: 115303

I have acquired (borrowed) an Atari 800, which I want to use mainly as
a terminal. I have a disk drive, but no software, and I have BASIC.
I know virtually nothing about the Atari, but can someone direct me
to a public domain terminal program and how to find it ? Please
respond as if I was a total neophyte to the Atari world (which is not
far from the truth).

Thanks in advance !

Eric W Sink
e-sink@uiuc.edu

2800. ANALOG in Purgatory

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-28 10:44:49 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200054@uxa.cso.uiuc.edu>
Source record: 115304

Are you SURE Analog is going under? If they knew about it a month or two
in advance, couldn't they at least publish an editorial in December's issue,
take out the subscription cards, and purge the parts that say "Authors:..."
You know what I mean?

Tim Elliott | ``Genghis''
University of Illinois at Urpaign/Chambana | ``Lech'' (Name of the Week)
tle33710@uxa.cso.uiuc.edu | ``Insert your own quote''

"Country and Western music: I understand it now..."
The Kids in the Hall 11/25/89

2801. tv switch box

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-28 14:53:36 UTC
From: sabba@cbnewsj.ATT.COM
Message-ID: <2473@cbnewsj.ATT.COM>
Source record: 115205

I have connected the Atari computer to my Sony trinitron via
the Atari switch box. I have connected the antenna wire to
the 300 ohm on the switch box and use a VHF antenna adapter
to connect to the vhf on the TV. My channel on both the computer
and the TV are set to 3.

Everything works great with the computer when the switch box
is set to game. But when we want to watch TV programs and
set the switch box to TV, the picture is too fuzzy. I have
to disconnect all the wires and switch box to be able to use
the TV for viewing.

Has anybody had this problem? The TV is just a portable and
not hooked up to an outside antenna.

Thanks,
Diane

2802. Re: tv switch box

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-28 19:17:01 UTC
From: slackey@bbn.com
Message-ID: <48827@bbn.COM>
Source record: 115206

In article <2473@cbnewsj.ATT.COM> sabba@cbnewsj.ATT.COM (diane.sabba) writes:
>I have connected the Atari computer to my Sony trinitron via
>the Atari switch box.

>Everything works great with the computer when the switch box
>is set to game. But when we want to watch TV programs and
>set the switch box to TV, the picture is too fuzzy.

Those switch boxes contain splitters to keep the impedances right.
One undesireable effect of splitters is they attenuate the signal.
I have a TV that requires a stronger signal than many, plus I live
on the fringe area of the Boston TV range, and have seen that effect.
You could try an antenna amplifier between the antenna and the switch
box; I didn't need to, as cable TV moved in shortly after. Antenna
amps can probably be had for $10 or $20, and I'd try Rat Shack.

If you try it, would you mind posting your results? I for one would
like to know.
-Stan

2803. Re: ANALOG in Purgatory

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-28 22:42:54 UTC
From: AIN1496E@merrimack.edu
Message-ID: <13329@merrimack.edu>
Source record: 115207

In article <115200054@uxa.cso.uiuc.edu>, tle33710@uxa.cso.uiuc.edu writes:
> Are you SURE Analog is going under? If they knew about it a month or two
> in advance, couldn't they at least publish an editorial in December's issue,
> take out the subscription cards, and purge the parts that say "Authors:..."
> You know what I mean?
> ____
> Tim Elliott | ``Genghis''
> University of Illinois at Urpaign/Chambana | ``Lech'' (Name of the Week)
> tle33710@uxa.cso.uiuc.edu | ``Insert your own quote''
> ---
> "Country and Western music: I understand it now..."
> The Kids in the Hall 11/25/89
> ---

I agree that Analog should have published some sort of info regarding
their demise, as from the information I've read they knew when the November
issue came out. In addition, The old Analog may have been hurting for
advertisements, but in the combined Analog/Stlog the ads were plentiful.
Who knows, Maybe they're reconsidering not stopping publication. But
there are confirmations on Delphi (as of a couple weeks ago) stating that
the December issue would be the final Analog.

2804. Need Printer Repair (or replacement) Info

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-29 03:22:15 UTC
From: jmb@cbnews.ATT.COM
Message-ID: <11790@cbnews.ATT.COM>
Source record: 115208

Does anyone know where I can get a 2 year old Atari XDM121
Daisy-wheel printer repaired? Any chance of finding a place in
the Central Ohio area?

The symptoms are that last night it just started spewing out garbage
even when doing the self-test. It almost looks like it is printing
half of a character.

If it is not repairable, what are my options in printers for the
Atart 800 running AtariWriter? I do not have an 850 interface,
but am willing to add one if it helps.

Thanks for any and all help.
Jim Brohard
cbsds!jmb
or
cbnews!jmb
or
cbdkc1!jmb
or
cblph!jmb

2805. Re: tv switch box

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-29 10:56:01 UTC
From: johnb@pnet01.cts.com
Message-ID: <790@crash.cts.com>
Source record: 115209

I also have the above mentioned problem with the TV and the switch box. My television is a 13 inch color, and I get one hell of a fuzzy picture when I hook my cable line through the switch box.. I also get a fuzzy picture when I have the switch box set to game though. Is there any way to fix this?

John.

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!johnb
ARPA: crash!pnet01!johnb@nosc.mil
INET: johnb@pnet01.cts.com

2806. Re: ANALOG in Purgatory

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-29 16:41:33 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4465@druwy.ATT.COM>
Source record: 115210

in article <115200054@uxa.cso.uiuc.edu>, tle33710@uxa.cso.uiuc.edu says:
> Are you SURE Analog is going under? If they knew about it a month or two
> in advance, couldn't they at least publish an editorial in December's issue,
> take out the subscription cards, and purge the parts that say "Authors:..."
> You know what I mean?

Analog and STLog are gone. For sure.

The December issue of Analog would have been laid up in late September, articles and editorials should have been finalized by early to mid September. That was the typical lead time when I wrote stuff for STLog. (Article lead times are sometimes much longer, STLog sat on one of Dave and my articles for 18 months before it ran.) In September LFP still planned to continue publishing Analog/STLog so why would they announce the folding then?

Magazines rarely announce they are ceasing publication, simply because they can't. By the time they know it there is no way to include it in the final issue. (Look at what happened to PC-Tech Journal last spring, the last issue had a list of articles that would be in the next issue.)

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

2807. Re: Need Printer Repair (or replacement) Info

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-29 17:30:09 UTC
From: mrp@cbnewsd.ATT.COM
Message-ID: <3401@cbnewsd.ATT.COM>
Source record: 115211

In article <11790@cbnews.ATT.COM>, jmb@cbnews.ATT.COM (James M. Brohard) writes:
> The symptoms are that last night it just started spewing out garbage
> even when doing the self-test. It almost looks like it is printing
> half of a character.
>
> Thanks for any and all help.
> Jim Brohard

Sounds to me like a problem that I had before with my 1027 printer. On
the 1027, the strike plate moves in conjuction with the print head. The
problem was that the rail that the strike plate slides back and forth on
needed to be lubed. I spent a fair amount of time fiddling around with
the print head before I realized what was going wrong. I don't know if
the theory of operation is the same for your printer but before you have
somebody else charge you for a lube job, you might want to try cleaning
and re-lubing the rails with a silicone grease.
I first used WD-40 on a cotton swab to clean them then I cleaned off the
WD-40 with alcohol on a swab. I dried the rails with another swab before
I applied the grease. I THINK the silicone grease is important because
it doesn't collect dust like oils do.
Hope this helps out...

Marcus Prickett
att!ihlpb!mrp

2808. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-29 21:08:39 UTC
From: AXCSH@ALASKA.BITNET
Message-ID: <8911300806.AA08736@ucbvax.Berkeley.EDU>
Source record: 115212

I am in CAS 119

2809. Sieve bench source (cc65)

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-29 21:31:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <8911300807.AA08804@ucbvax.Berkeley.EDU>
Source record: 115213

```
Charles Green (or any interested parties; I couldn't reach your address),

This is the C code that I used for my sieve speed test on the cc65 compiler.
From what I know about Action!, the conversion should be fairly simple. The
code may look familiar, I think it originated from the cc8 distribution...

o /
---- X ---- Cut Here ------------------------------------------------------------
O \

#define TRUE 1
#define FALSE 0
#define SIZE 8190

char flags[SIZE+1];

char start[3], stop[3];

main ()
{
int i, prime, k, count, iter, total;

printf("10 iterations\n");
total = 0;

for (iter=1; iter<=10; iter++)
{
printf("iter %d\n", iter);

gtime(start);

count = 0;

for (i=0; i<=SIZE; i++)
flags[i] = TRUE;

for (i=0; i<=SIZE; i++)
{
if (flags[i])
{
prime = i+i+3;
for (k=i+prime; k<=SIZE; k+=prime)
flags[k] = FALSE;
count++;
}
}

gtime(stop);
```

```
printf("Start: %x, %x, %x\n",
(int)start[2],
(int)start[1],
(int)start[0]);
printf(" Stop: %x, %x, %x\n",
(int)stop[2],
(int)stop[1],
(int)stop[0]);
}

printf("\gDone!\g\n");
}

gtime (time)
char *time;
{
time[0] = *((char *) 0x12);
time[1] = *((char *) 0x13);
time[2] = *((char *) 0x14);
}

o /
---- X ---- Cut Here ------------------------------------------------------------
O \
```

I have used the curly braces instead of "$(" and "$)" (I use textpro with a TEXTPRO.FNT file defining the characters.) I don't know what the Action! editor will do with these. I calculated the running time by hand using a hex calculator. The gtime() function should have been in pure 6502 code with interupts shut off. I didn't check what this code compiles to, but it may be slow enough to get a bad reading from the jiffy clock rolling over midway through. In my 10 iterations I never had obvious bad data, so I left it.

Have Fun! It will be interesting to see the results.

Duane Tribe, University of Idaho

Internet: tribe@ed.cs.uidaho.edu (129.101.100.25)
My benefactor on BITNET: amonson@idcsvax

2810. AR revisited

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-30 01:33:19 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Nov.29.20.33.15.1989.14744@topaz.rutgers.edu>
Source record: 115214

I've been a big Alternate Reality fan over the years, and have come across several "cheat" or "edit" programs on BBS' as well. I've found programs that let you edit a City character's stats; unlock the hidden area SE of the Arena in the City to get to more guilds; let you edit a Dungeon characters stats; let you transport to locked areas of the Dungeon (outside level boundries, into the arena & palace, into the Chapel sanctuary (VERY useful), etc.). What I HAVEN'T seen yet is a program to let you transport a *city* character to any location (outside city boundries, into the palace/arena, etc.). Does anyone know of such a beast; or at least have a description of how a city character is saved on disk so I might be able to make one???

-Ray

wilmott@topaz.rutgers.edu

2811. Trying to subscribe to INFO-A8

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-30 14:33:00 UTC
From: 0C109@AECLCR.BITNET
Message-ID: <8912010803.AA03282@ucbvax.Berkeley.EDU>
Source record: 115215

I have been trying to subscribe to INFO-A8 for some time now, but my request keeps being forwarded from my nearest LISTSERV to LISTSERV@TSCVM where they bounce it, saying I can`t use the X-SUB command, whatever that is. Please place me on this list. And please respond to this message, as I am not sure if it will reach you or not.

Donald Simmons <0C109@AECLCR>

2812. BBS's and archives

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-30 16:37:00 UTC
From: 0C109@AECLCR.BITNET
Message-ID: <8912010812.AA04196@ucbvax.Berkeley.EDU>
Source record: 115216

I recently got the SX 212 modem. I have located some archives that carry software for the ST, and I would like to know if there are any archives that carry programs for the Atari 8-bits (I have an 800). Also, the numbers of any good BBS's that have 8-bit software would be appreciated. Please reply direct because I have had a lot of trouble trying to subscribe to this list and can't seem to get on it. Thanks in advance.

Doald Simmons <0C109@AECLCR>

2813. Re: Please recommend pre-school software

Newsgroup: comp.sys.atari.8bit
Date: 1989-11-30 17:12:18 UTC
From: rogerc@windsurf.WV.TEK.COM
Message-ID: <5493@orca.TEK.COM>
Source record: 115217

In article <15470001@hpdml93.HP.COM> rona@hpdml93.HP.COM (Ron Abramson) writes:
>
>Can anyone recommend some good educational/entertainment
>software for pre-school children?

I got "Alf And The Color Caves" for my 5 year old son and he loves it.

You might also look at "Linking Logic" and "Memory Manor" from
Fisher-Price. If I remember correctly, these are recommended for 5 to
8 year olds. Not really pre-school, but very helpful in developing
memory and logic skills.

-=<< Roger Christal rogerc@orca.WV.TEK.COM +1 503 685 2116 >>=-

2814. Bluefire

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-01 01:15:48 UTC
From: bluefire@hydra.unm.edu
Message-ID: <1039@ariel.unm.edu>
Source record: 115218

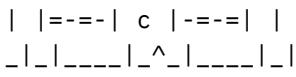
Howdy!

For those of you who have dealt with me before via this newsgroup,
I am posting this to let you know that my net.address has changed...
I am no longer cs2531bz@carina.unm.edu, I now am bluefire@hydra.unm.edu,
or bluefire@carina.unm.edu, or.....I have accounts on many of the
machines here.....but those are the main two!

Well, hope to here from you before Dec. 3rd!
(I leave December 4th)

Marc Bluefire

PS. If you wish to leave me mail after that time, feel free!
I will be back from <gulp> bootcamp around January 30th...
I'll reply then!

M B Marc Bluefire <aka cs2531bz@carina.unm.edu.UUCP>


2815. 130xe computers wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-01 05:06:50 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1677@ultb.isc.rit.edu>
Source record: 115219
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.wanted

Have a 130xe (or two) that you don't use anymore? Sell them to me!

I'm looking for a number of 130xe computers. My offers are listed
below. If you have one for sale, please reply via one of the below
routes, or call me at (716)328-1703 before 11pm EST.

130xe with no power supply - $45
130xe with power supply, TV cable - $60
130xe with all cables, original box, packaging, manual - $75

XE must be in perfect working condition, no upgrades or the such. I
will pay for shipping (UPS ground). I only need 130xe computers, not
the 65xe or any XLs.

Thanks much!

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@ultb.isc.
/ | \ ______/ / : .rit.edu
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2816. 8-bit mags

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-01 07:16:21 UTC
From: rrwood@lotus.waterloo.edu
Message-ID: <18869@watdragon.waterloo.edu>
Source record: 115220

So what 8-bit magazines (if any) are left? And if there aren't any left,
where are the few die-hard supporting companies going to advertise?

And, abruptly switching topics, he goes on to ask...

Someone recently published some benchmarks for cc65 and compared it to
"Kaypro Pascal". Is this a Pascal compiler for the 8-bits?
And is it as good as the benchmarks suggest?

-Roy Wood (rrwood@lotus.waterloo.edu)

2817. Re: tv switch box

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-01 07:21:29 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24622@cup.portal.com>
Source record: 115221

Another thing about the TV "switchboxes" is that they're notorious for poor quality components. It's possible that the problem Dianne was having is similar to one I had, where the wire from the 300 Ohm connection had pulled loose from the switch somehow. Also, the switches themselves aren't usually all that good. It might be a good idea to try another one (again, from Radio Shack) and see if it helps any. They're fairly cheap...

BobR

2818. ftp; zmag; cc65

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-01 17:57:00 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200055@uxa.cso.uiuc.edu>
Source record: 115222

Hmmm....
I'm a little new to this, but a new friend of mine showed me the wonders
of ftp and how to recieve Zmag at the University of Illinois. My question:
I only have access to issues up to #168...August 1st, 1989. Are the new ones
not released yet? Or just what is happening? I appear to be in the dark.
By using ftp, do i have access to cc65?

Tim Elliott | ``Genghis''
University of Illinois at Urpaign/Chambana | ``Lech'' (Name of the Week)
tle33710@uxa.cso.uiuc.edu | ``Insert your own quote''

"Country and Western music: I understand it now..."
The Kids in the Hall 11/25/89

2819. Omniview XE

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-01 19:04:34 UTC
From: pmartin@ucqais.uc.edu
Message-ID: <2186@ucqais.uc.edu>
Source record: 115223

I bought an used 130XE and it had an OMNIVIEW XE installed but
the switch and the wire that was connected to the switch is missing.

Anyone know where I can get a diagram to hook the switch back up
and also get instructions on how to use the thing? Thanks!

--
+-----------------------------+-----------------------------+
| Paul Martin | Yes I am serious, and |
| pmartin@ucqais.uc.edu | don't call me Shirley. |
+-----------------------------+-----------------------------+

2820. Re:8 bit mags

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-02 03:18:03 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Dec.1.22.18.01.1989.4955@topaz.rutgers.edu>
Source record: 115224

With Analog's demise in the past, I have just one question... does anyone know the status of Antic? Are they still going to be in existence for a little while at least? In October they vowed that they were going to continue to be a monthly mag and that "rumours that they were going bi-monthly are false". But then we saw the October/November cover...so they are (or were for that issue anyway) bi-monthly. It's now December and I haven't received my December issue. Has anyone else? What's the deal?!?

-Ray

2821. Re: ftp; zmag; cc65

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-04 00:36:33 UTC
From: cooleyra@clutx.clarkson.edu
Message-ID: <1989Dec4.003633.1819@sun.soe.clarkson.edu>
Source record: 115225

From article <115200055@uxa.cso.uiuc.edu>, by tle33710@uxa.cso.uiuc.edu:
>
> Hmmm....
> I'm a little new to this, but a new friend of mine showed me the wonders
> of ftp and how to recieve Zmag at the University of Illinois. My question:
> I only have access to issues up to #168...August 1st, 1989. Are the new ones
> not released yet? Or just what is happening? I appear to be in the dark.
> By using ftp, do i have access to cc65?
And I'd like to add: What is cc65/how can I get it?
e-mail only please...

Pixel cooleyra@clutx. clarkson.edu | bitnet
sig files--Who needs 'em? ...especially when the little buggers can only
be four lines long...
Get your own bloody opinions, these are taken! :)

2822. G.U.I.

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-05 14:58:41 UTC
From: rrwood@lotus.waterloo.edu
Message-ID: <19010@watdragon.waterloo.edu>
Source record: 115226

Boy, the number of postings to this group really drops off once exams hit, doesn't it?

Anyway, my question is whether anyone has seen the graphic user interface for the 8-bits. I think that the product I'm thinking of is called "Diamond Dos" or something. If anyone has seen this (or anything similar) in action, what was your impression? I suspect it would be pretty bad, and the thought of using a joystick in place of a mouse makes me cringe. It would be nice to have a Macintosh-like interface for the 8-bit, but I don't think the machine is fast enough to make it anything but painful to see.

And while I think of it, has anyone tried to hook-up a mouse to their 8-bit? I don't suppose it would be that hard, though you'd then have to write all your own software to take advantage of it. That might make a good project...hmm. Does anyone know where I can get a cheap mouse with basic technical specs? I guess I could always go for a Mac mouse, though Apple overcharges sooo much for their stuff.

-Roy Wood (rrwood@lotus.waterloo.edu)

2823. ftp and Zmag

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-05 16:27:00 UTC
From: WSR5672@TNTECH.BITNET
Message-ID: <8912061558.AA02356@ucbvax.Berkeley.EDU>
Source record: 115227

Univeristy of Illinois???? What is site name for University of Illinois?

-=-=-=

2824. Re: ftp; zmag; cc65

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-05 16:43:00 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200057@uxa.cso.uiuc.edu>
Source record: 115228

Who said .sigs only had to be four lines long? :-)

```
--------------------------------------------------------------------------------
Tim Elliott | ``Genghis''
University of Illinois at Urpaign/Chambana | ``Dr. Seuss'' (Name of the Week)
tle33710@uxa.cso.uiuc.edu | ``Insert your own quote''
--------------------------------------------------------------------------------
"A Home Run and a Triple; A first baseman's and a catcher's glove; and
Dolly Parton." --Rich Little
--------------------------------------------------------------------------------
```

2825. Re: Textpro Plus Version 4.0X

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-05 18:06:06 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <24732@cup.portal.com>
Source record: 115229

TXTPRO40.FIX - December 4th 1989

Feel free to distribute this fix via modem, newsletter, etc but please don't alter it. If this is distributed via newsletter, I sure would appreciate a copy.

Well, Ronnie Riche has come out with yet another version of Textpro, but he only fixed the problem with the parameter commands. Since I have his address now, I'll inform him of the other problems. :)

Anyway, this is the new fix file for Textpro Plus 4.0x. It is updated, and has only a BASIC program to make things easier on me. Since Textpro Plus 4.0X is for all DOSes and machines I don't need to make different fix files and you don't have to wait for my newest fix.

The fixes incorporated into this file:

Problem with the parameter commands:
The new version of Textpro fixes the problem that occured with the parameter commands by changing the slash to a comma. This should work with almost every Atari DOS because the comma is recognized as a filename terminator (the reason for this is because RENAME requires two filenames, and uses a comma as a filename terminator). However, the EOL (RETURN, Decimal 155, Hex $9B) is the universal terminator (for Atari 8-bits) and should be used as such. This fix patches Textpro so that before sending a filename to DOS it changes the comma (or slash, or whatever you decide to change it to) to an EOL, then when DOS returns to Textpro, it changes it back. In Textpro Plus 4.0x you can change the slash character to one of your own choosing but changing it to an EOL makes Select-L,l and P print a return to the screen (instead of the left arrow).

Lockup problem on reset:
I had this problem for the longest time but never managed to figure out what was happening. Anyway, the new version apparently fixed this and hitting RESET works perfectly.
SDX+MIO USERS: You have a slight bonus when using Textpro Plus. If you need to reconfigure your MIO you can do it from Textpro and upon hitting RESET you'll be returned to Textpro. If you try to reconfigure the MIO from the SDX command line the SDX will cold start when you return from the MIO.

Enable/Disable screen keys:
This fix patches the Select-Control-Z and Select-Control-X functions. X turned the screen off, and Z turned it back on. I felt this was a waste and not in the spirit of Textpro's other commands that toggle states (CAPS, INVERSE, Ctrl-A, etc) so now both Z and X toggle the screen display. Perhaps later the Z can be used for something else.

Function keys:
This fix is for all the nuts out there (myself included) who have managed to restore the function keys to their XL/XE computers. The 4 function keys appeared briefly on the 1200xl computer and then disappeared from future machines. They act as the arrow keys but control does not have to be held down. They have a few other functions, but those are useless in Textpro. The code to support these function keys did not disappear and still exists in working order in the new roms.
That's the good news...now the bad, Textpro (any version) does not recognize these function keys. This is not good, I restored my function keys because I wanted to be able to use them as arrow keys without holding down the control key at the same time. This fix will make the function keys work with Textpro Plus 4.0x but NOT with any other version of Textpro. Just as a teaser...do you know that you can add 6 more function keys to your wonderful 8-bit Atari? I'll get around to telling you how this is done about the same time as the first revision of Textpro 4.0X comes out. :)

Find function:
This has been sped up but unless you do a LOT of macro finds and/or global replaces you'll never notice the difference. The most time consuming part of finds/global replaces is the screen movement. Soon as I figure out how it works, I'll make a patch to have the screen jump right to the new cursor position rather than scroll through the entire buffer.

Keyboard Commands:
The keys modified by this fix are listed at the end of this file. A complete summary of Textpro Plus 4.0X commands will be made available soon.

Since the authors of Textpro do not want it distributed in modified form, you should load this fix everytime you load up Textpro to prevent a modified copy from being distributed accidentally. To load the fix from within Textpro, just hold down the select key and press control-W. The command line will show 'Binary Load>D:' and you just need to type in TP40FIX.OBJ and hit return. The screen will return to the standard blue and the normal atari character set. To fix this just type CTRL-M. That's all there is to it. If you prefer not to load the fix in everytime you use Textpro, you can append the fix to the Textpro file and it will be there everytime you use that version. Again, please don't distribute your "new" version.

Charles Hughes

Usenet: Charles_Hughes@cup.portal.com
Phone: (408) 732-7749
Mail: 555 E. Washington #301
Sunnyvale, Ca 94086

-----cut here---------
BASIC fix. Type in this short program, or use Textpro to edit it out of this file and then ENTER and RUN it.
-----cut here---------
```
100 Rem TXTPRO.BAS
110 REM This file creates a patch for
```

```
120 REM Textpro Plus 4.0X
130 OPEN #1,8,0,"D1:TP40FIX.OBJ"
140 READ X:IF X=-1 THEN 160
150 PUT #1,X:GOTO 140
160 CLOSE #1
170 END
1000 DATA 255,255,212,156,214,156,76,0
1001 DATA 6,0,6,55,6,189,68,3
1002 DATA 133,212,189,69,3,133,213,160
1003 DATA 1,200,240,30,177,212,201,155
1004 DATA 240,9,205,149,124,208,242,169
1005 DATA 155,145,212,140,48,6,32,86
1006 DATA 228,172,48,6,173,149,124,145
1007 DATA 212,96,76,86,228,0,32,180
1008 DATA 126,153,220,181,96,178,166,180
1009 DATA 166,32,49,6,212,166,232,166
1010 DATA 234,234,234,162,0,173,219,181
1011 DATA 240,85,189,220,181,209,138,240
1012 DATA 5,224,0,208,238,248,166,253
1013 DATA 166,232,236,219,181,208,224,63
1014 DATA 148,64,148,28,29,79,148,80
1015 DATA 148,30,31,127,148,128,148,8
1016 DATA 5,143,148,144,148,17,26,191
1017 DATA 148,192,148,154,204,207,148,208
1018 DATA 148,142,236,217,128,218,128,225
1019 DATA 171,226,171,238,171,169,0,205
1020 DATA 47,2,208,2,169,34,141,47
1021 DATA 2,96,17,125,35,125,234,234
1022 DATA 24,169,40,109,69,181,24,101
1023 DATA 88,133,136,165,89,105,0,133
1024 DATA 137,-1
-----cut here---------
TextPro Plus Modified Command Summary
KEYBOARD COMMANDS

Normal Key Plus Select
------------------------------------------------------------------------

! F1 Same as Ctrl +
! F2 Same as Ctrl *
! F3 Same as Ctrl -
! F4 Same as Ctrl =
! Shift F1 Same as Ctrl H
! Shift F2 Same as Ctrl E
! Shift F3 Same as Ctrl Q
! Shift F4 Same as Ctrl Z
! Ctrl F1 Same as Select-Ctrl X
! Ctrl F2 Same as Select-L
! Ctrl F3 Same as Select-Ctrl N
! Ctrl F4 Same as Select-l
```

```
Ctrl X Exit to DOS ! Toggle Screen Display On/Off
Ctrl Z End of Line ! Toggle Screen Display On/Off

------------------------------------------------------------------------
```

2826. tv switch box in Europe

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-05 21:37:36 UTC
From: bernard@cory.Berkeley.EDU
Message-ID: <20337@pasteur.Berkeley.EDU>
Source record: 115230

Hi,

I want to take an Atari to Europe, and would like to know if I
could set them up to European-style tvs.

Can I use the regular tv switch box, or do I have to buy something
else that will make it compatibile with the PAL system that they
use over in Europe.

Also, would it be ok if I just hook up the Atari to a standard
electrical adaptor?

Thanks,
Dave

bernard@cory.Berkeley.EDU

2827. Re: 130xe computers wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-06 03:25:37 UTC
From: paulsenk@thor.acc.stolaf.edu
Message-ID: <9414@thor.acc.stolaf.edu>
Source record: 115231

Maybe I've been out of touch with Atari 8bit reality lately, but isn't a 130XE worth much more than $75, especially considering it would be in PERFECT working condition?.....makes me dread to even consider the monetary value of my 1200XL.

Kirk
--

Kirk S Paulsen | paulsenk@thor.acc.stolaf.edu |
St Olaf College email: | --or-- |
Northfield MN 55057 | paulsenk@agnes.acc.stolaf.edu |

2828. Re: Help needed with Kermit

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-06 10:16:02 UTC
From: andrewh@dasys1.UUCP
Message-ID: <11357@dasys1.UUCP>
Source record: 115232

In article <7009@portia.Stanford.EDU> garygm@portia.Stanford.EDU (Gary Brainin) writes:
>In article <11280@dasys1.UUCP> andrewh@dasys1.UUCP (andrew huie) writes:
>>Judging from the software you're using and the responses, you probably need
>>to find a handler for the modem which will list it as "R:" and have at least
[...]
>
>Actually, you HAVE to prepend the R: handler to KERMITNR.COM. At
>least, I had to.... If you use the DOS C command, with the argument
>AUTORUN.SYS,KERMITNR.COM/A (where AUTORUN is the R: driver supplied by
>MPP), you will get a file which works.

If you're using a command-driven DOS like DOS XL or (maybe) Spartados it is
not necessary to combine the two (though in the end, it will probably be a
better idea).

andrew huie (andrewh@dasys1.UUCP) | "I'll tell you one more thing --
Big Electric Cat Public UNIX | boys grow up into men by being tricked
...cmcl2!dasys1!andrewh | by women." - Kei

2829. Re: 130xe computers wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-06 18:55:08 UTC
From: curtism@uncw.UUCP
Message-ID: <558@uncw.UUCP>
Source record: 115233

I am writing this in the hope that some kind soul will help me out. My problem is with the game Alternate Reality ,The City. I have an original copy which loads and executes with no problem. The problem occurs when I actually play the game. I can walk around the city with no problem, but when I try to enter any building the data disk does not load. This means that the game is totally unplayable. I was wondering if anyone on the new would be so kind as to help me out. Please post a message if you can help me. I would really like to be able to play the game.

2830. Re: G.U.I.

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-07 07:39:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24786@cup.portal.com>
Source record: 115234

Roy Wood asks about the Graphics environment programs for the 8-bit Atari..

I've used the Diamond O.S. cartridge a bit, and it's actually not bad
at all... in fact, if it had been available for the 8-bit system a few
years ago, it might have gone a long way toward generating a lot of
new interest in the machines.\

Rather than "Mac-like" it's more "ST-like"... it's obviously been modelled
after the GEM interface in the ST...

While you _can_ use a joystick with it, it works best of all with a real
ST mouse.. (there's also a KoalaPad driver for it, but I never tried
using that). With a true proportional mouse like the ST's, you can
do true "point and shoot" operations.

All the "Mac-like" operations are there, including windows, dragging icons
to copy disks and files, slider bars on the windows... things like that..

There are even "Desk Accessories" that can be called up from within other
programs..!

The cartridge came with docs showing how to program the "GEM-like" features
into your own programs... a few minutes with the docs, and I was opening
windows with title bars and icons from Atari BASIC... very nice..!

There was another Graphics interface cartridge that was being worked on
called "GOE" (Graphics Operating Environment), but it seems to have
evaporated into the great vapor cloud in the sky... actually, I liked
the demo version I played with better than the Diamond O.S. in many areas.

Like I said, if these things had come out a few years ago, things might
be different in the 8-bit world today. When GEOS appeared in the
Commodore marketplace, it gave the Commodore-64 a new lease on life...

BobR

2831. Re: G.U.I.

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-07 10:34:17 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200058@uxa.cso.uiuc.edu>
Source record: 115235

ANALOG published, in Bits n' pieces, I think, a hardware modification to a Radio Shack 360 degree joystick so it could be used as a one-button mouse
for the 8bits. When I find it I'll post the issue date. I built it
and it cost me about $25--and that includes two (2) joysticks...

Tim Elliott | ``Genghis''
University of Illinois at Urpaign/Chambana | ``Dr. Seuss'' (Name of the Week)
tle33710@uxa.cso.uiuc.edu | ``Insert your own quote''

"A Home Run and a Triple; A first baseman's and a catcher's glove; and
Dolly Parton." --Rich Little

2832. G.U.I.

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-07 15:50:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891207155029.7.JRD@CORD.SCRC.Symbolics.COM>
Source record: 115236

Date: 5 Dec 89 14:58:41 GMT
From: attcan!utgpu!watserv1!watdragon!lotus!rrwood@uunet.uu.net (Roy Wood)

Anyway, my question is whether anyone has seen the graphic user interface
for the 8-bits. I think that the product I'm thinking of is called "Diamond
Dos" or something.

There are actually two; Diamond and GOE, both of which are supposed to
be available as cartridges. I think GOE may have gone out of business,
however.
If anyone has seen this (or anything similar) in action,
what was your impression?

There's a demo version of GOE in the software archives. When I played
with it, I was pretty impressed. People who've used diamond say good
things about it, too.
I suspect it would be pretty bad, and the thought
of using a joystick in place of a mouse makes me cringe.

Use an ST mouse. Works great.

2833. Re: G.U.I.

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-07 17:21:44 UTC
From: slackey@bbn.com
Message-ID: <49367@bbn.COM>
Source record: 115237

In article <19010@watdragon.waterloo.edu> rrwood@lotus.waterloo.edu (Roy Wood) writes:
>And while I think of it, has anyone tried to hook-up a mouse to their 8-bit?
>I don't suppose it would be that hard, though you'd then have to write all your
>own software to take advantage of it. That might make a good project...hmm.
>Does anyone know where I can get a cheap mouse with basic technical specs?

I have done the following:

Connected the Trak-ball to the 8bit, and written a handler

Connected the Commodore mouse, and written a handler

Notes:

The Trak-ball (in native mode, not joystick-compatible mode) is
claimed by net-people to have the same characteristics as the ST
mouse. Clocks and directions come in over the four joy direction
pins. It was a matter of writing a small handler, which I put in
page 6 and installed with a timer interrupt, that looks for changes
and asynchronously changes xy coordinates in memory for whatever
application to read (Basic, etc).

I got sick of the trak-ball; only one button, too bulky, pressing the
button is too clumsy. I thought about mouses, and noticed that the
Commodore one has 2 buttons and is plug compatible.

The CBM has 2 modes - proportional and joystick. Prop mode has analog
outputs to the two paddle inputs, which don't work on the Atari; whenever
I read mine I get the value 3. So I use it in joy simulation mode,
after changing the handler to "integrate" the 4 joy direction lines.
(Note: games like millipede and missle command work real good with the
CBM mouse in joy mode, as well as some of the elementary drawing programs
like the one that came with the pen plotter.)

The two buttons are read 1) in prop mode, as trigger and one of the
directions and 2) in joy mode as trigger and one paddle input. 2 is
usable, although 1 would be better.

One other note: when I added VBI/DLI's to my application (drawing using
5-color character graphics) there was an interaction between the VBI
and the timer interrupt. I ended up changing the DLI to interrupt every
line, count lines, and call the mouse handler every like 8 lines; this
eliminated the need for the timeer interrupt.

I use player/missle graphics for the screen pointer. The top level
application calls a subr every time around the loop that updates the
pointer position. You don't miss mouse movements, but the pointer

can skip around the screen when the appl is busy. Works pretty good.

I have plans to make a graphic OS version of MYDOS. Wish me luck (in finding the time, that is.)
I have truly been having fun. -Stan

2834. Re: G.U.I.

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-07 18:08:20 UTC
From: slackey@bbn.com
Message-ID: <49372@bbn.COM>
Source record: 115238

In article <19010@watdragon.waterloo.edu> rrwood@lotus.waterloo.edu (Roy Wood) writes:
>And while I think of it, has anyone tried to hook-up a mouse to their 8-bit?

Oops I forgot - I'll be happy to share the code, if anyone would like to
see it. The drivers are pretty short, so I'd probably just post the
source listings.
-Stan

2835. Mouse(s)

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-08 17:59:18 UTC
From: rrwood@lotus.waterloo.edu
Message-ID: <19107@watdragon.waterloo.edu>
Source record: 115239

Thanks to everyone who has responded to my question about graphical operating systems.

So far, the consensus has been that the Diamond and GOE OS's are pretty good, and that they're even better with a real mouse. A couple of people have advised the use of an ST mouse - is it really as simple as just buying the mouse and plugging it in? Is the connector just the standard DB-9 (i.e. joystick) connector? That seems too simple.

And final question: I'd like to use a mouse for word-processing. Does anyone know if such a word processor is available? I'd also like an 80-column display, if I can find a word-pro that does both. I saw an advertisement in Analog that said "The Richmans" word processor supported 80 columns through software, and was mouse-ready. Has anyone used this? Does it take advantage of the 130XE's extra memory?

And while I have your attention, does the new AtariWriter need the XEP80 to generate the 80 column display?

Thanks in advance...

Roy Wood (rrwood@lotus.waterloo.edu)

2836. FIXXL

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-08 18:19:51 UTC
From: rrwood@lotus.waterloo.edu
Message-ID: <19108@watdragon.waterloo.edu>
Source record: 115240

Another thing:

I have a 130XE and a bunch of old software that won't run on the 130XE. I've got a copy of the Translator, so I can run everything with only a minor amount of inconvenience.

My question: is there some utility I could get that I could prepend to these old programs such that the old 800 OS was loaded up before the program was run? I think that FIXXL was supposed to do something like this, but it doesn't work with the programs I'm using. Is it just me?

-Roy Wood (rrwood@lotus.waterloo.edu)

2837. Join the REVOLUTION (!?)

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-09 10:41:14 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200060@uxa.cso.uiuc.edu>
Source record: 115241

Just came from a users group meeting of PAC in Rantoul, Illinois.....
Has anyone else heard of "The Revolution" in which advertisers are trying to
stir up Atari enthusiasm? We received a letter from a company named
Artisan that was stamped with the message:

Join the
R E V O L U T I O N
Buy an Atari Computer

Or something like that. It sounds interesting and has nothing to do with
Atari Corporation. I believe the philosophy is: if Atari won't do it for
themselves, we might as well do it for them. Either that or a clever
advertising gimmick....

What are your thoughts?

Tim Elliott | ``Genghis''
University of Illinois at Urpaign/Chambana | ``Dr. Seuss'' (Name of the Week)
tle33710@uxa.cso.uiuc.edu | ``Insert your own quote''

"A Home Run and a Triple; A first baseman's and a catcher's glove; and
Dolly Parton." --Rich Little

2838. Re: Join the REVOLUTION (!?)

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-11 14:45:12 UTC
From: slackey@bbn.com
Message-ID: <49488@bbn.COM>
Source record: 115242

In article <115200060@uxa.cso.uiuc.edu> tle33710@uxa.cso.uiuc.edu writes:
>Just came from a users group meeting of PAC in Rantoul, Illinois......
>Has anyone else heard of "The Revolution" in which advertisers are trying to
>stir up Atari enthusiasm? We received a letter from a company named
>Artisan that was stamped with the message:

There was something posted here maybe 4-6 months ago looking for support.
I took down the address, but ended up not writing them. (It was in like
NJ, wasn't it?)

BTW, I would like to do a software buy, sell, or trade. After buying
a box of someone's old collection of games, I ended up with a few
duplicates. They are:

Infocom STARCROSS: Still in the original packaging; the plastic flying
saucer. So far my favorite Infocom, except for maybe LGoP.

Infocom SUSPENDED: Likewise the original package, the one with the mask
of the sleeping face. (I haven't played my own copy of this to completion
yet!)

I would like to acquire Infocom STATIONFALL. If you would like to work
out a deal, just reply!

BTW, I've had a few requests for the mouse drivers I wrote. I will post
the listings asap, maybe tomorrow (I have to get the listings on a disk
and bring them to work.)

-Stan

2839. 130XE Memory tricks

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-11 16:22:15 UTC
From: rrwood@lotus.waterloo.edu
Message-ID: <19168@watdragon.waterloo.edu>
Source record: 115243

I've been fiddling about with the bank selectable memory in my 130XE, and
I've been having a bit of a problem. It's easy enough to swap in and out
the bank at $4000-$7FFF, but I'm having trouble with the memory under the
ROMs. Bit zero of $D301 controls whether the upper 16k of the machine is
ROM or RAM, and I can turn it off and on without any problem. However,
I tried to do the following:

1) copy the ROMs down to lower memory.
2) swap out the ROMs for RAM.
3) copy the "ROMs" from low memory back to their original position,
and thus have the OS completely in RAM.

I took care to mask out all the interrupts I could think of (SEI, POKMSK at
$10 and it equivalent hardware register, plus the NMI hardware register).
Unfortunately, the machine still hangs. The screen goes futzy, as if the
character set has been redefined as garbage, and there's no response to
keystrokes. (Reset brings it back) By the apparent character set mixup,
it seems that the hardware is not addressing the RAM correctly, or something
like that.

Any ideas?

Also, what is the second-highest bit in $D301 for? I know the highest-bit
(bit 7) is for masking in/out the self-test ROM, but what is bit 6 for?
Does anyone have a copy of Mapping the Atari, so they could look this up?
(I have a downloaded file version of Mapping the Atari, but it's not very
complete.)

Thanks...

-Roy Wood (rrwood@lotus.waterloo.edu)

2840. Compuserve

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-12 13:37:00 UTC
From: 0C109@AECLCR.BITNET
Message-ID: <8912130804.AA23481@ucbvax.Berkeley.EDU>
Source record: 115244

I am thinking about signing up on Compuserve and would like to know what
kind of software libraries it has for the 8-bit (and the ST as well). Also, do
anyone know if they have a phone number you could call for infomation and to
sign up? If anyone out there uses it any general comments would be welcome.
I found out from the ST net that if you have a BITNET account, you
can access your Compuserve account through that for the same standard rate, and
without a huge phone bill. If your account is 7xxxx,yyy to access it you mail
to 7xxxx.yyy@compuserve.com.
Please reply to me direct as I am having trouble receiving the digests.
Thanks in advance.

###
With mystical divinity of unashamed felinity ## Donald Simmons 0C109@AECLCR
Round the cathedral, cry 'Viva!' ## Chalk River Nuclear Labs
Life to the everlasting cat. ## Chalk River, Ontario
###

2841. Mouse/Trakball Driver

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-12 15:10:29 UTC
From: slackey@bbn.com
Message-ID: <49565@bbn.COM>
Source record: 115245

OK you hackers, here are a few of the routines I did for the various mouse trakball etc. fun stuff.

(1) Routine called in with the timer interrupt. This tracks the Commodore mouse, a joystick, and possibly the trakball in joystick mode, although I never tested the last case.

```
;
OLDVAL = $CB ;
HORIZ = $CD ;
VERT = $CE ;
JOYST = 54016
;
;
ORG $0600
;
; TIMER ROUTINE
;
TRAKVB:
TYA
PHA
LDA JOYST
TAY
AND #1
BNE X1
DEC VERT
X1: TYA
AND #2
BNE X2
INC VERT
X2: TYA
AND #4
BNE X3
DEC HORIZ
X3: TYA
AND #8
BNE X4
INC HORIZ
X4: PLA
TAY
PLA
RTI ;
END
```

This one just tests the various bits from the joystick inputs and incr/decr the vert/horiz position values. They go from 0 to 255 then wrap around; other versions I made allocated limit values in memory which would be tested before an inc/dec would be done.

(2) Routine for the trakball/ST mouse, on a timer interrupt. Actually, the routine is the same as a timer or VBI/DLI; it's just which vectors get set up that's different. Except for the VBI, of course, if you want to invoke the regular Atari VBI after the custom routine.

```
;
; Definitions
;
OLDVAL = $CB ;
HORIZ = $CD ;
VERT = $CE ;
JOYST = 54016
;
;
ORG $0600
;
; TIMER ROUTINE
;
TRAKVB:
TYA
PHA
LDA JOYST
TAY
EOR OLDVAL
AND #2
BEQ TSTVER
TYA
AND #1
BNE RIGHT
DEC HORIZ
CLC
BCC TSTVER
RIGHT: INC HORIZ

TSTVER: TYA
EOR OLDVAL
AND #8
BEQ EXIT3
TYA
AND #4
BEQ UP
INC VERT
CLC
BCC EXIT3
UP: DEC VERT
EXIT3: STY OLDVAL
EXIT2: PLA
```

```
TAY
PLA
RTI ;
END
```

The trakball has 4 outputs: bit1 is the horiz motion clock, with bit0 telling left vs right; bit3 is the vert clock, with bit2 up vs down.

The routine gets input and saves it in y. It exor's the oldvalue to see if there was a change in the clock, then rereads the newvalue to tell which direction.

(3) The BASIC program illustrates how you might load it.

```
10 OPEN #4,4,0,"D:FTRAK.OBJ"
20 GET #4,X:GET #4,X:GET #4,X
30 GET #4,X:GET #4,X:GET #4,Y
40 ADDR=256*6
50 FOR I=ADDR TO ADDR+X
60 GET #4,X
70 POKE I,X
80 NEXT I
110 CLOSE #4
```

It just gets the object (assemble the one you need for trakball vs mouse and stick it in FTRAK.OBJ). The routine eats the binary format header (you can check for validity if you're fussy) and saves the low byte of the length. It just sticks it in page6.

If you prefer, you could load it from DATA statements.

(4) This one is a simple demo/test program.

```
5 F=100:REM TIMER FREQ
115 POKE 528,0
120 POKE 529,6:REM TMRINT1 VECTOR
130 POKE 53761,0:REM VOLUME TO ZERO
140 POKE 53760,F:REM FREQ OF TMR1
150 POKE 53769,255:REM TURN ON TIMERS
160 POKE 16,193:REM SET TMINT1
201 INPUT G
204 TRAP 204
205 GRAPHICS G+16
206 COLOR 1
207 H=12*16+13
208 V=12*16+14
209 POKE H,20:POKE V,20
210 PLOT PEEK(H),PEEK(V)
215 DRAWTO PEEK(H),PEEK(V)
220 GOTO 215
```

Line 5 is to make experimenting with the timer interrupt freq. easy. (Lower values make the interrupt rate faster.)

Lines 115/120 set the timer interrupt vector to ^X600 .
130/140 set up the timer.
150 turns the timer interrupt on.
160 sets up the interrupt mask.

201 lets you select graphics mode. Reply 1 thru 8.
207/208 are just the addresses of the H and V coordinates.
209 initializes the coords.
215/220 are the drawing loop.

As you wiggle the trakball etc. you will leave a line behind. This was useful in setting the interrupt rate; too slow and you start aliasing, too fast and the Atari gets slow.

I have come a long way from these routines; I wrote them well over a year ago. They probably work. Write me if you have any problems.

Note: The interrupt routines don't handle the pointer on the screen, or test the triggers. My applications do that part themselves; I thought it was more appropriate that way, as that reduces overhead. You can't do "mouse-ahead" (as opposed to "type-ahead") like my Sun, but hey.

Have fun. -Stan

2842. Re: 130XE Memory tricks

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-12 15:19:01 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1989Dec12.151901.23150@uokmax.ecn.uoknor.edu>
Source record: 115246

In article <19168@watdragon.waterloo.edu> rrwood@lotus.waterloo.edu (Roy Wood) writes:
> Bit zero of $D301 controls whether the upper 16k of the machine is
>ROM or RAM, and I can turn it off and on without any problem. However,
>I tried to do the following:
>
>1) copy the ROMs down to lower memory.
>2) swap out the ROMs for RAM.
>3) copy the "ROMs" from low memory back to their original position,
> and thus have the OS completely in RAM.
>
>I took care to mask out all the interrupts I could think of (SEI, POKMSK at
>$10 and it equivalent hardware register, plus the NMI hardware register).

Hm, there was an article in ANALOG about 2/3 years ago that did this very
thing. I remember typing in the source code, and it worked. Are you sure
that you disabled NMI's by setting $D40E to zero? Also, as I seem to
recall (though I'm not sure), you may need to JMP to $E454 to continue
where you left off instead of just switching the O.S. back in.

>(I have a downloaded file version of Mapping the Atari, but it's not very
>complete.)

Wow! I can hardly find the book version, and have never heard of a file
version. Could you post/email?

>Thanks...
>
>-Roy Wood (rrwood@lotus.waterloo.edu)

--
Norman Lin

This is my humble signature file.

2843. Need Help Porting Device Driver to SpartaDOS-X

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-12 19:24:18 UTC
From: news@mfci.UUCP
Message-ID: <1159@m3.mfci.UUCP>
Source record: 115247

Does anyone know the rules for writing and installing device drivers under SpartaDOS-X? Could anyone point me to a reference that might explain the rules?

I have a very compact (fewer than 256 bytes) driver that replaces the P: HATABS entry with its own vector and translates XIOs to P: into the corresponding XIOs to one of the R: ports on the 850 interface. The driver also handles the problem of page breaks and single-sheet feeding.

I wrote this to interface a particular daisy-wheel printer (the Brother HR-15) that is equipped with a serial interface and has no end-of-page detection (unless one buys the cut-sheet feeder, which I didn't).

The driver works fine with AtariDOS and DOS-XL. Under these, I am able to print files from Riche's superb Textpro PD word processor. However, SpartaDOS-X's all-new I/O code renders my driver more than useless: it locks up my 130-XE altogether, regardless of where I load it. So I must leave my hard disk behind whenever I want to print a simple letter!

Sure enough, SpartaDOS-X's I/O database differs from AtariDOS's. But how?

Please reply:
wilson@multiflow.com or
wilson@mfi.uucp

If there is sufficient interest, I'll post a synopsis of replies.

Hurry, before I break down and buy an ST. :-)

Thanks,
Jeff

2844. Re: 130XE Memory tricks

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-13 01:45:29 UTC
From: dcfs018@antares.Concordia.ca
Message-ID: <1693@clyde.concordia.ca.Concordia.CA>
Source record: 115248

In article <19168@watdragon.waterloo.edu> rrwood@lotus.waterloo.edu (Roy Wood) writes:
>I've been fiddling about with the bank selectable memory in my 130XE, and
[...]
>1) copy the ROMs down to lower memory.
>2) swap out the ROMs for RAM.
>3) copy the "ROMs" from low memory back to their original position,
> and thus have the OS completely in RAM.
>
>I took care to mask out all the interrupts I could think of (SEI, POKMSK at
>$10 and it equivalent hardware register, plus the NMI hardware register).
>Unfortunately, the machine still hangs. The screen goes futzy, as if the
>character set has been redefined as garbage, and there's no response to
>keystrokes. (Reset brings it back) By the apparent character set mixup,
>it seems that the hardware is not addressing the RAM correctly, or something
>like that.
>
>Any ideas?

Did you skip $D000-$D7FF when you copied ROM ($C000-$FFFF) to RAM? Did you
take care not to alter the other bits in $D301 (so as not to switch BASIC in
or out)? Did you make sure address 106 had the right value (this usually
has the value $C0 when no cartridge is plugged in, but if you
kick out the OS ROM, the OS might think that everything up to $FFFF is RAM and
thus PEEK(106) will be too high and it will set up screen memory at a very high
address, wiping out the OS).

>Also, what is the second-highest bit in $D301 for? I know the highest-bit
>(bit 7) is for masking in/out the self-test ROM, but what is bit 6 for?

It's marked 'reserved' but RAM upgrades use it for bank switching. Thus
you should leave that bit as is, because otherwise you may interfere with
ramdisk handlers and whatever other software uses it (like wordprocessors and
spreadsheets, for example).
Jean Goulet
Electrical Engineering
Class of '89
Concordia University
Montreal, Canada

2845. A.N.A.L.O.G. Magazine Subscriptions

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-13 18:56:46 UTC
From: wrd@tekigm2.MEN.TEK.COM
Message-ID: <7559@tekigm2.MEN.TEK.COM>
Source record: 115249

Has anyone heard as to whether we will get a rebate on our unused A.N.A.L.O.G. subscriptions? Having just recently renewed it (and as a disk subscription no less) I would like either some money back or have my Antic subscription extended. While I have not heard anything definite, it would be good business for Antic to pickup subsribers, advertisers, contributors, etc., but whether they want to or can afford to is anyone's guess. Maybe a combination of all four magazines would leave us with one good 8/16 bit Atari specific magazine. Of course, I also renewed my subsription to Compute! just before it dropped all Atari 8 bit coverage. (My crystal ball has been quite cloudy lately.)

2846. Souping up the Atari cpu...

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-14 02:38:40 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <24993@cup.portal.com>
Source record: 115250

Ok, I know that millions of devoted atarians out there read USENET
religiously EVERY day just looking for some interesting articles. THIS
is one of them. :)

All you electronic BSers, PHD's (Piled Higher and Deeper :), etc...I
need your help. I want to speed up my Atari...doubling the speed would be
fine (3.59MHz) I just want to know how to do it.
Here is a description of the problem:
The atari 8 bit has 3 types of chips in it: 65xx, ram/rom, and
special purpose chips (antic, gtia, pokey). All the chips in the atari
can handle an increase in speed (the 6502 and 6520 can be replaced) EXCEPT
the special purpose chips. What I want to do is steal the a 3.59MHz clock
from the onboard xtal and direct it to everything except the special purpose
chips. The antic chip occasionally steals cycles from the cpu in order to
read directly from ram. Can this be done? If so, how?
[Redesigning the entire computer is not feasible, I just want to make the
upgrade on my own machine.]
If this is possible, could it be made switchable (to select 1.79/3.59)?

Thanks
Charles Hughes
@cup.portal.com

2847. Hayes ???

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-14 03:58:00 UTC
From: ews00461@uxa.cso.uiuc.edu
Message-ID: <115200061@uxa.cso.uiuc.edu>
Source record: 115251

First, thank you to all who responded to my last question about
terminal programs. Many were unusually helpful and I appreciated
the responses. And to continue, the obvious next question...

How can I hook up my Hayes 1200 baud modem to my Atari 800 ?
What is an 850 interface ? Do I need one ? Will Amodem work
with this configuration ? A local computer store tells me that
a $ 20 cable will work. Will it ?

There once was a day that I knew something about 8 bits.
Sort of.

Thanks in advance, again!

Eric W Sink
e-sink@uiuc.edu

2848. 80 columns on Atariwriter plus?

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-14 17:12:11 UTC
From: sandberg@ecs.umass.edu
Message-ID: <8727.2587d46b@ecs.umass.edu>
Source record: 115252

I have to line things up in columns on Atariwriter plus. I was thinking that if the screen was displayed in 80 columns it would make this a whole lot easier.
Does anyone know a simple way of doing this? BTW I am using an Atari 800XL if that makes any difference.

-Pete

2849. Re: Souping up the Atari cpu...

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-14 17:13:48 UTC
From: gdtltr@mocha.it.udel.edu
Message-ID: <6117@nigel.udel.EDU>
Source record: 115253

In article <24993@cup.portal.com> Ordania-DM@cup.portal.com (Charles K Hughes) writes:
=>
=> Ok, I know that millions of devoted atarians out there read USENET
=>religiously EVERY day just looking for some interesting articles. THIS
=>is one of them. :)
=>
I'm listening!

=> All you electronic BSers, PHD's (Piled Higher and Deeper :), etc...I
=>need your help. I want to speed up my Atari...doubling the speed would be
=>fine (3.59MHz) I just want to know how to do it.
=> Here is a description of the problem:
=> The atari 8 bit has 3 types of chips in it: 65xx, ram/rom, and
=>special purpose chips (antic, gtia, pokey). All the chips in the atari
=>can handle an increase in speed (the 6502 and 6520 can be replaced) EXCEPT
=>the special purpose chips. What I want to do is steal the a 3.59MHz clock
=>from the onboard xtal and direct it to everything except the special purpose
=>chips. The antic chip occasionally steals cycles from the cpu in order to
=>read directly from ram. Can this be done? If so, how?
=> [Redesigning the entire computer is not feasible, I just want to make the
=>upgrade on my own machine.]
=> If this is possible, could it be made switchable (to select 1.79/3.59)?
=>
=>Thanks
=> Charles Hughes
=> @cup.portal.com

You might want to contact DataQue on this. I believe they have made some
attempts to up the clock on their Turbo-816 & had similar problems. As I recall
from my conversation with them, they has little success. When their new video
card come out there is a possibility that Antic et. al. could be disabled when
the new card is enabled. If you would like to contact DataQue, their BBS number
is 1-419-529-5197.

Gary Duzan
Time Lord
Third Regeneration

_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2850. Re: A.N.A.L.O.G. Magazine Subscriptions

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-14 23:18:21 UTC
From: AIN1496E@merrimack.edu
Message-ID: <15816@merrimack.edu>
Source record: 115254

In article <7559@tekigm2.MEN.TEK.COM>, wrd@tekigm2.MEN.TEK.COM (Bill Dippert) writes:
> Has anyone heard as to whether we will get a rebate on our unused A.N.A.L.O.G.
> subscriptions? Having just recently renewed it (and as a disk subscription no
> less) I would like either some money back or have my Antic subscription
> extended. While I have not heard anything definite, it would be good business
> for Antic to pickup subsribers, advertisers, contributors, etc., but whether
> they want to or can afford to is anyone's guess. Maybe a combination of all
> four magazines would leave us with one good 8/16 bit Atari specific magazine.
> Of course, I also renewed my subsription to Compute! just before it dropped all
> Atari 8 bit coverage. (My crystal ball has been quite cloudy lately.)

I heard (unofficially) that Analog was going to start mailing out rebates
in january.

2851. Re: Hayes ???

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-14 23:26:35 UTC
From: AIN1496E@merrimack.edu
Message-ID: <15819@merrimack.edu>
Source record: 115155

In article <115200061@uxa.cso.uiuc.edu>, ews00461@uxa.cso.uiuc.edu writes:
> First, thank you to all who responded to my last question about
> terminal programs. Many were unusually helpful and I appreciated
> the responses. And to continue, the obvious next question...
>
> How can I hook up my Hayes 1200 baud modem to my Atari 800 ?
> What is an 850 interface ? Do I need one ? Will Amodem work
> with this configuration ? A local computer store tells me that
> a $ 20 cable will work. Will it ?
>
> There once was a day that I knew something about 8 bits.
> Sort of.
>
> Thanks in advance, again!
>
> Eric W Sink
> e-sink@uiuc.edu

An 850 interface is a unit to let you use modems and serial printers with
the Atari 8 bit. NO YOU DONT NEED ONE to connect your hayes modem to an Atari
800. If the cable your local computer store is referring is rs232 on one one
and Atari SIO on the other end (if not this type of cable is available through
Sura Corp), thats all you need. That will make your modem
COMPLETELY compatibe with all the programs designed for the Atari SX-212 modem,
including Determ, SX-Express, etc. This is how I've been using my modem for a
few years, and it has always worked flawlessy. If you have any more questions
feel free to ask.

2852. Re: A.N.A.L.O.G. Magazine Subscriptions

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-15 02:56:35 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25038@cup.portal.com>
Source record: 115156

Bill Dippert asked about refunds or other arrangements for outstanding ANALOG (and ST-Log) magazine subscriptions...

So far there's been no announcement from LFP Inc. about what they plan to do about this... even the ANALOG staff themselves don't know what's going to happen.

All we can do is wait and see...

BobR

2853. fractals 4 real-time

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-17 06:02:17 UTC
From: ssingh@watserv1.waterloo.edu
Message-ID: <412@watserv1.waterloo.edu>
Source record: 115157
Cross-posted to: rec.games.programmer,rec.games.video,comp.graphics,comp.sys.ibm.pc,comp.sys.amiga,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

The following is a transcript of a letter from Loren Carpenter dated April 18, 1989. It details the use of fractals for real-time graphics rendering. I thought it might prove interesting to those who are also working on their own implementations of these algorithms. I have Loren Carpenter's acknowledgement of this posting.

Relative to the fractal game algorithms...

Neither I nor anyone at Lucasfilm ever published anything, as far as I can remember. I did the one for Rescue and the folks at LFL adapted it for Eidolon and Koronis later. Ballblazer doesn't use any fractal code.

The algorithm is the simplest possible midpoint subdivision, subject to the constraint that the landscape be consistent from frame to frame. The random displacement is derived from 2 bits (sign & overflow) of the 8-bit sum of the tags on the ends of an edge.

```
if overflow then
displacement = 0 /* bisect the line */
else
if negative
displacement = -edge_length/4
else
displacement = edge_length/4
```

The landscape is a 16x16 mesh of edges, repeating forever over the plane.

There is a lot more detail, especially about perspective, but I'm not sure LFL wants me talking about it yet.

Loren Carpenter

Post Scriptum: For an in-depth treatment of fractals for graphics rendering, see Communications of the Association for Computing Machinery, Volume 25, Number 6, pages 371-84.

The "...constraint that the landscape be consistent from frame to frame..." may refer to the idea of pixel replication as seen in games like Afterburner and Outrun. Note that as an object gets larger, it also gets blockier. Fractal code can appear to create detail very efficiently, making the object appear more complex than is otherwise possible. This can also be seen in the player vehicles in Ballblazer.

Regarding perspective, two main techniques have been used in the past that I have noted. One is to use different shades of grey for mountains of

different distance, and gradually change colours as the player moves closer
or farther away. The other is most noticeable in Rescue on Fractalus,
where there is a mesh that converges in the distance on a vanishing point.

$anjay "lock-on" $ingh
ssingh@watserv1.waterloo.edu

"A modern-day warrior, mean mean stride, today's Tom Sawyer, mean mean pride."
--
$anjay "lock-on" $ingh
ssingh@watserv1.waterloo.edu

"A modern-day warrior, mean mean stride, today's Tom Sawyer, mean mean pride."

2854. Survey Says...

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-17 23:05:04 UTC
From: rrwood@lotus.waterloo.edu
Message-ID: <19358@watdragon.waterloo.edu>
Source record: 115158

A while back someone posted a sort of survey for 8-bit users. Apparently the results were to be used for a research paper.

The person who posted this mentioned that he/she would be posting the results, and I was wondering if that had been done yet. Does anyone know?

I didn't reply to the original request, so I probably have no right to ask to see the results, but I'm curious about how things turned out.

-Roy Wood (rrwood@lotus.waterloo.edu)

2855. Using terminator

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-18 13:24:00 UTC
From: 0C109@AECLCR.BITNET
Message-ID: <8912200810.AA15979@ucbvax.Berkeley.EDU>
Source record: 115159

I have been having a problem trying to get files from the terminator archive. I am using FTP and have tried to get UUDECODE.COM and UUDECODE.DOC, but the program was scrambled and the documentation file was gibberish. What is the exact format necessary to request files? Please reply direct.

Donald Simmons 0C109@AECLCR

2856. Need Atari DOS with RS232 Console

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-18 15:24:20 UTC
From: rvp@cbnewsh.ATT.COM
Message-ID: <6686@cbnewsh.ATT.COM>
Source record: 115160

Recently, I have been compiling code on my toshiba 1200 laptop
with a cross-assembler and uploading the binary files to my
Atari 800 using "BOBTERM" (It's great! - Shareware Check is in the
Mail!)

Now, I would like to progress to an ATARI DOS that accepts commands
and displays prompts over an rs232 interface (using either the
850, 2 joystick ports, or SI0; SIO would be preferable, cause I could
use this on my Atari 400, too).

Does anyone know of a DOS that does this?

Or, would it be a simple matter, for anyone who knows the guts of
any DOSes, to just somehow change a part of the DOS to use the R:
device in its I/O calls?
Mostly what I want from the DOS is to:
- accept atari load files from the rs232 interface and put them
directly in memory Could be xmodem, kermit, or just a raw, un-error-
correcting protocol, as transfers will go on a null modem cable.
(19,200 baud would be nice, too!)
- option to save the rs232 file in an Atari disk file is nice, but
not really necessary.
- ideally, I would want to burn this on a cartridge, so when I crash
the Atari in program development, I just hit reset for immediate
system recovery.
Thanks for your thoughts!
Rob Phillips
homxc!rvp OR cbnewsh!rvp OR ark2!rvp

2857. Re: Hayes ???

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-18 16:28:33 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1787@ultb.isc.rit.edu>
Source record: 115161

In article <115200061@uxa.cso.uiuc.edu> ews00461@uxa.cso.uiuc.edu writes:
>
>First, thank you to all who responded to my last question about
>terminal programs. Many were unusually helpful and I appreciated
>the responses. And to continue, the obvious next question...
>
>How can I hook up my Hayes 1200 baud modem to my Atari 800 ?
>What is an 850 interface ? Do I need one ? Will Amodem work
>with this configuration ? A local computer store tells me that
>a $ 20 cable will work. Will it ?
>
>There once was a day that I knew something about 8 bits.
>Sort of.
>
"Just a cable" will NOT do the job. If that cable is a Supra R-Verter,
you're in trouble. The R-Verter is a small plastic box, with one open
end having an SIO port, and the two cables sticking out the other end.

R-Verters don't work for $#!T. I've got one that I use for
null-modeming stuff from the 8-bit to the ST. As a regular modem
interface, it's lousy.

I recommend either the 850 interface, or if you want expandability, the
Black Box from CSS. The BB is a printer/modem/hard disk interface with
TONS of extra features. It sells for $199, but is really worth it.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@rit.isc
/ | \ ______/ / : .edu
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2858. Re: 80 columns on Atariwriter plus?

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-18 16:46:21 UTC
From: jjung@nunki.usc.edu
Message-ID: <7095@chaph.usc.edu>
Source record: 115162

In article <8727.2587d46b@ecs.umass.edu> sandberg@ecs.umass.edu writes:
>I have to line things up in columns on Atariwriter plus. I was thinking that
>if the screen was displayed in 80 columns it would make this a whole lot
>easier.
>Does anyone know a simple way of doing this?

I don't think there's an "easy" way of doing it, just a way of getting around a 40 column display. The only way I can suggest you to line up everything with an 80 column printer is to use underlines instead of spaces in the area you wanted to line up. Then, use print preview and make sure everything lines up right. Once everything's the way you like it, do a global search for underlines and replace them with spaces. Everything should be _printed_ all lined up right, but when you look at the file in AtariWriter, it'll look a little messy.

(At least this is how I always did it whenever I wanted things to line up with AtariWriter.)

(Didn't I hear of an 80 column AtariWriter that works with the XEP-80?)

John

2859. PRINT DRIVERS

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-18 17:54:00 UTC
From: HABKE@ccm.UManitoba.CA
Message-ID: <8912200810.AA15985@ucbvax.Berkeley.EDU>
Source record: 115163

Would anyone on the net happen to have Source for a print driver
or know where i could obtain documentation on writing my own
print driver.

Thanks
William Habke

2860. Re: 80 columns on Atariwriter plus?

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-18 19:07:46 UTC
From: tob@cbnewsk.ATT.COM
Message-ID: <1667@cbnewsk.ATT.COM>
Source record: 115164

In article <8727.2587d46b@ecs.umass.edu>, sandberg@ecs.umass.edu writes:
> I have to line things up in columns on Atariwriter plus. I was thinking that
> if the screen was displayed in 80 columns it would make this a whole lot
> easier.
> Does anyone know a simple way of doing this? BTW I am using an Atari 800XL if
> that makes any difference.
>
> -Pete

ATW+ will support 80 cols!!!! You can specify up to 160 (I think). You will
get a 40 cols window that scrolls around on the n column page.

Hold the 'option' and press 'c', it will ask you how many columns you want.

This is a feature on ATW+ only, not the cart version of ATW.

Ted

2861. Re: 80 columns on Atariwriter plus?

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-18 20:38:47 UTC
From: frankh@hpnmdla.HP.COM
Message-ID: <800003@hpnmdla.HP.COM>
Source record: 115165

>I have to line things up in columns on Atariwriter plus. I was thinking that
>if the screen was displayed in 80 columns it would make this a whole lot
>easier.
>Does anyone know a simple way of doing this? BTW I am using an Atari 800XL if
>that makes any difference.

-Pete

Type option c 80 and your screen will be set up to scroll thru 80 columns.

2862. Re: Need Atari DOS with RS232 Console

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-18 21:19:06 UTC
From: gdtltr@strawberry.it.udel.edu
Message-ID: <6429@nigel.udel.EDU>
Source record: 115166

In article <6686@cbnewsh.ATT.COM> you write:
=>Now, I would like to progress to an ATARI DOS that accepts commands
=>and displays prompts over an rs232 interface (using either the
=>850, 2 joystick ports, or SI0; SIO would be preferable, cause I could
=>use this on my Atari 400, too).
=>
=>Does anyone know of a DOS that does this?
=>
I have used SpartaDOS 3.2d over an RS232 modem. A "PRINT R:" and "-R:"
takes K:/E: input and sends E: output from/to the R: device. You have to be
careful not to do anything funky, but it works otherwise. This trick doesn't
work with the 400 since you can't run 3.2d on it. It also won't work with the
SDX cartridge either unless you can get a COM: handler for it. If you can, you
should be able to do a "COMMAND <COM: >COM:" and get the same effect. There may
be COM: handlers on the ICD BBS, but I haven't checked lately.

=>Or, would it be a simple matter, for anyone who knows the guts of
=>any DOSes, to just somehow change a part of the DOS to use the R:
=>device in its I/O calls?
=>Mostly what I want from the DOS is to:
=> - accept atari load files from the rs232 interface and put them
=> directly in memory Could be xmodem, kermit, or just a raw, un-error-
=> correcting protocol, as transfers will go on a null modem cable.
=> (19,200 baud would be nice, too!)
=> - option to save the rs232 file in an Atari disk file is nice, but
=> not really necessary.
=> - ideally, I would want to burn this on a cartridge, so when I crash
=> the Atari in program development, I just hit reset for immediate
=> system recovery.

I haven't tried this, but you might be able to get the effect you want in
most DOSes simply by playing with the HATABS vectors. If you want a really
simplistic change you might just change the D: vector to point to the R:
driver's table. Alternatively, you could write a new device driver that takes
D: commands and processes them into cooked R: data, possibly adding an error
checking protocol. Why not just port NFS/SLIP to SpartaDOS & we can avoid the
whole problem? :-]

Gary Duzan
Time Lord
Third Regeneration

_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2863. Service for 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-18 22:55:23 UTC
From: thomas@rex.cs.tulane.edu
Message-ID: <1705@rex.cs.tulane.edu>
Source record: 115167

I have a 130xe that has been stashed in my closet for 2 years--retired due to keyboard problems. Are there any mail order firms that still offer service to the 130xe? E-mail reply fine.

Michael Thomas
thomas@rex.cs.tulane.edu

2864. For sale

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-19 01:47:44 UTC
From: patrick@engrhub.ucsb.edu
Message-ID: <3360@hub.UUCP>
Source record: 115168

First of all, I hope I'm allowed to keep advertisments on UseNet...

I am pretty much out of the Atari 8-bit now, but have quite a bit of hardware and software that I would like to sell.

I have an 800XL, 850 Interface, 20MB Supra Hard Disk and tons of software and books. All components are in good working order and will be sold as a group or by the piece.

My phone number is 805-962-4022. My bulletin board number is 805-966-0041.

If it's at all possible, please reply to my home at the following address: patrick%wongo@anise.acc.com

Patrick Linstruth

2865. Re: Hayes ???

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-19 02:27:05 UTC
From: AIN1496E@merrimack.edu
Message-ID: <16415@merrimack.edu>
Source record: 115169

In article <1787@ultb.isc.rit.edu>, clf3678@ultb.isc.rit.edu (C.L. Freemesser) writes:
> In article <115200061@uxa.cso.uiuc.edu> ews00461@uxa.cso.uiuc.edu writes:
>>
>>First, thank you to all who responded to my last question about
>>terminal programs. Many were unusually helpful and I appreciated
>>the responses. And to continue, the obvious next question...
>>
>>How can I hook up my Hayes 1200 baud modem to my Atari 800 ?
>>What is an 850 interface ? Do I need one ? Will Amodem work
>>with this configuration ? A local computer store tells me that
>>a $ 20 cable will work. Will it ?
>>
>>There once was a day that I knew something about 8 bits.
>>Sort of.
>>
> "Just a cable" will NOT do the job. If that cable is a Supra R-Verter,
> you're in trouble. The R-Verter is a small plastic box, with one open
> end having an SIO port, and the two cables sticking out the other end.
>
> R-Verters don't work for $#!T. I've got one that I use for
> null-modeming stuff from the 8-bit to the ST. As a regular modem
> interface, it's lousy.
>
> I recommend either the 850 interface, or if you want expandability, the
> Black Box from CSS. The BB is a printer/modem/hard disk interface with
> TONS of extra features. It sells for $199, but is really worth it.
>
> Sorry to tell yo Chris, but a cable will do the job, and no its not an
R-verter. Its a cable that has an Atari SIO on one end and an rs232 on the
other end, not an interface.
If you look at how the SX-212 works, you will realize that its the
same idea. I've been using such a cable with my Modem forthe last three years,
and hae nver had a problem running term software, in addtion have tried others
hayes compatible modems and they all worked flawlessly.

2866. Re: 80 columns on Atariwriter plus?

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-19 17:29:31 UTC
From: pl1605@sjfc.UUCP
Message-ID: <760@sjfc.UUCP>
Source record: 115170

In article <8727.2587d46b@ecs.umass.edu> sandberg@ecs.umass.edu writes:
>I have to line things up in columns on Atariwriter plus. I was thinking that
>if the screen was displayed in 80 columns it would make this a whole lot
>easier.
>Does anyone know a simple way of doing this? BTW I am using an Atari 800XL if
>that makes any difference.
>
> -Pete

I consulted the owner's manual (page 12) to find my that
Option C will change the number of columns displayed.

Of course if you change it to over 40, you won't be
able to see them all at once; but it should still
greatly simplify the problem.

Good luck,

--Pat Ludwig "Five months in Saigon, my best friend turns out to be a VC.
HAVOC troops This will NOT look good on a resume!" -Good Morning Vietnam

2867. Using Terminator

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-19 20:41:00 UTC
From: 0C109@AECLCR.BITNET
Message-ID: <8912200811.AA16026@ucbvax.Berkeley.EDU>
Source record: 115171

I have been having trouble getting usable files from the terminator archive. I use FTP to access terminator. When I requested the UUDECODE.COM and UUDECODE.DOC files, the documentation file arrived unreadable, and the program file was unusble. Could somebody tell me the exact format of commands to use to request a file? Please e-mail directly to me. Thanks in advance

Donald Simmons 0C109@AECLCR

2868. Atari 800 for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-19 21:16:12 UTC
From: gjh@tybalt.caltech.edu
Message-ID: <13001@cit-vax.Caltech.Edu>
Source record: 115172

Hi everyone;

I have decided to sell my Atari system. Included is:

48K Atari 800 with Omnimon
NEC 13" Color Monitor with sound.
Two 810 Disk Drives. One includes an Archiver Chip
Atari 1010 Program recorder.
Atari 850 Interface
DeRe Atari Programming Manual
Atari Hardware Reference Manual
Atari OS source Listing.
Assembler Editor Cartridge
Qix Game Cartridge
BASIC Language Cart.
Schematics.

Everything needed is included. Cables, power supplies, etc.

The asking price is $600.00
Everything works, this system is in mint condition.
If interested call me at (818)356-2974 during the day.

+-------+ Greg Hiscott gophers = gophers - 7;
|+-----+| gjh@ligo.caltech.edu
||[===]|| Phone:(818)356-2974
|+-----+| Disclaimer: Caltech has nothing to do with this message.
+-------+ FAX:(818)304-9834

2869. Re: Hayes ???

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-20 04:40:18 UTC
From: rfc@briar.philips.com
Message-ID: <71317@philabs.Philips.Com>
Source record: 115173

In article <16415@merrimack.edu> AIN1496E@merrimack.edu (David E. Sheafer, Class of 1989) writes:
>
>> Sorry to tell yo Chris, but a cable will do the job, and no its not an
>R-verter. Its a cable that has an Atari SIO on one end and an rs232 on the
>other end, not an interface.

Could someone post or e-mail me a description of which pins of each connector are connected together? i.e. rs232-----SIO

something like RS232 pin 2 to SIO pin?
RS232 pin 3 to SIO pin?
RS232 pin 7 to SIO pin? (this one is ground, should be easy to guess!)
thanks in advance (assuming that this makes any sense!)
I'm asumming that it's just a matter of using nothing else than wire in the above!

2870. Re: Service for 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-20 16:40:26 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1806@ultb.isc.rit.edu>
Source record: 115174

In article <1705@rex.cs.tulane.edu> thomas@rex.cs.tulane.edu (Michael Thomas) writes:
>I have a 130xe that has been stashed in my closet for 2 years--retired due
>to keyboard problems. Are there any mail order firms that still offer
>service to the 130xe? E-mail reply fine.
>
>Michael Thomas
>thomas@rex.cs.tulane.edu

Computer Software Services (the folks who make the Ultraspeed OS and
Black Box) offers 24-48 hour repair services on all Atari 8-bits.
I don't know if he has any spare keyboards in stock, but if you really
want it fixed, give Ron a call at (716)586-5545.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@rit.isc
/ | \ ______/ / : .edu
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2871. Re: Using terminator

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-20 21:29:28 UTC
From: mwjester@wsucsa.uucp
Message-ID: <9276@wsucsa.uucp>
Source record: 115175

In article <8912200810.AA15979@ucbvax.Berkeley.EDU>, 0C109@AECLCR.BITNET (Donald Simmons) writes:
> I have been having a problem trying to get files from the terminator
> archive. I am using FTP and have tried to get UUDECODE.COM and UUDECODE.DOC,
> but the program was scrambled and the documentation file was gibberish. What is
> the exact format necessary to request files? Please reply direct.
>
> Donald Simmons 0C109@AECLCR

Apologies for wasting bandwidth, but I couldn't get our mailer to process your address. Also, this may be of interest to others...

Obviously you were able to log in as anonymous and request files, so I won't go into details about navigating through the directories. What you need to do to download binaries is:

1) at FTP> prompt, enter SET TYPE I
2) after confirming message (like TYPE SET TO I), use the GET command to request your file.

Note: if you issue a DIR command, type is reset to A (ASCII), and you will need to redo the SET TYPE I command.

One last item: when downloading from your local host (if I can use the expression) to your 8-bit, make sure both ends are set binary (at least if you're using Kermit). Hope this helps!

Max J.

2872. RE: RS232 DOS CONSOLE - LOOKING FOR DOS SOURCE

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-20 23:41:32 UTC
From: rvp@cbnewsh.ATT.COM
Message-ID: <6802@cbnewsh.ATT.COM>
Source record: 115176

Thanks to those who contributed their thoughts to me on this!

I am encouraged to venture to modify some DOS source to conduct
console I/O over an RS232 interface.

For that, I need some DOS source (asm code) to modify. I saw
some DOS source in an ANALOG article a while back (I have the issue
at home), and rather than type it in, is this (or any other public
domain ATARI DOS asm source, for that matter) available for downloading
from any known bulletin board systems?
It could be for MAC/65 or any other 6502 assemblers
because I can employ "sed" or "awk" scripts to do the major
translations of these sources to my "PseudoSam" source format for my
PC-compatible.

I logged onto about half a dozen BBSes in New Jersey last night, and
all I could find were .COM files, which I would rather not
disassemble.

If anyone is interested, I would be glad to post my final code to
comp.sources.misc and announce that posting in this group.
Or, if anyone would like to work jointly, I'm game!

By the way, the discussion on the RS232-SIO cable connection in this
group is very interesting! If anyone would like to share knowledge on
this, this seems like the type of RS232 handler that makes the most
sense to me from an end-user cost standpoint, assuming other people
would be interested in using the Atari ROS (RS232 Operating System).

Rob Phillips (201)-583-8559
homxc!rvp or ark2!rvp

2873. Re: RS232 DOS CONSOLE - LOOKING FOR DOS SOURCE

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-21 15:20:58 UTC
From: slackey@bbn.com
Message-ID: <49996@bbn.COM>
Source record: 115177

In article <6802@cbnewsh.ATT.COM> rvp@cbnewsh.ATT.COM (rob.v.phillips) writes:
>I am encouraged to venture to modify some DOS source to conduct
>console I/O over an RS232 interface.
>For that, I need some DOS source (asm code) to modify. I saw

I suggest MYDOS; the source is in the public domain, and you can get it with a mini-assembler (which takes the same source as Atari's AMAC, except without macros).

I took copies when they were posted here several months ago. I could figure out how to repost them if you get desperate.

And now a MYDOS technical question: How is the mem.sav part of MYDOS loaded? Also, is it loaded at boot time, or when you enter "DOS" from BASIC?

<Generic winter solstice greeting> -Stan

2874. Re: PRINT DRIVERS

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-21 15:30:50 UTC
From: frankh@hpnmdla.HP.COM
Message-ID: <800004@hpnmdla.HP.COM>
Source record: 115178

/ hpnmdla:comp.sys.atari.8bit / HABKE@ccm.UManitoba.CA / 9:54 am Dec 18, 1989 /

Would anyone on the net happen to have Source for a print driver
or know where i could obtain documentation on writing my own
print driver.

Thanks
William Habke

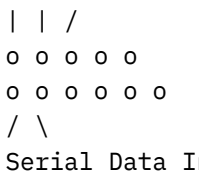
For what program? Atari Writer + has a built in program for generating the
needed Printer Drivers. I assume they are not compatable with other word
processors.

2875. SIO to RS-232 pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-21 18:38:55 UTC
From: ekijak@PICA.ARMY.MIL
Message-ID: <8912211338.aa25371@COR3.PICA.ARMY.MIL>
Source record: 115179

>Could someone post or e-mail me a description of which pins of each connector
>are connected together? i.e. rs232-----SIO

>something like RS232 pin 2 to SIO pin?
RS232 pin 3 to SIO pin?
RS232 pin 7 to SIO pin? (this one is ground, should be easy to
guess!)
>thanks in advance (assuming that this makes any sense!)
>I'm asumming that it's just a matter of using nothing else than wire in the
>above!
>------------------------------
If my memory serves me correctly, the SIO pins are



The serial data pins put out and receive TTL levels, i.e., zero to 5 volts.
RS-232 requires -5 to +5 volts and so there may be more than just a wire
connection required. I have used a Maxim MAX232 chip to convert from TTL to
RS-232. I don't recall which pins on the RS-232 connector are data in and data
out, but that info should be easy to get.

2876. Using terminator

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-21 18:56:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891221185615.0.JRD@CORD.SCRC.Symbolics.COM>
Source record: 115180

Date: 20 Dec 89 21:29:28 GMT
From: ncrlnk!ncrwic!wsucsa!mwjester@uunet.uu.net

In article <8912200810.AA15979@ucbvax.Berkeley.EDU>, 0C109@AECLCR.BITNET (Donald Simmons) writes:
> I have been having a problem trying to get files from the terminator
[...]
1) at FTP> prompt, enter SET TYPE I

Careful. Not all the files on terminator are binary. Some are ascii,
in particular the ones Donald Simmons said he was trying to retrieve.

You should use Ascii mode for the files like .BAS and .TXT, binary mode
for .ARC. The readme file attempts to give some hints about what files
are what, and how to go about retreiving them.

Note: if you issue a DIR command, type is reset to A (ASCII),

... in some FTP user end implementations...
and you will need
to redo the SET TYPE I command.

... if you wanted binary.

The real caveat here is that you need to know whether you expect a text
or binary file, and make sure your FTP is set up accordingly.

2877. Re: RE: RS232 DOS CONSOLE - LOOKING FOR DOS SOURCE

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-21 18:56:01 UTC
From: frankh@hpnmdla.HP.COM
Message-ID: <800005@hpnmdla.HP.COM>
Source record: 115181

>For that, I need some DOS source (asm code) to modify. I saw
>some DOS source in an ANALOG article a while back (I have the issue
>at home), and rather than type it in, is this (or any other public
>domain ATARI DOS asm source, for that matter) available for downloading
>from any known bulletin board systems?
>It could be for MAC/65 or any other 6502 assemblers
>because I can employ "sed" or "awk" scripts to do the major
>translations of these sources to my "PseudoSam" source format for my
>PC-compatible.
>
>Rob Phillips (201)-583-8559
>homxc!rvp or ark2!rvp
>----------

The source for MYDOS 4.5 was posted to this notes group. I have it, and would be happy to set my home Atari up as a BBS so you can get it. If no one offers a source closer that California, give me a call. 707 539-4991

2878. Re: RE: RS232 DOS CONSOLE - LOOKING FOR DOS SOURCE

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-23 01:36:02 UTC
From: johnb@pnet01.cts.com
Message-ID: <961@crash.cts.com>
Source record: 115182

I can set up my home atari as a bbs for you to get mydos 4.5. I am in upstate New York.. Outside of Albany....

John.

You can either send me mail or call.. the Phone is (518)-393-6752

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!johnb
ARPA: crash!pnet01!johnb@nosc.mil
INET: johnb@pnet01.cts.com

2879. Re: Using terminator

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-24 18:00:16 UTC
From: arthur@pnet02.gryphon.com
Message-ID: <23768@gryphon.COM>
Source record: 115183

jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>...
>You should use Ascii mode for the files like .BAS and .TXT, binary mode
>for .ARC. The readme file attempts to give some hints about what files
>are what, and how to go about retreiving them.

UUE files are also binary, as they contain ascii 127 (DEL) characters.

>The real caveat here is that you need to know whether you expect a text
>or binary file, and make sure your FTP is set up accordingly.

Definately.

Arthur L. Rubin (home) (818)286-0981
PO Box 2437
San Gabriel, CA 91778 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453 INET: arthur@pnet02.gryphon.com
(when pnet02 dies mid-Dec)INET: arubin@pro-sol.cts.com

2880. Need security key for Leader Board

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-26 15:55:04 UTC
From: seltzer@social.dec.com
Message-ID: <8912261555.AA23992@decwrl.dec.com>
Source record: 115184

Need security key for Leader Board (the golf game from Access)

We bought a copy of this game for $5 in a closeout sale at a local computer store. Unfortunately, the box did not contain the "security key" (something that you have to plug into joystick pot #2 in order for the game to run).

Does anybody out there have a spare key?

Richard Seltzer
(617) 469-2269

33 Gould St.
West Roxbury, Mass. 02132

2881. Joystick ports

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-26 20:58:55 UTC
From: at1r+@andrew.cmu.edu
Message-ID: <oZZxiD_00Ugy43bGw1@andrew.cmu.edu>
Source record: 115185

Hi,

Does anyone know which pins are which on the Atari 800
joystick ports??

Specifically, I need to know which pins are for the paddle (potentiometer)
inputs.

Any help would be greatly appreciated.
---- Angelo Trivelli at1r@andrew.cmu.edu

2882. Looking for Wayne G. Nichols

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-28 03:12:04 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <25432@cup.portal.com>
Source record: 115186

Wayne, I don't know if you read this group or the ST group; I'm posting to both. I'm in Rochester, NY, same as Bob Puff and Chris Freemesser and your sister Norma! Norma posted a message on the ACORN BBS to the effect that you're having some problems obtaining or file-transferring some software. She didn't know much about what you're trying to do, and the Powers That Be didn't seem too eager to jump to your support, but I will. Drop me an e-mail message at this address (Chris_F_Chiesa@cup.portal.com) and tell me what you're trying to do and what problem(s) you're having.

I've done a lot of file-transfer and related manipulations in my day; if I can't solve this at least I'll learn something new! :-)

Chris Chiesa

2883. MyDos

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-28 20:01:18 UTC
From: robby@vax1.acs.udel.EDU
Message-ID: <5412@udccvax1.acs.udel.EDU>
Source record: 115187

Does anyone know how to create a directory using MyDos 4.51 from
Turbo BASIC???

Rob

2884. Problems with Kermit 65

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-29 09:45:09 UTC
From: HUFF@kuhub.cc.ukans.edu
Message-ID: <20507@kuhub.cc.ukans.edu>
Source record: 115188

Here's a question for the resident Kermit 65 expert. I am trying to upload a text file from the Atari 800 to post here, but each time I try nothing happens. I have Kermit configured correctly on the host's end; I'm sure the problem is what I'm doing. Here's a recap:

1. I type 'send d2:filename.txt'. Drive 2 spins, and returns me to my local kermit program. No transfer ever occurs.

2. I've also tried this from the same drive as the kermit files are on. The same result occurs.

Please e-mail replies. Thanks in advance!

Steve

Internet (preferred): HUFF@kuhub.cc.ukans.edu
Bitnet: HUFF@ukanvax.BITNET

2885. Newell OS Switch

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-29 13:49:45 UTC
From: gdtltr@mocha.it.udel.edu
Message-ID: <7045@nigel.udel.EDU>
Source record: 115189

Does anyone out there have any knowledge of the NI OS Switch. How much
does it cost, how difficult is installation, how well does it work? You know,
all the standard questions. I'd like to be able to switch between my regular
and Turbo-OS, but DataQue's dual-PROM option is a bit nasty. Thanx.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] "My field is blood and guts programming." -- Me [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2886. FTP addresses wanted

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-31 18:28:23 UTC
From: HUFF@kuhub.cc.ukans.edu
Message-ID: <20582@kuhub.cc.ukans.edu>
Source record: 115190

Does anybody have a list of FTP addresses? I'd like to take
a look and see what's out there for my 8-bit.

Please e-mail replies. I'll mail comiplations or post the
answers if requested.

Thanks!

Steve

Plato: To be is to do. Steve Huff
Socrates: To do is to be. in%:HUFF@kuhub.cc.ukans.edu
Sinatra: Do be do be do. EMCON: K1TR or KW02
Flinstone: Yabba Dabba Do. ** sig variations welcomed **

2887. Word Processor question, using At 800 and 1025

Newsgroup: comp.sys.atari.8bit
Date: 1989-12-31 20:00:40 UTC
From: HUFF@kuhub.cc.ukans.edu
Message-ID: <20584@kuhub.cc.ukans.edu>
Source record: 115191

One more question (awright, a few more :-)) and I'll let you
get back to serious computing.

How can I print a file in its entirety that my AtariWriter cart.
can't fit in its memory? Also, is there a pub. dom. word processor
better than AtariWriter? How can I get my greedy hands on it?

Thanks again!
Please reply by e-mail.

Steve

If pro is the opposite of con, what is the opposite of Congress?

2888. Re: Word Processor question, using At 800 and 1025

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-02 14:04:07 UTC
From: tob@cbnewsk.ATT.COM
Message-ID: <1717@cbnewsk.ATT.COM>
Source record: 115192

In article <20584@kuhub.cc.ukans.edu>, HUFF@kuhub.cc.ukans.edu (Steve Huff, U. of Kansas, Lawrence) writes:
> How can I print a file in its entirety that my AtariWriter cart.
> can't fit in its memory? Also, is there a pub. dom. word processor
> better than AtariWriter? How can I get my greedy hands on it?
>

Atariwriter has a 'merge file' command. I think it is ^V. At the end of the first module type ^V D:FILE oe something very close to that, I don't have the manuals here at work.

The best PD text editor that I know of is Textpro. The best editor is probably Paper Clip.

Ted

2889. PASCAL?

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-02 20:45:59 UTC
From: seltzer@social.dec.com
Message-ID: <9001022046.AA27089@decwrl.dec.com>
Source record: 115193

Is PASCAL available for the Atari 800 (48K)?

If so, do you know where I could obtain a copy?

Thank you.

Richard Seltzer
(617) 469-2269

2890. Re: PASCAL?

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-03 13:45:09 UTC
From: dferguso@ciss.Dayton.NCR.COM
Message-ID: <1306@ciss.Dayton.NCR.COM>
Source record: 115194

In article <9001022046.AA27089@decwrl.dec.com> seltzer@social.dec.com writes:
>Is PASCAL available for the Atari 800 (48K)?
>If so, do you know where I could obtain a copy?
>Richard Seltzer
>(617) 469-2269
Draper Pascal is now public domain and available on Compuserve (go
ATARI8).

--
Don Ferguson NCR Corp. Strategic Information Systems PCD6
Dayton OH 45479 (513) 445-1588 VOICEplus 622-1588
Donald.Ferguson@Dayton.NCR.COM ...!uunet!ncrlnk!ciss!dferguso

2891. Re: Word Processor question, using At 800 and 1025

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-03 15:35:17 UTC
From: frankh@hpnmdla.HP.COM
Message-ID: <800006@hpnmdla.HP.COM>
Source record: 115195

```
Using the Copy command from DOS you can send the file directly to your printer.
Try the following from DOS
C
D1:FILENAME,P:
```

2892. Bobterm

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-03 20:18:00 UTC
From: 0C109@AECLCR.BITNET
Message-ID: <9001040802.AA17653@ucbvax.Berkeley.EDU>
Source record: 115196

I recently obtained a copy of the public domain terminal program Bobterm that unfortunately didn't have any documentation. I have managed to figure out how to use most of its features, but would still appreciate it if someone could send me a quick run-down of it commands and what they all do. Please reply direct because I can't seem to subscribe to this list. Thanks in advance.

Donald Simmons 0C109@AECLCR

2893. printer cable

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-04 13:10:38 UTC
From: AIN1496E@merrimack.edu
Message-ID: <17951@merrimack.edu>
Source record: 115197

Hi
I recently acquired a supra hard disk interface (and hard disk) and I am
having trouble finding a cable for the printer port.
The specifics are:
36 pin male centronics connector (ribbon type)
40 pin card edge connector (ribbon type)
36 conductor ribbon cable (max 6 feet)
I'd be willing to build cable myself if I can find the parts, both Supra and
Radio Shack(where I live) where absolutely no help. if anyone can help please
reply to me either here or email

Thanks

david e. sheafer

internet: ain1496e@merrimack.edu

2894. Atari switchbox

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-05 14:07:37 UTC
From: sabba@cbnewsj.ATT.COM
Message-ID: <3181@cbnewsj.ATT.COM>
Source record: 115198

Hi Everyone:
Awhile back I complained about my computer switchbox & TV
not working together when I tried the switch on TV. The TV pictures
were awful and fuzzy.
Well, the solution is this. I bought an indoor antenna
amplifier at Radio Shack for $20 and hooked it up on the TV before
the switchbox. It works great! The TV pictures are clear. The
amplifier is just a little box and easy to hook up. I don't have
cable and just use the TV's little antenna.
Thanks to everyone, especially Stan, and hope this helps
everyone. I sent mail to everyone who wrote me. Hope it gets to
you.

Bye,
Diane

2895. Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-07 08:49:27 UTC
From: rohwerwd@csusac.csus.edu
Message-ID: <1990Jan7.084927.19588@csusac.csus.edu>
Source record: 115199
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

The following is from "The Business Journal", p. 28, for the Week
of January 8, 1990.

"Atari Corp. of Sunnyvale suffered a third-quarter
net loss of $5.4 million, or 9 cents per share, on net sales
of $81.44 million. During the third quarter of the year
before, the company earned $900,000, or 2 cents per share, on
on net sales of $98.8 million.

"For the nine-month period ended Sept 30, Atari had
a net loss of $1.78 million, or 3 cents per share, on net
sales of $252.96 million. It earned $12.14 million, or 21
cents per share, on net sales of $299.64 million during the
comparable period for the previous year."

Apparently, Atari is slowly fading into oblivion. :)

I don't read these newsgroups, so if you want to contact me, then
you will have to email messages to me.

--
+---+
| // W. David Rohwer // UUCP : {ucdavis|lll-crg}!csusac!rohwerwd |
| \X/ Go A's! \X/ Internet: rohwerwd@csusac.csus.edu |
+---+

2896. Atari Lynx (GameBoy KILLER!)

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-08 04:54:17 UTC
From: jcn@uncle.UUCP
Message-ID: <662@uncle.UUCP>
Source record: 115200
Cross-posted to: rec.games.video,rec.games.programmer,comp.sys.atari.8bit

I have had a Lynx for about two weeks. It is pretty neat! I was wondering if anyone on the net was playing with them? And if anyone has technical info. on the custom chips (MIKEY and SUZIE)?

James Nugen jcn@uncle

2897. Re: Joystick ports

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-08 05:29:43 UTC
From: garygm@portia.Stanford.EDU
Message-ID: <8054@portia.Stanford.EDU>
Source record: 115201

In article <oZZxiD_00Ugy43bGw1@andrew.cmu.edu> at1r+@andrew.cmu.edu (Angelo Trivelli) writes:
>
>Hi,
>
> Does anyone know which pins are which on the Atari 800
> joystick ports??
>
> Specifically, I need to know which pins are for the paddle (potentiometer)
> inputs.
>
>
>Any help would be greatly appreciated.
>---- Angelo Trivelli at1r@andrew.cmu.edu

Oh, foo. I was hoping someone else would post this so I wouldn't have to drag out my docs, but I guess not. So, here it is, straight from the Atari Tech. Ref. Notes:

1 2 3 4 5
6 7 8 9 <-- the pins on the joystick _jack_ (not the plug)

1=(Joystick) Forward Input
2=(Joystick) Back Input
3=(Joystick) Left Input
4=(Joystick) Right Input
5=B Potentiometer Input
6=Trigger Input
7=+5 volts
8=Ground
9=A Potentiometer Input

(As I recall, the paddle buttons used some of the joystick inputs, but I don't recall which. You'll have to experiment.)

-Gary
--
|Gary Brainin |BITNET: garygm%portia.stanford.edu@stanford|
|garygm@portia.stanford.edu |UUCP: ...decwrl!portia.stanford.edu!garygm |
|"...the right to be let alone-the most comprehensive of rights and the right |
|most valued by civilized men." Olmstead v. U.S. (Brandeis, J., dissenting)|

2898. translator disk

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-08 20:10:18 UTC
From: rmartin@gauss.rutgers.edu
Message-ID: <Jan.8.15.10.18.1990.13988@gauss.rutgers.edu>
Source record: 115202

Does anyone know where I could download a translator program from?
I have a 130XE and some of my 800 programs won't run on it.
please send me mail of just post a reply here. Thanks.

2899. Games For The 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-10 00:10:09 UTC
From: lazlo@ariel.unm.edu
Message-ID: <1254@ariel.unm.edu>
Source record: 115203

A good friend of mine got her hands on a nice working Atari 1200XL for Christmas and now we're looking for game software. A few questions arise:

* What carts can it run? 400/800 stuff I know, but how about the XE software, that sort of thing?

* Do any national toy retailers (Kay-Bee, Lionel, Toys'R'Us) still carry 1200XL-compatible stuff in any quantity?

* Was the CBS game MOUNTAIN KING ever released for it, and if so, does anyone have a copy they'd be willing to let go of? :-)

Lazlo (lazlo@ariel.unm.edu)

"People who aren't going to go any faster than the speed limit really ought to put their hazard lights on." -- Nibble's Rules Of The Road, #19

2900. RE: Atari swichbox

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-10 04:34:52 UTC
From: HUFF@kuhub.cc.ukans.edu
Message-ID: <21010@kuhub.cc.ukans.edu>
Source record: 115204

Sorry to post this to the net, but when you see a solution to a problem you've had for years, you'll do almost anything for the answer (within limits).

OK. That should take care of the "why didn't you try all the possible backbones to mail your message" flames!

Diane,

I read with interest about the fix for the squirrly reception on the Atari 800. I tried to find the part at my local RS, but didn't come up with it. The best I found was an inline signal booster that required a power source and 2 cable ---> RCA converters. Is this what you are referring to? Do you have the catalog number for the part you bought?

Thanks!
Steve

If the opposite of pro is con, what is the opposite of progress?

Steve Huff
Internet: HUFF@kuhub.cc.ukans.edu
Bitnet: HUFF@ukanvax.BITNET
EmCon: K1TR or KW02 (If you have access, please say so!)

2901. Re: Games For The 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-10 10:38:45 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200062@uxa.cso.uiuc.edu>
Source record: 115055

1. Not all 400/800 software will run on it! I'm not sure, because I never owned one, but I think the 1200XL (minus function keys) is really just an 800XL or 130XE etc without the extra RAM to load in a new operating system: hence, you cannot use a translator. I hope this has been of help. If I'm wrong, I'd be interested to know. The upshot of this is is that you should be able to run ALL (I think--using the above knowledge) XE game carts, but only MOST 400/800 carts.

2. Mountain King was released for the Atari; I liked the game but don't have it anymore....

2902. 8-bit Picture Formats

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-10 15:01:26 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1517@cs.rit.edu>
Source record: 115056

Hello,

I'm looking for any information regarding 8-bit picture formats
(Koala, MicroPainter, etc...).

Thanks,

____
Albert Yarusso, Rochester ajy2208@ritvax.bitnet,ajy2208@ultb.isc.rit.edu
Institute of Tech. ____
Computer Science /___ / {rutgers, ames}!rochester!ritcv!ajy2208
_____________________/ / ajy2208@ritcv.cs.rit.edu GEnie: A.Yarusso

2903. hello

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-10 20:12:00 UTC
From: ACSCHW@SEMASSU.BITNET
Message-ID: <9001122252.AA25441@ucbvax.Berkeley.EDU>
Source record: 115057

Hi everyone!

I just read in the last digest that Draper Pascal is public domain and is available on compuserve.

What I would like to know, is: Does anyone have compuserv access that can download it and get it to me through bitnet, or my US Mail (on disk of course :-))

Thanks,

-- Curt

Curtis H. Wilbar Jr. Senior in CIS @ Southeastern Massachusetts University
BITNET: ACSCHW@SEMASSU
WILBAR%SMUHEP@SEMASSU (if ACSCHW@SEMASSU bounces)

2904. 1027 Letter Quality printer

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-11 01:29:42 UTC
From: BGB100@PSUVM.BITNET
Message-ID: <90010.202942BGB100@PSUVM.BITNET>
Source record: 115058

Hi there!

Some friends of mine are having some problems with their 1027 letter quality printer. They are using AtariWriter on a 65XE (I think it's AtariWriter-- it's been years since I've worked on my 800 system!). The problem is that when they try to print out a document, the printer starts to print, but then with now warning, it starts to print garbage and skip spaces and such. I'm 150 miles away from where they are so I only know what is wrong from what they say over the phone. Any suggestions for a fix, or does it sound like the printer is dying for good? I have suggested cleaning the printer up and checking the cables, but after they swapped in some good cables the problem was still there. Any help would be greatly appreciated!!!

Bruce Blanar
BGB100@PSUVM.bitnet
/ /_/_ _|__|_ / || Bruce G. Blanar
_____/_______ |_|_| |__| / ||
/___|___ |_|_| |--|) _____ || BGB100@psuvm.bitnet
/ | | | _________ __|__|__) | || BGB@psuhcx.psu.edu
/ | | \| ___) | || BGB@psuecl.psu.edu
| |___| / \ | || BGB@psuecl2.psu.edu
| |___| | || BGB100@psusun1.psu.edu

2905. For Sale: Atari 400 (upgraded) w/Program Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-11 16:02:49 UTC
From: harrington@mfgmem.dec.com
Message-ID: <794@ryn.esg.dec.com>
Source record: 115059

Atari 400 computer - 48k memory - membrane keyboard replaced with full-stroke keyboard. Includes program recorder, BASIC cartridge, manuals, Star Raiders and Ms Pac Man carts.

$150.

--- Shawn Harrington, DEC, Marlboro, MA

...!decwrl!mfgmem.dec.com!harrington

OR

harrington@mfgmem.enet.dec.com

2906. Repost: For Sale: Atari 400 (upgraded) w/ Program Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-11 16:05:14 UTC
From: harrington@mfgmem.dec.com
Message-ID: <795@ryn.esg.dec.com>
Source record: 115060

My apologies: I had to repost this, since I forgot to include my
phone numbers the first time.

Atari 400 computer - 48k memory - membrane keyboard replaced with full-
stroke keyboard. Includes program recorder, BASIC cartridge, manuals, Star Raid-
ers and Ms Pac Man carts.

$150.

--- Shawn Harrington, DEC, Marlboro, MA

...!decwrl!mfgmem.dec.com!harrington

OR

harrington@mfgmem.enet.dec.com

Work Phone: (508)-467-2712
Home Phone: (508)-481-6947

2907. Re: 1027 Letter Quality printer

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-11 19:55:11 UTC
From: mrp@cbnewsd.ATT.COM
Message-ID: <12602@cbnewsd.ATT.COM>
Source record: 115061

In article <90010.202942BGB100@PSUVM.BITNET>, BGB100@PSUVM.BITNET (Bruce Blanar) writes:

> with no warning, it starts to print garbage and skip spaces and such. I'm

Mine did the same thing, a good cleaning job fixed it right up. You have
to clean the rails for both the print head and the strike plate since they
both slide back and forth. Use a silicone type lubricant to re-oil the
rails. Regular machine oil tends to collect dust too quick. I used a
lint free swab (no Q-tips, the cotton fibers get stuck on the rails) and
cleaned the rails with WD-40 first (since the old oil was gummed-up) then
I cleaned off the WD-40 with Isopropal Alcohol. After they dried I put
on the silicon lubricant stuff. Works great now, if only it was faster!

> printer is dying for good? I have suggested cleaning the printer up and

Doing the cleaning mentioned above should fix it right up, don't toss it.
Hope it helps out...
Marcus Prickett
att!ihlpb!mrp

2908. Re: Games For The 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-11 22:08:13 UTC
From: SPLITE@MTUS5.BITNET
Message-ID: <90011.170813SPLITE@MTUS5.BITNET>
Source record: 115062

In article <115200062@uxa.cso.uiuc.edu>, tle33710@uxa.cso.uiuc.edu says:
>
>1. Not all 400/800 software will run on it! I'm not sure, because I never
>owned one, but I think the 1200XL (minus function keys) is really just an
>800XL or 130XE etc without the extra RAM to load in a new operating system:
>hence, you cannot use a translator. I hope this has been of help. If I'm
>wrong, I'd be interested to know. The upshot of this is is that you should
>be able to run ALL (I think--using the above knowledge) XE game carts, but
>only MOST 400/800 carts.
>
Actually, the 1200XL has a different OS than the 400/800, XEs, and 600/800XL.
So it has trouble with some 400/800 AND some XL/XE software, since it's a breed
all of its own. It does have a full 64K, and will run a translator. In fact,
a translator should almost be standard equipment. :-) Good Luck!

Steve Plite <splite@mtus5.bitnet>

2909. Atari ST system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-12 15:12:47 UTC
From: tmb@moscom.UUCP
Message-ID: <1966@moscom.UUCP>
Source record: 115063

Complete Atari 520ST system for sale, includes:
520ST CPU upgraded to 1meg of RAM and has Z-Time clock chip
installed
Atari SM124 monochrome monitor
ST mouse with mouse pad
Astra System HD+, a 20 meg hard drive with a 3.5" DSDD floppy drive
built in.
Loads of commercial software
Loads of floppies containing hundreds of public domain programs.
A bunch of blank DSDD floppies.

Looking to get $950 for the entire system and will consider all offers.
Send mail for more details, or call (716) 385-6440 ext. 353.
I'll split shipping costs.

--
| Tom Bellucco | moscom!tmb@cs.rochester.edu /Those are my |
| \That's me! | {...}!rochester!moscom!tmb \addresses! |
| "Whatever I said, I didn't mean it...unless, of course, you liked it! |
| #include <std.disclaimer> |

2910. ADD TO LIST

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-12 20:20:00 UTC
From: HABKE@ccm.UManitoba.CA
Message-ID: <9001130804.AA27160@ucbvax.Berkeley.EDU>
Source record: 115064

HOW DOES ONE GO ABOUT BEING ADDED TO THIS LIST.
Thanks.

Bill Habke

2911. Airball

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-13 02:34:28 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Jan.12.21.34.26.1990.8164@topaz.rutgers.edu>
Source record: 115065

---

2 Questions....

1) Just got the "most recent" XEGS cart release...Airball. I like
it! But it is hard...has anybody won? Where do you get a lamp/
flashlight? Seems too difficult and the instructions are fuzzy.
Any help/hints will be greatly appreciated!

2) Is this the end of the XEGS carts? Atari announced several
carts last summer...Xenophobe, Midi Maze, Mean 18, Ninja Golf,
Commando, etc....but I've seen none materialize, and I've heard
no more announcements for Atari. Yeah, the 8-bit market is just
about dead, and how long can you expect new products, but since
Midi Maze, Commando and Xenophobe were shown last summer, I expected
Atari to at least release these games. What gives Atari?!?!?!?!?

-Ray

PS - any word from legendary shareware programmer Bob Puff?
Anything new on the horizon???????????

wilmott@topaz.rutgers.edu

2912. Re: Atari Lynx (GameBoy KILLER!)

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-13 20:48:15 UTC
From: ameyer@nsscb.UUCP
Message-ID: <1198@nsscb.UUCP>
Source record: 115066
Cross-posted to: rec.games.video,rec.games.programmer,comp.sys.atari.8bit

In article <662@uncle.UUCP> jcn@uncle.UUCP (James C. Nugen) writes:
>I have had a Lynx for about two weeks. It is pretty neat! I was wondering
>if anyone on the net was playing with them? And if anyone has technical
>info. on the custom chips (MIKEY and SUZIE)?

I'm also looking for Lynx tech info. Does anyone know details about the
comlink? Apparently it is some sort of serial connection. What are the
baud rate, data bits, stop bits, parity?

Thanks,
Andy
--
Andreas Meyer N2FYE AT&T National Systems Support Center
uucp: ..!sunybcs!nsscb!ameyer or: ameyer%nsscb@sunybcs.cs.buffalo.edu
Sometimes I go off into my own little world, but it's okay: they know me there.

2913. Southeast: Atari Equipment for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-15 02:14:57 UTC
From: RCH@cup.portal.com
Message-ID: <25956@cup.portal.com>
Source record: 115067

I used to run FREESTYLE BBS at 404/546-8256, the largest Atari 8-bit BBS in northeast Georgia..... We had to fold and switch to MS-DOS hardware, and now run GRAFFITI BBS, same number. WE HAVE LOTS OF STUFF FOR SALE!

These are a few choice items:

* MIO 256K & XE Adapter - $100! (An older MIO 256K w/o the adapter, $50)
* RTime-8 time-date stamp cartridge for SpartaDOS - $25!
* Adaptec 5500 SCSI Hard Disk Controller - $75
* Tandon 502 10meg full height hard drive - $50!
* Tons of software, disks and cables - CHEAP!
* Tons of accessory controllers, joysticks, a Touch Tablet, and other stuff - CHEAP!

If you live in the Atlanta/NE-Georgia area, and are interested in these bargains to build onto your Atari 8-bit setup, CALL US! All items are in excellent working condition, we just can't use them anymore due to the new hardware..... We also have a lot of Atari magazines, ANALOG and ANTIC, and a few refernce manuals... If you are are looking for an Atari item, give us a ring..... Call 404/354-0679 and ask for either Jim Maddox or Ric Helton.... Or call Graffiti BBS at 404/546-8256. Thanks!

__ Ric Helton, RCH@cup.portal.com sun!portal!cup.portal.com!RCH
\/ PO Box 2133, Athens, GA 30612-0133 Graffiti BBS 404/546-8256

2914. Re: Airball

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-15 15:35:33 UTC
From: daryl@cbnewsc.ATT.COM
Message-ID: <12849@cbnewsc.ATT.COM>
Source record: 115068

The latest issue of Atari Explorer describes several new
games and they look very interesting.
--
Daryl Monge AT&T Bell Labs
UUCP: att!ihuxy!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

2915. MIO Board...

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-15 16:57:01 UTC
From: jca@pnet01.cts.com
Message-ID: <1181@crash.cts.com>
Source record: 115069

Does ICD still make this beast? I've been tempted to put an 8-bit system together for the hell of it. Also, will the SCSI ports on it play nice with Seagate ST1xxN drives, particularly the ST157N? Also, what's the scoop with using a T-816 in a 130XE along side an MIO Board with SpartaDOS X?

// JCA

```
/*
**-------------------------------------------------------------------------*
** Flames : /dev/null | My opinions are exactly that,
** ARPANET : crash!pnet01!jca@nosc.mil | mine. Bill Gates couldn't buy
** INTERNET: jca@pnet01.cts.com | it, but he could rent it. :)
** UUCP : {nosc ucsd hplabs!hd-sdd}!crash!pnet01!jca
**-------------------------------------------------------------------------*
*/
```

2916. Highly Technical Hardware Question

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-15 17:08:15 UTC
From: gdtltr@maplenut.it.udel.edu
Message-ID: <8254@nigel.udel.EDU>
Source record: 115070

I am having some problems with my 130XE after doing some hardware hacking on it. I damaged a line or two removing a broken socket but managed to trace them and rewire them. Now I am having a problem with my disk drive. It appears that the data coming from the drive is getting scrambled. Disk directories list some entries properly, but others have messed up characters. I think some of them have bit 2 (the "fours" bit) stuck low. I don't have the schematics of the 130XE, so I can't even tell which chip has the problem. Data read from files was ok to start with, but now seems pretty munged. Fortunately, the problem does not seem to bother the ECI (parallel port), so my MIO still works. Any tips on what to look for would be appreciated. In case it might help, the hardware mod I did was the installation of the Turbo-816 and Turbo-OS, which seem to be working perfectly.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] "My field is blood and guts programming." -- Me [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2917. Re: MIO Board...

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-15 20:09:18 UTC
From: gdtltr@butterscotch.it.udel.edu
Message-ID: <8289@nigel.udel.EDU>
Source record: 115071

In article <1181@crash.cts.com> jca@pnet01.cts.com (John C. Archambeau) writes:
=>Does ICD still make this beast? I've been tempted to put an 8-bit system
=>together for the hell of it. Also, will the SCSI ports on it play nice with
=>Seagate ST1xxN drives, particularly the ST157N? Also, what's the scoop with
=>using a T-816 in a 130XE along side an MIO Board with SpartaDOS X?
=>
Well, I guess I'm the guy to ask. I got all this stuff. As far as I know,
ICD still makes the things. Good luck getting them from a third party vendor.
Better off just getting one from ICD. Last I heard, ICD still suggested that
you avoid imbedded SCSI drives, like the Seagate N-series. I think it will
work, but you have to break a pin on the SCSI cable. You might take a look at
the Black Box if you aren't set on a nice big external RAMdisk; it is supposed
to handle the N-drives ok.
After several months, I now have my T-816 chatting properly with my MIO. On
the 130XE you have to add a couple wires & a 74LS04 chip (piggybacked on the
74LS08) for them to get along. Without this fix, my T-816 tended to trash data
routed through the MIO (RAMdisk, Modem, Printer, etc.). It isn't a very tough
fix, but you have to get the chip & do some semi-tricky solder work. I'm not a
big solder-jockey, but I managed it pretty well. The SDX works fine with both.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] "My field is blood and guts programming." -- Me [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2918. Re: Games For The 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-16 10:38:14 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200063@uxa.cso.uiuc.edu>
Source record: 115072

Oh, O.K.!

Tim Elliott "Genghis"
University of Illinois/Urbana "Menachem" (Name of the Week)
tle33710@uxa.cso.uiuc.edu No More New Kids, Please!

"Nolan Ryan is pitching much better now that his curve ball
is straightened out." --Joe Garagiola

2919. Translator

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-16 16:00:33 UTC
From: UCI144@URIACC.BITNET
Message-ID: <9001170804.AA26867@ucbvax.Berkeley.EDU>
Source record: 115073

Rich Martin,
You asked if any one has a copy of the translator disk. I do and I should be able to copy and upload it to my account. The only thing is that you will need the program DISKCOMM to decode the crunched file. I can also send that if you n eed it. I'll try to upload as soon as I get a chance.

Also, since I'm new to this list, could someone tell me how to get back issues of digests from here. And could some one also please let me know if I sent thi s correctly. Thank you.

```
////////////////////////////////////
/SCOTT C. GLYNN AKA BYTOR, SNOWDOG, CYGNUS /
/UNIVERSITY OF RHODE ISLAND UCI144 AT URIACC.BITNET /
/CHEMISTRY MAJOR MAD SCIENTIST IN TRAINING /
/CLASS OF 92 2 YEARS LATER THAN PLANNED /
////////////////////////////////////
```

2920. Re: Games For The 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-16 17:00:52 UTC
From: hans@umd5.umd.edu
Message-ID: <5954@umd5.umd.edu>
Source record: 115074

Well, this query sure has produced a lot of differing speculation.

As far as I know, the 1200XL OS is very similar to the one in the 800XL, which is in turn indistinguishable (from the program) from a 65XE.

So, I would like to know: Does anybody know FOR SURE of cartridges which work on an 800XL / 65XE but do not work on a 1200XL?

Just curious,

Hans

2921. Re: Games For The 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-16 17:21:53 UTC
From: bernstei@hq.af.mil
Message-ID: <BERNSTEI.90Jan16122153@hq.af.mil>
Source record: 115075

In article <115200062@uxa.cso.uiuc.edu> tle33710@uxa.cso.uiuc.edu writes:

1. Not all 400/800 software will run on it! I'm not sure, because I never owned one, but I think the 1200XL (minus function keys) is really just an 800XL or 130XE etc without the extra RAM to load in a new operating system: hence, you cannot use a translator. I hope this has been of help. If I'm wrong, I'd be interested to know. The upshot of this is is that you should be able to run ALL (I think--using the above knowledge) XE game carts, but only MOST 400/800 carts.

I believe the above statement to be incorrect. I used to be an Atari enthusiast, and my father still owns several of the 8-bit models. If I remember correctly, the 1200XL was originally planned as a replacement for the 800, with new ROMS. Unfortunately not all software was compatable with the new OS and the product did VERY poorly. To correct this problem, Atari came out with a translater disk which makes the 1200 act like an 800. I am not sure which software works and which doesn't, but it would definately be worthwhile to get the translator -- I suggest calling Atari, as it used to be free. As for the newer models, they replaced the 1200; this time Atari made sure they were compatible with the original.

-- Terry --

2922. Dont Ask Software

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-16 18:26:44 UTC
From: person@plains.UUCP
Message-ID: <3133@plains.UUCP>
Source record: 115076

Is Don't Ask Still in bussiness? I've just discovereds that my S.A.M disk
got munged, and this was the one program for my 800 that I really liked.

Any ideas where I could get another copy of sam?
thanks.
--
Brett G. Person
North Dakota State University
uunet!ndsuvax!ncperson | ncperson@ndsuvax.bitnet | ncperson@plains.nodak.edu

2923. Re: Games For The 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-16 23:44:03 UTC
From: wrd@tekigm2.MEN.TEK.COM
Message-ID: <7872@tekigm2.MEN.TEK.COM>
Source record: 115077

In article <5954@umd5.umd.edu> hans@umd5.umd.edu (Hans Breitenlohner) writes:
>Well, this query sure has produced a lot of differing speculation.
>
>As far as I know, the 1200XL OS is very similar to the one in the 800XL,
>which is in turn indistinguishable (from the program) from a 65XE.
>
>So, I would like to know: Does anybody know FOR SURE of cartridges which
>work on an 800XL / 65XE but do not work on a 1200XL?
>
>Just curious,
>
>Hans

Having owned (and still own) a 1200XL (modified to 256k), a stock 1200XL, an 800XL (modified to 256k) and a 130XE, I have not found any difference in what the four will run. The only differences between the 1200XL and the other XLs are: the 1200XL requires a BASIC cart (BASIC not build in) and it does have the "function keys" and corresponding LED's. The OS seems to be the XL OS. It is not the same as the 400/800 OS and requires the translator disk for any program that the other XL would require it for. Interestingly, though, when you modify the 1200XL to 256k with the Newell board, the LED's show memory bank useage and not what they were originally intended for. I would describe exactly what they do, but I am at work and it is at home and my memory is not too good. However, I have not used too many carts in it, other than Atariwriter and the two types of BASIC carts. I mainly use programs on disk (using a 1050 DD). The disk programs have always worked, including all sorts of different games. A few required the translater, but they also required it on the 800XL or 130XE.

Has anyone actually found something that will not run on a 1200XL but will run on any other XL or XE?

2924. Re: Joystick ports

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-16 23:53:33 UTC
From: person@plains.UUCP
Message-ID: <3138@plains.UUCP>
Source record: 115078

OK. Here's one for you. How does the Koala Pad use the ports. A friend and
I were playing with it last night and found that EAMbrandt didn't know how
to read the pad. All we could get it to do was read the right and left
buttons. It wouldn't read the surface of the pad.
Hhat else is the koala pad good for?
--
Brett G. Person
North Dakota State University
uunet!ndsuvax!ncperson | ncperson@ndsuvax.bitnet | ncperson@plains.nodak.edu

2925. Re: Games For The 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-17 01:01:14 UTC
From: norlin@uokmax.uucp
Message-ID: <1990Jan17.010114.8975@uokmax.uucp>
Source record: 115079

In article <7872@tekigm2.MEN.TEK.COM> wrd@tekigm2.MEN.TEK.COM (Bill Dippert) writes:
>In article <5954@umd5.umd.edu> hans@umd5.umd.edu (Hans Breitenlohner) writes:
[stuff deleted]
>>So, I would like to know: Does anybody know FOR SURE of cartridges which
>>work on an 800XL / 65XE but do not work on a 1200XL?
>>
>>Hans
>
>Has anyone actually found something that will not run on a 1200XL but will run
>on any other XL or XE?

In ANALOG a few years back, there was one program that did something to the keyboard (I think it made the key repeat rate faster) and I believe that the article mentioned that it worked on the XL's except for the 1200XL. It was a long time ago, so I can't be sure. But if this is the case, it would seem that some timing vectors or such may be marginally altered in the 1200XL. In any event, I seem to remember that the difference, if any, was not great.
--
Norman Lin

This is my humble signature file.

2926. Re: Joystick ports

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-17 13:40:25 UTC
From: tob@cbnewsk.ATT.COM
Message-ID: <1871@cbnewsk.ATT.COM>
Source record: 115080

In article <3138@plains.UUCP>, person@plains.UUCP (Brett G. Person) writes:
>
> OK. Here's one for you. How does the Koala Pad use the ports. A friend and

The Koala pad uses the pot inputs on the joystick connector. The pad position is converted to a pulse width modulated signal which is applied to the pot inputs.

The pad buttons are read like normal joystick switches.

Ted

2927. Re: Games For The 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-17 13:51:50 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.90Jan17135150@tweezers.esd.sgi.com>
Source record: 115081

>>>>> On 17 Jan 90 01:01:14 GMT, norlin@uokmax.uucp (Norman Lin (NARC)) said:

>Has anyone actually found something that will not run on a 1200XL but will run
>on any other XL or XE?

norman> In ANALOG a few years back, there was one program that did something to the
norman> keyboard (I think it made the key repeat rate faster) and I believe that the
norman> article mentioned that it worked on the XL's except for the 1200XL. It was
norman> a long time ago, so I can't be sure. But if this is the case, it would seem
norman> that some timing vectors or such may be marginally altered in the 1200XL. In
norman> any event, I seem to remember that the difference, if any, was not great.
norman> --
norman> Norman Lin

More than likely, this is because the program you mentioned jumped
into the OS ROM at an undocumented location, or used an otherwise
unsupported feature of the OS ROM.

Atari provided a vector table for entry providing documented entry
points into all of the documented OS routines. The reason for the
vector table was to allow updates to the OS to not break software.
Unfortunately, in the 8-bit environment, more often than not
programmers threw such guidelines to the wind. After all, they were
writing to the hardware registers to get graphics to happen on the
screen; why not treat the OS ROM the same way?

Software that runs under one version of the OS and not the other is
broken, plain and simple. That doesn't alter the fact that such
software exists -- which is why the XL's have the Translator disk
available.

--M
--

--
\/ Michael Portuesi Silicon Graphics Computer Systems, Inc.
portuesi@SGI.COM Entry Systems Division -- Engineering

2928. Re: Joystick ports

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-17 23:28:45 UTC
From: njd@cbnewsd.ATT.COM
Message-ID: <12748@cbnewsd.ATT.COM>
Source record: 115082

"What else is the Koala Pad good for?" Well, I use mine with MicroIllustrator (I bought it used, privately, and it came with MicroIll.) The Koala Pad also works with MicroPainter, I believe, and with Fun With Art and probably Atari Artist (I think that last one came with the Atari Touch Tablet, which is what I was trying to buy [new] but was no longer being manufactured - darn magazine advertising scheduling!). There are also some PD/etc. programs out there that use it, e.g. Trails in ACTION! (ANALOG mag. - R.I.P.), something called Pixel Artist Deluxe (which our club's copy of, won't save to disk unless it was just a glitch in my friend's PD disk - but it acts like a bug in my humble eyes), and even Diamond GOS (but a mouse/trakball is best for that).

Nick DiMasi
Assistant Editor for 8-bits, SCAT Newsletter
(I work for Uniq Digital Tech. and am under contract to AT&T-Network Sys.)
(DO NOT reply using 'r' to this article, your reply will be forwarded to \0)

2929. Re: Games For The 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-18 19:04:48 UTC
From: mitchell@janus.Berkeley.EDU
Message-ID: <33755@ucbvax.BERKELEY.EDU>
Source record: 115083

I still have my 1200XL (althogh it's collecting serious dust in my parents house) and I seem to remember running everything my friends 800 (old) would run, as well as the 64K games (The Eidilon from Epyx/Lucasfilms). The translator disk worked as well. In fact, I used to store several games that needed translation on one disk, and boot using some strange combinations of translators and menu makers! The only thing I can remember not running off hand are some games with cartriges that were too big for the 1200XL's tight port...

-Evan

_____
| Evan Jay Mitchell EECS/ERL Industrial Liaison Program |
| mitchell@janus.berkeley.edu University of California at Berkeley |
| Phone: (415) 643-6687 |
| "Think, it ain't illegal...yet!" - George Clinton |
|_____|

2930. Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-18 21:57:52 UTC
From: slackey@bbn.com
Message-ID: <51119@bbn.COM>
Source record: 115084

In article <33755@ucbvax.BERKELEY.EDU> mitchell@janus.Berkeley.EDU.UUCP (Evan Mitchell) writes:
>house) and I seem to remember running everything my friends 800 (old) would
>run, as well as the 64K games (The Eidilon from Epyx/Lucasfilms). The

Now that you mention it... I gave up on this game when I couldn't get
past one of the dragons. Would some kind person send me a spoiler? I think
it was the third dragon. I tried the obvious combinations (4 green fireballs,
4 blue fireballs, etc). Actually, I'd like spoilers to all the levels if
you know them!

-Stan

2931. Re: Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-19 04:05:37 UTC
From: norlin@uokmax.uucp
Message-ID: <1990Jan19.040537.21210@uokmax.uucp>
Source record: 115085

In article <51119@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>In article <33755@ucbvax.BERKELEY.EDU> mitchell@janus.Berkeley.EDU.UUCP (Evan Mitchell) writes:
>>house) and I seem to remember running everything my friends 800 (old) would
>>run, as well as the 64K games (The Eidilon from Epyx/Lucasfilms). The
>
>Now that you mention it... I gave up on this game when I couldn't get
>past one of the dragons. Would some kind person send me a spoiler? I think
>it was the third dragon. I tried the obvious combinations (4 green fireballs,
>4 blue fireballs, etc). Actually, I'd like spoilers to all the levels if
>you know them!
>
>-Stan

I think that the 3rd dragon has to be killed with all blue fireballs (type '3' on the keyboard). I don't remember the rest. If you want to cheat (as I did), go in with a disk editor, and take a look at the directory sectors. You will notice that there _is_ a directory of files in there, after a bogus 'copyright, etc...' directory. There is one directory entry that causes the directory list to stop, so remove it with the disk editor, then you can access the files with DOS. There's files, "LEVEL1.MAP," "LEVEL2.MAP," etc. First, you want to delete LEVEL1.MAP-LEVEL6.MAP. Then, do a copy of LEVEL7.MAP to LEVEL1.MAP, then LEVEL7.MAP to LEVEL2.MAP, etc. What you are doing is making it so that when the program accesses the drive, looking for _files_, it will find LEVEL1.MAP and load it, but it is actually LEVEL7.MAP, so you will start out on the 7th level, fighting that ugly 7-headed dragon. The ending is a bit disappointing, but at least this way you can see it without having to spend 3 hours getting there.

DISCLAIMER: THIS IS A POTENTIALLY HAZARDOUS PROCEDURE TO YOUR DISK. Do it at your OWN RISK; you may hopelessly scramble your disk if you don't know what you're doing. I strongly suggest doing it on a backup. Even if this doesn't work, you can still mess around with the neat .CEL files on there, and totally screw the graphics up for fun.

--
Norman Lin

2932. NON-PROFIT AGENCY NEEDS 8-BIT POWER SUPPLY

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-19 05:26:22 UTC
From: Justin_Randall_Padawer@cup.portal.com
Message-ID: <26097@cup.portal.com>
Source record: 115086

We are in desperate need of a power supply to run an Atari 800XL.
We could also use any software anyone is willing to send us.
An Atari 800XL without power supply was just donated to our center;
I work as a counselor for teenagers trying to recover from drug
dependency. Please email if you can help. We'll take anything.
Regular mail: Randy Padawer
Program Counselor
Detoxification Rehabilitation Institute
412 Citico St.
Knoxville, TN 37921
Phone: (615) 524-5757
Email address: Justin_Randall_Padawer@cup.portal.com

2933. Re: Games For The 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-19 13:25:34 UTC
From: SPLITE@MTUS5.BITNET
Message-ID: <90019.082534SPLITE@MTUS5.BITNET>
Source record: 115088

In article <5954@umd5.umd.edu>, hans@umd5.umd.edu (Hans Breitenlohner) says:
>
>So, I would like to know: Does anybody know FOR SURE of cartridges which
>work on an 800XL / 65XE but do not work on a 1200XL?

I cannot recall the 1200XL ever having problems with Atari-made cartridges.
I seem to recall a few third party carts that had problems with the new OS.
(This was about 7 years ago, so pardon my rusty memory. :-) Some 3rd party
carts had trouble physically fitting in the 1200XL's cartridge slot, which
is recessed in the left side of the case. XL/XE carts should suffer neither
problem on the 1200XL. (Boy, it's kinda neat to reminisce about the good 'ole
days. Makes me wish I had room for my trusty 800 at school. Ah, well.)

2934. Re: Joystick ports

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-19 13:39:39 UTC
From: SPLITE@MTUS5.BITNET
Message-ID: <90019.083939SPLITE@MTUS5.BITNET>
Source record: 115089

In article <3138@plains.UUCP>, person@plains.UUCP (Brett G. Person) says:
>
>OK. Here's one for you. How does the Koala Pad use the ports. A friend and
>I were playing with it last night and found that EAMbrandt didn't know how
>to read the pad. All we could get it to do was read the right and left
>buttons. It wouldn't read the surface of the pad.
> Hhat else is the koala pad good for?

The Koala Pad can be read through the use of the PADDLE(x) and PADDLE(y)
functions of BASIC, where x=0 y=1 if in port 1, or x=2 y=3 if in port 2.
(Or even x=4 y=5 or x=6 y=7 for all us old-time four-porters. :-)
The PADDLE functions will return values from 0-255, depending on where
the pad is touched. The upper left corner is (0,0). (The values returned
are actually in the range of about 14-218; your milage may vary.)
If the pad is touched in more than one place, the approximate midpoint will
be returned. Use PTRIG(x) to read the left button, and PTRIG(y) the right.
PTRIG returns 0 if the button is pressed, 1 if not. (I think. Man, it's
been a long time... If not, it's the other way 'round.)
A (very, very) simple drawing program would look like this:

```
10 GRAPHICS 24:SETCOLOR 2,0,0
20 COLOR PTRIG(0):PLOT PADDLE(0),PADDLE(1):GOTO 20
```

I thought that RAMbrandt was supposed to work with Koala, Atari Touch-Tablet,
and joysticks. (I don't own it, and it's been a long time since I saw an ad.)
Incidently, the Atari Touch-Tablet works in an almost identical manner,
except the y values are inverted ((0,0) is in the lower-right corner).
Hope that helps. Good luck!

2935. Diamond DOS needed

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-20 05:32:46 UTC
From: Justin_Randall_Padawer@cup.portal.com
Message-ID: <26137@cup.portal.com>
Source record: 115087

Anyone know where I can find DiamondDOS? Please email me.
Justin_Randall_Padawer@cup.portal.com

2936. 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-20 19:36:01 UTC
From: arthur@pnet01.cts.com
Message-ID: <1248@crash.cts.com>
Source record: 115092

In addition to any OS incompatabilities, one of the lines in the data cable (I believe +5V) is not connected in the 1200XL, so some hardware doesn't work.

Arthur L. Rubin (home) (818)286-0981
PO Box 2437
San Gabriel, CA 91778 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453
INET: arthur@pnet01.cts.com or arubin@pro-sol.cts.com
UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01![arthur pro-sol!arubin]
ARPA: crash!pnet01![arthur pro-sol!arubin]@nosc.mil

2937. Re: Games For The 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-20 20:31:54 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <26152@cup.portal.com>
Source record: 115090

In a recent article, Lazlo (lazlo@ariel.unm.edu) writes,

> A good friend of mine got her hands on a nice working Atari 1200XL...

> [more... deleted... CFC]
>
> * Was the CBS game MOUNTAIN KING ever released for it, and
> if so, does anyone have a copy they'd be willing to
> to let go of? :-)

Well, I have a copy of the game, but I still play it MYSELF (never knew anyo
else who'd even HEARD of it before!).

This raises in my mind a question I've had before: if a company no longer pro-
duces a particular "copyable" type of product, does this change the legality
of MAKING copies? I.e. , I assume CBS is no longer making or marketing
MOUNTAIN KING for the Atari 8-bit computer; therefore they are making no
profits from it; therefore if I make a copy of MY copy for Lazlo, is it still
illegal, and if so, WHY? The usual argument one hears against copying soft-
ware is that it amounts to "taking bread out of the mouths of programmers'
bbabies," but in this case it is NOT so doing (they aren't making anything
from the product anymore, even if I DON'T copy it), so oughtn't it become okay
to make a copy? Particularly if this is the ONLY source of the game anymore?

I'd be interested in hearing from someone who knows the truth of this par-
ticular situation; perhaps it's time for a new clause to evolve in
copyright law!

Chris

2938. Re: Airball

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-20 20:36:59 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <26153@cup.portal.com>
Source record: 115091

Ray Wilmott asks about "legendary shareware programmer Bob Puff." Hi Ray!

Bob lives in Rochester, NY, which is where I am, and I get on his "Computer World Jr." BBS [(716) 747-8355] pretty frequently; what would you like to know? :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com
formerly cfchiesa@bsu-cs.bsu.edu

PS -- Ray, didn't I neglect to touch base with you about Portal a couple of months ago? It's not as badly off as I'd thought, although they didn't go out of their way to document much of it...

2939. Deflector and Xeneophobe

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-21 11:13:27 UTC
From: ain1496e@merrimack.edu
Message-ID: <18336.25b99957@merrimack.edu>
Source record: 115093

I just received the newest issue of Atari Explorer, in in there are reviews of some new games for the atari 8 bit, two of them being Deflector, and Xenophobe. Deflector looks like an exciting game, has any one played either and have any feedback on them.

David

2940. Textpro again.

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-22 07:10:30 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <26192@cup.portal.com>
Source record: 115094

The next few articles are .UUE files containing the complete new Textpro word processor. This is version 4.54.

Charles_K_Hughes
@cup.portal.com

2941. Textpro command summary sheet

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-22 19:48:17 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <26198@cup.portal.com>
Source record: 115095

```
TextPro Plus 4.xx Command Summary
(with patches)
KEYBOARD COMMANDS

Key Function (Atascii) Plus Select
Function (Text) Plus Select
-------------------------------------------------------------------

Normal Key

F1 Same as Ctrl +
F2 Same as Ctrl *
F3 Same as Ctrl -
F4 Same as Ctrl =
TAB Insert spaces (TAB width) Insert 1 space
ESC Set escape flag
INV TEXT/ATASCII mode toggle
CAPS Toggle caps lock
DEL Backspace Delete forward 1 space

Shift +

> Insert 255 Spaces
< Erase all text
+ Word Left
* Word Right
- Paragraph Up
= Paragraph Down
F1 Same as Ctrl H
F2 Same as Ctrl E
F3 Same as Ctrl Q
F4 Same as Ctrl Z
TAB Set TAB value Insert tab value, move forward 1 space
Set TAB width Increase screen width
ESC Set escape flag
CAPS Same as Select-Ctrl-C
DEL Delete unused spaces Delete forward one space
Delete unused spaces Insert repeat key, move up 1 line

Ctrl +

? Word Count Word count
Hi/lo byte value Lo/hi byte value
< Erase all text
> Insert one space
+ Cursor Left Left line draw of repeat key
```

Cursor Left Decrease screen width
* Cursor Right Right line draw of repeat key
Cursor Right Increase screen width
- Cursor Up Up line draw of repeat key
= Cursor Down Down line draw of repeat key
[Sentence Left
] Sentence Right
; Toggle ASC/ATA, LF, ESC Write verify On/Off
F1 Same as Select-Ctrl X
F2 Same as Select-L
F3 Same as Select-Ctrl N
F4 Same as Select-l

TextPro Plus 4.0X Command Summary
(with patches)
KEYBOARD COMMANDS

Key Function (Atascii) Plus Select
Function (Text) Plus Select

Ctrl +

A Upper/Lowercase Toggle Move cursor left one space
Inverse/Normal toggle
B Background Color Reverses sequence
C Change Found String Select Change String
D Delete Append to Buffer
E Cursor to End of Buffer
F Find String Select Find String
G Global Search/Replace
H Home Cursor Sort & SIO sound on/off, Drive #, New EOL
I Insert/Replace Toggle
J Restore Defaults Exit to basic
K Kill Buffer
L Load File Load Config File
M Menu
N Fast Repeat On/Off Key Click On/Off
O False Spaces On/Off EOL Character On/Off
P Print to Device
Q Beginning of Line Copy File
R Restore Deleted Text
S Save File Save Config File
T Text Brightness Reverses sequence
U Used/Unused Memory Delete to Top of File
V Load Macro File Delete to End of File
W Value under Cursor Binary Load
Print Position of Cursor and set print keys
X Exit to DOS Toggle Screen Display On/Off
Y Word Wrap On/Off

Z End of Line Toggle Screen Display On/Off
TAB Insert repeat key Insert repeat key then move back 1 space
Push spaces (TAB width) Shrink screen width
ESC Set escape flag
CAPS Toggle control lock
DEL Delete forward 1 space Delete forward one space

OPTION <macro key> Executes Macro
SELECT RESET Causes Cold Start (BASIC enabled)
OPTION RESET Causes Cold Start (BASIC disabled)

On command line:

SELECT L Prints last filename loaded to command line.
SELECT l Prints last filename loaded plus device to command line.
SELECT P same as SELECT l

,A Append to file.
,C Save to cursor, or continue load from file.
,Z Save text to cursor by appending to file.

2942. Re: Textpro again.

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-22 20:08:17 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <26206@cup.portal.com>
Source record: 115096

Well, that is all of the current textpro files. As new versions are
released I will continue to update them here.
If anyone has problems with the files being corrupted just send me mail and
I'll send a new copy to you. Tell me how many lines your site accepts in
mail also, this way I can split the files appropriately.

My fix file will take a few weeks, as soon as I finish it I will post.

Charles_K_Hughes
@cup.portal.com

2943. Re: Textpro again.

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-23 19:26:33 UTC
From: slackey@bbn.com
Message-ID: <51296@bbn.COM>
Source record: 115097

Will some future version of Textpro support the XEP80? Are there any other text processors (PD ie free) that do? Would anyone be interested in my rewriting my emacs-like editor to use the XEP80? I was thinking of putting all the MYDOS DUP functions into it, and sticking the works under the OS ROM.
If I get time.
-Stan

2944. Re: Games For The 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-23 20:52:49 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1998@ultb.isc.rit.edu>
Source record: 115098

In article <26152@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
[Stuff about Mountain King deleted]

>This raises in my mind a question I've had before: if a company no longer pro-
>duces a particular "copyable" type of product, does this change the legality
>of MAKING copies? I.e. , I assume CBS is no longer making or marketing
>MOUNTAIN KING for the Atari 8-bit computer; therefore they are making no
>profits from it; therefore if I make a copy of MY copy for Lazlo, is it still
>illegal, and if so, WHY? The usual argument one hears against copying soft-
>ware is that it amounts to "taking bread out of the mouths of programmers'
>bbabies," but in this case it is NOT so doing (they aren't making anything
>from the product anymore, even if I DON'T copy it), so oughtn't it become okay
>to make a copy? Particularly if this is the ONLY source of the game anymore?
>

If memory serves, a copyright lasts for some ungodly length of time,
like 50 years. Ergo, it is not LEGAL to make a copy for Lazlo.
However, the more important question is: is it MORALLY wrong to do so?
Personally, I can't see CBS complaining. They haven't sold the game in
ages, they don't make money off of it anymore, and they don't even have
an electronics division anymore.

I'm not saying that you should go ahead and do it. If the game was
still in production, I'd be strictly against copying it. However, this
is not the case.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@rit.isc
/ | \ ______/ / : .edu
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2945. 8-bit VT100 emulator needed

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-24 00:02:00 UTC
From: "I FEEL LIKE SOMEONE IS WATCHING ME.":;
Message-ID: <9001250809.AA00968@ucbvax.Berkeley.EDU>
Source record: 115099

Allo ATARIusers;
I am in need of a 80 column, VT100
emulator for my system. I have a 130XE
and a SX212 modem. Is there such thing
for ATARI 8-bit, or am I just dreaming?

John

2946. Re: 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-24 00:46:05 UTC
From: charles@c3pe.UUCP
Message-ID: <8312@c3pe.UUCP>
Source record: 115100

My P:R: Connection Owner's Manual describes in Appendix E the process of replacing the 1200XL current-limiting resistor for +5V (R63) with a jumper. It is explained that this allows operation with peripherals which draw their power from the computer, such as XM301 and P:R: Connection.

In article <1248@crash.cts.com> arthur@pnet01.cts.com (Arthur L. Rubin) writes:
>In addition to any OS incompatabilities, one of the lines in the data cable (I
>believe +5V) is not connected in the 1200XL, so some hardware doesn't work.
--
charles@C3.COM {decuac.dec.com,cucstud}!c3pe!charles ex::!echo Boo:

2947. Re: Games For The 1200XL/copyright

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-24 01:36:06 UTC
From: arthur@pnet01.cts.com
Message-ID: <1275@crash.cts.com>
Source record: 115101

I hope somebody more knowledgable comments on this, but "fair use" has
included copying out-of-print textbooks for student/faculty use. I have no
idea whether an out-of-print game could be copied for personal use. DON'T DO
IT UNTIL YOU TALK TO A LAWYER. It appears to be a violation of copyright.

Arthur L. Rubin (home) (818)286-0981
PO Box 2437
San Gabriel, CA 91778 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453
INET: arthur@pnet01.cts.com or arubin@pro-sol.cts.com
UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01![arthur pro-sol!arubin]
ARPA: crash!pnet01![arthur pro-sol!arubin]@nosc.mil

2948. Re: INFO-ATARI8 Digest V90 #7

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-24 14:45:00 UTC
From: JHSangster@DOCKMASTER.NCSC.MIL
Message-ID: <900124144512.274974@DOCKMASTER.ARPA>
Source record: 115102

What is Textpro, and what are its advantages? -John Sangster

2949. Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-24 19:04:49 UTC
From: sk2x+@andrew.cmu.edu
Message-ID: <0ZjTlFm00WB2I4DIo7@andrew.cmu.edu>
Source record: 115103

Yet another post about this infamous computer. I had one until about 3 years ago(when I switched to the 64. I now have an Amiga. No flame about this folks!). All of the programs worked, either by themselves(XL compatible) or with a translator disk. I had pretty many carts back then and had no trouble plugging anything in that didn't work. The only problem that I have encountered was a physical one where it didn't fit in the slot.(Airplane simulator from EMI software or something) All of the XL/XE stuff should work. The only reason Atari dumped this piece of the work horse was because they wanted to put BASIC in ROM and they tried to make an expansion port in the back.(I think they wanted to design it similar to the 64 seeing their success) As far as I know, very few, if any, hardware came out that used this port. And also about that program published in Antic(or something), I believe that it was supposed to let you control some of the neat things that are already programmed and available on the 1200XL via some function keys(in addition to the Start, Option, Help, etc.). For example, pressing some keys in combination of the keys gave you some of the extra cursor controls that were not available on the later models because they lacked these funtion keys. I had the game Mountain King. It worked very well with my 1200xl. Anyway, evrything that is out for the XL/XE should work for you. I've had the 1200XL for about 5 years until I got rid of it and never had any software compatibility problems. Also, the thingy about the serial port is true. The original 1200XL designers didn't want hardware using the computer power so they put in a resistor.(however, you could jump this if you want things like XM301 to work:XM301 uses the computer power.) I hope this helps... a little.

Sun...
(sk2x+andrew.cmu.edu)

2950. Translator

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-24 23:15:10 UTC
From: UCI144@URIACC.BITNET
Message-ID: <9001250806.AA00647@ucbvax.Berkeley.EDU>
Source record: 115104

To all who need the Translator Disk. I have just finished uploading
it to my CMS account. You will need copies of the program DISKCOMM
, an UNARCer, and an UUDecoder to un-crunch the TRANSLATOR file
you need the UUDecoder to decode the DISKCOMM and TRANSLATOR files
then you have to UNARC the DISKCOMM file, then using the DISKCOMM
program to un-crunch the TRANSLATOR file. I have copies of all
the programs required, if in need of one or more of the files just
send me e-mail requesting the types of files needed.
The uploaded version of the translator program has not been
tested since I uploaded it. It should work, if not, let me know
and I'll see if I can get a working copy uploaded.

////////////////ATARI//////////////////
/Scott C. Glynn ||| aka Bytor, Snowdog, Cygnus /
/Univeristy of Rhode Island ||| UCI144 at URIACC.BITNET /
/Chemistry Major / | mad scientest in training /
/Class of 92 / | 2 years later than planned /
////////////////800XL//////////////////

2951. Re: 8-bit VT100 emulator needed

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-25 09:58:07 UTC
From: ain1496e@merrimack.edu
Message-ID: <18379.25becdb0@merrimack.edu>
Source record: 115105

In article <9001250809.AA00968@ucbvax.Berkeley.EDU>, I FEEL LIKE SOMEONE IS WATCHING ME. : writes:
> Allo ATARIusers;
> I am in need of a 80 column, VT100
> emulator for my system. I have a 130XE
> and a SX212 modem. Is there such thing
> for ATARI 8-bit, or am I just dreaming?
>
> John

Kermit65 is a great program that does exactly that, about a month ago someone posted a version that allows it to work with the SX212

2952. Re: 8-bit VT100 emulator needed: Kermit!

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-25 21:38:35 UTC
From: HUFF@kuhub.cc.ukans.edu
Message-ID: <21966@kuhub.cc.ukans.edu>
Source record: 115106

In article <9001250809.AA00968@ucbvax.Berkeley.EDU>, I FEEL LIKE SOMEONE IS WAT
CHING ME. : writes:
> Allo ATARIusers;
> I am in need of a 80 column, VT100
> emulator for my system. I have a 130XE
> and a SX212 modem. Is there such thing
> for ATARI 8-bit, or am I just dreaming?

John,

Kermit handles this quite well.
One question fo you --- How can we respond to you via e-mail? Your
reply to address is bogus.

Steve

Anybody for biz.entrepreneur?

Steve Huff
Internet: HUFF@kuhub.cc.ukans.edu
Bitnet: HUFF@ukanvax.BITNET
EmCon: K1TR or KW02 (If you have access, please say so!)

2953. Re: Repost: For Sale: Atari 400 (upgraded) w/ Program Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-26 01:10:12 UTC
From: Jack_Wahoo_Pettrey@cup.portal.com
Message-ID: <26292@cup.portal.com>
Source record: 115107

Darlin'... sorry ta dissapoint ya, but the 400 system with recorder and cartridges you described is worth closer to $50 than $150. I know it's a shock, but sometimes life's a b*tch. Don't feel bad, I bought my first Atari in 1981... paid $400 for the computer, $300 for a 48K upgrade, $150 for a real keyboard, and $550 for an 810 disk drive. For that much these days I could have a decent AT clone... not ta mention the time value of money over the 8 years. Nonetheless... Ataris will never die in me heart.

Jack Pettrey

2954. Atari SX212 Modem FOR-SALE

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-26 07:02:40 UTC
From: aegnor@bsu-cs.bsu.edu
Message-ID: <10635@bsu-cs.bsu.edu>
Source record: 115108
Cross-posted to: comp.sys.atari.8bit,misc.forsale

I have a used (in LIKE NEW) condition Atari SX212 Modem forsale: @ $75.00

This includes: The modem, ALL original DOCS/box etc.
An SIO cable for YOU 8-bit owners+Kermit with the SX header
to let you use the modem directly with your 800/800XL,etc.
(which is how *I* used the modem, until selling my Atari, to
upgrade to my Amiga 1000.)

I am selling the modem, because I BOUGHT another 1200 baud modem, this one
worked flawlessly up until *I* bought my other one. The price is FIRM, but
I might dicker some... write me and lets see what we can do...

p.s. The disk with Kermit on it is SS/SD, and is *2* sided (ie. I notched
both sides..) and has ALL versions of Kermit on it, plus the doc file
for kermit.

p.p.s Hi Xet! I gotta write you soon!!!! Drop me a line sometime...

David C. Powell
M.I.S. Senior
Ball State University
Muncie, Indiana

-David Powell :ARPA: aegnor@bsu-cs.bsu.edu-------------------------
| \/ President :UUCP: <backbones>!{iuvax,pur-ee}!bsu-cs!aegnor |
| /\etwnk Industries, Ltd. : |
-"If it doesn't work, we DIDN'T do it!"-----------------------------

2955. Re: 8-bit VT100 emulator needed

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-26 13:25:24 UTC
From: dferguso@ciss.Dayton.NCR.COM
Message-ID: <1323@ciss.Dayton.NCR.COM>
Source record: 115109

In article <9001250809.AA00968@ucbvax.Berkeley.EDU> I FEEL LIKE SOMEONE IS WATCHING ME. : writes:
>Allo ATARIusers;
> I am in need of a 80 column, VT100
>emulator for my system. I have a 130XE
>and a SX212 modem. Is there such thing
>for ATARI 8-bit, or am I just dreaming?
>
> John

I recently downloaded such software from compuserve. It does not handle all control character situations(i.e. graphics) but does display in 80 columns without any special hardware. Depending on the quality of your monitor, the character set is variously readible. I'm just using an old TV, in black and white so it works fairly well. I good monitor would probably be clearer. The file name downloaded was vt10sq.arc, I think.

--
Don Ferguson NCR Corp. Strategic Information Systems PCD6
Dayton OH 45479 (513) 445-1588 VOICEplus 622-1588
Donald.Ferguson@Dayton.NCR.COM ...!uunet!ncrlnk!ciss!dferguso

2956. atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-26 17:04:09 UTC
From: wouterv@maestro.htsa.aha.nl
Message-ID: <1361@maestro.htsa.aha.nl>
Source record: 115110
Cross-posted to: comp.sys.atari.8bit,comp.lang.c,comp.lang.pascal,comp.lang.misc

are there any good C-compilers or/and good pascal-compilers for the atari 8-bit
I own a 130XE

I already mailed this request in holland but I did get no response, are there
people who read the Newsgroup comp.sys.atari.8bit in holland, if there are would they
please respond to this call anyway I get the feeling I am the only-one reading this group
in holland

Thanks in advance WOUTER

```
/|||||| +-------------------------------------------------+
//// "" |I don't know ,but I've been told |
///C 0) |The streets of heaven are lyin' with gold |
/// \_ |I ask you how things can get much worse |
|| __) |If the russians happen to get up the first |
||\ (___ Burb +-----------------------------------------BOB DYLAN+
|| \ ____\\ +-----------------------------------------
|| / \\\\ |Wouter de Vries,wouterv@maestro.htsa.aha.nl |
| |Amsterdam,Holland,Europe |
+-----------------------------------------+
```

2957. Re: 8-bit VT100 emulator needed: Kermit!

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-26 22:43:27 UTC
From: rfc@briar.philips.com
Message-ID: <76917@philabs.Philips.Com>
Source record: 115111

>In article <9001250809.AA00968@ucbvax.Berkeley.EDU>, I FEEL LIKE SOMEONE IS WAT
>CHING ME. : writes:
>> Allo ATARIusers;
>> I am in need of a 80 column, VT100
>> emulator for my system. I have a 130XE
>> and a SX212 modem. Is there such thing
>> for ATARI 8-bit, or am I just dreaming?
>--

I have a copy of a VT100 emulator from Antic which sort- of works. Though it sometimes screws up when I'm doing vi. Like it sometimes gets locked up when I try to ESC. Anyone else have this happen. I have a Atari 800 and 850 interface and Hayes 1200 smartmodem.

2958. re: 8-bit vt100 emulator needed

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-26 22:45:29 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <729.25c08cba@miavx1.acs.muohio.edu>
Source record: 115112

John, I FEEL LIKE SOMEONE IS WATCHING ME. : writes:
> Allo ATARIusers;
> I am in need of a 80 column, VT100
> emulator for my system. I have a 130XE
> and a SX212 modem. Is there such thing
> for ATARI 8-bit, or am I just dreaming?
>
> John

I used to have a friend that had a program to do what you want, althoygh I think it only did 40 columns with scrolling (or flipping) it worked with and xm301 modem, and as I don't have an 8-bit anymore, I don't know how compatible the sx212 is to the xm301 (if at all). I can try to find out more if you want to e-mail me, or respond here. I don't remember whether it is pd, (or even if he still has it), but if you think it might work, I can check into it...

Todd Whitehead
Miami University

If it looks like I said it, I probably did...

2959. TIFF file reader

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-26 23:24:51 UTC
From: potter@speedway15.DAB.GE.COM
Message-ID: <3288@ge-dab.GE.COM>
Source record: 115113

On the request of another user (Ray Wilmott) I created a program to read and display TIFF format picture files. TIFF is used in MacIntoshes and IBMs to interchange mostly halftone images. My program interprets these and scales them to the Atari screen in either graphics 9 or 15 (7.5). It works much like my APACVIEW and ILBMREAD.

The question is: is anyone out there interested in using this program? Does anyone have a reliable source of TIFF images? Can anyone point me to a BBS or pay service that does? It may be a little difficult uploading the program to the net as my Atari is not connected.

Thanks,
Jeff P.

2960. Re: 8-bit VT100 emulator needed

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-27 00:17:41 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <26322@cup.portal.com>
Source record: 115114

John writes:
>Allo ATARIusers;
> I am in need of a 80 column, VT100
>emulator for my system. I have a 130XE
>and a SX212 modem. Is there such thing
>for ATARI 8-bit, or am I just dreaming?
>
> John

Yes, there is a VT100 emulator out there (somewhere) and it is pretty good.
You can try the atari archives, I think there is a version in there.

Charles_K_Hughes
@cup.portal.com

2961. Re: 8-bit VT100 emulator needed

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-27 05:18:11 UTC
From: SPLITE@MTUS5.BITNET
Message-ID: <90027.001811SPLITE@MTUS5.BITNET>
Source record: 115115

[The previous posts discussed vt100 emulators for the 8-bit]

An all-around good terminal program is KERMIT65.ARC, which I think is available on terminator. It does Kermit, as well as 80-column vt100. Actually, I can't comment on how reliable it is, since I don't use my 8-bit much anymore. I did use it to transfer files to and from my ST at 9600 bps, and it had no problems.

Steve Plite <splite@mtus5.bitnet>

2962. Lots of information on the Atari Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-28 06:45:53 UTC
From: jbm@uncle.UUCP
Message-ID: <671@uncle.UUCP>
Source record: 115116
Cross-posted to: rec.games.video,comp.sys.atari.8bit

Facts about the Atari Lynx

b=bits, B=bytes (god this is going to go on forever)

Processor: 65C02 at 4MHz
RAM: 64KB
16 bit multiply and divide unit, accessed as memory mapped I/O
Display: 160 x 102, 8K RAM, active matrix, made by Citizen
Graphics: 16 colors from a pallette of 4096, one pallette change per scan line
Sprites: Hardware sprites, scale, flip, collision, etc.
Audio: 4 channels, 8 bit D/A per channel
Comlynx speed: 625Kb, no physical device limit, access by asm macros
Cartridges range from 1Mb to 16Mb
All info on the cartridges is flashed out in 4K chunks and unpacked on the fly
There is no built-in ROM
Standard language: 6502 macro assembler
Two different kinds of developement systems, both use Amiga parallel port:
Howard/Howdy: ICE, logic state
Pinky/Mandy: Romulator
All development hardware currently being hand build and tested.
All development software is currently Amiga dependant.
Sprite construction tools available
Graphic and sound formats are IFF

Peripherals: lots talked about, none officially in production
Games coming: Gauntlet, Rampage, Chips Challenge, Psynophobe, Ninja Geidan
Atari will offer cartidge production services for outside companies. Rough cost on 1Mb cartridges with a sticker on them is $10 each in 5000 minimum quantity.

To get on the small-fry game developers' waiting list, Fax a description of you company, capabilities, experience and what games you want to port/create to (708) 629-6699, Attn: Craig Erickson. He's a busy man, so just let him know you're out here for now.

It is very easy to believe that Atari is ready and willing to cooperate with outside developers. Since Atari has lawsuits pending against Nintendo, it would be a very hypocritical of Atari to attempt some of the things ^ does.

The information above was obtained in a phone conversation with Craig. I do not, nor ever have worked for Atari. If I were in Atari's shoes I would be getting detailed hardware specs widely distributed to anyone who wants them. I think there are a great many wonderful games out there lurking in the minds of video game junkies and programmers. In some ways I can understand Atari overpricing development systems to keep non-serious individuals from tieing

up the resources of their internal departments. I think a copy of the specs and a discount coupon should be mailed directly to each and every Amiga owner. There are hundreds of Amiga programmers that would kill to hack on the latest and greatest incarnation of the Amiga graphics hardware. There are also a tremdous number of Aplle][programmers out there, who have for years though, "can you imagine the stuff we could write with a faster processor and graphics hardware?" I think the infusion of new thought on this new product would far outweigh the extra effort it would take on Atari's part to contact those people. They could even sell the effort off to a marketing or magazine company.

My kids are 3 and 5, and all I used to hear was Nintendo. After a couple of hours with the silly cartridge that came with it, all I hear now is "Dad can I play with that new video game?".

Things do change.

John
--
John Bly Milton IV, jbm@uncle.UUCP, n8emr!uncle!jbm@osu-cis.cis.ohio-state.edu
(614) h:252-8544, w:469-1990; N8KSN, AMPR: 44.70.0.52; Don't FLAME, inform!

2963. Translator

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-28 17:58:53 UTC
From: UCI144@URIACC.BITNET
Message-ID: <9001290804.AA24202@ucbvax.Berkeley.EDU>
Source record: 115117

I had to post this here because I could not send it direct
to the person.
Rich Martin, if you still want a copy of the Translator
disk, please send me your ID# and Node. I tried to send you
this note direct, but I kept getting an error message because
the computer said that your node was wrong, or something
like that.
////////////////ATARI//////////////////
/Scott C. Glynn ||| aka Bytor, Snowdog, Cygnus /
/Univeristy of Rhode Island ||| UCI144 at URIACC.BITNET /
/Chemistry Major / | mad scientest in training /
/Class of 92 / | 2 years later than planned /
///////////////800XL//////////////////

2964. Re: 8-bit VT100 emulator needed: Kermit!

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-28 20:31:39 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <6048@eagle.wesleyan.edu>
Source record: 115118

In article <21966@kuhub.cc.ukans.edu>, HUFF@kuhub.cc.ukans.edu (Steve Huff, U. of Kansas, Lawrence) writes:
> In article <9001250809.AA00968@ucbvax.Berkeley.EDU>, I FEEL LIKE SOMEONE IS WAT
> CHING ME. : writes:
>> Allo ATARIusers;
>> I am in need of a 80 column, VT100
>> emulator for my system. I have a 130XE
>> and a SX212 modem. Is there such thing
>> for ATARI 8-bit, or am I just dreaming?
>
> John,
>
> Kermit handles this quite well.
> One question fo you --- How can we respond to you via e-mail? Your
> reply to address is bogus.
>
> Steve
> --
> Anybody for biz.entrepreneur?
>
> Steve Huff
> Internet: HUFF@kuhub.cc.ukans.edu
> Bitnet: HUFF@ukanvax.BITNET
> EmCon: K1TR or KW02 (If you have access, please say so!)
> --

If anyone could mail me uuencoded binaries for 8-bit 80 column vt100 kermit, I would be forever indebted. If not, please tell me where I can FTP it from.

Thanks... dd

--
_=_-_=_-_=_-

2965. VT100 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-29 14:44:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19900129144432.1.JRD@CORD.SCRC.Symbolics.COM>
Source record: 115119

Date: 26 Jan 90 21:52:43 GMT
From: deimos!usenet!cs.umr.edu!paulw@rutgers.edu

There is one other program that I
have heard of that claims to be a VT100 emulator for the 8-bits. It is
called Omnicom and is available from someone in Dallas for a small price of
$10.

Or for free, in the terminator archives.

Kermit65 (unsure of which version) is available from a BBS in Columbia
MO (no cost).

Or in the terminator archives.

2966. Re: Lots of information on the Atari Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-29 17:33:16 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.90Jan29123316@oswald.cs.odu.edu>
Source record: 115120
Cross-posted to: rec.games.video,comp.sys.atari.8bit

```
>b=bits, B=bytes (god this is going to go on forever)
>Processor: 65C02 at 4MHz
>RAM: 64KB
>16 bit multiply and divide unit, accessed as memory mapped I/O
>Display: 160 x 102, 8K RAM, active matrix, made by Citizen
>Graphics: 16 colors from a pallette of 4096, one pallette change per scan line
>Sprites: Hardware sprites, scale, flip, collision, etc.
>Audio: 4 channels, 8 bit D/A per channel
>Comlynx speed: 625Kb, no physical device limit, access by asm macros
>Cartridges range from 1Mb to 16Mb
>All info on the cartridges is flashed out in 4K chunks and unpacked on the fly
>There is no built-in ROM
>Standard language: 6502 macro assembler

Man, gimme a keyboard interface and I will trade in my ST!

8^{}
--

------------------------------------------------------------------------------
Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
------------------------------------------------------------------------------
```

2967. Re: VT100 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-29 17:48:02 UTC
From: paulw@MCS213K.CS.UMR.EDU
Message-ID: <9001291748.AA04535@mcs213k.cs.umr.edu>
Source record: 115121

Where are the terminal archives, and how can I get access to them?

2968. Terminator archives

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-29 19:34:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19900129193448.1.JRD@CORD.SCRC.Symbolics.COM>
Source record: 115122

I've seen a bunch of questions on this list lately about PD program availability; I guess that means it's time to repost the description of the archives.

There's an archive of Public Domain and Shareware programs for Atari computers on host TERMINATOR.CC.UMICH.EDU, which includes a section devoted to the venerable 8-bitters. The archive is accessable via anonymous FTP, to anyone connected to the Internet.

To retrieve files from the archive, use the FTP program on your system to connect to terminator, and login as "anonymous". Set your default directory to "/atari/8bit/". If you then get a directory listing, you'll see a bunch of files, including instructions on how to get started, and an index of what files are there.

If you have something that you'd like to contribute to the archives, mail it to me, and I'll install it.

Questions to me. Enjoy!

2969. VT100 (Kermit)

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-30 04:21:17 UTC
From: UCI144@URIACC.BITNET
Message-ID: <9001300808.AA16903@ucbvax.Berkeley.EDU>
Source record: 115125

To those of you who need a VT100 emulator or Kermit, I have a new version of Kermit65 that does VT100, VT52 and Glass tty emulations, in 80 column graphics, 40 panable and plain 40. You can set parity to even, odd, none, mark. variable baud and file transfers etc. Its basically the same as the Kermit65 that is at the FTP site 35.1.33.8 with a few modifications, MPP (modem) support, which is a direct connect modem that was made by the company now known as Supra. You need DOS XL to run this version. I have been beta testing this version of Kermit65 for Jean Goulet. So far I have had no problem using this program, except if you are using an XL/XE you need the translator disk. At this time however I am not allowed to distribute this version of Kermit, but I will ask Jean if it is ok to send out copies.

////////////////ATARI//////////////////
/Scott C. Glynn ||| aka Bytor, Snowdog, Cygnus /
/Univeristy of Rhode Island ||| UCI144 at URIACC.BITNET /
/Chemistry Major / | mad scientest in training /
/Class of 92 / | 2 years later than planned /
///////////////800XL/////////////////

2970. 8-bit MIDI cable?

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-30 10:37:40 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200067@uxa.cso.uiuc.edu>
Source record: 115123

I have a MIDI-compatible Casio keyboard and a 130XE computer.

Question: Assuming I can find the parts to make a cable and can write
software, will anything else be needed to take advantage of MIDI?
Can anybody reccommend good software? Does any company carry Female Serial
Cable ends?

Thanks,

---|||---
Tim Elliott ||| charter "Genghis"
University of Illinois/Urbana / | \ T.A.P.E.S. "Kilroy" (Name of the Week)
genghis@uiuc.edu ATARI member Don't forget your towel...

"The doctor can bury his mistakes but an architect can only advise his client
to plant vines." --Frank Lloyd Wright

2971. Need some 212A help!

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-30 10:38:30 UTC
From: mrn31796@uxa.cso.uiuc.edu
Message-ID: <115200069@uxa.cso.uiuc.edu>
Source record: 115124

```
/* ---------- "Need some 212A help!" ---------- */
I have a 1200 baud MicroBaud IV 212A modem. But I dont know any of the
commands. Does anyone out there know any of the 212A commands like how
to make it dial etc... Thanks in advance, Mike Neuliep

____________________ E-mail to:
/ /~~~~~~~~~~~~~~~\ \ mrn31796@uxa.cso.uiuc.edu (Internet)
/ /_/~\_____________\ \ neuliep@mrcnext.cso.uiuc.edu (I-net)
/~~~~~~~~~~~~~~~~~~~~~~~~~\ FREE0102@vmd.cso.uiuc.edu (Bitnet)
| V8 plymouth| | _______ r
\ ____________________________ / Go ILLINI! | | | u
\|\_________________________/|/ | apple l
| | // |MRN 360| \\ | | Drive '74 Plymouth | | | e
| |.O/ ~~~~~~~~~ \O.| | Roadrunners! | ~~~~~~~ s
..-.. ..-.. "I'm not employed so I can say whatever
. . . . . . the hell I want to say!"
/* End of text from uxa.cso.uiuc.edu:comp.sys.apple */
```

2972. Re: 8-bit VT100 emulator needed: Kermit!

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-30 12:46:58 UTC
From: ain1496e@merrimack.edu
Message-ID: <18403.25c58cc2@merrimack.edu>
Source record: 115128

In article <76917@philabs.Philips.Com>, rfc@briar.philips.com (Robert Casey;6282;3.57;$0201) writes:
>>In article <9001250809.AA00968@ucbvax.Berkeley.EDU>, I FEEL LIKE SOMEONE IS WAT
>>CHING ME. : writes:
>>> Allo ATARIusers;
>>> I am in need of a 80 column, VT100
>>> emulator for my system. I have a 130XE
>>> and a SX212 modem. Is there such thing
>>> for ATARI 8-bit, or am I just dreaming?
>>----------
>
> I have a copy of a VT100 emulator from Antic which sort- of works. Though it
> sometimes screws up when I'm doing vi. Like it sometimes gets locked up when
> I try to ESC. Anyone else have this happen. I have a Atari 800 and 850
> interface and Hayes 1200 smartmodem.

That is VT10SQ, Kemrit65 workes 10 times better. I have both and found
that vt10sq was terrible when it came to screen editing, however Kermit65
worked flawlessy, between the two I prefer Kermit65 much better

2973. Re: atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-30 12:54:17 UTC
From: kcr@ecompin.UUCP
Message-ID: <1205@ecompin.UUCP>
Source record: 115126

In article <1361@maestro.htsa.aha.nl> wouterv@htsa.UUCP (Wouter Kabouter) writes:
>are there any good C-compilers or/and good pascal-compilers for the atari 8-bit
>I own a 130XE
>
>I already mailed this request in holland but I did get no response...

I used to work with a fellow who did some amazing things on an 800, and he
was quite happy with the ACTION language cartridge. This fellow was a C
programmer by trade, and knew how to use LEX & YACC to build new languages,
so I take it as a credible endorsement from someone who knew what to do.
Using ACTION, he ported Dr. William Gale's META4 compiler writing toolset,
which was written up in Dr. Dobbs' Journal years ago (also see PIDGIN, ibid).

You might check among the Atari ranks to see if ACTION is still around.
I hope this helps. I don't follow the Atari or 8bit stuff these days,
but I still keep my old faithful Ohio Scientific 6502 based disk system.

Best Regards!

2974. Kermit65 (vt100)

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-30 21:48:28 UTC
From: UCI144@URIACC.BITNET
Message-ID: <9001310814.AA11497@ucbvax.Berkeley.EDU>
Source record: 115131

Sorry guys, I asked the programmer of the version of Kermit65
that I'm beta testing and he doesn't want it distributed yet,
maybe later, but not now. The last version that is on archive
is still a good version to use, this was just an updated and
modified one. There are a few different version of vt100
emulators there. ie Bobterm, Kermit65, Omnicom, V10sqr.
there at the FTP site 35.1.33.8 in the atari/8bit directory.
Scott Glynn

2975. Re: Lots of information on the Atari Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-30 22:07:51 UTC
From: ewhac@well.UUCP
Message-ID: <15841@well.UUCP>
Source record: 115127
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <671@uncle.UUCP> jbm@uncle.UUCP (John B. Milton) writes:
>Facts about the Atari Lynx
>
>Processor: 65C02 at 4MHz

This is a peak figure. When the CPU crosses 16-byte page
boundaries, the cycle is 3.2 MHz (can't stay in page mode forever). BTW,
the '02 used doesn't have the "Rockwell instructions."

>16 bit multiply and divide unit, accessed as memory mapped I/O

More correctly: 16x16=32 signed and unsigned, 32/16=32 unsigned,
and the remainder is broken. Multiply happens in 15 cycles, divide in 50.

>Display: 160 x 102, 8K RAM, active matrix, made by Citizen
^^^^^^^
Not according to the rumor I've heard. Atari Japan thought they
knew better, and used a different source. As a result, the screen is less
bright than it could have been.

>Graphics: 16 colors from a pallette of 4096, one pallette change per scan line

Actually, you can change colors anywhere you damn well please.

>Sprites: Hardware sprites, scale, flip, collision, etc.

You forgot shear, and realtime picture decompression.

>Comlynx speed: 625Kb, no physical device limit, access by asm macros

Typo; it's 62.5K baud.

>Cartridges range from 1Mb to 16Mb

Unless they did something immensely clever, maximum cartridge size
is two megabytes. Oh, you're talking *bits*. Why can't people use the same
terms?

>There is no built-in ROM

Wrong. There's a boot-up ROM which performs system initialization,
RAM tests, and the RSA decryption on the cards.

>To get on the small-fry game developers' waiting list, Fax a description of
>you company, capabilities, experience and what games you want to port/create
>to (708) 629-6699, Attn: Craig Erickson. He's a busy man, so just let him know
>you're out here for now.
>

Epyx is supposed to be the official coordinator for Lynx software
development, so you may wish to contact them first.

>In some ways I can understand Atari
>overpricing development systems to keep non-serious individuals from tieing
>up the resources of their internal departments.

The reason the system costs $5000 is because it costs $5000.
They're not making any money off the Howard boards or the software. When
you factor in the phone support, they're just barely breaking even.

>I think a copy of the specs
>and a discount coupon should be mailed directly to each and every Amiga
>owner.

Tee hee. Nice idea, but it'll never happen. One of Atari's first
questions to Epyx was, "Can we port the development system to the ST?"

_-_-_-

2976. BobTerm

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-31 00:43:16 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Jan.30.19.43.14.1990.4197@topaz.rutgers.edu>
Source record: 115129

Just wondering...has anyone out there made (or come across on BBS')
any more modules for use with BobTerm?

-Ray

2977. MIDI

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-31 03:20:00 UTC
From: UCI144@URIACC.BITNET
Message-ID: <9001310814.AA11518@ucbvax.Berkeley.EDU>
Source record: 115130

Tim
I have an old issue of Antic magazine that has an article
dealing with the Atari and MIDI. Its the June 1985 issue.
it lists 3 things:
MIDIrack II VIRTUOSO
Hybrid Arts Enhanced Technology Associates
P.O. Box 480845 125 W. Duke Ellington Blvd.
LA, CA. 90048 New York, NY 10025
(818) 508-7443 $50---48k disk
$349---48k disk $150--MIDI Interface

Plus an address fro Casio, Inc. which I will not include,
if you have a Casio already you should have the address.
Scott Glynn

2978. Re: Games For The 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-31 17:47:16 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <76463@tut.cis.ohio-state.edu>
Source record: 115133

As far as I know, almost all carts for the XE/XL systems should work
on the 1200XL. Some of the new Atari cartridges released for the "XE
Game System" (really 65XE) will not work on the original 400/800
due to the fact that some of these new carts are 64K carts, and use
memory handling only found in the XL/XE operating system.

You will, however, have problems using any device on the serial bus that
requires power from the serial bus (XM301 modem, ICD P:R: connection) since
Atari clipped the power connection to the serial port in the 1200XL (don't
ask me why!) This can be fixed by a jumper mentioned in this group
a number of times before.

andy...

--
Andrew Weaver | weaver@tut.cis.ohio-state.edu
West Side Leader | Spring '90: v30188@vax1.cc.uakron.edu
Fairlawn, OH | bs0401@file01.ecgf.uakron.edu
| c17246@akronvm.BITNET

2979. Re: INFO-ATARI8 Digest V90 #9

Newsgroup: comp.sys.atari.8bit
Date: 1990-01-31 18:24:00 UTC
From: JHSangster@DOCKMASTER.NCSC.MIL
Message-ID: <900131182414.947645@DOCKMASTER.ARPA>
Source record: 115134

Re: Vt-100 emulators. I've used the original OmniCom, which requires the OMNVIEW 80-column chip, for several years with excellent results. The standalone version should be identical apart from having some additional code to load (since the 80-col E: device is in RAM rather than ROM). If it's still available for $10 that would be a reasonable choice, as would John Dunning's freeware Kermit65. OmniCom supports both xmodem and kermit and also has ascii capture and a very handy "print screen" function which is great for capturing short e-mail messages, names and addresses, etc., to paper without hassle. Kermit65 was sort of unfinished when I last saw it, but if John Dunning has put the finishing touches on it by now, it should be a very satisfactory program too if you just want the kermit protocol. -John Sangster

2980. Remember when?

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-01 01:27:15 UTC
From: aewright@amherst.bitnet
Message-ID: <9037.25c79073@amherst.bitnet>
Source record: 115132

In article <26292@cup.portal.com>, Jack_Wahoo_Pettrey@cup.portal.com writes:
> Darlin'... sorry ta dissapoint ya, but the 400 system with recorder and
> cartridges you described is worth closer to $50 than $150. I know it's
> a shock, but sometimes life's a b*tch. Don't feel bad, I bought my first
> Atari in 1981... paid $400 for the computer, $300 for a 48K upgrade, $150
> for a real keyboard, and $550 for an 810 disk drive. For that much these
> days I could have a decent AT clone... not ta mention the time value of
> money over the 8 years. Nonetheless... Ataris will never die in me heart.
>
> Jack Pettrey

Way back eight years ago, I bought my first computer, an Atari 800XL, when
it just came off the market. Remember the Alan Alda commercials? Well,
That was the time. Any way, with a 1050 disk drive, the setup cost over
$1000 dollars. Forget about such add-ons like my Indus drive! Three years ago
I switched a accidentally broken 800XL with a 130XE for $100. Now I don't
know if I can get even that for my setup, which now includes a moniter, a
Okimate color printer, and a huge software library. Why should I sell it?
Nintendo is boring in comparison, and up to last year I did all my major
papers on it. Yeah, now I have a Mac. It's tough having a orphan computer,
caused by the bumblings of Warner and Tramiel. Oh, well. It'll always be
a fixture back home.
I just wanted to ramble about the good 'ol days

Anthony E. Wright

2981. Re: atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-01 23:52:37 UTC
From: njd@cbnewsd.ATT.COM
Message-ID: <13017@cbnewsd.ATT.COM>
Source record: 115135

The poster of the article-to-which-this-is-a-followup asked if ACTION! is still around.

The answer is: You bet it is! I have had ACTION! for oh, around 5 years now, and although I don't have a LOT of time to program with it, I have a goodly amount of C programming experience ('been a UNIX/C guy since '79/'80, depending on whether you count school) and: I THINK that ACTION! is the BEST 8-bit language you can get! It may not be "portable" to other 8-bit machines, but if one is a REAL DIEHARD Atari (8-bit) user, who cares if it will run on them other pieces of garbage? :-) Aside from BASIC and assembler (machine lang.), more programs are written in ACTION! than other languages - and ACTION! is structured somewhat like PASCAL (with IF...FI, DO...OD borrowed from ALGOL, if I recall correctly what little ALGOL I ever knew), but not as strictly typed (typing is more akin to C, actually types CHAR and BYTE are interchange-able, for example...), yet not as cryptic as C (i.e. the language doesn't have so many ways to write one statement, most of them unreadable :-).

Get your hands on an ICD catalog for their price (maybe $79.95, I have it at home) and check with your dealer - you can usu. get ICD carts. for much less from a dealer. (I got SDX for $60, lists in ICD for $79.95, or at least it did, MEMORY FAULT***** :-)

Have fun!

Nick DiMasi Uniq Digital Technologies, Inc.
...clout!udt386!nick (not currently read often) (Internet reg. pending)
...att!odutsa!njd (READ WEEKDAYS)
|
DON'T USE R/r (reply command)!!! | under contract to AT&T Network Systems
| (Network Software Ctr., Lisle, IL)

2982. Static....

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-01 23:56:01 UTC
From: johnb@pnet01.cts.com
Message-ID: <1329@crash.cts.com>
Source record: 115136

Hello all,

I have an atari 800xl and I also have cable. I seem to have a problem though when I hook the cable line to the switch box for the 800xl. I get static when I use the computer and static when I watch cable. Is there something I can do about this? BTW the Tele is one that automatically tunes in the signal. I am under the impression that it is getting a real low signal from the other source on the switch box and trying to tune that in. Is there any way to fix this? Has anyone else had a similiar problem??

John.

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!johnb
ARPA: crash!pnet01!johnb@nosc.mil
INET: johnb@pnet01.cts.com

2983. Re: atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-02 06:36:11 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <76567@tut.cis.ohio-state.edu>
Source record: 115137

ICD has purchased the rights to Action! after buying out
Optimized System Software (OSS). It should be available from them.

andy...

--
Andrew Weaver | weaver@tut.cis.ohio-state.edu
West Side Leader | Spring '90: v30188@vax1.cc.uakron.edu
Fairlawn, OH | bs0401@file01.ecgf.uakron.edu
| c17246@akronvm.BITNET

2984. MYDOS and the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-02 18:49:26 UTC
From: slackey@bbn.com
Message-ID: <51672@bbn.COM>
Source record: 115140

First of all, I missed articles 3569-3596 due to my server being offline for several days. and would be EXTREMELY grateful is someone would send them to me.

Second - A few months ago I discovered that there was a compatibility problem between MYDOS and the XEP80 driver furnished by Atari, mentioned it on the net, and was informed that the XEP would work as long as DUP was not loaded. Well, I thought that would be OK for my plans, but realized an issue: I had no way of loading my editor package. The autorun file needed to be the xep driver; the editor would need to be loaded through the DUP menu.

I tried a few possibilities, and was starting to look at the XEP driver to include in my image (which I would prefer not to do, so that the driver can be changed without me needing to reassemble). I decided to look at MDUP, and I found the culprit - in mdup2.asm the E: vector is reloaded (naturally without restarting the 40-col display) with a comment about compatibility with BASIC autorun programs. Well I don't use these, so I removed the whole routine, and guess what!

I don't have a way to transfer files to the net right now, so if you want a copy of the modified MYDOS on disk through the mail, just reply.
-Stan

2985. Re: Kermit65 (vt100)

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-03 01:27:04 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Feb.2.20.27.02.1990.17490@topaz.rutgers.edu>
Source record: 115141

>there are a few VT100 emulators there. ie-Bobterm, ...

How is Bobterm a VT100 emulator? Do you know of a module I don't?!?!?

-Ray

2986. Re: Remember when?

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-03 01:38:34 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Feb.2.20.38.29.1990.18138@topaz.rutgers.edu>
Source record: 115138

>I just wanted to ramble about the good 'ol days.
>
> Anthony E. Wright

Just some more rambling...I still think one of the best decisions I ever made was sacing up my allowance back in 1981 to go out and buy (at a GREAT price) a 400 and program recorder for $400. This led to a $250 disk drive 2 years later, and a 800xl for $150 a year or so after that. Latest aquisitions were a $35 256k 800xl and a $50 4th USDoubled disk drive. Back in '81 I could walk into just about ANY store and find software for my machine. Today...well, you still find PD and shareware now and then on BBS'. I've seriously thought about giving up on the 8 bit a few times over the past few years, but always end up asking myself "WHY?". After all this time, it still gets the job done...

-Ray

2987. Re: Desperately seeking Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-03 10:34:13 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200070@uxa.cso.uiuc.edu>
Source record: 115139

Hmmm... It's been a LONG time since I've played Galaxian....
How do you make them buggers stop shooting?

```
--------------------------------|||----------------------------------------
Tim Elliott |||  charter "Genghis"
University of Illinois/Urbana / | \ T.A.P.E.S. "Kilroy" (Name of the Week)
Genghis@uiuc.edu ATARI member Don't forget your towel...
-------------------------------------------------------------------------------
"The doctor can bury his mistakes but an architect can only advise his client
to plant vines." --Frank Lloyd Wright
-------------------------------------------------------------------------------
UUCP> uunet!uiucuxc!uxa!tle33710
```

2988. Re: Desperately seeking Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-03 19:09:10 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.90Feb3140910@naunet.cs.odu.edu>
Source record: 115143

> Hmmm... It's been a LONG time since I've played Galaxian....
> How do you make them buggers stop shooting?

This went through another news groupa while back...

you leave one or two of the second type of alien [red?] on the LEFT
of your screen. You move your ship over to the right of the screen.
Wait for about 7 minutes and watch the aliens. If they BOTH do not
fire in a single pass... kill them both. No other alien will ever
fire on any other wave. You can also do this with one red guy, you
just have to wait almost twice as long.

--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''

2989. Re: Desperately seeking Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-04 06:41:09 UTC
From: arromdee@crabcake.cs.jhu.edu
Message-ID: <733@crabcake>
Source record: 115142

In article <SCOTT.90Feb3140910@naunet.cs.odu.edu> scott@cs.odu.edu (Scott Yelich) writes:
>> Hmmm... It's been a LONG time since I've played Galaxian....
>> How do you make them buggers stop shooting?
>you leave one or two of the second type of alien [red?] on the LEFT
>of your screen. You move your ship over to the right of the screen.
>Wait for about 7 minutes and watch the aliens. If they BOTH do not
>fire in a single pass... kill them both. No other alien will ever
>fire on any other wave. You can also do this with one red guy, you
>just have to wait almost twice as long.

Assuming that you mean "Galaga", not "Galaxian", I have done this but with
blue aliens, not red ones. (Maybe it works with red ones too, who knows?)

You can't just wait at the edge; sometimes it'll shoot a wraparound bullet
that can get you unless you dodge it.
--
"Workers of the world, we're sorry!" --Soviet protestor's slogan

Kenneth Arromdee (UUCP: ....!jhunix!arromdee; BITNET: arromdee@jhuvm;
INTERNET: arromdee@crabcake.cs.jhu.edu)

2990. Re: BobTerm

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-04 19:02:15 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <2098@ultb.isc.rit.edu>
Source record: 115145

In article <Jan.30.19.43.14.1990.4197@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>
>-----
>
>Just wondering...has anyone out there made (or come across on BBS')
>any more modules for use with BobTerm?
>
>
> -Ray

What kind of modules do you want? Do you mean modem drivers? Bob wrote drivers for every conceivable modem. With no driver installed, it defaults to 850/P:R. There are drivers for the SX212, MPP, 1030, XM301, etc.

These should have come with the program itself.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@rit.isc
/ | \ ______/ / : .edu
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2991. Re: BobTerm

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-04 21:09:16 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Feb.4.16.09.14.1990.13115@topaz.rutgers.edu>
Source record: 115144

>what kind of modules do you mean? Do you mean modem drivers? ...

No, I mean "modules" for use with BobTerm. I forget how many came with the latest version of the program, but the two I can think of were a command line processor for Sparta 3.2, and support for the XEP80. Has anyone else besides Bob Puff made any modules for use with the program? 2 that I thought might be nice are 80 column screen via software for those of us without XEP80's, and VT100 emulation. With those 2 additions to BobTerm, I'd need never use any other term program...

-Ray

2992. Non-profit needs 8bit software

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-06 06:09:51 UTC
From: Justin_Randall_Padawer@cup.portal.com
Message-ID: <26632@cup.portal.com>
Source record: 115148

We recently received 2 Atari 800XL and 1 1200XL computers with disk
drives and a printer. Of course we are very grateful. But in order
to use the computers with the kids we work with we need software. At
this point, we'll take anything...beggars aren't choosers. Unfortunately
we aren't budgeted for buying software, but I'm **very** interested in
exposing these kids to computers; I think they'll love them. Our agency
treats chemically dependent teenagers in Appalachian East Tennessee.
(Need educational, recreational, productivity software; disk or cartridge.)
--Randy Padawer, program counselor, DRI Adolescent Center, 412 Citico Street
Knoxville, TN 37921 Telephone (615) 524-5757
My Internet/Usenet: Justin_Randall_Padawer@cup.portal.com

2993. Re: Kermit65

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-06 12:13:37 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200071@uxa.cso.uiuc.edu>
Source record: 115146

```
Hmmm.... I'm not sure what a keyclick vector is...
If you mean disable keyclick:
POKE 731,1 =off
POKE 731,0 =on
If you mean keyboard definition vector, it's at 121,122.

-Tim Elliott Genghis@uiuc.edu
```

2994. stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-06 23:49:00 UTC
From: ACSCHW@SEMASSU.BITNET
Message-ID: <9002070810.AA13556@ucbvax.Berkeley.EDU>
Source record: 115147

Hello,

I'm looking for the following:

Super Mario-Bros
Airball
Mission Impossible
Jumpman (my copy has 2 bad sectors)
^ original (as in 4-5 year old Epyx release - looks old...)
(I bought it for $5 or was it $10 from a store)
(selling out what little Atari stuff it had....)

Wico Trakball

About this stuff:

Is it still made ?
Was it ever made ?
Do you have it ? (Do you want to get rid of it ?)

Also, does anyone have a 850 field service manual ?????????

Also, does anyone have any documentation on the Chip/Archiver
(not original docs, technical specs such as the expanded commands)
Also, has anyone ever written any custom programs for the Chip ?

Has anyone tried the Super Archiver (now available from B&C) ?
How is it compared to the Chip/Archiver ?

Anyone have an Omnimon/Omniview for an 800XL they want to sell ?
How about an XL with omniview ?

Also, I heard Airball will only run on the Xls, does anyone know why ?
(my main machine is my 400, but I also have 2 XLs....the 400 is much more
quality built)

On another note, i would like to discuss with anyone out there who has
compared/contrasted the Atari ST and Amiga. Mail to me if you wish
discussing this topic with me, as I want an in depth analysis of both
machines, and some pretty specific questions answered.

Thanks for bearing with this long message.

-- Curt

Curtis H. Wilbar Jr. Senior in CIS @ Southeastern Massachusetts University
BITNET: ACSCHW@SEMASSU
WILBAR%SMUHEP@SEMASSU (in case ACSCHW@SEMASSU bounces)

2995. Atari 65xe help

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-07 00:45:00 UTC
From: sl195089@silver.ucs.indiana.edu
Message-ID: <9800001@silver>
Source record: 115152

My name is Karl and I recently got a atari 65xe. The owners manual says that it has a 64 K memory but that only certain software uses it. Is there a way that I can access the extra 16 K that is not normally available?

Karl Poorbaugh
sl195089@silver.ucs.indiana.edu

2996. Re: Atari 65xe help

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-07 05:51:06 UTC
From: normanl@uokmax.uucp
Message-ID: <1990Feb7.055106.26617@uokmax.uucp>
Source record: 115149

In article <9800001@silver> sl195089@silver.ucs.indiana.edu writes:
>
>My name is Karl and I recently got a atari 65xe. The owners manual
>says that it has a 64 K memory but that only certain software uses
>it. Is there a way that I can access the extra 16 K that is not
>normally available?
>
>Karl Poorbaugh
>sl195089@silver.ucs.indiana.edu

The 16K is actually 'underneath' the operating system. Thus, accessing
it is a tricky business, since you must mask all interrupts while you
do so. Furthermore, there is a gap from $D000 to $D800 (it may be larger,
but I don't think so) right in the middle of the 16K, so you actually
have only 14K free. If you just want to use the extra 16K for programming
or word processing directly, it cannot be done because it is bank-switched.
I have seen a few ramdisk programs that take advantage of the 14K so that
you can, for instance, store DUP.SYS and MEM.SAV in the ramdrive to have
DOS load up instantly from BASIC/Assembler/Editor. I have not seen many
other uses of the memory.
--
Norman Lin / normanl@uokmax.ecn.uoknor.edu

2997. Modem directly connected to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-07 06:02:03 UTC
From: normanl@uokmax.ecn.uoknor.edu
Message-ID: <1990Feb7.060203.24025@uokmax.uucp>
Source record: 115150

I am fairly new to the world of modeming. I currently have an IBM here at school and an Atari at home. I just got a modem for the IBM, a Hayes-compatible 2400bps external modem. Does anyone know -- can this modem be directly connected to the Atari 800XL, without using the 850 interface or other such inteface? "Directly" includes hand-wiring an Atari SIO cable to the modem RS232 cable.

If this is indeed possible, I would assume that I would need some sort of device handler to get the operating system to recognize the new device. Is there any software available for ftp that would perform this fuction? (of course, I would be able to ftp it, but not to the Atari since the Atari doesn't have the handler software yet. I'd even get a printout of the object code and type it in manually if necessary...) Or would I need to write my own device handler? (I have written rudimentary handlers before such as miniature ram-drives and such, but I have no idea what hardware registers would be used to access a direct-wired modem.)

Thanks in advance.
--
Norman Lin / normanl@uokmax.ecn.uoknor.edu

2998. Re: Modem directly connected to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-07 15:12:05 UTC
From: ain1496e@merrimack.edu
Message-ID: <18482.25d03ac5@merrimack.edu>
Source record: 115151

In article <1990Feb7.060203.24025@uokmax.uucp>, normanl@uokmax.ecn.uoknor.edu (Norman Lin) writes:
> I am fairly new to the world of modeming. I currently have an IBM here at
> school and an Atari at home. I just got a modem for the IBM, a Hayes-
> compatible 2400bps external modem. Does anyone know -- can this modem be
> directly connected to the Atari 800XL, without using the 850 interface
> or other such inteface? "Directly" includes hand-wiring an Atari SIO cable
> to the modem RS232 cable.
>
Yes, this is possible. I have a Packard Bell 2400BPS running on my
130xe without any type of interface. Once you make your cable (I purchased
a Supra 1200At MOdem a while ago that came with a cable that was rs232 on one
end and ATari sio on the other) any programs that have been written for the
Atari SX212 modem will work perfectly with it (even though the SX212 is only
1200 baud most programs written for it support up to 9600 baud). There are
also a couple of pd drivers available that you can append on to most
telecommunicaton programs to make them work) The one that works the best
is SX.COM by J. Dillow

2999. Re: Modem directly connected to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-07 18:38:17 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <76763@tut.cis.ohio-state.edu>
Source record: 115154

In article <1990Feb7.060203.24025@uokmax.uucp> Norman Lin writes:
>Does anyone know -- can this modem be
>directly connected to the Atari 800XL, without using the 850 interface
>or other such inteface? "Directly" includes hand-wiring an Atari SIO cable
>to the modem RS232 cable.
I doubt it; but there are published plans on how to use the
joystick ports to interface to the modem (RS232-wise). The
XM301 and 1030 modems are SIO connectable; but designed that way.

Either way, however, you would have to write a custom device driver
so that the Atari would correctly talk to the RS232 modem. And
getting stock programs to talk to your interface might be a bit
tricky as well, but possible.

If you are interested in the plans, I can dig into my old Antic
and Analog magazines for them.

andy..

--
Andrew Weaver | weaver@tut.cis.ohio-state.edu
West Side Leader | Spring '90: v30188@vax1.cc.uakron.edu
Fairlawn, OH | bs0401@file01.ecgf.uakron.edu
| c17246@akronvm.BITNET

3000. XEP80 & DOS XE

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-08 01:06:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <9002080810.AA12038@ucbvax.Berkeley.EDU>
Source record: 115153

Is there anyone out there that uses both DOS XE and the XEP80 80-column screen? This is a fairly technical question. Under DOS 2.5, it is possible to flip between the Antic and the XEP80 displays using XIO commands 24 and 25. What I have done is created a DOS XE disk that automatically runs the XEP80.DRV program. I then go to Basic and type the XIO command to go to the Antic display. There I'm stuck - the XIO command to return to 80 columns isn't recognized. (unfortunately, I don't remember the error number right now.) However, running XEP80.DRV over again (from DOS XE) works fine. Has anyone else ever noticed this?
While I'm at it, are there other services similar to INFO-ATARI out there? I've heard there were, and if Info-Atari is going to shut down I'd like to know where they are. How is it that there's an Info-____ for MS-DOS machines that isn't too big? Are there more on-line Atarians than MS-DOS users?
Thanks.

Michael Current / currentm@carleton.edu

3001. Something has to be done...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-09 01:07:00 UTC
From: ACSCHW@SEMASSU.BITNET
Message-ID: <9002090803.AA05642@ucbvax.Berkeley.EDU>
Source record: 115005

Hello all,

I was very sorry to see the last message in the last digest about the possible end of this group.

We can't let this happen. This is the only link that many people have to Atari owners and Atari supplies (as the ones who seem to be doing the supplying are the Atari owners....no suprise there). If I was going to be around at this university and it was accesible via the internet (which to my knowledge it isn't) I would volunteer, as I don't want to see this list come to an end.

We have very little time, so lets hope that one of us enthusiasts finds a site. If not, maybe, somehow, we could generate a list of all people who are interested in staying in touch on Atari topics, and send this list in the last few digests so that all of us can still stay in touch (albiet a little less conviently).

If it does come to and end, may I say to all of you that when I joined this group, my enthusiasm for my Atari (400, 800XL, 810 w/CHIP, 1050 USD, 850, and my Epson Printer) increased 10 fold. I have gotten several good pieces of software from people on this list, and it is the only good connection for 'discontinued' software.

Since ANALOG is no more :-(, if this group goes, that will be the end of the good times for many of us.

Thanks everybody for listening...

-- Curt

3002. Re: Modem directly connected to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-09 01:34:50 UTC
From: usenet@cps3xx.UUCP
Message-ID: <6371@cps3xx.UUCP>
Source record: 115006

Connecting a standard RS-232 device is not as simple as making a cable.
The Atari SIO (Serial I/O) port CAN work as an RS-232 port, but it needs
a little help.

Further, some of the lines coming off the modem are tough or impossible
to replicate so what you normally want is a subset.

The cable that most likely came with the Supra is an R-Verter, a
commercial product. The R-Verter was a slick device that looked
like a cable, but hidden inside the RS232 end of the cale, inside
the hood, was a weel made tiny little board with a single IC.

The Atari SX212 "direct connected" to the SIO port by putting the
equivalent of this chip inside the modem. The chip isn't anything
special, just a little glue logto get the signals right.

Terry Conklin
conklin@egr.msu.edu
uunet!frith!conklin
The Club (517) 372-3131
The Club II (313) 334-8877 w/8 bit files! Hot new files just recently.

3003. Re: XEP80 & DOS XE

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-09 16:06:59 UTC
From: slackey@bbn.com
Message-ID: <52000@bbn.COM>
Source record: 115007

In article <9002080810.AA12038@ucbvax.Berkeley.EDU> CURRENTM@CARLETON.EDU (Michael Current) writes:
>Is there anyone out there that uses both DOS XE and the XEP80 80-column screen?
>This is a fairly technical question. Under DOS 2.5, it is possible to flip
>between the Antic and the XEP80 displays using XIO commands 24 and 25. What I
>have done is created a DOS XE disk that automatically runs the XEP80.DRV
>program.

I used DOS XE until it interacted with SUPER ARC in an "unfavorable" way. I switched to MYDOS - it has everything I need and more. Well, (re my previous posting) it had problems with the XEP80 too. Now you see why I like MYDOS - I have the sources, and can fix problems myself! MYDOS is also compatible with 2.5. Really the only thing it doesn't have is time/date stamping, which I have a way to deal with. I also may fix it at some point; the directories on DD use only half of the sector, which leaves the other half available for more information.
-Stan
(OK, I will concede that DOS XE's file map rather than linked sectors is better, especially when you delete a large file.)

3004. Atari 800 system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-09 17:22:22 UTC
From: everett@hpcvlx.cv.hp.com
Message-ID: <102110001@hpcvlx.cv.hp.com>
Source record: 115008

I have an Atari 800 system collecting dust, that I'd like to get rid of.
I'm willing to let it go to the highest bidder, with a minimum of $25 plus
shipping costs. The system consists of:
48K 800 computer and power supply.
1 disk drive (whatever the standard Atari model was in the early '80s
BASIC ROM
PAC MAN ROM
DOS
Manuals (including De Re Atari)
This is all from memory, but the last time I plugged it all together (a couple
of months ago, it still worked just fine. There's no monitor, but then all
you need is a TV, since the 800 has RF out. I AM going to get rid of this.
My den is a mess!

If anyone's interested, write, send e-mail, call.

Everett Kaser
...!hplabs!hp-pcd!everett
everett%hpcvlx@hplabs.hp.com

35405 Spruce St
Albany, OR 97321
(503) 750-3569 (days)
(503) 928-5259 (evenings, Pacific Time ~5-9pm only, please)

3005. WANTED: Kermit65 and monitor

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-09 17:51:39 UTC
From: markt@tekig3.PEN.TEK.COM
Message-ID: <5574@tekig5.PEN.TEK.COM>
Source record: 115009

My father has an Atari 130XE. I would like to get a copy of kermit for
his machine so we can exchange text files between my machine (IBM) and
his.

He also needs a B/W (or color) composite video monitor with sufficient video
bandwidth to work with his XEP80 80-column video card. It would need
to be pretty low cost.

Thanks!
Mark Tilden

Mark Tilden, Tektronix Inc. (Work) (503) 627-3506 (Home) (503) 649-3399
..!tektronix!tekig3!markt | markt@tekig3.UUCP | makrt@tekig3.LEN.TEK.COM

3006. Re: Something has to be done...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-09 22:40:52 UTC
From: weaver@VAX1.CC.UAKRON.EDU
Message-ID: <353@VAX1.CC.UAKRON.EDU>
Source record: 115010
Cross-posted to: comp.sys.atari.8bit,news.admin

In an article in comp.sys.atari.8bit, ACSCHW@SEMASSU.BITNET writes:

> I was very sorry to see the last message in the last digest about the
>possible end of this group.

I did not read such a message, if it came from Usenet. This
is also being posted to news.admin in the hopes of an authoritative answer.
Is this group coming to an end? If so, what can we do about keeping it
alive? I think that there is enough (but not overmuch) traffic in this
group to justify its existence.

In hopes of continuing reading,
andy...

3007. Re: 8-bit VT100 emulator needed: Kermit!

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-10 00:01:50 UTC
From: johnh@hpubvwa.HP.COM
Message-ID: <11540001@hpubvwa.HP.COM>
Source record: 115011

Hi All,

I have a couple of 8bit atari's at home that my kids use for games and such, but they are getting a little older and I may be retiring the Panasonic printer from my PC in favor of a Laser printer. I purchased a used 'TRAK' floppy drive awhile back for them, which has worked well. On the back of the drive ther is a connector for another drive (looks like you need only an apropriate ribbon cable and a floppy with power supply [ie it has the electronics for talking to the Atari in the first drive] and there is a Printed Circuit board edge connection for a printer.

Has anyone got documentation on these two ports so that I could make use of them??? And for the external second drive anyone know the type of drive needed ??? (SSDD or DSDD) ....

Also I would be interested in information on capabilities of various "DOSs" and where I might collect them.

I would be willing to pay reasonable copy charges for the above documentation (unless you have a good discription that can be emailed).

Please email me direct: hays@apollo.hp.com or hplabs!hpubvwa!hpuslua!hays

John D. Hays

3008. Re: Something has to be done...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-10 01:36:26 UTC
From: bluefire@hydra.unm.edu
Message-ID: <1568@ariel.unm.edu>
Source record: 115012

In article <353@VAX1.CC.UAKRON.EDU> weaver@VAX1.CC.UAKRON.EDU (andrew k weaver) writes:
>In an article in comp.sys.atari.8bit, ACSCHW@SEMASSU.BITNET writes:
>
>> I was very sorry to see the last message in the last digest about the
>>possible end of this group.

What??!?!?!?

I don't think this is anything but a rumor...

There are groups in existence that have virtually NO traffic, so I don't think
that there is any near end to this group..

Besides, it would have been posted here first if the group was going to e
erased.

I for one have used this group many times to get help and to give it...
Most of you know me by now, and for those of you who do:

Hi!!! I'm back!

I lived through Boot Camp!

Good to be back,
Marc Bluefire

M B Marc Bluefire <aka bluefire@carina.unm.edu.UUCP>
[=] [=-=] [=] < bluefire@hydra.unm.edu.UUCP >
| |=-=-| c |-=-=| |
_|_|____|_^_|____|_|_

3009. Re: INFO-ATARI8 Digest V90 #16

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-10 05:38:00 UTC
From: JHSangster@DOCKMASTER.NCSC.MIL
Message-ID: <900210053839.727036@DOCKMASTER.NCSC.MIL>
Source record: 115013

Re: MONITORS for the XEP-80 -- I have used the Magnavox "Computer Monitor 80" very successfully with the OMNIVIEW 80-column display, and I see no reason it would not do even better with an XEP-80 character generator. The bandwidth is quoted as 20 MHz, and I believe it from the sharp display. They sell for around $70 to $80 at Service Merchandise and recently have been offered at a lower price as they are being discontinued.

Re: INFO-ATARI8, fate of -- Well, perhaps we can use INFO-ATARI16 as a place to post questions in the interim, with answers sent directly to the person who posted the question, who can then summarize to all others who reply. Maybe that can keep us alive until we find another host.

Or maybe we should just use e-mail with a long list of addressees and hope that newcomers will find out how to get in touch...

-John Sangster SPHINX Technologies, Inc.

3010. Re: Something has to be done...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-11 10:40:22 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <115200072@uxa.cso.uiuc.edu>
Source record: 115014

I'm still wondering if ANALOG will refund the rest of my subscription...
9 issues worth.....

```
-|||-------------------------------------------------------------------------
||| Tim Elliott |////// Genghis \\\\\\| Lieutenant
/ | \ University of Illinois | Name of the Week: | Primary Navigator
ATARI Genghis@uiuc.edu | Tsuliwaensis | U.S.S. Alexa, NCC 1764-D
-------------------------------------------------------------------------
"Either this man is dead or my watch has stopped." --Groucho Marx
-------------------------------------------------------------------------
UUCP> uunet!uiucuxc!uxa!tle33710 Just say NO to SDI.
```

3011. Something has to be done...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-11 13:42:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19900211134203.8.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115015

Date: 9 Feb 90 22:40:52 GMT
From: VAX1.CC.UAKRON.EDU!weaver@tut.cis.ohio-state.edu (weaver)

In an article in comp.sys.atari.8bit, ACSCHW@SEMASSU.BITNET writes:

> I was very sorry to see the last message in the last digest about the
>possible end of this group.

I did not read such a message, if it came from Usenet. This
is also being posted to news.admin in the hopes of an authoritative answer.
Is this group coming to an end? If so, what can we do about keeping it
alive? I think that there is enough (but not overmuch) traffic in this
group to justify its existence.

What's coming to an end is the redistribution of the group to Internet
(and Bitnet?) sites via the Info-Atari8 mailing list. The problem is
not lack of interest, but lack of a host to handle the collecting up,
digestification, and remailing of messages. It was done on
Score.Stanford.EDU until last year, when Score disappeared. We then
moved to Simtel20, but they're pleading overloading, and are moving a
number of lists off that host. We've had zero luck finding anyplace
else to handle the mailing list. Unless we can find someone who's
willing to provide some machine time and disk space, and who's able to
send and receive internet mail, the mailing list will be discontinued.

Sorry guys, we've tried real hard to find an alternative, but there
seems to be none.

3012. Re: Something has to be done...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-11 22:28:43 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <26846@cup.portal.com>
Source record: 115016

Someone recently posted here, quote,

"I was very sorry to see the last message in the last digest about the possible end of this group."

and more.

WHAT!?!?!?!?!?!?!

I must have missed this one, and by God I do NOT want this group to end! This is the *ONLY* nation- and world-wide network for Atari users I have ever found, and I'll be damned if I'll let some non-Atarian somewhere yank it all out from under me!

Who do I write to, who do I call, who do I pester, who do I see, to stop this dastardly event? I think ALL readers of this groupu should find out, and mass-mail the daylights out of said parties to express our desire that this group CONTINUE!

Note that I do NOT advocate irate blasting and invective- -- THAT would backfire drastically! -- but rather a polite flood of requests that any decision to terminate this group NOT be made!

Start pestering your local sysmanagers to find out who to contact about this! I'm going to.

Chris Chiesa, Atari Enthusiast, by God...

3013. Re: Something has to be done...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-12 00:27:32 UTC
From: drac@igloo.scum.com
Message-ID: <1598@igloo.scum.com>
Source record: 115017

In article <353@VAX1.CC.UAKRON.EDU> weaver@VAX1.CC.UAKRON.EDU (andrew k weaver) writes:
>In an article in comp.sys.atari.8bit, ACSCHW@SEMASSU.BITNET writes:
>
>> I was very sorry to see the last message in the last digest about the
>>possible end of this group.
>
> I think that there is enough (but not overmuch) traffic in this
>group to justify its existence.

I too, hope to see this Usegroup continue... after all, it isn't as tho there aren't any of us Atari 8-bitters OUT here...

3014. Re: Upgrades...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-12 03:04:17 UTC
From: a254@mindlink.UUCP
Message-ID: <1116@mindlink.UUCP>
Source record: 115018

I would be very interested in seeing any of the files you have on upgrades of any type to the 8-bits. I run an 8-bit BBS here in Vancouver, BC, and I'm sure there would be a few others that would be interested in them. Could you post them here so we can all see them. It would be greatly appreciated.

3015. Upgrades...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-12 06:12:36 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <26857@cup.portal.com>
Source record: 115019

Is anyone out there interested in upgrading their atari 8bit?
By upgrades I am referring to memory expansion, changing to a 65816
microprocessor, adding multiple i/o chips, adding cartridge roms directly
to the computer, etc. If you are interested, post or send me email.
I have several text files describing various upgrades, and I'm working on a
few upgrades of my own (second PIA, lots of memory, 65816 running at 4MHz
or higher, some others...) and I want to know how many people are out there
that are interested. Also, if you are affiliated with a users group you
might want to ask members if they are interested.

Thanks
Charles_K_Hughes
@cup.portal.com

3016. Re: Something has to be done...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-12 07:12:06 UTC
From: DAVISM@kcgl1.eng.ohio-state.edu
Message-ID: <4209@quanta.eng.ohio-state.edu>
Source record: 115020

In article <9002090803.AA05642@ucbvax.Berkeley.EDU>, ACSCHW@SEMASSU.BITNET (Is There In Truth No Beauty ?) writes:

>
>Hello all,
>
> I was very sorry to see the last message in the last digest about the
>possible end of this group.
>
>[Fears of newsgroup deletion deleted]

I have seen quite a few messages concerning the possible deletion of this newsgroup. I believe the cause of all this is merely the misinterpretation by the above reader (and others) of the message which started it all:

In article <9002080810.AA12038@ucbvax.Berkeley.EDU>, Michael Current (current@carleton.edu) writes:

>[Questions concerning DOS XE and the XEP-80 deleted]
> While I'm at it, are there other services similar to INFO-ATARI out there?
>I've heard there were, and if Info-Atari is going to shut down...
^^
Reading between the lines, I see a user who is experiencing the complete lack of support from Atari and most other commercial outfits for the 8-bit line. So Mr. Current makes a safe (although probably incorrect) assumption that the 8-bit Atari-related newsgroup will go the same route as ANALOG and ANTIC. Frankly, I see no justification for this, since the newsgroup gets a fairly steady, albeit low, flow of messages. I've seen other newsgroups with a much broader appeal receive little or no messages in weeks and/or months at a time. INFO-ATARI8 (comp.sys.atari.8-bit) can boast of at least one message every two or three days. Also note that there have never been any messages from any "official" source stating the demise of this newsgroup; a quick perusal of news.admin shows no reference to the removal of this newsgroup. If/when that occurs, THEN we should start making some noise.

Mike

____
| InterNet> davism@{kcgl1.eng|rcgl1.eng|osu-20.ircc}.ohio-state.edu |
| -or- |
| davis-m@eng.ohio-state.edu |
| CompuServe> 73667,541 |
|***|
| These thoughts, they be mine |

3017. Re: Upgrades...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-12 09:59:34 UTC
From: scott@discus.Sun.COM
Message-ID: <1139@male.EBay.Sun.COM>
Source record: 115025

Yes I'm very interested in any upgrades for the Atari 8 bit machines.

Regards,
Scott..

3018. Re: Something has to be done...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-12 15:38:20 UTC
From: kimes@cbnewsc.ATT.COM
Message-ID: <13486@cbnewsc.ATT.COM>
Source record: 115026

```
From article <115200072@uxa.cso.uiuc.edu>, by tle33710@uxa.cso.uiuc.edu:
>
> I'm still wondering if ANALOG will refund the rest of my subscription...
> 9 issues worth.....

I know some former subscribers who have already received their refund.
If you don't get yours in a reasonable time, write to LFP and ask for
it. They are still in business. They only discontinued Analog, so the
company is still responsible for refunding your money.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes
```

3019. AR:Dungeon,PC<->Atari,List

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-12 16:00:25 UTC
From: UCI144@URIACC.URI.EDU
Message-ID: <9002130808.AA19994@ucbvax.Berkeley.EDU>
Source record: 115021

I'm sending this again because I'm not sure if it got thru the
first time, if it did, I appologize.
In the game Alternate Reality:the Dungeon, I'm stuck. I can't
get past the Gargoyle on the 3rd level. You have to answer 3
questions in turn. And I can't even get past the 1st one. which is:
The first's simple---should take no time;
All thou must do is end my rhyme;
Not man nor beast met his demise
(To thee I'm sure 'tis no surprise);
A cruel fate ended it's trek;
Now thou stand'st 'neath a great __________.
I've also gone to the Oracle of Wisdom whcih said:
A fearsome face lurks by the Dragon's lair.
Answer his quearies for a valuable ally.
Remember "Xebec's Demise."
I've tried Xebec, Xebec's, Demise and combinations and
nothing works....help. Also some one also posted back in
April (I think) saying that they had gotten a program to
edit the stats of your character. If any has that program
could you please send it to me.
Next:
I've been looking at some of the earlier digests and seen
talk of a way to transfer files between a PC and Atari. Is this
possible? and if so could some one tell me where I can get the
program. I have an 800XL, 1050, MPP1000e (modem), XEP80. None of
which is modified.
Next:
I would hate to see this list go under. I've been able to solvesome
problems with information from this list. I've seen so many sites
that have an over abundance of space for other computers and we
have trouble with keeping the only space for the Atari open.
Something seems pretty unfair here.

----------------------------ATARI-------------------------------
* Scott C. Glynn *** aka Bytor, Snowdog, Cygnus *
* Univeristy of Rhode Island *** UCI144 at URIACC.BITNET *
* Chemistry Major * * * mad scientest in traing *
* Class of 92 * * * 2 years later than planned *
_____________________________800XL_____________________________

3020. to all....

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-12 18:33:00 UTC
From: ACSCHW@SEMASSU.BITNET
Message-ID: <9002130809.AA20052@ucbvax.Berkeley.EDU>
Source record: 115022

Hello again,

Since it looks like the list will be discontinued, anyone wishing to stay in touch, please mail your net adress to me (and the net you are using, should this message get beyond BITNET) and I will compile a list and then if you also want, I can send you this compiled list after it is completed. Please, if you want to keep in touch with everyone, a list seems to be the only way to go (unless we get really lucky and find another site).

Mail your network mailing adresses to:

ACSCHW@SEMASSU

If your not on bitnet, and can't seem to get through, a friend of mine on a Unix machine mails through GARP at MIT, and UCBVAX at BERKELEY

Also, can anybody tell me where I can get the IBM program that write files on an IBM floppy in MYDOS format. Also, I'm going to need MYDOS (and would also like the sources). If anyone has these, let me know. It would be easier than using a modem and downloading (since I can't afford the long distance call to my school....well, not can't afford it....don't want the ridiculous bill..... :-)).

I have found more Atari enthusiests here than anywhere else, please send me your net address if you want to keep in touch, and I will send out the list to you once it is made (if you want it)!!!!!!

Thanks again for listening,

-- Curt

Curtis H. Wilbar Jr. Senior in CIS @ Southeastern Massachusetts University
BITNET: ACSCHW@SEMASSU
WILBAR%SMUHEP@SEMASSU (in case ACSCHW@SEMASSU bounces)

3021. Connecting Atari 800 to a video input

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-12 19:28:12 UTC
From: roths@dg-rtp.dg.com
Message-ID: <10@xyzzy.UUCP>
Source record: 115027

I just bought a new television. It has a jack for direct video input. I would like to connect my Atari 800 to the television using that input.

I have a cable that I used for that purpose years ago. One one end, the cable plugs into the Atari 800 monitor jack. The other end has 4 outputs that look like standard audio/video connectors. They are yellow, black, white, and red.

The only two which give any results are the yellow and black ones. The black one works perfectly, it sends an audio signal to whichever audio input I attach it to. The yellow one does send a video signal to the television. But the picture is in black and white and appears to have other problems as well. I know it worked perfectly, years ago.

Any ideas?

-Bob Rothschild roths@dg-rtp.dg.com

3022. Re: Upgrades...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-12 21:09:32 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <26867@cup.portal.com>
Source record: 115023

Hi guys....

I have several text files on various upgrades, I will edit them and then post so that you can use them.
Most of my files are on memory upgrades, I am working on several upgrades myself. Things like: 65816 running at 4MHz (if I succeed, then getting it to run at 6MHz will be a piece of cake), high capacity ROMS (so I can stuff BASIC XE, MAC65, and other various programs all on one rom and stick that inside my computer), extra I/O chips (PIA upgrade is done, an ACIA is planned), extra I/O ports such as the 2 missing joysticks, a true RS232, a parallel port (for a printer), maybe even a disk drive controller so that we can use those nifty IBM drives. :)
It will take some time for me to finish all these, and it may prove to be impossible in some cases, but as soon as I succeed (or permanently give up) I'll post.

The first upgrade text should be posted by the end of this week. It is a PIA upgrade so that you can control memory uprades better.

Charles_Hughes@cup.portal.com

btw...if you have any upgrade texts, please send them to me, I collect them.

3023. Re: Connecting Atari 800 to a video input

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-12 21:38:57 UTC
From: gdtltr@peppermint.it.udel.edu
Message-ID: <10897@nigel.udel.EDU>
Source record: 115028

In article <10@xyzzy.UUCP> roths@dg-rtp.dg.com writes:
=>I just bought a new television. It has a jack for direct video input. I
=>would like to connect my Atari 800 to the television using that input.
=>
=>I have a cable that I used for that purpose years ago. One one end, the
=>cable plugs into the Atari 800 monitor jack. The other end has 4 outputs
=>that look like standard audio/video connectors. They are yellow, black,
=>white, and red.
=>
=>The only two which give any results are the yellow and black ones. The black
=>one works perfectly, it sends an audio signal to whichever audio input I attach
=>it to. The yellow one does send a video signal to the television. But the
=>picture is in black and white and appears to have other problems as well.
=>I know it worked perfectly, years ago.
=>
=>Any ideas?
=>
The yellow one seems to be the Luma output. On certain monitors (like the
Commie 1702) you can have the Chroma (color) and Luma (brightness) inputs on
different plugs, which gives a better picture. It sounds like your cable might
be messed up, or possibly a connection to the jack in the computer.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] "My field is blood and guts programming." -- Me [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3024. Pending demise of newsgroup (was: Something has to be done...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-13 02:21:47 UTC
From: DAVISM@kcgl1.eng.ohio-state.edu
Message-ID: <4214@quanta.eng.ohio-state.edu>
Source record: 115024

Apparently, only the INFO-ATARI8 side of the "newsgroup" will die.
How this affects the actual newsgroup (as opposed to the mailing list)
comp.sys.atari.8-bit, I don't know. (Explanations anyone?) It does seem
a good idea to inquire of the "powers that be" concerning the possible
demise of comp.sys.atari.8-bit, which I understand has already been performed.
In my last message, I made a statement concerning how comp.sys.atari-8-bit
would go the way of ANTIC and ANALOG; suffice to say that ANTIC has a ways
to go before it suffers the same fate as ANALOG. I'm sorry for any confusion
this may have caused.

Mike

P.S. Thanks to Michael Current for forwarding information to help me
straighten things out for myself.


```
_____________________________________________________________________
| InterNet> davism@{kcgl1.eng|rcgl1.eng|osu-20.ircc}.ohio-state.edu |
| -or- |
| davis-m@eng.ohio-state.edu |
| CompuServe> 73667,541 |
|*********************************************************************|
| These thoughts, they be mine |
---------------------------------------------------------------------
```

3025. Re: AR:Dungeon,PC<->Atari,List

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-13 18:39:59 UTC
From: arromdee@crabcake.cs.jhu.edu
Message-ID: <792@crabcake>
Source record: 115032

(spoiler warning)

shipwreck
--
"Workers of the world, we're sorry!" --Soviet protestor's slogan

Kenneth Arromdee (UUCP: ....!jhunix!arromdee; BITNET: arromdee@jhuvm;
INTERNET: arromdee@crabcake.cs.jhu.edu)

3026. 3 1/2" disk with 400/800/800xl

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-13 21:33:00 UTC
From: ACSCHW@SEMASSU.BITNET
Message-ID: <9002170348.AA13839@ucbvax.Berkeley.EDU>
Source record: 115029

Hello,

Has anyone ever hooked up a 3 1/2" drive (720K or other) to an Atari 8 bit ?

I would really like to do this to save space and use more reliable disks.

Someone told me you can hook up the old Percom DSDD drive to a 3 1/2" unit
and it would work (although, they had not done it to prove that...)

Would that work, how are the old percom units as DSDD 5 1/2" drives ? Are
they more reliable (I haven't had too many reliablity probs, but...)

I am very interested in doing this, but would like someone to tell me how
to do it (please don't tell me to buy a XF551 drive...I can't justify the
expendature...unless you got one for sale cheap...)

Thanks again,

-- Curt

Curtis H. Wilbar Jr. Senior in CIS @ Southeastern Massachusetts University
BITNET: ACSCHW@SEMASSU
WILBAR%SMUHEP@SEMASSU (in case ACSCHW@SEMASSU bounces)

3027. Re: Connecting Atari 800 to a video input

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-13 23:55:30 UTC
From: njd@cbnewsd.ATT.COM
Message-ID: <13178@cbnewsd.ATT.COM>
Source record: 115030

In article <10@xyzzy.UUCP> roths@dg-rtp.dg.com writes:
>[would like to connect his Atari 800 to a television using video input]
>I have a cable that I used for that purpose years ago. One one end, the
>cable plugs into the Atari 800 monitor jack. The other end has 4 outputs
>that look like standard audio/video connectors. They are yellow, black,
>white, and red.
>
>The only two which give any results are the yellow and black ones. The black
>one works perfectly, it sends an audio signal to whichever audio input I attach
>it to. The yellow one does send a video signal to the television. But the
>picture is in black and white and appears to have other problems as well.
> .....

I think I know what's happening (any 800/video gurus out there care to confirm
and/or correct the following?):

First: the 800 has (at its monitor jack) composite video
(NTSC, at least in the USA) output and audio output. (I used to only have
an 800 but it's cost-to-repair got too high, so off to K-Mart for a $99.95
800XL.) I think that the audio is the same pin (on the DIN jack/plug) for
all the 8-bits, if so that explains why any 8-bit-Atari-compatible monitor
cable will give you audio.

Second: Your video cable sounds a lot like one that has,
instead of _composite video_, what I call "split chroma/luma" video. The
"luma" [luminance] signal [same idea as Graphics "luminance"] is brought out
separately from the "chroma" [chrominance] signal [same idea as "hue" I think].
This kind of cable is what us 8-bit users who have a 130XE (I don't know about
the 65XE, but I don't know anyone personally who has one) or an XL with the
chroma signal brought out (a simple h/w mod.) use to see the highest-resolution
COLOR display that those computers can put out (using a monitor like the
Commodore 1702 or 1802, Technika[sp?] <whatever-model-#>, etc.).
The only flaw here is that your cable has _four_ plugs. Maybe one of them is
supposed to be composite video; but if so, and if the connection was good
(and the cable is wired properly - sorry but I don't have the 800's pinouts,
at least not here at work), you should be OK.

Third: Your Atari 800 (as you may have inferred from the above) _does not_
put out split chroma/luma (unless it has been modified to do that, much more
complicated than for an XL I think). So again, you need a cable for plain
vanilla composite video. (These used to be available at any 8-bit-anything
computer dealer, even like discount stores...)

I hope this helps!

Nick DiMasi Uniq Digital Technologies, Inc.
...clout!udt386!nick (not currently read often) (Internet reg. pending)
...att!odutsa!njd (READ WEEKDAYS) DELPHI: TURBONICK
|
DON'T USE R/r (reply command)!!! | under contract to AT&T Network Systems
| (Network Software Ctr., Lisle, IL)

3028. Re: AR:Dungeon,PC<->Atari,List

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-14 01:07:09 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <798.25d868ed@miavx1.acs.muohio.edu>
Source record: 115031

In article <9002130808.AA19994@ucbvax.Berkeley.EDU>, UCI144@URIACC.URI.EDU (Bytor) writes:
> I've been looking at some of the earlier digests and seen
> talk of a way to transfer files between a PC and Atari. Is this
> possible? and if so could some one tell me where I can get the
> program. I have an 800XL, 1050, MPP1000e (modem), XEP80. None of
> which is modified.

I have the file and the source (in C) that I will uuencode and upload for all. It requires a Double Density drive on the Atari though. I've used it on numerous occasions, and its worked just fine for me.

Ryan Collins

Ryan Collins, who's that?

3029. MYDOS

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-14 15:45:19 UTC
From: mwjester@wsucsa.uucp
Message-ID: <13303@wsucsa.uucp>
Source record: 115033

Just a couple of questions about MYDOS (since I've heard lots of Good Things about it) ...

1. Is it PD or shareware, or a regular commercial product?

2. If the former, is there an FTP site for it? Or, if the latter, do you know who distributes it, and what it costs?

Thanks in advance!

Max J.

3030. Connecting Atari 800 to a video input

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-14 23:55:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <9002170529.AA19885@ucbvax.Berkeley.EDU>
Source record: 115034

In the article <13178@cbnewsd.ATT.COM> Nick DiMasi gives an explanation of the chroma and luma outputs of the Atari XE's. What I found surprising to read was that the 800 has no split chroma/luma output. I've always had the general impression that every XE/XL/800 EXCEPT the XE Game System has the separate video outputs, including my 130XE and my family's 800. Maybe somebody else can confirm this. I believe that all but the XE GS have five outputs at the monitor jack: audio, composite video, composite chroma and composite luma. (And the XE GS has just audio and comp. video.) To address the original question, I agree that it sounds like the yellow connector is the luma, and the black obviously the audio. Either the white or the red should be the composite video, which is what we're after.
Hope this helps. -Michael

Michael Current / currentm@carleton.edu

3031. interf help needed.....

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-16 03:02:46 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <15900001@ux1.cso.uiuc.edu>
Source record: 115036

Hello,
I am planning to hook up a Hayes compatible modem to my 800XL.
However, I do not know what the pinouts are for the serial port
on the interface I am using (it's the 850 or the 825, I forgot;
the old interface that came out along with the 400/800 line).
If anyone has the documentation for the interface, or knows
what the pinouts are, I would greatly appreciate your help.
Thanx.

3032. Re: Pending demise of newsgroup (was: Something has to be done...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-16 07:24:36 UTC
From: steve@thelake.mn.org
Message-ID: <A185734224@thelake.mn.org>
Source record: 115035

[DAVISM@kcgl1.eng.ohio-state.edu (Michael T. Davis) writes ...]

> Apparently, only the INFO-ATARI8 side of the "newsgroup" will die.
> How this affects the actual newsgroup (as opposed to the mailing list)
> comp.sys.atari.8-bit, I don't know. (Explanations anyone?)

It affects comp.sys.atari.8-bit not at all. To my knowledge, there has not
been any proposal to issue a rmgroup for this newsgroup.

I try to keep a close eye on news.admin, news.sysadmin and
news.announce.newgroups. (I dropped news.groups during the alt.fishies
flame wars, so almost anything could be there and I might not know about
it.)

It may be that the number of systems carrying the group is shrinking
because system administrators don't think it's worth carrying, but that's
another matter. No site is ever forced to carry any newsgroup.

[ACSCHW@SEMASSU.BITNET (Day Of The Dove) writes ...]

> Hello again,
>
> Since it looks like the list will be discontinued, anyone wishing to
> stay in touch, please mail your net adress to me (and the net you are
> using, should this message get beyond BITNET) and I will compile a list
> and then if you also want, I can send you this compiled list after it is
> completed. Please, if you want to keep in touch with everyone, a list seems
> to be the only way to go (unless we get really lucky and find another site).
>
> Mail your network mailing adresses to:
>
> ACSCHW@SEMASSU
>
> If your not on bitnet, and can't seem to get through, a friend of mine on a
> Unix machine mails through GARP at MIT, and UCBVAX at BERKELEY
>

Again, the problem seems to be related to BITnet lists, and not to the
main body of Usenet. Messages like this are quite confusing to those of
us on the non-BITnet side of the fence. Come to think of it, BITnet itself
is confusing from this side. Maybe from that side, too. :-)

--
Steve Yelvington at the (thin ice today*) lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

*16 cars through the ice so far this year! Yes, you, too, can
have that sinking feeling....

3033. Re: Connecting Atari 800 to a video inp

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-18 01:40:35 UTC
From: mjw06513@uxa.cso.uiuc.edu
Message-ID: <49700010@uxa.cso.uiuc.edu>
Source record: 115038

From p. 237 of "Mapping the Atari" (XL/XE edition):

Here are the pinouts on the 800 and XL/XE's monitor jack:

1 - Composite luminance
2 - Ground
3 - Audio output
4 - Composite video
5 - Composite chroma

Looking at the back of the 800, the pins are arranged like this (pretend the V shape below is really a semicircle):

3 1
5 4
2

My 800XL feeds the composite video input of my TV just fine using pin 3 for audio and pin 4 for the video.

Hope this helps.

3034. 800XL and S-video?

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-18 01:40:40 UTC
From: mjw06513@uxa.cso.uiuc.edu
Message-ID: <49700011@uxa.cso.uiuc.edu>
Source record: 115039

On a topic related to the recent 800 video output discussion:

Has anyone out there tried to hook up their Atari to a TV or VCR with "S-video" inputs? Since the Atari has separate luma (Y) and chroma (C) outputs, and the S-video input is nothing more than separate luma and chroma in a tiny DIN-type jack, it seems like it should be possible to run the output of my 800XL into the S-video inputs on my S-VHS deck and get better quality pictures. If anyone has tried this, I'd like to hear about your experiences.

Earlier someone mentioned that a hardware mod was required in order to get the separate luma/chroma outputs to actually appear on the 800XL's video output jack (unlike the original 800, which supplied these signals in the standard configuration). Can some kind sould out there post or email the details of this modification? I would like to experiment with the separate Y/C output.

Thanks in advance to all who can help.

3035. Re: interf help needed.....(850 RS232 port pinout)

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-18 04:57:06 UTC
From: rfc@briar.philips.com
Message-ID: <81671@philabs.Philips.Com>
Source record: 115037

here's the pinout on the 850 interface port 1:

pin 1 DTR
pin 2 carrier detect
pin 3 send data (out)
pin 4 receive data (in)
pin 5 ground
pin 6 DSR
pin 7 RTS
pin 8 CTS
pin 9 nc?

I usually use only pins 2, 3, and 5, and use Xon Xoff.

Did you know? That when you buy something "made in China", something like half the money you pay goes to the Chinese government. The same government that did Tiananmen Square last June. Don't think I'd want to give them any money, not after that. Don't worry about putting workers over there out of work, they get paid even if there's nothing to do. Or so I've heard.

3036. XEP80's

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-19 02:17:52 UTC
From: lbert359@pallas.athenanet.com
Message-ID: <297@pallas.athenanet.com>
Source record: 115040
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale

I have in my posessions FIVE (count 'em five) Atari XEP80's. They
are brand new and have never been out off the box. The XEP80 is, or course,
the 80-column option for the Atari 8-bit computers. The XEP80 also has
a standard parallel port.

I would love to dump these things, but will part with them one at a time.
Any reasonable offer will be accepted, but you must pay the shipping.

Replies to:
{uunet}!pallas!lbert359
--or--
lbert359@athenanet.com
--
+ Lee Bertagnolli + Voice: (217) 544-0270 +
+ Athenanet, Inc. + Data: (217) 525-9019 +
+ 630 South Pasfield + UUCP: {uunet}!pallas!lbert359 +
+ Springfield, Illinois 62701 + Internet: lbert359@pallas.athenanet.com +

3037. Re: Pending demise of newsgroup (was: Something has to be done.

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-19 05:03:00 UTC
From: Justin_Randall_Padawer@cup.portal.com
Message-ID: <27086@cup.portal.com>
Source record: 115041

Please don't let this board die... :(

3038. Pending demise of newsgroup (was: Something has to be done...

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-19 15:42:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19900219154237.0.JRD@MOA.SCRC.Symbolics.COM>
Source record: 115045

Date: 16 Feb 90 07:24:36 GMT
From: cs.umn.edu!thelake!steve@ub.d.umn.edu (Steve Yelvington)
[...]
Again, the problem seems to be related to BITnet lists,

No. As has been explained before, it's the Internet mailing list that's shutting down. The Usenet newsgroup is maintained by whoever maintains such things, same for BITNET or any other places to which these messages get redistributed.
and not to the
main body of Usenet. Messages like this are quite confusing to those of us on the non-BITnet side of the fence.

We've tried to be very clear about what's what. The Internet mailing list "Info-Atari8" (and Info-Atari16) is shutting down. It's due to lack of a host on which to do the processing of messages, not due to lack of interest. The Usenet, Bitnet etc lists are not directly affected by this, just recipients of the Info-Atari8 mailing list.

Hope that alleviates the confusion.

3039. ATR 8000 HELP NEEDED!

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-20 02:33:03 UTC
From: bbs00052@uafcseg.uucp
Message-ID: <3734@uafhp.uark.edu>
Source record: 115044
Cross-posted to: comp.sys.atari.8bit,comp.sys.misc,comp.os.cpm

I recently acquired a ATR 8000 system w/ a 64k Atari 800. This system is a CP/M 2.2 system with a special interface allowing it to be used as disk drives for the Atari and as a CP/M system using the Atari as a terminal.

My problem is that I can't get it to boot. I've got two 8-inch drives and one 5 1/4" drive hooked up.

The drives come on when I hook up the power, but all I get on the Atari is a BOOT ERROR message. I've gone through the manual, checking to make sure that I have the drives configured correctly. The 8 inch drives are on the "end" of the drive cable. I've got the 5 1/4" drive configured as drive 1 and the 8's as 2 and 3. I've got several boot disks, but I can't get any of them to do anything but give me a BOOT ERROR.

Any help would be apperciated. Is SWP products, the manufacturer still in business?

Albert Crosby
CT Y204
University Of Arkansas
Fayetteville, AR 72703

EMAIL can be sent to: BITNET -> EW25103@UAF.SYSB.EDU

The address in the message header will not reach me.

3040. Re: Pending demise of newsgroup (was: Something has to be done.

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-20 03:08:01 UTC
From: Metalist@cup.portal.com
Message-ID: <27131@cup.portal.com>
Source record: 115042

Excuse me, I am a new user. What the heck are you talking about?? What user group will be ended?? Or not ended?? I am puzzled. The usegrup on PORTAL/USENET?

Metalist/Bryan Jones Woodworth

3041. Re: XEP80's

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-20 03:32:59 UTC
From: Metalist@cup.portal.com
Message-ID: <27134@cup.portal.com>
Source record: 115043
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale

Hello I would be interested in knowing at what price you would expect to get for an XEP80. I have been wondering about the usefulness of XEP80z.

metalist/Bryan Jones Woodworth

3042. Translator: JRD

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-20 04:34:50 UTC
From: UCI144@URIACC.BITNET
Message-ID: <9002200805.AA14718@ucbvax.Berkeley.EDU>
Source record: 115046

Hello all, I was wondering if anybody who I sent the Translator
file to has downloaded it and got it to work? Also, to JRD:
Did you receive the copy I sent to you for FTP. I haven't seen
it on there and I was just wondering if you received it or not.
Also, are you going to update the Catalog and Index for the site?

```
*------------------------------ATARI-------------------------------*
* Scott C. Glynn *** aka Bytor, Snowdog, Cygnus *
* Univeristy of Rhode Island *** UCI144 at URIACC.BITNET *
* Chemistry Major * * * mad scientest in training *
* Class of 92 * * * 2 years later than planned *
*_______________________________800XL_______________________________*
```

3043. Re: Connecting Atari 800 to a video input

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-20 20:13:42 UTC
From: jwt@atari.UUCP
Message-ID: <2045@atari.UUCP>
Source record: 115047

CURRENTM@CARLETON.EDU (Michael Current) writes:

>In the article <13178@cbnewsd.ATT.COM> Nick DiMasi gives an explanation of the
>chroma and luma outputs of the Atari XE's. What I found surprising to read
>was that the 800 has no split chroma/luma output.
The 800 does indeed have separate chroma and luminence outputs (on pins 5
and 1 respectively). The 400 only provides modulated RF output.

Jim Tittsler, Systems Engineer, Atari Corp

3044. Re: XEP80's

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-20 23:48:50 UTC
From: slackey@bbn.com
Message-ID: <52430@bbn.COM>
Source record: 115048
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale

In article <27134@cup.portal.com> Metalist@cup.portal.com (Bryan Jones Woodworth) writes:
>Hello I would be interested in knowing at what price you would expect to get
>for an XEP80. I have been wondering about the usefulness of XEP80z.

XEP80's run at around $80 through mail order, don't they? I bought a used
one through the net for $40. I would guess that the guy with 5 would probably
take $40 or $50 (forgot the name).

I think that the Atari is missing something at 40 cols. I think 80 cols
almost makes it a computer (now all I need is a hard disk or ramdisk...
sigh). Software would be the issue. Any program that dosn't conflict
with the driver (in memory), that does standard I/O to the E: device should
work. My editor, which simply repaints the screen with any change doesn't,
so I am in the process of rewriting it (and am including many other features
as well). I think it is a great addition. The XEP80 includes a parallel
printer port, which I haven't needed or used yet.
-Stan

3045. Re: Connecting Atari 800 to a video input

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-21 23:55:08 UTC
From: njd@cbnewsd.ATT.COM
Message-ID: <13330@cbnewsd.ATT.COM>
Source record: 115049

In article <2045@atari.UUCP> jwt@atari.UUCP (Jim Tittsler) writes:
>CURRENTM@CARLETON.EDU (Michael Current) writes:
>
>>In the article <13178@cbnewsd.ATT.COM> Nick DiMasi [me] gives an explanation
>>of chroma and luma outputs of the Atari XE's. What I found surprising to read
>>was that the 800 has no split chroma/luma output.
>The 800 does indeed have separate chroma and luminence outputs (on pins 5
>and 1 respectively). The 400 only provides modulated RF output.
>
>Jim Tittsler, Systems Engineer, Atari Corp

Oops, I goofed on the 800 this time (I don't even have one anymore). But I'm pretty sure about the 800XL not having chroma output - at least, that is what I've read (in this newsgroup among other places), and _my_ 800XL does not have chroma (unless it comes out on a strange pin - the pinouts for the 800XL and 130XE are supposed to be the same, except that the chroma signal isn't really there).

I'm still looking for the info on the 800XL chroma mod. (I know I have it on a tape, but I have yet to try reading that tape over here ...) If someone else has it handy, please post/mail it - meanwhile I'll keep looking (at least one 8-bitter out there asked me for it). As I recall, it is mostly (if not entirely) the addition of a proper resistor between something (a transistor?) on the board and the output pin...

Nick DiMasi Uniq Digital Technologies, Inc.
nick@udt386.chi.il.us (the ".us" might be ".com" instead) [I'm not there much]
...att!odutsa!njd [I'm on here a lot] | Delphi: TURBONICK
|
DON'T USE R/r (reply command) unless | under contract to AT&T Network Systems
you change the address! | (Network Software Ctr., Lisle, IL)

3046. Wanted: Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-22 18:26:03 UTC
From: harrington@mfgmem.dec.com
Message-ID: <911@ryn.esg.dec.com>
Source record: 115050

I'm looking for a game called (I think) Bounty Bob Strikes Back, or something like that. It's a jumping/climbing game that was a sequel to Big 5 Software's _Miner 2049er_. As I recall, it came out on disk. I saw it displayed once, and passed on it... then, later, when I'd decided I *did* want it, it was too late: The company that produced it was out of business, and there were no more games to be had.

If anyone has this game, please contact me.

Thanks!

--- Shawn Harrington
Work: (508)-467-2712
Home: (508)-481-6947

3047. port pinouts wanted, Richmans question

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-23 00:18:57 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Feb.22.19.18.54.1990.19434@topaz.rutgers.edu>
Source record: 115051

---

1. Could someone please post (or e-mail) a pinout description
of the joystick ports? (I know I've seen it posted before, but
of course now that I actually need it, I can't find it).

2. Has anyone used the Richmans Word Processor? (supposedly a
fairly well featured 80-column via software word processor).
Any comments on how good/bad it is?

Thanks in advance for any replies...

-Ray

wilmott@topaz.rutgers.edu

3048. Re: Pending demise of newsgroup (was: S

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-23 10:40:31 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <49700012@uxa.cso.uiuc.edu>
Source record: 115052

What is a Metalist?
Do you mean "Mentalist", as in psychic,
or one who listens to heavy metal music,
or the user of a system "Meta-List"?

just curious,
Paulito

3049. Re: INFO-ATARI8 Digest V90 #23

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-24 04:31:00 UTC
From: JHSangster@DOCKMASTER.NCSC.MIL
Message-ID: <900224043120.097851@DOCKMASTER.NCSC.MIL>
Source record: 115053

Oops, too bad this "reply" function won't let me fill in a Subject..

For Ronnie Hughes: IDC's phone number is... (815) 968-2228 (voice).
BBS number is 968-2229 and fax is 968-6888

Address is 1220 Rock Street, Rockford, IL 61101-1437. Info accurate as of December 1987, hope it's close enough. -=-=-=-=-=-=-=-=-=-=-=- For Nick DiMasi and others, info on 800XL chroma mod and whatnot.

Mapping The Atari, Revised Addition, page 237, shows the connector pinouts for the "800 and XL/XE's" as follows:

Audio output 3 1 Composite luminance

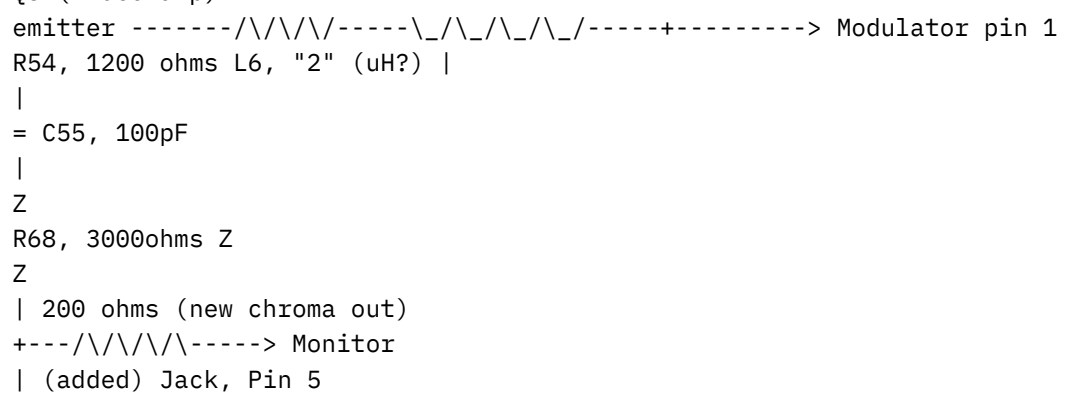
Composite chroma 5 4 Composite video

2
Ground

The "notch" in the connector is at the top, opposite pin 2 (ground).

In actuality, Composite Chroma is NOT brought out in the 800XL, and presumably also not in the XE series. The mod that was posted, which I think comes from the Feb. 1986 issue of ANTIC, shows a 200-ohm resistor brought out from the junction of the existing R67 and R68 to pin 5 of the monitor jack. For those of you who don't have the whole schematic committed to memory, R68 is a 3000-ohm (orange-black-red) resistor which is coupled by C55 (100pF capacitor) from the video amp (Q3) output where it connects to the modulator at pin 1. R67 is a 75-ohm re- sistor which leads from the color amp (Q5) out through C54 and L7 to the composite video output (monitor jack pin 4).

Here's an attempt to render the diagram. Turn on your PostScript interpreters...



```
| Q5 color amp |
emitter ----------------------------------+---/\/\/\/\--||--- - -
R67 C54
75 ohms .001 uF
```

I'm not entirely certain why the resistor value chosen was 200 ohms. If you are driving 75 ohm cable with it, you might find that the picture is sharper if you use something in the vicinity of 47 to 75 ohms. I'd try 47 or 56 ohms myself, to give as close to 75 ohms source impedance as humanly possible. HINT: emitter followers at low frequencies exhibit an emitter output source impedance of around 26 ohms at room temperature. Add that to the resistor value to get a rough idea of your actual source impedance.

Incidentally, I thought I sensed some confusion out there. The output that the Atari 8-bitters provide (incl XL/XE with the above mod) is your choice of composite video, composite luminance, or separate chroma.

Composite video is made up by combining chroma and luminance signals and putting the chroma in at the color subcarrier frequency of 3.579545 MHz. The signal is "double sideband", and the lower sideband falls well down into the band occupied by the luminance signal, which starts at DC and extends upward. If you could let it go up to 6 MHz or so, you would have REAL SHARP picture resolution. Obviously, with color stuck in there, you have to do something to limit the bandwidth of both luminance and chroma signals so they will not spill over and interfere with each other. Actually, there is a bit of black magic to it, and the system actually has been made to work better than theoretically possible, sort of like the bumblebee or the analog magnetic tape recorder, neither of which can possibly accomplish what they do.

Anyway, by keeping the luminance and chroma on separate wires, you don't have to limit their bandwidth, you can preserve it and have an incredibly sharp picture.

What any monitor must do, however, is to take the chroma and the luminance signals and "decode" them, using, typically, a chip called an "NTSC Decoder". (NTSC, of course, stands for "never twice the same color".) An RGB monitor, on the other hand, expects the decoding to have already been done for it. To hook an RGB monitor to an Atari 8-bitter, you must supply your own NTSC decoder circuit, to convert the composite chroma and luminance into the R, G, and B signals.

According to a cousin of mine who is both an Atari 800XL fan and the chief engineer of WAAY-TV in Huntsville, AL (and also a former professional video special effects equipment designer), if you buy an off the shelf NTSC decoder chip and hook it up in the obvious way, you will likely run afoul of some funny "matrixing" that is done in the chip which will give you slightly incorrect colors. Apparently the tubes used in TV sets want something other than pure R, G, and B signals, and that's what the typical chips give them -- something other. My cousin says that the right way to build the device you need is with separate

balanced modulator chips and some fine-tuning adjustments that will let you balance the colors correctly.

If anybody REALLY wants to build such a device, I will put you in touch with my cousin and a friend who I think built one under his tutelage.

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

Finally, the joystick ports... whew, had to sweat a little to find this, it is on page C-1 of the 400/800 hardware manual.

1. Forward Input 6. Trigger Input
2. Back Input 7. +5 Volts
3. Left Input 8. Ground
4. Right Input 9. "A" Potentiometer input
5. "B" Potentiometer input

Physical layout looking at the jack 1 2 3 4 5
o o o o o

o o o o
6 7 8 9

I hope this answers at least all the questions I was trying to help with!

-John Sangster SPHINX Technologies, Inc. (617) 235-8800

3050. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-24 10:40:24 UTC
From: FTJLH@ALASKA.BITNET
Message-ID: <9002261335.AA01997@ucbvax.Berkeley.EDU>
Source record: 115054

RE: any 1050/551 drives for sale out there?
email me, I can't always read this net. Also...since I'm here, any'coimments
(spelled comments in the contiguous states) on C compilers for the 8 bits?
Thanks for any help..... j harris fairbanks\alaska

3051. wizardry, ultima & monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-25 03:05:51 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Feb.24.22.05.49.1990.25468@topaz.rutgers.edu>
Source record: 114955

---

1. Was either of Wizardry or Ultima V ever released for the
Atari 8-bits?

2. Does anyone know of anyplace around that still sells (cheaply)
composite monochrome monitors? Seems like TTL is it these days...

-Ray

3052. Re: port pinouts wanted, Richmans question

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-25 19:05:03 UTC
From: tacook@pnet51.orb.mn.org
Message-ID: <2091@orbit.cts.com>
Source record: 114956

[Ray Wilmott writes]
>1. Could someone please post (or e-mail) a pinout description
>of the joystick ports? (I know I've seen it posted before, but
>of course now that I actually need it, I can't find it).

Well get out the book and blow off the dust. Here is the pinout.

Pin Joystick Paddle Keyboard
1 Forward Top Row
2 Back 2nd Row
3 Left A(L) Trigger 3rd Row
4 Right B(R) Trigger Bottom Row
5 B(R) Pot 1st column
6 Trigger 3rd Column
7 +5 +5
8 GND GND GND
9 A(L) Pot 2nd Column

```
------------------------
\ 1 2 3 4 5 /
\ /
\ 6 7 8 9 /
------------------
```

UUCP: {amdahl!bungia, uunet!rosevax, crash}!orbit!pnet51!tacook
ARPA: crash!orbit!pnet51!tacook@nosc.mil
INET: tacook@pnet51.orb.mn.org

You can also try stag!moundst!tacook@pwcs.stpaul.gov (UUCP)
or tacook@MAST.citadel (citadel)
If every thing else fails call my BBS (MAST) at (612) 472-6582

3053. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-26 17:42:38 UTC
From: gdtltr@strawberry.it.udel.edu
Message-ID: <12243@nigel.udel.EDU>
Source record: 114957

In article <9002261335.AA01997@ucbvax.Berkeley.EDU> "Prinz_Arcturus"
<FTJLH%ALASKA.BITNET@Forsythe.Stanford.EDU> writes:
=>RE: any 1050/551 drives for sale out there?
=> email me, I can't always read this net. Also...since I'm here, any'coimments
=> (spelled comments in the contiguous states) on C compilers for the 8 bits?
=>Thanks for any help..... j harris fairbanks\alaska

CC65 seems to be rather useful. You should be able to get it off
terminator.cc.umich.edu.

Gary Duzan
Time Lord
Third Regeneration

gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] "My field is blood and guts programming." -- Me [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3054. Re: Connecting Atari 800 to a video input

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-26 19:17:22 UTC
From: Metalist@cup.portal.com
Message-ID: <27340@cup.portal.com>
Source record: 114958

What is so important about having a Chroma output? Could someone tell me?

Hoplessly in the dark,
Metalist

3055. Re: Meaning of "Metalist"

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-26 19:21:47 UTC
From: Metalist@cup.portal.com
Message-ID: <27341@cup.portal.com>
Source record: 114959

In my case, "Metalist" means: One who listens to heavy metal music.

Metalist

3056. Re: XEP80's

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-26 19:26:10 UTC
From: Metalist@cup.portal.com
Message-ID: <27342@cup.portal.com>
Source record: 114960
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale

Stan:

Thanks for your input on the XEP80. I have a few questions about 80 column drivers:

- Can the XEP80 display crisp 80 column text on a 13" color TV?

- Can the XEP80 display ATASCII graphics (the ATASCII character set) On a mono/amber screen monitor? (Or if I were using an XEP80 with a mono monitor, would I need to use ASCII translation when modeming?)

- There is a PD 80 column driver I am sure you have seen that sets up 80 columns o the screen. But this won't work with, say, BOBTERMwill it? Upon loading of BOBTERM wouldn't the 80column handler cause some sort of crash??

Thanks!!

Metalist/BJW

3057. Re: wizardry, ultima & monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-26 20:31:43 UTC
From: slackey@bbn.com
Message-ID: <52675@bbn.COM>
Source record: 114961

In article <Feb.24.22.05.49.1990.25468@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>
>2. Does anyone know of anyplace around that still sells (cheaply)
>composite monochrome monitors? Seems like TTL is it these days...
>

I have asked the net a few times now (the lastest in the past week) for
any information that can be used to build an interface from composite mono
to TTL. Maybe I should offer something for it...

Here goes.
*** REWARD OFFERED ***

for any information I can use to
help me build a mono composite-to-
TTL adapter. I will post a working
circuit. Your reward will be the
knowledge that you have improved
the lives of countless hoardes of
Atari hackers immeasurably.

*** REWARD OFFERED ***

Well, if THAT doesn't do it...
:-) Stan

3058. NEED HELP WITH USER GROUP DEMO

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-26 20:46:14 UTC
From: cosc10tm@uhvax1.uh.edu
Message-ID: <5672.25e94137@uhvax1.uh.edu>
Source record: 114962

Hello Fellow Atari 8-bitters:

I would like to ask for some help on an upcoming demonstration I have been asked to conduct. This Wednesday night, between about 7p.m. and 9p.m., I have been asked to demonstrate the VT10 Squared vt100 terminal program at the monthly meeting of Houston Atari Computer Enthusiasts (HACE).

I would like anyone out there that has BITNET access, and is willing to help, be available on RELAY Channel 800 between 7 and 9 central time. I am mostly interested in showing them the wide area the network covers, so I will have more interest in talking to someone outside of Texas, over someone inside Texas.

Please send me a note by E-mail if you are interested in participating.

Thank you,

Alvin Carley
University of Houston
BITNET: COSC10TM@UHVAX1

3059. Re: INFO-ATARI8 Digest V90 #24

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-27 04:25:00 UTC
From: JHSangster@DOCKMASTER.NCSC.MIL
Message-ID: <900227042544.061871@DOCKMASTER.NCSC.MIL>
Source record: 114963

OOps, the schematic diagram (for the chroma output mod) appears to have
been OK except that you should add a Carriage Return just before# the
label "Q5 color amp", which should have appeared on the next line, over
at the start of the line, which is the signal from the emitter of Q5.
-John Sangster

3060. Monochrome analog monitors

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-27 04:28:00 UTC
From: JHSangster@DOCKMASTER.NCSC.MIL
Message-ID: <900227042822.130294@DOCKMASTER.NCSC.MIL>
Source record: 114964

Magnavox makes a nice one called the Computer Monitor 80, which you may still be able to find at Service Merchandise and such places for around $70. However, I think it has been discontinued so you will have to find one still in stock. I recommend the amber screen for best results except when playing "Frogger", for which of course green is better!!!
-John Sangster (Whoever heard of an amber frog!???!!!)

3061. Re: XEP80's

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-27 15:56:00 UTC
From: slackey@bbn.com
Message-ID: <52710@bbn.COM>
Source record: 114965

In article <27342@cup.portal.com> Metalist@cup.portal.com (Bryan Jones Woodworth) writes:
>- Can the XEP80 display crisp 80 column text on a 13" color TV?

Not normally. Regular TV's don't have the bandwidth. Some say a good
B&W can be used, but I haven't tried; there's no place to plug in the
[unmodulated] composite video signal on mine. :-)

Now I use both a "mid-res" color monitor and a hi-res mono; the color for
games, and the mono for development. The mid-res has composite and TTL
input. When I attempted to use the mid-res for the XEP, it resulted in
bad overscan; apparently, real monitors have a different scan setup or
picture size or something.

>- Can the XEP80 display ATASCII graphics (the ATASCII character set)
>On a mono/amber screen monitor?

Yes. The XEP has the ATASCII character set (in ROM I assume) internally.
It supports reverse video as well. I wonder if it is possible to write
the character ROM (that is, put a new character set on RAM and point the
internal processor to it, like you do in the Atari).

>(Or if I were using an XEP80 with a mono
>monitor, would I need to use ASCII translation when modeming?)

I don't know. I have never used a modem on an Atari. It seems to me
though that a modem program that uses software 80 col would need to be
changed to simply write characters to E:.

>- There is a PD 80 column driver I am sure you have seen that sets up 80
>columns o the screen. But this won't work with, say, BOBTERMwill it? Upon
>loading of BOBTERM wouldn't the 80column
>handler cause some sort of crash??

I believe the software-only 80 col emulators set up the screen in
bitmap (graphics 8 in BASIC-talk) and do blts to form characters in a
4x8 cell. I never had a tube good enough to display this kind of
resolution, including the mid-res one. You might not get a crash; I
suspect you'd get a blank screen, because the XEP driver turns off the
graphics chip.
-Stan

3062. Re: wizardry, ultima & monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-27 17:36:47 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <27366@cup.portal.com>
Source record: 114966

Ok, ok...enough already. Bob Wooley created an XEP TTL mod, as soon as I can find it I will post.

Ordania-DM

3063. HELP: Any ATR8000 Owners

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-28 15:02:39 UTC
From: barrett@ektools.UUCP
Message-ID: <2479@ektools.UUCP>
Source record: 114967

Any ATR8000 Owners:

HELP! My EEPROM for my ATR8000 bas become deprogrammed either by a blown chip or just decided to deprogram over time. It's all 0xFFs.

Can someone please send me a HEX dump of the EEPROM please. I would like to use my Atari again. Thanks for any help.

Chris Barrett
barrett@Kodak.COM

--
barrett@kodak.com (Chris Barrett)
rochester!kodak!ektools!barrett

3064. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1990-02-28 23:38:22 UTC
From: FTJLH@ALASKA.BITNET
Message-ID: <9003010814.AA11912@ucbvax.Berkeley.EDU>
Source record: 114968

RE: 8 bit expansion port
anyone have good reference books to tell me what this thing does and how to make it do it? The local shop denied it was there until shown, and was the same amount of help after having seen it! The, I hate to say, C-64 has a user port to shovel parallel data in and out of, and I'd like to find something like this on an XL/XE series. Any info appreciated... thanks..

3065. Re: XEP80's

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-01 06:50:50 UTC
From: Metalist@cup.portal.com
Message-ID: <27426@cup.portal.com>
Source record: 114969

Thanks for th info Stan.
metalist

3066. Re: Parallel Port

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-01 17:48:07 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <27437@cup.portal.com>
Source record: 114970

Get a copy of "Mapping the Atari" by Compute! Books. Make sure it is the revised copy. (It says revised on the cover).

It has a section that gives the pinouts for the Parallel bus.

How to use it is a different matter. If you have some electronics experience, it isn't too hard, if you don't then I would suggest giving Antic (the Atari magazine, NOT the amiga, or fantasy mag) a call and asking them which issues they ran the PBI (parallel bus interface) articles in, and then ordering them.

You could also just send mail to me with specific questions, I might not be able to answer them, but I'll sure try.

Ordania-DM
Charles_K_Hughes
@cup.portal.com

3067. Parallel Bus on Atari XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-02 06:33:22 UTC
From: weaver@VAX1.CC.UAKRON.EDU
Message-ID: <384@VAX1.CC.UAKRON.EDU>
Source record: 114971

In article <9003010814.AA11912@ucbvax.Berkeley.EDU> "Prinz_Arcturus"
<FTJLH%ALASKA.BITNET@Forsythe.Stanford.EDU> writes:
>RE: 8 bit expansion port
> anyone have good reference books to tell me what this thing does and
>how to make it do it?

Well, I don't know of any books. The standard info available (at one time?)
from Atari was the Operating System Reference Manuals which are only specific
to the 400/800 series.

However, if you have access to back issues of Antic Magazine, they ran a
multipart series on some uses of the parallel bus (the PBI - Parallel Bus
Interface). I have the March 1985 issue that describes a serial port
project. The author of the series was Earl Rice, "the project leader for
the planned top-of-the-line 1450XL[D] computer."

For those of you who don't remember, the 1450XLD had the works: built in
300 bps modem (later used (I think) in the 1030 modem), voice synthesizer,
built in _parallel_ DS/DD diskette drive. There _were_ a few made, since
Video Express in Columbus, Ohio sold about five of the motherboards. A
friend of mine built himself a power supply and is the owner of one of
the strangest 8-bit machines (sans built-in disk drive) that ever (almost)
existed.

Andrew Weaver v30188@vax1.cc.uakron.edu (Jan-May 1990)
weaver@tut.cis.ohio-state.edu (usually)

'No matter where you go - there you are.' - b. banzai

3068. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-02 10:39:21 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <49700013@uxa.cso.uiuc.edu>
Source record: 114972

The COMPUTE! book, "Mapping the ATARI" 2nd ed. has a bit of info on using the expansion port. I don't think any 3rd party manufacturers have taken advantage of it, though. Mail me your snailmail address and I will mail you the book; I have an extra copy lying around.

Paulito Mendoza

3069. Re: Parallel Port

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-03 22:12:01 UTC
From: smb@cs.purdue.EDU
Message-ID: <9903@medusa.cs.purdue.edu>
Source record: 114973

In article <49700013@uxa.cso.uiuc.edu> pm16579@uxa.cso.uiuc.edu writes:
>
>
>
> I don't think any 3rd party
> manufacturers have taken advantage of it, though.
>
> Paulito Mendoza

I beg to differ! Sitting behind my 800xl at home is ICD's MIO board. This nifty little gadget (which I believe is still sold and supported by ICD) provides 256k (or 1Meg) of ram for use as BOOTABLE ramdrive(s), printer buffers, etc. as well as a SCSI/SASI disk port, RS232C serial port (looks just like R1: on the 850), Centronics parallel printer port (again, just like on the 850) and has a place for putting in ICD's 80 column board (I don't have this :-( ). Also, although the name escapes me, there is another company that put out a hard disk system that ran from the parallel port.

Scott Ballew
Purdue University Department of Computer Sciences

3070. Re: Parallel Port

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-04 20:40:33 UTC
From: ain1496e@merrimack.edu
Message-ID: <18667.25f17d42@merrimack.edu>
Source record: 114974

In article <9903@medusa.cs.purdue.edu>, smb@cs.purdue.EDU (Scott Ballew) writes:
> In article <49700013@uxa.cso.uiuc.edu> pm16579@uxa.cso.uiuc.edu writes:
>>
>>
>>
>> I don't think any 3rd party
>> manufacturers have taken advantage of it, though.
>>
>> Paulito Mendoza
>
> I beg to differ! Sitting behind my 800xl at home is ICD's MIO board. This
> nifty little gadget (which I believe is still sold and supported by ICD)
> provides 256k (or 1Meg) of ram for use as BOOTABLE ramdrive(s),
> printer buffers, etc. as well as a SCSI/SASI disk port, RS232C serial port
> (looks just like R1: on the 850), Centronics parallel printer port (again,
> just like on the 850) and has a place for putting in ICD's 80 column board
> (I don't have this :-( ). Also, although the name escapes me, there
> is another company that put out a hard disk system that ran from the
> parallel port.
>
The other company is Supra, I have a Supra Hard Disk Interface
attached to the port. However Supra no longer supports its, they sold the
rights to the product to another company. I dont know the name of it off hand.

3071. Re: XEP80's

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-05 04:06:22 UTC
From: Richardd@cup.portal.com
Message-ID: <27559@cup.portal.com>
Source record: 114975

Ok .... I know I have tried to ignore Atari's long enough. Now I am trying to use my collection of 800, 400's, and XL's. What I want to know is .... does the XEP80 work on anything OTHER than a straight Atari 800? I do have one of those as a gift to the kids from a friend, but if the XEP80 only works on that 'puter, I am not sure how useful it would be. I would love to get 80 columns on the 800XL's though!

Thanks for any information in advance!

Richard Dell

3072. Wanted: Instructions/tips on Bounty Bob

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-05 14:34:03 UTC
From: harrington@mfgmem.dec.com
Message-ID: <925@ryn.esg.dec.com>
Source record: 114976

A couple of weeks or so ago, I sent out a message saying that I was looking for the game _Bounty Bob Strikes Back_ from Big Five Software. Well, I was fortunate to find someone willing to sell me the game from their personal collection. However... they no longer had the instructions for the game.

Not that it's a hard game to figure out - especially if you've played its predecessor, Miner 2049er - but having the instructions probably WOULD make some parts of the game a little easier. So, I was wondering whether there was anyone who'd be willing to share their instructions with me. I know that there are some people on the net who have the game - they e-mailed me - but I didn't keep their net addresses. If those people would send me another note, I'd appreciate it. And, of course, if anyone else out there has the instructions - maybe someone who *didn't* respond to my previous message - I'd like to hear from you, too.

At the least, maybe someone could answer these questions:

On the Options page, what does it mean when you enable/disable the "Secret Messages"? I haven't seen any secret messages. Are there really some to be found? If so, where?

Also on the Options page, what is the significance of the "Special Codes"?

Lastly - but most importantly - is there any way to go directly to a given level? In _Miner 2049er_, you could go to the level of your choice by 1) typing in the phone number for Big Five Software (as seen on the first screen of the game), then 2) typing <Shift-level #> (or something like that). Can you do anything similar in _Bounty Bob Strikes Back_?

As before, any help that anyone can give me is much appreciated.

Thanks!

--- Shawn Harrington, DEC, Marlboro, MA

UUCP: ...!decwrl!mfgmem.enet.dec.com!harrington
ARPA: harrington%mfgmem.DEC@DECWRL.DEC.COM

Work: (508)-467-2712
Home: (508)-481-6947

3073. New magazine -FREE!

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-05 15:02:29 UTC
From: wilk@cinnet.COM
Message-ID: <4745@cniysc.cinnet.COM>
Source record: 114977
Cross-posted to: comp.sys.amiga,comp.sys.apollo,comp.sys.apple,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att,comp.sys.cbm,comp.sys.celerity,comp.sys.dec,comp.sys.dec.micro

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2314 Iowa Ave Local 1-513-751-6415
Cincinnati, Ohio 45206

3074. Re: XEP80's

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-05 15:25:28 UTC
From: slackey@bbn.com
Message-ID: <52982@bbn.COM>
Source record: 114978

In article <27559@cup.portal.com> Richardd@cup.portal.com (Richard B Dell) writes:
>know is .... does the XEP80 work on anything OTHER than a straight
>Atari 800? I do have one of those as a gift to the kids from a friend,
>but if the XEP80 only works on that 'puter, I am not sure how useful
>it would be. I would love to get 80 columns on the 800XL's though!

I'm not sure why you would think XEP80s would not work on XL/XE. I use
an XEP80 with a 65XE (which is pretty much the same thing as your 800XL)
nearly every day.
-Stan

3075. Re: XEP80's

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-05 18:46:04 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <27570@cup.portal.com>
Source record: 114979

RE: does the XEP 80 work on all Atari 8-bits?

Yep, it sure does. In fact, that is the biggest problem with it. If Atari had made a version that connected to the parallel bus on the 800xl/600xl and 130xe machines, the XEP80 would have been the saving grace of the 8-bit line. Alas, they did not, but they did make it compatible with all the 8-bits by simply using a joystick port. Of course, they also made it compatible with any other machine with a compatible joystick port...

Charles_K_Hughes
@cup.portal.com

3076. Re: port pinouts (help)

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-05 19:18:44 UTC
From: russellp@CAE.WISC.EDU
Message-ID: <9003051918.AA03872@ws-37.cae.wisc.edu>
Source record: 114980

My copy of the pinouts got trashed (it was a bad week for that).
Could somebody please email me a copy?
Mucho thanx in advance.
*************** russellp@cae.wisc.edu ********************************* | |
Russ Perry Jr russell@uhura.cs.wisc.edu "Feed my brain with your so ||||
5970 Scott St 104 S Randall Ave called standards; who says || /
Omro WI 54963 Madison WI 53715 that I ain't right?"--Metallica /

3077. Computer Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-05 22:03:08 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1091.25f29bcd@miavx1.acs.muohio.edu>
Source record: 114981

Does anyone out there have an Atari 800,XL, or XE computer they would be willing to get rid of? I also need a disk drive. Original boxes or manuals are not required though. If anyone has one, please send me some E-Mail.

Ryan

p.s. I would prefer anything but the 400. (This is for my girlfriend, and she doesn't like the membrane keyboard at all.) but if you have a 400 with a real keyboard on it, let me know.. Please...
--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"When you have Super Powers, rlcollins@miavx1.BITNET
hard work is easy" rc1dsanu@miamiu.BITNET
-Dufus from Ducktails
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

3078. Problem with AMAC

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-06 15:22:50 UTC
From: slackey@bbn.com
Message-ID: <53063@bbn.COM>
Source record: 114982

I have been using AMAC quite a lot lately, and have determined that there is a bug in it. I know about the one where it sometimes doesn't find the macro name for a symbol after a label; I put a : after each label, and made that one go away. No, this one is more subtle; it actually silently generates bad code. I am sure of this, as I inserted a few NOP's here and there and the problem went away.

If you know anything about this, you may be the one person that reads this that can help. Please respond; for nearly all my technical questions I ask on this newsgroup, I get no response. For most of the others I have found work-arounds, and I probably will for this one too, but ANY help is greatly appreciated. Even the most insignificant-seeming idea could save me a tremendous amount of time.

I am developing something for release, I think lots of people can use it.
-Stan

3079. Re: XEP80's

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-06 16:31:29 UTC
From: kimes@cbnewsc.ATT.COM
Message-ID: <14151@cbnewsc.ATT.COM>
Source record: 114983
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale

From article <27342@cup.portal.com>, by Metalist@cup.portal.com (Bryan Jones Woodworth):
>
> - There is a PD 80 column driver I am sure you have seen that sets up 80
> columns o the screen. But this won't work with, say, BOBTERM will it? Upon
> loading of BOBTERM wouldn't the 80column handler cause some sort of crash??

I just set up my configuration for BOBTERM this weekend. It seems like an
excellent program (V1.1) and Bob Puff will definitely get my shareware check
by the weekend.

If you are using Version 1.1 of BobTerm, it allows you to add modules that
give you extra capability. This is supposed to be new for V1.1. I did not
see V1.0 or earlier so I can't say. Anyway, one of the modules that came
with the disk I got from our users group library is a module to allow you
to use the XEP80 with BobTerm. I didn't try it because I don't have one,
but it is available. Might be just what you are looking for.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3080. Re: Problem with AMAC

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-06 17:06:13 UTC
From: usenet@cps3xx.UUCP
Message-ID: <6760@cps3xx.UUCP>
Source record: 114984

In article <53063@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>I am developing something for release, I think lots of people can use
>it.
>-Stan

Thought for the day - if you are in active development, at this point
that makes YOU one of the experts with the answers.

I have compiled probably ten thousand lines in AMAC and never had a
compile time error. Either I was just lucky, or your bug is obscure.
Of course, that could be wrong. I never had the compiled program not
work, whether it was byte for byte what the source code said is a
different issue entire.

Has anyone else noticed that AMAC really begs for a hard drive? My guess
has always been that Old Atari Eng. had a hard disk in development and
AMAC's flavor (ever try and use it on a floppy, single-den no RAMdisk?
It was all there was for a looooonnnngggg time) came from the fact that
it was used in-house.

Terry Conklin
conklin@egr.msu.edu
uunet!frith!conklin
The Club (517) 372-3131
The Club II (313) 334-8877 <-- 8-bit files online. Lots, in fact.

3081. Re: Wanted: Instructions/tips on Bounty Bob

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-06 17:32:36 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <2341@ultb.isc.rit.edu>
Source record: 114985

> At the least, maybe someone could answer these questions:
>
> On the Options page, what does it mean when you enable/disable the
>"Secret Messages"? I haven't seen any secret messages. Are there really some to
>be found? If so, where?

After you complete a given number of levels (I think it's 4), you will
be given a secret code. This code, when used in the right place, will
transport you to a higher level. That way, you can go directly to level
5 instead of going through the first 4.
>

Chris Freemesser, Rochester Institute of Technology | THE ACORN BBS
||| BITNET: clf3678@ritvax | (716)436-3078
||| Usenet: clf3678@ultb.rit.isc.edu | 2400 baud/42 megs
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3082. Re: Problem with AMAC

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-06 19:29:47 UTC
From: dcfs018@antares.Concordia.ca
Message-ID: <1895@clyde.concordia.ca>
Source record: 114986

In article <53063@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>I have been using AMAC quite a lot lately, and have determined that
>there is a bug in it. [...] it
>actually silently generates bad code. I am sure of this, as I
>inserted a few NOP's here and there and the problem went away.
>
>-Stan

Which opcode is causing the problem (or is it the operand that's getting messed up)? If it's the opcode, you might be able to get around it by replacing it with the equivalent byte (i.e. .BYTE opcode) followed by the operand (which is either 0,1, or 2 bytes). For example if CPY #LABEL is the problem, you would look up the code for CPY immediate and use .BYTE opcode, and on the next line you'd put .WORD LABEL.

I remember reading in Analog a long time ago that one of the assemblers didn't handle CPY #x properly (I forget which instruction it was exactly).

In any case I would consider getting another copy of AMAC (maybe you have a bad byte somewhere on your disk), or better yet, change to MAC/65, which I use regularly, and I wouldn't consider using anything else. This thing is able to compile >15,000 line programs (I know, I've been writing Kermit-65 version 4, and version 3 was >400K of source! By the way ver.4 is pretty much complete). I don't know how you can stand working with a program (AMAC) that doesn't work right. Programming is hard enough without having to worry about your assembler generating wrong codes!

Jean Goulet
Electrical Engineering
Class of '89
Concordia University
Montreal, Canada

3083. subscription

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-06 19:49:00 UTC
From: AMONSON@IDCSVAX.BITNET
Message-ID: <9003070829.AA03655@ucbvax.Berkeley.EDU>
Source record: 114987

```
unsubscribe amonson
```

3084. Re: Modem directly connected to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-06 21:17:07 UTC
From: ain1496e@merrimack.edu
Message-ID: <18701.25f428d3@merrimack.edu>
Source record: 114988

In article <6371@cps3xx.UUCP>, usenet@cps3xx.UUCP (Usenet file owner) writes:
> Connecting a standard RS-232 device is not as simple as making a cable.
> The Atari SIO (Serial I/O) port CAN work as an RS-232 port, but it needs
> a little help.
>
> Further, some of the lines coming off the modem are tough or impossible
> to replicate so what you normally want is a subset.
>
> The cable that most likely came with the Supra is an R-Verter, a
> commercial product. The R-Verter was a slick device that looked
> like a cable, but hidden inside the RS232 end of the cale, inside
> the hood, was a weel made tiny little board with a single IC.
>

I have a supra 1200AT modem, I know the cable isn't an RVerter, and I have
never opened the cable but I do believe it is a straight cable without any IC's
If I have a chance I'll open it and check. Any software that was designed
for the SX works fine with the cable and in fact I now use the a Packard Bell
2400 baud modem with the cable.

3085. Re: Problem with AMAC

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-06 21:26:11 UTC
From: slackey@bbn.com
Message-ID: <53093@bbn.COM>
Source record: 114989

Thanks much for the responses so far.

In article <1895@clyde.concordia.ca> dcfs018@antares.Concordia.CA writes:
>In article <53063@bbn.COM> slackey@BBN.COM (Stan Lackey) writes:
>>I have been using AMAC quite a lot lately, and have determined that
>>there is a bug in it. [...] it actually silently generates bad code.

>Which opcode is causing the problem (or is it the operand that's getting
>messed up)? If it's the opcode, you might be able to get around it by
>replacing it with the equivalent byte (i.e. .BYTE opcode) followed by the
>operand (which is either 0,1, or 2 bytes). For example if CPY #LABEL is
>the problem, you would look up the code for CPY immediate and use .BYTE opcode,
>and on the next line you'd put .WORD LABEL.

This I'm not sure of; perhaps 75% of my code is buried in macros. Related
to the problem, you suspect? Me too. If I get to it tonight, I plan to
get a listing of the bad section with macros expanded (want to bet that
makes the problem go away? :-)) and start to zero in.

>I remember reading in Analog a long time ago that one of the assemblers
>didn't handle CPY #x properly (I forget which instruction it was exactly).

Good input. I may be doing some of these; I'll check to see it there
are any in the bad spots.

>In any case I would consider getting another copy of AMAC (maybe you have a
>bad byte somewhere on your disk)
Shouldn't the checksum barf? There IS a checksum, isn't there?

>, or better yet, change to MAC/65
Attractive, but you $$ know how $$ it is...

>Programming is hard enough without having to worry
>about your assembler generating wrong codes!
Especially in assembly language, especially with no debugger!

==========
In another article Terry Conklin writes:

>I have compiled probably ten thousand lines in AMAC and never had a
>compile time error. Either I was just lucky, or your bug is obscure.
Me too! That's what's so weird about it. So far, it has shown up in
two (2) places! Maybe it is one of my macros, using some kind of obscure
sequence. I will look for any similarity between the two parts that
failed.

>Has anyone else noticed that AMAC really begs for a hard drive?
>ever try and use it on a floppy, single-den no RAMdisk?

OK I'm a caveman but that's all I have. Well I do use an XF551 which speeds it up some, but yes I sure wish I'd gone the extra $50 for a 130XE instead of a 65XE, for that frizzin' ramdisk. Too late now.

I will post anything I find out. Keep those email messages and postings coming!
-Stan

3086. XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-06 21:50:30 UTC
From: UCI144@URIACC.BITNET
Message-ID: <9003070829.AA03656@ucbvax.Berkeley.EDU>
Source record: 114990

Yes the XEP80 does work with the 800XL, I have an XEP80 that I bought about a year ago and really haven't used it that much. I was hoping to use it with my modem (MPP1000E), unfortunately I couldn't becuase, they both use the joystick ports to communicate and I guess the XEP80 had preference over the modem. I've seen solved the problem of trying to have 80 columns with my modem, by getting K65 wich supports 80 col. The only software I've seen for the XEP80 is AtariWriter 80. If any body out there know of any other programs for it could you please let me know. Also, what can I really use it for, seeing I haven't played around with it for more than about 10hrs.

nolog

==========
{} Scott Glynn {} This {}
{} UCI144@URIACC.Bitnet {} Space {}
{} Chem Major {} Intentionally {}
{} Class of 92 {} Left {}
{} Atari Enthusiast {} Blank {}
{} RUSH, TRIUMPH, YES {} ! {}
{} No Disclaimer needed {} ! {}
==========

3087. 1027 HELP needed

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-07 01:02:59 UTC
From: v070g6dv@ubvms.cc.buffalo.edu
Message-ID: <434.25f41773@ubvms.cc.buffalo.edu>
Source record: 114991

Hello.
I need some info about the 1027 printer. I'm having a problem with my ink cartridges. The last six I found were defective. After comparing them to an old cart. I found that the plastic molding is different. What I need are a few of the old cartridges, unfortinutlly I don't have the order number of them. If anyone has any ideas, please e-mail me and let me know. Thank you.

Patrick Videll
V070G6DV@ubvms
SUNY AT BUFFALO

3088. Re: XEP80's

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-07 05:38:10 UTC
From: psu@mtuni.ATT.COM
Message-ID: <2857@mtuni.ATT.COM>
Source record: 114992

Atari did not make XEP80 connect to the joystick port because they wanted to be compatible with the old Atari, they did it because their 65XE did not have a parallel expansion port, neither did the XEGS. Otherwise, we might have been seeing good, fast 80-col now.

3089. XEP80's for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-07 07:56:47 UTC
From: lbert359@pallas.athenanet.com
Message-ID: <302@pallas.athenanet.com>
Source record: 114993
Cross-posted to: comp.sys.atari.8bit,misc.forsale

For those of you who inquired about the XEP80's I had to sell, I haven't forgotten about you, but I have been rather busy. I have five of the the XEP80's in my posession. For those of you who inquired, you will soon receive some e-mail from me. Thanks for your patience.

--Lee
--
+ Lee Bertagnolli + Voice: (217) 544-0270 +
+ Athenanet, Inc. + Data: (217) 525-9019 +
+ 630 South Pasfield + UUCP: {uunet}!pallas!lbert359 +
+ Springfield, Illinois 62701 + Internet: lbert359@pallas.athenanet.com +

3090. Re: Problem with AMAC

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-07 14:25:59 UTC
From: rvp@cbnewsh.ATT.COM
Message-ID: <8724@cbnewsh.ATT.COM>
Source record: 114994

In article <53063@bbn.COM>, slackey@bbn.com (Stan Lackey) writes:
> I have been using AMAC quite a lot lately, and have determined that
> there is a bug in it.
...
> If you know anything about this, you may be the one person that reads
> this that can help. Please respond;
> ...ANY help is greatly appreciated. Even the most
> insignificant-seeming idea could save me a tremendous amount of time.
>
OK! You opened the floodgates for insignificant-seeming ideas!
I, for one, believe that ANY news is GOOD news in SOME groups where the
traffic flow seems too low for my interests, so I'll throw in 2 cents!

First off, I have just a little experience on AMAC, so I can only
suggest that you may be encountering a rare but bad assumption
concerning 6502 programming in general. A book by "Leventhal" on
6502 Programming has a good section on "Common Programming Errors"
that I have found invaluable.
A couple of glimmers through the fog of my memory:
There is some problem with indirect jumps on the 6502 if the address
crosses a page boundary (specifically, it doesnt work right).
There is something unusual about the brk instruction... I think
it pushes the Program counter PLUS 2 on the stack, so you might need
to stuff in a nop or something after a break?
Another possiblity that I have encountered on other assemblers is that
they support the 6502c, and if you use 6502c instructions, they assemble
them OK, but your target CPU may not understand these and punt.
One problem that troubled me for hours recently...perhaps a SYNTACTICAL
one! I said "TXS" where I meant TSX! That was tough to debug!

Finally, if you have the resources, and have not tried it,
you could of course, check this code out on another assembler.
However, if any of my above statements is interesting and it inspires you
to broaden your vistas on 6502 programming...why, your life will be
generally heightened! On the other hand, if any of my statements is
false (I do not attest to these), perhapse more responses on the net
will heighten MY life! What a country!

3091. Re: Problem with AMAC

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-07 18:02:45 UTC
From: landon@Apple.COM
Message-ID: <39276@apple.Apple.COM>
Source record: 114995

> Has anyone else noticed that AMAC really begs for a hard drive? My guess
> has always been that Old Atari Eng. had a hard disk in development and
> AMAC's flavor (ever try and use it on a floppy, single-den no RAMdisk?
> It was all there was for a looooonnnngggg time) came from the fact that
> it was used in-house.

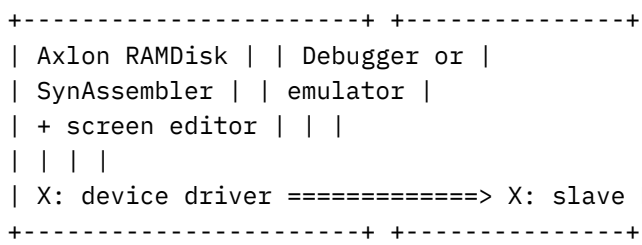
No. Actually we used Data General MV/8000 ("Eclipse") minis, and ran AMAC as a cross assembler. Pretty fast turnaround, except for the 9600 baud downloads. At night, turning a 16K game around took about five minutes. During the day ... forget it.

[I once tried to use AMAC on a 32K Atari 400 with a single 810 ... and went back to using the Assembler/Editor cartridge. Whoof!]

I wrote twenty or thirty thousand lines of AMAC before moving on to more powerful and more obscure assemblers, and never ran into any serious problems. But it is likely that the in-house version of AMAC had some bug fixes that did not make it to customers. The Atari consumer engineering department was like that -- basically clueless as far as customer support was concerned.

One of the better (faster) development systems I've ever used was a two machine setup that Jack Palevich and I whipped up one summer:

Development 800 Target 400/800 (slave)



The two 800s communicated with a two-wire or ten-wire cable hooked to both systems' joystick ports. The protocol automatically adjusted for the number of wires present -- downloads were faster with more.

We used the Synapse assembler because it was fast, and we'd written a simple Emacs-style screen editor so we didn't have to deal with line numbers. It's amazing what you can put up with (no macros, no operators other than '+' and '-') for the sake of speed.

The SynAssembler could direct the object code to any file, so by resetting the target system, and then assembling to the 'file' X:, the code was automatically downloaded and run. We got "one-button" five or ten second turnaround time, and the development system never, ever crashed.

This was in 1983. A year ago I dragged all my 8-bit equipment out of the closet and tried to make it work. The RAMDisk was dead, the 810 wouldn't read anything, and the screen was too small. But it was fun while it lasted.
--

-- "Mmmph! Urghurmph! Grugmph!"
Landon Dyer, Apple Computer, Inc. "What's he trying to say?"
Development Systems Group (MPW / DSG) "I dunno -- someone shoved a
NOT THE VIEWS OF APPLE COMPUTER lawyer in his mouth."

3092. Re: INFO-ATARI8 Digest V90 #27

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-07 18:52:00 UTC
From: JHSangster@DOCKMASTER.NCSC.MIL
Message-ID: <900307185256.660417@DOCKMASTER.NCSC.MIL>
Source record: 114996

Re: Parallel bus interface A couple of years ago, I mailed out about 13 copies of all the data I have on hand about the parallel bus, including Atari's draft spec for an expansion chassis (which they never put on the market), the bus connector pinouts, and a schematic for a do-it-yourself general purpose interface set up to implement a software-programmable rs-232 serial port (i.e. uses a PIA to let you program the comm parameters). The serial port can be made to run at 19.2 kbaud if you care.

This time around, I would prefer not to have the hassle of duplicating and mailing multiple copies, but if someone out there will volunteer to do the duplicating and mailing to all who request copies, I will be glad to send one (1) copy to said willing victim.

-John Sangster SPHINX Technologies, Inc.

3093. Looking for the man with CPU upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-08 06:13:53 UTC
From: psu@mtuni.ATT.COM
Message-ID: <2860@mtuni.ATT.COM>
Source record: 114997

Someone out there posted an article about him working on a accelerator project for the ATari 8-bit last month. I send mail to him, but the E-mail system didn't like his address. Could this person indentify himself? Could he leave me some method of contacting him by method other than infonet? (such as by phone). I am very interested in his project.

Out of curiousity, does anyone know if I could put a Apple Zip chip into an Atari?

3094. Re: Problem with AMAC

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-08 14:35:41 UTC
From: slackey@bbn.com
Message-ID: <53192@bbn.COM>
Source record: 114998

In article <8724@cbnewsh.ATT.COM> rvp@cbnewsh.ATT.COM (rob.v.phillips) writes:
>In article <53063@bbn.COM>, slackey@bbn.com (Stan Lackey) writes:
>> ...ANY help is greatly appreciated. Even the most
>> insignificant-seeming idea could save me a tremendous amount of time.

>OK! You opened the floodgates for insignificant-seeming ideas!
>I, for one, believe that ANY news is GOOD news in SOME groups where the
>traffic flow seems too low for my interests, so I'll throw in 2 cents!

> [good list of 6502 crocks deleted]
Thanks but I am not doing any of those things. Nonetheless, they are
good to know, especially the indirect jump problem.

My personal thanks for the responses I have received so far. I don't
know the exact problem yet, but I may have a work-around; the problems
went away when I set the listing option to expand macros (so I could
see if that was the problem), and it went away. Now I made some other
"insignificant" changes as well, unfortunately. If the error happens
again, I will be more careful to keep the bad binary and this time
diff it against the closest working one I can get. If I end up finding
out any more I will post.
-Stan

3095. Re: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-08 18:19:05 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <49700014@uxa.cso.uiuc.edu>
Source record: 114999

I don't have an XEP80, but I know that Bobterm supports it (V. 1.1)

3096. 80-col. telecomm.

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-08 18:21:23 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <49700015@uxa.cso.uiuc.edu>
Source record: 115000

Does anyone have any input they can give me on software-driven 80-col.
telecommunications programs?
The only ones that I know of are VT100 (or I think it's called
VT10sqr) which does'nt have file transfer, and Omnicom, which I am
using now (hopefully I will get the docs soon; it's a great program
and the text looks great on a color monitor).
I really like Bobterm, but I haven't fiddled with it since getting
Omnicom. Very slick thing; I find it to be aesthetically pleasing.
Has Robert Puff come out with an 80-column module? I have the XEP80
driver, but I can't afford to get an XEP80 and another monitor.
Maybe if I get too bored over spring break I'll try to implement
80 columns on it, but I doubt that I would be that persistent/
ingenious/bored/clever/patient.

Thanks in advance.
Paulito Mendoza

3097. MYDOS Internals

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-08 19:50:57 UTC
From: slackey@bbn.com
Message-ID: <53213@bbn.COM>
Source record: 115001

I am getting close to the point of substituting my stuff
for the DUP that would normally go with MYDOS. I have looked
through the listings, but have not yet found the asnwers to these.

1. There is marked a section of MDUP that is remains resident. It
is the portion that handles MEM.SYS and the reloading of DUP.SYS.

How is it loaded? At the time DOS.SYS is loaded? Or is it somehow
appended to DOS.SYS by BUILD?

I don't need it in my system, and would like to get the memory back.

2. I need the XEP driver, and it looks like the best thing for me
is to put it into MDOS. I don't need it relocatable, and there is
other functionality I can pull out as well. Any suggestions?

-Stan

3098. Re: INFO-ATARI8 Digest V90 #27

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-09 00:14:48 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <27699@cup.portal.com>
Source record: 115002

Ok, I'll bite, I'll distribute the copies.

Ordania-DM
Charles_K_Hughes
@cup.portal.com

3099. Re: Computer Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-09 13:22:07 UTC
From: dmlkm@cbnewse.ATT.COM
Message-ID: <13464@cbnewse.ATT.COM>
Source record: 115003

In article <1091.25f29bcd@miavx1.acs.muohio.edu>, rlcollins@miavx1.acs.muohio.edu writes:
> Does anyone out there have an Atari 800,XL, or XE computer they would be
> willing to get rid of? I also need a disk drive. Original boxes or manuals
> are not required though. If anyone has one, please send me some E-Mail.
>
> Ryan
>
> p.s. I would prefer anything but the 400. (This is for my girlfriend, and
> she doesn't like the membrane keyboard at all.) but if you have a 400 with
> a real keyboard on it, let me know.. Please...
> --

I have an Atari 800 computer, the 1050 disk drive, and the printer to
go with it. I also have the BASIC cartridge, the assembly language
cartridge for the 6502, the word processor cartridge, and about 8 cartridge
games. I still do have the MASTER DOS II disk. If you are interested
please send me email, or call me.

Phone #: 1-708-979-5502
Between the hours of 7am and 4pm Central time.
I live in Chicago, so the items would have to be shipped.

Thank you.
David Montalbano

3100. 816 hardware upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1990-03-09 23:05:46 UTC
From: HILLKR@cc.utah.edu
Message-ID: <49701@cc.utah.edu>
Source record: 115004

Sorry, I tried to send this email but it bounced. A couple wks ago someone
was mentioning that he had several mods with an 816 for 800s. I am very much
interested in mods for the 8-bit machines. I've designed and built a mod to
convert old 16K memory boards to 64K boards for 400's and 800's. I've done
a little design work, but no construction on an 816 upgrade.
Who-ever posted the message about upgrades please contact me by email.

Kent Hill
hillkr@cc.utah.edu
hillkr@utahcca.bitnet

3101. auto downloading

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-18 23:38:07 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Apr.18.19.38.05.1990.23320@topaz.rutgers.edu>
Source record: 114907

Do any of the term programs available for the 8-bit allow you to set them in such a way that they will answer an incoming call and then automatically download (xmodem, ymodem, kermit, whatever) a file? I've used this technique once or twice on the Mac at work (using "MicroPhone") when someone says there gonna call "shortly" to upload a file to me and I want to go to lunch...you just set the program to auto-answer and when the call comes in and the person at the other end sends x-modem, this term program will automatically accept the file and save it as "Temp" (or whatever). Come back from lunch and the file is ready and waiting. Any way to do this same thing on the Atari?

-Ray

wilmott@topaz.rutgers.edu

3102. Re: Diskcomm problems on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-19 15:36:44 UTC
From: den@hpfinote.HP.COM
Message-ID: <19810009@hpfinote.HP.COM>
Source record: 114905

My disk drive is an Indus GT using single-sided disks. I am guessing that the problem is with my RAMdisk hardware on my 800XL. Diskcomm is probably writing to the bank select port at $D301 and switching the RAM bank when it really shouldn't. When I load my modified Translator, I disable the RAMdisk and force which banks are used, so the software can't change it.

Many thanks to all who have responded to this. I still can't explain why this method works, but as long as it does, no problem.

Don Novy
den@hpfitst2.hp.com

3103. Mydos 4.51 Diskcomm file?

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-19 15:42:24 UTC
From: den@hpfinote.HP.COM
Message-ID: <19810010@hpfinote.HP.COM>
Source record: 114906

Does anyone have a Diskcomm file for Mydos 4.51? Now that I have Mydos 4.50 running I would like to upgrade. I haven't been able to get the A65 assembler running and I would like to avoid downloading the Mydos 4.51 source and edit it to use the Atari assembler. This would be a real pain as the Atari assembler requires line numbers and doesn't understand the HIGH[] and LOW[] functions.

Email about this to Charles Marslett at killer.dallas.tx.us bounces back. This address worked last November, so something has changed. That's why I'm posting this request here.

Please email to reduce net loading, unless you think this is useful to others,

Don Novy
den@hpfitst2.hp.com

3104. MYDOS format on IBM driveeee

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-19 20:16:00 UTC
From: ACSCHW@SEMASSU.BITNET
Message-ID: <9004250212.AA23745@ucbvax.Berkeley.EDU>
Source record: 114908

Hello again !

Last time....

Anyone who has the program that writes Atari MYDOS disks using an IBM
please at least respond to me and tell me this program exists. This
program would be a blessing, but I'm starting to wonder if it exists.
No one answers my mail about it. I get many mail messages saying 'If
you get it send it to me', but no mail messages giving me the program
or telling me about it.

PLEASE....PLEASE.... if you have this program at least reply to me and
tell me you do, then maybe I can get it from you.......

Thanks for listening,

-- Curt

Curtis H. Wilbar Jr. Senior in CIS @ Southeastern Massachusetts University
BITNET: ACSCHW@SEMASSU
WILBAR%SMUHEP@SEMASSU (in case ACSCHW@SEMASSU bounces)

3105. Re: auto downloading

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-20 00:31:42 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <29121@cup.portal.com>
Source record: 114911

The only way I know of using a regular terminal program is to use BackTalk

It is the only "fully" programmable term available for the 8-bit.

Charles_K_Hughes
@cup.portal.com

3106. Re: auto downloading

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-20 02:32:21 UTC
From: Metalist@cup.portal.com
Message-ID: <29129@cup.portal.com>
Source record: 114912

> Is there a way to make the atari auto-download?

I think this MIGHT be possible with the term programme BACKTALK, from the antic catalog. I'm not sure though..

I have the program, and if you like using EXTENSIVE macros, and don't mind programming them, it is the program for you! You can have the program wait until 2am in the morning (set a pause for 5 hours before the macro executes), call a BBS, download a file, read new messages, upload a file, leave a good-night note to the sysop, and logoff. However, you must have EXTENSIVE know-ledge of the system you are calling, so that the macro will execute properly.

I hope I helped ya a LITTLE!

Metalist@cup.portal.com

3107. Re: Mydos 4.51 Diskcomm file?

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-20 14:18:53 UTC
From: krieg@jupiter.uucp
Message-ID: <2493@mrsvr.UUCP>
Source record: 114914

Please post it!!! I'm still running MyDos 3.08 and I would love to upgrade!

--

```
==========================================================================
= Andrew Krieg Marvel Historian =
= krieg@jupiter.med.ge.com Keeper of: The LIST, 2to1 list =
==========================================================================
```

= If you don't find it in the Index, =
= look very carefully through the entire catalogue. =
= -"Consumer's Guide", Sears, Roebuck and Co. (1897) =
==

3108. Happy Modifications

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-20 19:56:02 UTC
From: rrwood@lotus.uwaterloo.ca
Message-ID: <1990Apr20.195602.25803@watdragon.waterloo.edu>
Source record: 114909

For anyone interested, Happy Computers is still in business. Their new number is (916) 268-3595. I left a message on their machine, but haven't heard from them yet, so I don't know whether they still market the 1050 modification. I'll let you know if I hear from them.

(Charles Green, did you read this? I lost your e-mail address AGAIN.)

-Roy Wood.

3109. IBM -> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-20 20:04:54 UTC
From: rrwood@lotus.uwaterloo.ca
Message-ID: <1990Apr20.200454.26344@watdragon.waterloo.edu>
Source record: 114910

By the way, that program I posted (the one to read/write MYDOS disks on an IBM/compatible) is available on terminator in the msdos/util/disk subdirectory. I was told to ftp "emptys.cc.umich.edu" but that just seems to connect to terminator. Would someone post the results of trying this program? Don't forget to format the disk on an IBM to start with; the IBM's drive relies on the alignment notch (that little punched-out hole), whereas the Atari drives ignore its existence.

-Roy Wood.

3110. Re: R/W Atari disks with your IBM PC!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-20 23:51:05 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <29159@cup.portal.com>
Source record: 114916

I have used the program being discussed here, and it has worked fine.
If you're just getting it in a loop, I have to ask how you are invoking
it. It is meant to be invoked with certain parameters which I forget
just now, in MS-DOS syntax (it runs on the PC, not the Atari), but
if invoked just by name without parameters, the copy *I* have will
list a HELP screen of impressive proportions. Does yours do that?
Try a ? mark as a single parameter and see if that helps.

3111. Re: R/W Atari disks with your IBM PC!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-21 02:37:39 UTC
From: zhang@unix.cis.pitt.edu
Message-ID: <23711@unix.cis.pitt.edu>
Source record: 114917

In article <29159@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>I have used the program being discussed here, and it has worked fine.

Did you get your copy here? Would you please post your copy? (or even better,
the source code if you have it)

>If you're just getting it in a loop, I have to ask how you are invoking
>it. It is meant to be invoked with certain parameters which I forget

I have tried all the switchs on different machines. It simply does NOT
do anything. Well, on the Gateway 2000, it will print a character (a
happy face) before it returns to DOS.

>just now, in MS-DOS syntax (it runs on the PC, not the Atari), but
>if invoked just by name without parameters, the copy *I* have will
>list a HELP screen of impressive proportions. Does yours do that?
>Try a ? mark as a single parameter and see if that helps.

3112. RE: 8-bit System For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-21 03:19:00 UTC
From: UN020212@WVNVAXA.WVNET.EDU
Message-ID: <9004210702.AA06424@ucbvax.Berkeley.EDU>
Source record: 114913

Ed,
I may be able to find someone who is interested in the stuff
you have for sale. I have a 130-XE and an 800 with a 1050 disk drive, 2 modems,
a 1025 printer....
What is the bottom line on your most reasonable offer????
I bought a 1200XL, an Amdek color1 plus monitor, a 1025 printer, and a 1050 disk drive
recently for $275.00....including software
I sold the system and kept the monitor for myself...at the same price $275.
How low will you go??? I might be able to help you unload it.
Thanks
Daniel L. Crawford
aka Sector
UN020212@WVNVAXA

3113. Xtal, Fortress, Atartris, FTPing

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-21 20:40:35 UTC
From: UCI144@URIACC.URI.EDU
Message-ID: <9004250213.AA23853@ucbvax.Berkeley.EDU>
Source record: 114915

Xtal----well I checked all the Antic mags that I had, the most recent one is about a year old and I couldn't find any ads about Xtal so I sent out the game to the Digest because I did get a number of requests for it. Well if isn't PD, looks like I could be in some big trouble....ooooopppppss

Fortress and Atartris, could some one send me these files, I would like to try them out.

FTPing When you get to the USER prompt type in ANONYMOUS and when you get the PASSWORD prompt type in either LOGIN, or GUEST.

UCI144@URIACC.Bitnet Scott Glynn
Cast in this unlikely role, Ill quipped to act, with insufficient tact. One must put up barries to keep oneself intact

Support the Revolution....power w/out the price!!!

3114. Re: Mydos 4.51 Diskcomm file?

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-23 16:38:18 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <49700031@uxa.cso.uiuc.edu>
Source record: 114918

I would be glad to post MYDOS ver. 4.50, if many people want it, or email the uuencoded discommed file to a coupla people. (It must be great to hear people talk about shareware programs you've written! The check is in the mail, guys....)
I have a question: I downloaded the source code to MYDOS 4.51 and tried to assemble it, but I kept getting 139-DEVICE NAK errors. I can't understand what went wrong, other than the source code was written on a machine that had a peripheral I don't have, or the initialization routine before ver.4.51 pops up is awry. I had recently upgraded my 800XL using ICD's RAMBO 256K upgrade, but the error occured both before and after the upgrade (don't know if that makes a difference....) Can anyone using 4.51 post or mail a copy? And does anyone who assembled the source code from TERMINATOR know what I did wrong?

I followed the assembly instructions exactly.

3115. Re: Fortress

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-23 16:57:39 UTC
From: umhild11@ccu.umanitoba.ca
Message-ID: <1990Apr23.165739.1346@ccu.umanitoba.ca>
Source record: 114919

In article <1990Apr16.211732.1840@watdragon.waterloo.edu> rrwood@lotus.waterloo.edu (Roy Wood) writes:
>In article <4063@ge-dab.GE.COM> you write:
>>
>>I downloaded Fortress from GEnie recently. It worked fine on my system
>>using MyDOS 4.5. It's a good version of Tetris.
>>
>>J. D. Potter
>
>>From GEnie, not from comp.sys.atari.8bit. I suspect that the copy posted
>here was corrupted. If someone has a working version, why don't they repost
>it?
>
>Of course, now we can start to argue about wasting bandwidth and compu-dollars
>by posting enormous game files. I really don't want the game, so I'd vote in
[...some stuff about wasting bandwidth deleted...]
>-Roy Wood.

Oh great. We lose our feed from Calgary(? I think) and I miss out on another Tetris clone. I don't suppose someone would be kind enough to E-mail to me, eh?

Jeff

3116. Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-24 12:13:48 UTC
From: bush@acsu.buffalo.edu
Message-ID: <22822@eerie.acsu.Buffalo.EDU>
Source record: 114922

Hello all...
I was wondering if someone (or several someones) out there could give me some information. I have an old Atari 400 which I picked up with a couple game cartridges at a flea market, in 1985. I've since moved on to bigger and better things, but it pains me to leave this thing unused in my attic. First, can someone tell me if this can serve any purpose other than playing Wizard of Wor (which I got with it). Please, no boat anchor jokes, etc. Is there still any source of game cartridges for such a beast, mail order, user groups, etc. Also along those lines, if I want to fiddle around programming the thing, I'll need either or both of two things, the Basic cartridge, and/or a disk drive or tape drive. Are such hardware devices still available somewhere, i.e. above for cartridges. Lastly, could someone summarize for me the technical details of this machine, i.e. CPU, memory, also identification of the connections in the cartridge port, as well as any other external ports, etc. I would like to know if anyone has or knows where to get literature on this little machine, and a source for products. I realize it is practically an antique, so any and all information is appreciated. Thanks in advance.

Chris Bush

3117. Re: Mydos 4.51 Diskcomm file?

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-24 15:01:27 UTC
From: den@hpfinote.HP.COM
Message-ID: <19810011@hpfinote.HP.COM>
Source record: 114920

Whew! After a lot of frustration, I have Mydos 4.51 running. The A65 assembler didn't run probably because the uudecoded file I downloaded to my 800XL got corrupted. When I downloaded the executable, all worked great.

When I edited the files to use the Atari assembler, I must have messed up something, because the original Mydos 4.51 source files assembled great with A65. A65 is also much faster than Atari's assembler; many thanks and a job well done to Charles Marslett and Bob Puff.A

Thanks also to those who responded by email and pointed out the incompatibility of my original Claus Buchholz 800XL ram disk with Diskcomm and probably Mydos, too. I'll look into the new modifications which could be tricky as I still want the 4 joystick capability.

Again, thanks to all who shared their ideas,

Don Novy
den@hpfitst2.hp.com

3118. Upgrades finally...

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-25 00:32:58 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <29268@cup.portal.com>
Source record: 114921

Ok, this is the first of a series of posts about upgrades for the Atari 8-bit computers. Grab these upgrade texts NOW, you never know when you'll wish you had...
The first text describes how to add a second (third & fourth) 6520 to your Atari 800XL or 130XE.
Here it is:

PIA Upgrade by Charles Hughes
Copyright 1990

So, you're a hacker are you? Well, then this upgrade is for you. If you aren't a hacker, well, have a try at it anyway.
A special NOTE - this upgrade can be done on ANY atari 8-bit computer, but these instructions only cover the 800 XL and 130XE machines.

Performing this upgrade gives you a second PIA chip in your computer. You are probably wondering just what a second PIA chip can do for you, the answer is - anything you could do with the first, only better.
Some possibe uses are listed at the end of this text file.

Here are some standard precautions:
1) Opening your machine voids any warranty you may have.
2) CMOS chips hate static...ground yourself before working on your computer.
3) The author of this text is not responsible for what you do to your computer. If you aren't proficent at soldering, don't know a socket from an IC, or feel you are a total incompetent when it comes to the inside of your computer, then DON'T TOUCH!

Parts needed:

*1 65C21 (PIA chip)
1 74F139 (Dual 2:4 decoder)
1 74F138 (3:8 decoder)
1 16 pin IC socket
1 small perfboard about 2"x3"
Wire (lots of it, Radio Shack #278-372 - 24 gauge, 4 conductor telephone wire works great)
Phillips screwdriver
Pair of needlenose pliers
Rosin Core solder
Soldering Iron (25 to 30 watt)
Desoldering Iron (or Solder Sucker, but do not use solder braid)
IC Puller, etc
Several small cups for holding screws

Most XE computers will also need:
1 16 pin IC socket
1 40 pin IC socket

* There are several versions of the PIA chip any of the following will work: 6520, 65C20, 65C21, 6820, 6821, and of course C014795 (Atari's chip #).

What to do:

1) Completely disconnect all cords, cartridges, and other items not permanently attached to your computer. Lay them to the side so that they can be reattached when you are finished.

2) Find a place in your house to do the actual work - it should be well lighted, have a power outlet nearby, and safe from accidents (like little kids interested in the pretty parts of your computer :). Sit down, put your computer on the table (bench, workspace, whatever) and continue with #3.

3) Turn your computer over. Remove the phillips head screws that are holding the bottom cover on. Place the screws in a cup, don't lose the screws, they are a pain to try to replace.

4) Ok, here is the first fun part -
A) Turn your computer back over and gently lift the top off. Place the top somewhere safe. NOTE: on the XL series the keyboard may be attached to the top, just pull the keyboard cable free of the motherboard as indicated in B.
B) Take the keyboard and slowly lift up, you will find that it is attached by a ribbon cable - pull this cable free of the main board and then place the keyboard with the top.
C) Locate the screws spaced around the motherboard that hold it onto the bottom. Remove these screws and put them in a second cup. NOTE: Some machines aren't attached with screws, you can just lift the motherboard free of the bottom case.
D) Pull the motherboard free of the bottom case. This is a little difficult, but if you do it slowly and carefully you won't hurt anything. Put the bottom cover to one side.
E) Remove the metal shields.
I. On some models the metal shields are attached by screws, remove these to remove the shields.
II. On other models the shields are held on by little metal tabs. Using the pliers, twist the little metal tabs so that you release the top metal shield.
F) Remove the top and bottom metal shields and place them to the side.
G) Place the motherboard, chip side up, in front of you. Go onto step 5.

5) Okay, you now have the motherboard sitting in front of you.
A) Position the motherboard so that the joystick ports are to your right.

B) Look at the 40 pin IC's and locate the one that has "6520" and/or "C014795" printed on it somewhere. This is the PIA chip already installed in your computer. In the 130XE this is near the joystick ports, in the 800XL this is the right most chip nearest you.
C) Look around the board for a small 16 pin IC with "74LS138" printed on it. This IC enables the PIA when it is accessed by the CPU. On the 130XE this IC is just below the PIA, on the 800XL this chip is the second IC down from the cartridge port.
D) Remember where these are...we'll be coming back to them. Now continue on with #6.

6) Okay, now an easy/hard part depending on the machine you have.
A) Remove the PIA from the motherboard. If the PIA is socketed this is easy - just use a small screwdriver to pry up each end a little at a time until you manage to free the entire chip. If the PIA is soldered in, pull out the desoldering iron and desolder it. Solder in a 40 pin socket i needed.
B) Remove the 74LS138 chip same as you removed the PIA. Solder in a 16 pin socket if necessary. Place the 74F138 in the socket. Put the 74LS138 in a safe place, you might be able to use it for some project in the future but you won't need it for this one.

7) Now we add the new PIA.
A) Take the new PIA (called PIA1 from now on) and bend pins 16 and 23 up so that they stick straight out from the sides of the chip. NOTE: If you have a memory upgrade that uses other pins on the old PIA you can bend up the same ones on the PIA1 and reattach the wires there.
B) Now take the PIA you just removed (called PIA2 from now on) and bend pins 2-19, 23, and 37-40 straight out the same way.
C) Place PIA2 on top of PIA1 so that all the pins not bent up on PIA2 touch the same pins on PIA1.
D) Solder pins 1, 20-22, and 24-36 of PIA2 to the same pins on PIA1.
E) Put this set of chips to the side for now and continue with 8 below.

8) Now we have to create the minor circuit needed for the upgrade.
A) Take the perf board you have, and put the 16 pin socket on it. The best place for it is in the upper left corner of the board. There is a notch in the black plastic of the chip, this indicates the placement of the IC chip. Holding the socket so that the notch is away from you, pin 1 is the first pin on the left hand side, pin 2 is the one below it, etc all the way to pin 8 the last pin on that side. On the right hand side, opposite pin 8 is pin 9, opposite pin 7 is pin 10, etc all the way to pin 16 which is opposite pin 1.
B) Cut 7 pieces of wire about 8 inches long and strip off about a 1/4 inch of insulation on each end of all the wires.
C) Solder one end of each wire to pins 1-5, 8, and 16.
D) Now take the wire you soldered to pin 8 and solder the other end to pin 8 of the 74F138 you located earlier. If you prefer, you can solder wires that wuld attach to the 74F138 to the back of the motherboard. Just make sure you solder them to the correct pins of the '138 socket.

E) Solder the wire from pin 16 to pin 16 of the 74F138.
F) Solder the wire from pin 1 to pin 12 of the 74F138.
G) Solder the wire from pin 4 to pin 23 of PIA1.
H) Solder the wire from pin 5 to pin 23 of PIA2.
I) Insert the stacked PIAs into the PIA socket.
J) Take the 74F139 chip and place it in the 16 pin socket so that the notch in the chip is pointing in the same direction as the notch in the socket.

10) You now have two wires left unconnected. These two wires need to be connected to address lines A2 and A3. You can connect these wires to A2 & A3 anywhere you like, but the easiest place to solder these wires is to the ANTIC chip. Find the chip labeled "C021697". This is ANTIC.
A) Solder the wire that comes from pin 2 of the 16 pin socket to pin 11 of the ANTIC chip (address line A2).
B) Solder the wire that comes from pin 3 of the 16 pin socket to pin 10 of the ANTIC chip (address line A3).

Another place to get these lines if from the parallel bus.
On the 800XL in the upper left hand corner are a pair of IC chips. The top chip is BASIC, the chip beneath it is the OS ROM. To the right of the OS ROM is a line of solder points. The first point is A2, the second is A3.
If you have a 130XE look at the cartridge port, it should look like this:

```
| | | | | | | | | | | | | | |
ECI | | | | | | | | | | | | | | SIO
. . . . . . . . . . . . . 2 .
.
. 3
. .
```

This is a really rough drawing, the | indicate pins on the cartridge port, the . are solder points, the 2 is the solder point for A2, and the 3 is the solder point for A3. Just melt the solder at these points and stick the appropriate wire into the solder while it is still molten. ECI is the small connector to the right of the cartridge slot, SIO is the 13 pin sio connector to the left of the cartridge slot.
1200XL, 600XL, 65XE, and XEGS owners are on their own, I do not have any of these machines available to find suitable solder points on. I believe that the 600XL is identical to the 800XL as far as the parallel bus is concerned so you may be able to find the solder points in the same place. Remember however, that the soldering to the ANTIC chip will work regardless of the machine.

11) You need to put the perfboard in a safe place. If it is just hanging in midair let it keep hanging for now, but don't let any of the pins touch anything else.

12) Check all your connections and make sure you have followed all the steps above.

13) You have now finished all the necessary wiring. Now you have to test the finished product. Don't bother putting it all back together yet, just grab the bottom case of the computer and lay the motherboard in it. Plug in a basic cartridge (if you don't have any memory upgrades you don't need to use a basic cartridge). Connect the video connector. Connect the power cord. Turn on the computer. If you don't get a "READY" prompt and a blue screen, turn off the computer immediately and recheck all your work.

14) If you do get a "READY" prompt & blue screen, type in the following program:

```
10 P1=54016:P2=54020
20 ?PEEK(P1),PEEK(P1+1),PEEK(P2),PEEK(P2+1)
30 GOTO 20
```

15) Run the program. The first 2 numbers shouldn't change, the next two numbers may change and WON'T be exactly the same as the first two. If you stick a joystick in port 0 or 1 you can vary the second number. If the numbers are all the same, or all of them keep changing, turn off the computer, remove the power cord and recheck all your connections.

16) That's all there is to it, now reassemble your computer in reverse order of the way you disassembled it. :) Of course, you'll need to do something with the perfboard. Cover the pins of the 16 pin socket with an insulator (electricians tape or pieces of antistatic foam work well for this), turn the board over slowly and push it face down in an open space on the motherboard. You should then be able to put the metal shield back on. If you can't, don't worry about it unless you get TV interference. If you get TV interference, move the computer farther from the TV.

Okay, now to wrap this text file up. You now have a second PIA chip located at addresses 54020-54023 ($D304-$D307). Here is the pinout of a 6520 (6521, 6821, 65C21, 6821B, etc):

Pin Function
1 GND This connects to the system ground.
2-9 PA0-PA7 These are the port A pins.
10-17 PB0-PB7 These are the port B pins.
18 CB1 This is control line 1 of port B.
19 CB2 This is control line 2 of port B.
20 POWER This connects to the system power (+5 volts).

_
21 R/W This is the system read/write line. The line above the write indicates that writes occur when the line goes low (0 volts).
22 CS0 Chip select 0.
23 CS2 Chip select 2. This is an inverted signal - the chip is selected whenever CS2 goes low.
24 CS1 Chip select 1.
25 E This is the system clock line.
26-33 D0-D7 These are the system data lines D0-D7.
34 RESET When this line is pulled low the chip performs a reset. This reset forces all pins to input.
35-36 A0-A1 These are address lines A0 & A1 from the system bus.

37 IRQA Port A IRQ.
38 IRQB Port B IRQ.
39 CA2 This is control line 2 of port A.
40 CA1 This is control line 1 of port B.

And here is a short memory map of the new PIA.

PIA2: 6520 CHIP

54020 $D304 PORT2A
(R/W) Controls the port A pins on the second PIA. Writes to direction control if bit 2 of PACTL2 is zero.
This port should be used for memory upgrades. To access any bank of extended memory using this port the extra lines needed for the memory should be attached in order starting at pin 2. A routine to access the extended memory is given below:

```
BASIC:
X =INT(BANK_NUMBER/4)
P2=BANK_NUMBER-X*4
Q =PEEK(54017)
Y =Q-INT(Q/4)*4
Z =INT(Q/32)*32
P1=Z+32+X*4+Y
POKE 54020,P2:POKE 54017,P1

ASSEMBLY LANGUAGE:
LDA BANK ; Load the bank number
TAX ; Save it for future use
LSR ; Divide by 4
LSR
TAY ; Save the upper bank control number
TXA ; Reload the original bank number
AND #%00000011 ; Mask out the rest of the bank number
ASL ; Multiply by 4 to get into position
ASL
STA TEMP ; Save again
LDA PORTB1 ; ($D301, 54017) Load the normal bank control
AND #%11100011 ; Zero out the old bank control bits
CLC
ADC TEMP ; Add the new bank control bits in.
STA PORTB1 ; Select extended RAM and lowest 2 bits of the bank
number.
TYA ; Get the upper 6 bits
STA PORTA2 ; Store the upper 6 bits of the bank number.

; 8 bits worth of banks is 256 banks or 4 Megabytes.
```

54021 $D305 PORT2B
(R/W) Controls the port B pins on the second PIA. Writes to direction control if bit 2 of PACTL2 is zero.
This port should be used as a parallel port. The most likely use

would be a centronics printer port.

54022 $D306 PACTL2
(R/W) This is the PORT2A controller. Check out "MAPPING THE ATARI" or a datasheet on the 6520 PIA for more information on this.

54023 $D307 PBCTL2
(R/W) This is the PORT2A controller. Check out "MAPPING THE ATARI" or a datasheet on the 6520 PIA for more information on this.

Here are some questions that will probably be asked about this upgrade and, of course, the answers to them.

Q: Why use 2 address lines to select only 2 PIA's?

A: Several reasons - the specific chip used (74F139) is a DUAL 2:4 decoder. This means using 2 address lines it can select 4 PIA's. If you decide you want another PIA just solder it on top of the others, run a wire from pin 4 of the 16 pin socket to the pin 23 of the PIA and you have a third PIA. A fourth PIA works the same except the wire comes from pin 5 of the 16 pin socket. Also, most memory upgrades use a 74LS138 or 74LS139. Since we only use 1 of the 2 2:4 decoders in the 74F139, and all the memory upgrades (except my monster 4MEG one :) use the equivalent of 1 2:4 decoder, we can remove the other chip and rewire the memory upgrade slightly so that it uses our 74F139.

Q: Why use a perfboard, why not just put the 74F139 on the motherboard someplace?

A: Easy question. The reason for this is so that you can add other circuits to the perfboard and not lose access to any of the chips on the motherboard. The perfboard has enough space to hold the IC's needed for any upgrade and that is what I use it for in my computer.

Q: Why did you replace the 74LS138 on the motherboard with a 74F138?

A: Because the 74LS138 was too SLOW. My first attempt at this upgrade frustrated me so much that I quit for a few weeks in order to avoid attacking my computer with a sledgehammer.

More questions will be added as I receive them (or think them up myself :).

Future projects for this upgrade:

1. Restore the 2 missing joystick ports.
This isn't difficult, but currently no software except that which you write yourself would work. As soon as I get the time I will explain exactly how to add 2 joystick ports that are almost identical to the ones that the 400/800 had.

2. Add additional internal ROMS - multiple OS's, BASIC & ASSEMBLER, etc.
The XEGS machine has BASIC and STAR RAIDERS built into it. There are several ways this could have been done, the most likely way is through the

use of bit 6 of port B of PIA1. Port B controls bank selection and bit 6 is the only bit that was unused in the 130XE so it is the most likely candidate for controlling whether BASIC or STAR RAIDERS is accessed. There is no reason you can't have BASIC and STAR RAIDERS built in too, nor is there any reason you couldn't have any cartridge built in.

3. Really get sick and control up to 8 megs of internal memory.
This is my main reason for adding the second PIA. I bought 144 256K dram chips real cheap, so I wanted to make a HUGE upgrade. I haven't done it yet, but I probably will add 2 MEGs right onboard my computer. (There is a use for this, see below.)

4. Run several "virtual" machines.
Tom Hunt of MTOS fame created a wonderful program called SNAPSHOT. What it does is take a 'snapshot' of what your computer looks like and stores it in extended ram - i.e. 16K rambanks found on upgraded machines and 130XE's. Each snapshot takes up 64K (4 banks). You can then switch snapshots by pressing a few keys. You could have Textpro running, activate the snapshot program, and then be in Bobterm. The snapshot program creates a virtual machine that it swaps in and out of main ram when snapshot is activated. With his help I plan on creating a special upgrade that does in hardware what he is doing in software. So, when snapshot is called, instead of the program actually copying the main ram to the extend ram it will just swap ram in 64K chunks. This will speed up the snapshot process and make it considerably more useful.

5. Add a centronics parallel printer interface.
This is easier than it might sound at first. The PIA is made for exactly this type of work. A few wires, a centronics connector, and some software and you have a standard printer port.

6. Add an RS232 port.
This is an extensive project, not hard but not anywhere near as simple as just adding the PIA. However, it would cost a lot less than an 850 interface, and would work better than it too.

7. Get rid of all the nasty switches you have stuck in various places on your computer! (Except for the cold start switch of course. :)
Certain upgrades require switches in order to enable/disable banks of ram so that the switchable BASIC, ANTIC, SELFTEST, and OS can be used. This is silly, just rewire the upgrade so that it uses port A of PIA2 and you have all the extra memory you need accessible all the time. There is a catch of course, there is no software that recognizes this second PIA, YET! I'll have an RD.COM file for SPARTA ready soon, and a fix file for MYDOS when I get the chance. SpartaDos X is a whole other ball of wax...I can modify the ramdisk driver I think, but since the SDX cart looks for the total memory available when it first boots I don't think I can write a patch for it. ICD has promised to do so if this upgrade is popular enough. So let's make it popular, ok? :)

Those are just a few that I could think of off the top of my head, I am sure others will occur to me and, hopefully, to you.

If you have any questions or comments I can be reached at:

CLOSER TO HOME BBS (419) 368-4413
ATARI BASE BBS (408) 745-5306
BAAUG BBS (408) 986-0215
Usenet: Ordania-DM@cup.portal.com
or Charles_Hughes@cup.portal.com

Or USnail:
Charles Hughes
555 E. Washington Ave. #301
Sunnyvale, CA 94086

Phone: (408) 732-7749

3119. Re: R/W Atari disks with your IBM PC!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-25 02:11:07 UTC
From: pmartin@psmsd.UUCP
Message-ID: <30@psmsd.UUCP>
Source record: 114924

In article <14196@cbnewsd.ATT.COM>, mrp@cbnewsd.ATT.COM (marcus.r.prickett) writes:
> In article <23588@unix.cis.pitt.edu>, hnzst@unix.cis.pitt.edu (Hong N. Zhang) writes:
> > Anyone tried this program? Is it a joke?
>
> I've tried it but it doesn't seem to do anything. ie: it seems to run in a
> loop for a second and then returns my prompt. I don't think it's a joke...

I downloaded a working version of this program from a local bbs
with the "C" and Assembler source for the PC. But it seems
to need a real double density drive on the atari to work.

The bbs I called is C.C.C. (513)752-1055 (1200-2400)
(513)752-8248 (9600)

by the way, this is a subcription bbs, but I think you can
download something if you upload something. Look in conference #1
the big CD ROM. This bbs has 8 Nodes.

By the way, I also found a pascal version of the same type of
program on this BBS.

Hope this helps

--
+--------[Paul Martin at P.S.M. Software Development]--------+
| Smart: pmartin@psmsd.UUCP | "Yes I am serious, and don't |
| Dumb: ...uccba!psmsd!pmartin | call me Shirley!" |
+------------------------------+------------------------------+

3120. FOR SALE- DIGITIZERS!

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-25 12:08:18 UTC
From: ayadav@draco.rutgers.edu
Message-ID: <332@draco.rutgers.edu>
Source record: 114923

```
For Sale:
ComputerEyes Digitizer (with Graphics 9 capture software).
Parrot Digitizer
Covox Voicemaster (NOT jr.- retail 89.95).
1030 modem

Send your offer to u92_vdayal@vaxa.stevens-tech.edu
or ayadav@draco.rutgers.edu

Virender Dayal
4/25
```

3121. Digitalk on Atari 800 family

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-26 15:03:16 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1673@lzsc.ATT.COM>
Source record: 114925
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I've taken the liberty to cross-post to atari.st, as that is where
old time 800 users may be.

I had a speach unit that plugged into the Atari BUS called, I think,
Digi-talk. It expanded spelled words into speech. It also had a
phoneme list, sounds that particular codes make. I gave all this away
many years ago.

I recently bought a similar unit (probably the same chip) for a PC.
No documentation.

Is there someone out there that has this beast still that would consider
sending me a copy of the manual dealing with the sound and phonemes?

Thanks

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

30 Roosevelt Ave
Morganville, NJ 07751

3122. Mr. Do

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-27 17:43:59 UTC
From: krieg@jupiter.uucp
Message-ID: <2531@mrsvr.UUCP>
Source record: 114926

When I first bought Mr. Do, it was when 8-bit games were plentifully available. I played it a little, then shelved it when the next neat game came along. Recently however, I have found myself really addicted to this sucker. Unfortunately, I no longer have the instructions. It doesn't take a mental giant to figure out the game, so I'm not too concerned. The only question I have (and hopefully someone out there can answer) is "How do you create a diamond?" I've done it a number of times by accident but I can't remember what you specifically have to do to get one. Thanks for your help.

--

```
==========================================================================
= Andrew Krieg Marvel Historian =
= krieg@jupiter.med.ge.com Keeper of: The LIST, 2to1 list =
==========================================================================
= If you don't find it in the Index, =
= look very carefully through the entire catalogue. =
= -"Consumer's Guide", Sears, Roebuck and Co. (1897) =
==========================================================================
```

3123. Re: Mr. Do

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-27 22:06:01 UTC
From: whoffman@jato.Jpl.Nasa.Gov
Message-ID: <3514@jato.Jpl.Nasa.Gov>
Source record: 114927

In article <2531@mrsvr.UUCP> krieg@jupiter.UUCP (Andrew Krieg) writes:
>question I have (and hopefully someone out there can answer) is "How do you
>create a diamond?" I've done it a number of times by accident but I can't
>remember what you specifically have to do to get one. Thanks for your help.
The diamonds were random. There was no special pattern to prompt their
appearance.

--
Walt Hoffman -- Jet Propulsion Laboratory
whoffman@jato.jpl.nasa.gov or elroy!jato!whoffman@csvax.caltech.edu
Galileo Orbiter Engineering Team -- Real-Time Analyst
"Jupiter...it's not just a goal, it's an adventure."

3124. PRINTER HELP NEEDED: DAISY DOT II/OTHERS

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-28 21:18:02 UTC
From: Metalist@cup.portal.com
Message-ID: <29405@cup.portal.com>
Source record: 114928

Hello I need any valuable printer programs available:

- Koala pad PIC printer dumpers
- GR9 pic dumpers
- graphics programs
- word processors
- mail merging programs
- label making programs
- in short, everything that has to do with printers and is in the Public Domain or is shareware!!

I am hungry for stuff for my printer (IT'S AN EPSON LX-86), and want to use it to the highest ability.

so far I have Textpro 4.5 and Speedscript. Ok programs..

I also got DDOT2.UUE from listserv@tcsvm.bitnet, and it works ok I guess, but when printing, the words get cut
in half at the right margin, though
I don't WANT them to get cut sort!

How can I get respectable printouts?? How can I take a file formatted for TEXTPRO with its awesome print controlling commands to come out as nice on daisy dot II?? Is it possible to
implement the fonts of DDii in textpro?

Oh yes.. how do I print fonts to my epson so it will print in fonts instead of the standard character set, besides using the cheap daisy dot II printer program????

Thanks for any help.. please, don't be shy; help me with ANYTHING...

OH YES! I want a VERY GOOD disk librarian. I have seen one which needs DOS 3, I don't want that one; another which is cheap, it has a bunch of options on the left, with an asterisk (*) showing what function you're on; you use the u and down arrows to move to a different function. I don7t want that one either.

I want a program that will allow me to catalog my disks by #, then by side (1a, 1b, for example), and enable me to show the sector count, filetype, etc. a whole mess of info, in the printout. Also if it could be printed out in two columns, this would be great!

Thanks for any assistance..

Metalist@cup.portal.com

3125. Bob Brodie in Rochester (mini-review), and TT talk

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-30 01:41:58 UTC
From: sale5312@fredonia.UUCP
Message-ID: <1837@fredonia.UUCP>
Source record: 114929
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Yesterday (4/28) I was able to attend the talk Bob Brodie gave at the Rochester Institute of Technology. I went with 8 members of my local ST user group, The Buffalo Region Atari Group (BRAG-ST). In total, I would estimate the total number of people who attended the talk would be about 80 at the Webb Auditorium at RIT.

Mr. Brodie brought along with him a 4 MB 4160(?)STe, a 4MB Stacy, a Lynx, a Megafile 60 HD, and a 44 MB removable HD system. He spoke about each unit, which lasted about 40 minutes, then took Q&A for about 1-1/2 to 2 hours(!). Maybe longer, I lost count...:^) Mr. Brodie mentioned that all the products he was showing were *not* vaporware, and were shipping..."somewhere"... For your Lynx fans, he mentioned that he hoped that there would be over 20 games for the Lynx by X-mas. (The STe is shipping, but I believe Atari is having doubts about shipping the 4 MB version.)

Mr. Brodie showed the Lynx commercial that was test-run in NYC and other places. I see it quite often living near Canada on the CBC.

Mr. Brodie also mentioned that Atari feels that the 130XE is no longer a "power without the price" computer, and will phase-out the 8-bits. I am sad to hear this (I started out with a 400 many moons ago), but at the same time it is understandable. A 130XE + disk drive is just about the price of a 520STFM. He said that the last 130XE has been produced (a 50,000 run?) but they'll be used in house for the exchange policy. Argue if you want, but the 8-bit era is over in the 90's. :^(

After the Q&A finished, there was a raffle of the 80-col card and the word processor built for it (8 bit), 5 or 6 TOS 1.4 upgrades (both 6 and 2 chip sets) and also the Megafile 60 HD he used for the demo. (Although I didn't win anything, other members in my BRAG group won the Megafile 60 and three TOS 1.4's...hey- gotta BRAG, right? :^) Oh yes, tickets were only $1 ea. for the raffle, and I guess the show was free. Also the *new* Lynx cart, Gauntlet, was a prize in the raffle.

The show concluded with an auction of Atari products of a store that phased-out their Atari line. Several titles went under $4. VIP Professional, still in the cellophane wrapping, went for $10. I picked up Infocom's "Deadline" (ST), a Chinese cooking database (ST, for my girlfriend; I'm a vegetarian...:^), a Logo book (was bundled with the cooking program), and the 130XE and DOS 2.5 manuals (XE) all for under $6 total. After the auction the group left the Auditorium and went to a pizza party with Mr. Brodie, with tickets costing $4. BRAG did not stick around for the pizza.

After seeing the show I left disappointed. Not at all with Mr. Brodie;
I was very impressed with him. I've been to several shows along these lines
(Atari, Apple, NeXT, etc.) and Mr. Brodie is one of the best speakers
(and perhaps more importantly, *listeners*) I've seen. He is a real credit
to the Atari family, and I hope he sticks around for a while (lifetime
contract would be ok...:^) I think Atari can sleep at night knowing that
Mr. Brodie is one of the people contacting us peons who use or want to
Atari computers. If any Atari junkie has the chance to see him talk,
I recommend it.

So why was I disappointed? Maybe because I am sick of the "game machine"
image Atari has. My girlfriend who also attended teases me about how my
ST is a game machine (friendly, but others aren't that nice.) Although
I am very happy with my ST (I couldn't have survived college without
1st Word, Thunder, Uniterm, etc.), I would like a faster unit and Unix.

Faster unit and Unix. Ah ha! The TT! Let me state that if Atari
introduced the TT (Unix, 68030, runs ST software too) for under $3000
a year ago I would have been first line for one (well, maybe not
first, at least until I could have raised the money.) Now I'm not so
sure about getting one ASAP, if at all. The great majority of
questions was about the Lynx, local dealer problems, etc. There
was one or two about the TT, but nothing much was said. Of course,
this is because it is not being manufactured now which is understandable,
but there seemed to be zero interest in the machine. One of the reasons
I went to the show was to find info on it, but all I got was that the
TT passed FCC tests and software was being worked on now. Mr. Brodie did
not give a release date (i.e. "very soon", "September", etc.) which I
think is a good thing. Instead of the "very soon now" or "{1,2,3,4}
Quarter of next year", saying nothing about a release date will not make
him (or Atari) look bad should the machine fail to appear (nah...that wouldn't
happen, would it? :^)

If the TT appears late this year or early 1991, I will not buy one for
at least two years. Why? First, I bought my ST in October of 1985, and I
thought that this would be the machine that would defeat the Mac (or at least
come very close to it.) I didn't think that even Atari could mess it up.
But what happened? Instead of getting the (then) under-$1,000 512K 68000
based machine (i.e. power) into colleges and business applications, it's
sold through Toys R Us. Toys R Us? Think of Toys R Us. What do you
think of? I think of 3-to-5-year-olds running up and down the store. If I
don't want to buy a computer there, would upper-level executives? Or people
in charge of universities? And what about support?

I thought that Atari, having a reputation problem then, would give away
ST's (or at least make a *huge* discount) to universities to follow
Apple's lead. That would at least get them "in the door". And I don't
think many places would turn down a free Atari computer because at
least they would have been able to play games if nothing else. :^) Let's
hope Atari doesn't make the same mistake with the TT.

So, to get back to the meeting: with three user groups represented,
I should be able to assume that there was a deceint sample of Atari users.

And if nobody had enough interest to press about the TT (at least get a few more "no comment at this time"'s from Mr. Brodie, should I, an Atari ST user, be worried? That is one thing I haven't figured out yet.

Who is Atari going to aim the TT at? (Let me assume that the TT will be 68030-based, run some flavor of Unix, and be ST upward-compatable.) Will Atari try to sell the TT to the current ST userbase as an upgrade? I hope not, at least as a major source of sales. Sure, there are some of us who would love getting a much faster ST *and* Unix, but the majority (at least a good number) I'd guess of current ST users don't really want Unix. (This will be debated here since about >90% of you reading this via Usenet are probably using Unix right now, either rn, readnews, etc.) I got to see for the first time a bunch of ST users (ok, just 70), but they didn't seem to know what a Unix is or if you have to feed it and burp it. That's fine, but why should Atari try to sell them a TT? I think they shouldn't. You can have a zillion computers sold, but how many will push Unix to the limit? How many will even use the Unix end of the machine?

Ok, then who should Atari sell the TT to? How about schools? If they could offer a big-fat discount to high schools and colleges for a machine that runs both Unix and the pre-existing ST software line and bundle a bunch of PD and/or commercial ST software that shines on it, I think Atari would advance to the next plateau from "game company" to whatever in many eyes (important ones at that.)

I would love to hear in about a year or so, people from the educational and business world saying "Atari finally made a *real* computer this time!", and us past and present ST owners (and 8-bitters for that matter) would just smile and say welcome to the world of Atari...

Last week I attended a NeXT demo at my school, and I really liked the machine. The problem I have is that at over $10,000, I don't see myself getting one (unless I win the lottery or something, but since I don't play I don't see myself winning...:^) It's a really fine computer that's worth the >$10K, but for the low-to-medium user like me? It's just not practical for what I'd use it for at home (little word processing, and Really-Not-Professional C programs...at least not the commercial type...) I suspect that there are a few others out there who would like to have a Unix computer, but can't afford the current crop. If the TT could fill this void (be under $3000) Atari's got a hit on their hands, *if* they sell it as a Unix computer first, ST compatable second. "Runs Unix and has a library of programs that can already be run on it too!" would be a nice pitch for the TT. I just can't see Atari hoping to sell the TT *only* to the current ST user base.

To conclude (finally...), I hope no one takes the above as Atari-bashing, which has in the past been fashionable in these newsgroups. I've used an Atari computer since 1983, going through a 400,600XL,130XE, and finally a 520ST w/1 MB. I've sold everything except the 600XL (still 16K, no drive) and the ST. I am hoping I will not have to leave the Atari world. I'm really hoping Atari breaks into the "serious" market with the TT. Should they start to

sell the TT to a more serious user market (not through Toys R Us),
I'll be in line to get one. If I can play Kreskin for a moment,
in five years time, I think I'll be working on a newer computer with a
little Fuji symbol on it...:^)

--
Marty Saletta The above has been in a mayonnaise jar on
Fredonia State University Funk and Wagnalls' porch since noon today...
fredonia!sale5312@cs.buffalo.edu Yankees: 7th place, -4 games
...{rutgers,ucbvax}!sunybcs!fredonia!sale5312 Hi Lorie!

3126. Re: Bob Brodie in Rochester (mini-review), and TT talk

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-30 13:43:09 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Apr30.134309.11048@chinet.chi.il.us>
Source record: 114931
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In the article this is responding to, Bob Brodie is said to have stated that the TT passed FCC approval (yeah, that would mean the TTp, and class A, but still...). I hope someone from Atari will brag a bit more to us if this is true. If it's true, what configuration--memory, video hardware, etc?
Steve J.

3127. Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1990-04-30 13:43:51 UTC
From: UCI144@URIACC.URI.EDU
Message-ID: <9005010704.AA02644@ucbvax.Berkeley.EDU>
Source record: 114930

Well since people are talking about and sending schematics of upgrades I was wondering if any one has any schematics for either building a modem (completely variable) or upgrading an existing modem to a higher baud, for instance I have a 300bd MPP1000e modem that I would like to make either 1200 or 2400 and if I couldn't modify it to that, I would like to try and build one that is. If any one has any information on building modems or that has done it, could you please respond....300bd really sucks and I would like to move up

UCI144@URIACC.Bitnet Scott Glynn
Cast in this unlikely role, Ill quipped to act, with insufficient tact. One must put up barries to keep oneself intact

Support the Revolution....power w/out the price!!!

3128. Re: R/W Atari disks with your IBM PC!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-01 02:56:11 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <29457@cup.portal.com>
Source record: 114932

Since we seem to keep going around and around with the issue of the PC-to-Atari-disk-writer utility, I will soon post MY working copy of it, which I will UUencode using YAU.COM on the Atari itself! THAT should work, if nothing else does. You can download it to the Atari, UUDECODE it, then transmit the resulting raw binary file to the PC of your choice by the mechanism of your choice.

And to answer someone else's comment, YES, you DO have to have a "real double density drive" on your ATARI! Enhanced density WON'T cut it. As for the guy who got a single character -- a smiley face-- for output on his version of the program... well, that's just WEIRD. Maybe this program uses "illegal entry points" into the PC BIOS ROMs and you, smiley-face guy, are on a clone that doesn't (it SHOULDN'T, after all) have ROMs identical to the True IBM PC...

3129. Re: Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-02 01:40:37 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <29487@cup.portal.com>
Source record: 114933

RE: Upgrades....

I had to post this to make sure you all understand something...

Upgrading your 8-bit is a losing proposition - you don't save money by doing it yourself. I do it because I like to, but please don't kid yourselves about the costs. The components alone can get expensive (try a MHz 6502 at $45 :), the startup costs are high (soldering iron, desoldering iron, solder, wire, etc), and the most expensive of all is the time. Sometimes a project will work on the first try, usually it won't. When it doesn't you spend hours trying to figure out just what is wrong, convinced that you did everything perfectly. Guess what, even if you do everything perfectly, the project can still not work. Take my PIA upgrade for example, or Chuck Steinmans POKEY upgrade - on some machines his upgrade won't work, mine for example. My upgrade wouldn't work on my machine either. The reason for this was the logic chips. There were too many and they were too slow.
For the guy who wants to upgrade to a 2400 baud modem - toss your 300 and buy a 2400. If you really want to build one, contact Rockwell, they have a few modem chipsets.
In conclusion...if you see it on the market - buy it if you want/need it. It'll work better and cost less in the long run.

Charles_Hughes@cup.portal.com

3130. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-02 05:51:45 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <29510@cup.portal.com>
Source record: 114934

Chris Bush asks about the Atari 400, and about sources of documentation and software...

Probably the best way to find out about these sources would be to get a copy of ANTIC magazine (although that resource is rapidly fading away), or call (313) 973-8825 and ask the delightful voice that answers for a free copy of the Atari Interface Magazine..

Both of these publications carry advertisements from companies which sell 8-bit products still... they'd be a good place to start.

BobR

3131. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-02 07:24:51 UTC
From: AXCSH@ALASKA.BITNET
Message-ID: <9005020709.AA26682@ucbvax.Berkeley.EDU>
Source record: 114935

Does anyone remember a while back about the mentioning of a book called something to the effect of "65816/65802 Assembly Language Programming"? I would like to know if anyone has the ISBM number so that I can see about getting a copy of it. Also, how good os the T-816 upgrade. I went through my backlog of Info-Atari8 and saw a mention of a few bugs. Have they been fixed? Please tell me as much as you can, I am considering the T-816 if it is good. And if so, where can I get it?

I am hooked on SpartaDOS X, and am looking to expand my machine to even grater capacities.

Anyone interested in some leftover Mount Redoubt ash? Yepper, she is still steaming. Yes, once again we see the light of the sun up here in Alaska.

Chris Hamman
University of Alaska Anchorage

BITNET: AXCSH@ALASKA.BITNET

3132. Cavelord

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-02 15:49:00 UTC
From: 27000@AECLCR.BITNET
Message-ID: <9005021551.AA04496@Sunburn.Stanford.EDU>
Source record: 114938

If anyone out here has completed the German cave Cavelord, I need a hint on how to proceed. I have explored both the first and second caves but can't seem to get any farther. In the second cave I have found a ring and opened the gateway out, but it just takes me back to the first cave, with the inner door the the rest of the cave closed so I can't get back to the king. I can't find any use for the ring. I have tried giving it to the little guy on the bottom of cave 2 but he just takes a piece of the crown. Could someone give me an idea of what I must do next?

Also, please use e-mail when you reply as I do not receive this digest directly. Thanks.

Donald Simmons 27000@AECLCR

3133. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-02 19:41:44 UTC
From: gdtltr@freezer.it.udel.edu
Message-ID: <18327@nigel.udel.EDU>
Source record: 114936

In article <9005020709.AA26682@ucbvax.Berkeley.EDU> "C.S. Hamman, User Consultant"
<AXCSH%ALASKA.BITNET@CORNELLC.cit.cornell.edu> writes:
=>Does anyone remember a while back about the mentioning of a book called
=>something to the effect of "65816/65802 Assembly Language Programming"?
=>I would like to know if anyone has the ISBM number so that I can see about
=>getting a copy of it. Also, how good os the T-816 upgrade. I went through
=>my backlog of Info-Atari8 and saw a mention of a few bugs. Have they been
=>fixed? Please tell me as much as you can, I am considering the T-816 if
=>it is good. And if so, where can I get it?
=>
=>I am hooked on SpartaDOS X, and am looking to expand my machine to even
=>grater capacities.
=>
I don't have the book with me, so I can't give you the ISBN number. The
main problem with the Turbo-816 is the limited processor speed. To keep Antic,
Pokey, and the RAM happy, DataQue had to leave the clock at 1.79Mhz. Therefore,
your regular software will see no speedup unless it uses a lot of OS calls.
(They have been 16-bitized for a little extra speed.) I believe there is a
SpreadSheet for the T-816, but that is about the limit of the software
available. There should also be an SRAM/EPROM board available.
As for bugs, well it seems to work ok. It was doing something funky with my
MIO before, but that seems to be fixed. Now it seems to be doing something
funky with my Doubled 1050, but I'm not really sure what is going on there.
I am working on a little project that, if it is ever completed, should help
software availability a lot. We'll see.
Basically, the 65816 is a nice little chip with a lot of potential, but
forcing it on the XL/XE architecture is not working well.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] "My field is blood and guts programming." -- Me [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3134. Computer For Sale - Atari

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-03 03:07:45 UTC
From: sto9719@ultb.isc.rit.edu
Message-ID: <3018@ultb.isc.rit.edu>
Source record: 114937
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale

```
>>> ATARI SALE <<<

Atari ST Hardware

Atari 520ST , Single Sided Drive, Color Monitor.... $550
2.0 megabyte RAM upgrade board ..................... $250
40 Meg Hard disk ICD System ........................ $400

Atari ST software

* Laser C 2.0 and Laser C debugger ................. $150
* Personal Pascal and Tacklebox ST ................. $150

Atari 800 System ................................. $400

Contents
Atari 800 (48K) Computer
Double Density Floppy Rana Drive and
Atari 1080 Floppy Drive.
Atari Cartridges ,Games and Books.

Call me at (716) 359-1762, ask for Steve

or via email:

Bitnet: STO9719@RITVAX.BITNET
Usenet: STO9719@ultb.isc.rit.edu
```

3135. RE: Flight Simulator II

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-03 05:01:00 UTC
From: JOURV765@KSUVXA.KENT.EDU
Message-ID: <9005030505.AA22343@Sunburn.Stanford.EDU>
Source record: 114939

<<<<<<<<<<<<<<<<<<<<<<<<<<<< Previous Message >>>>>>>>>>>>>>>>>>>>>>>>>>>>
Someone called me a couple of weeks ago asking about Flight Simulator
II for the Atari 8-bit. Please give me another call. I'm
considering selling the system separately now. My number is
916-894-0887.

Ed Krimen
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
Since I haven't seen anything from the listserv for quite some time now,
I'll just say what I have to say about Flight Simulator II...
I Love the program. I had it even before I got my 800XL & 1050 drive.
Now I have a 130XE % the new XF551 drive, but for some reason, Flight
Simulator II won't work when I have the XF551 hooked up. I have to set my
2nd drive (the 1050) to be drive #1 in order for the program to run
without any errors. There's no way to isolate the problem when I get the error
because it gives me a different error each time. Luckily I still have my
trusty 'ol 1050 disk drive. :)
By the way... are there any new and interesting 8-bit BBS's out there?
Thanks,
John - A loyal Atari 8-bit user.
-=-=-=-=-=-=-=------
John van Huffel
Internet - JOURV765 @ ksuvxa . kent . edu
Bitnet - JOURV765 @ KENTVMS
Decnet - KSUVXA :: JOURV765
-=-=-=-=-=-=-=------
Disclaimer: If you take what I say seriously, you're in dire need of some
Common Sense! :)

3136. Re: RE: Flight Simulator II

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-03 23:05:44 UTC
From: nin15b0b@merrimack.edu
Message-ID: <19102.2640b948@merrimack.edu>
Source record: 114944

In article <9005030505.AA22343@Sunburn.Stanford.EDU>, JOURV765@KSUVXA.KENT.EDU ("JOHN VAN HUFFEL: COMPUTER SCI. MAJOR") writes:
> <<<<<<<<<<<<<<<<<<<<<<<<<<<< Previous Message >>>>>>>>>>>>>>>>>>>>>>>>>>>>
> Someone called me a couple of weeks ago asking about Flight Simulator
> II for the Atari 8-bit. Please give me another call. I'm
> considering selling the system separately now. My number is
> 916-894-0887.
>
> Ed Krimen
> <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
> Since I haven't seen anything from the listserv for quite some time now,
> I'll just say what I have to say about Flight Simulator II...
> I Love the program. I had it even before I got my 800XL & 1050 drive.
> Now I have a 130XE % the new XF551 drive, but for some reason, Flight
> Simulator II won't work when I have the XF551 hooked up. I have to set my
> 2nd drive (the 1050) to be drive #1 in order for the program to run
> without any errors. There's no way to isolate the problem when I get the error
> because it gives me a different error each time. Luckily I still have my
> trusty 'ol 1050 disk drive. :)
> By the way... are there any new and interesting 8-bit BBS's out there?
> Thanks,

FSII wont work with the XF551 because of the copy protection scheme it uses, and the timing holes. Some information was written about this a while back in either Antic or Analog.

3137. Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-04 01:24:58 UTC
From: UCI144@URIACC.URI.EDU
Message-ID: <9005040713.AA13536@ucbvax.Berkeley.EDU>
Source record: 114942

Charles Hughes, I was hoping that I could build a modem that was completely variable. I got the idea from Antic magazine which featured the parallel bus. I only have the 3rd instalment of the article. Its in the March 1985 issue. In it they have a schematic of a setup that uses the parallel port and it has a baud rate generator in it. What I was wondering is there a way to convert what they have down, I beleive its for a serual I/O board, to a modem that can go to the same baud rates that they have down for it....50 to 19200 bd. Is this possible?

UCI144@URIACC.Bitnet Scott Glynn
Cast in this unlikely role, Ill quipped to act, with insufficient tact. One must put up barries to keep oneself intact

Support the Revolution....power w/out the price!!!

3138. Re: Flight Simulator II

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-04 02:30:39 UTC
From: conklin@frith.uucp
Message-ID: <1990May4.023039.11492@msuinfo.cl.msu.edu>
Source record: 114940

[]

Being in flight school, I was more than distressed to find that Flight Sim II wont work with the XF551 because of the 551's industry standard 300 RPM drive speed.

There's no hope other than keeping your 1050. I called Sublogic on the rumor that there was an upgrade disk and they quite clearly told me to get stuffed. Thanks guys.

I've got a 386 too, and had fun with Flight Sim 4.0, but now that I'm running Unix I need flight sim back on the 8-bit and - sigh - no dice.

Anyone out there good with 6502 game to wander through the disk and pull the protection scheme?

Terry Conklin
uunet!frith!conklin
conklin@egr.msu.edu
The Club (517) 372-3131

3139. Re: Flight Simulator II

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-04 04:21:41 UTC
From: rmartin@topaz.rutgers.edu
Message-ID: <May.4.00.21.35.1990.6472@topaz.rutgers.edu>
Source record: 114941

John-
I think that you are stuck using your 1050. Do you think that
the xf551 is 'worth it'. I have an old 1050 that makes funny clicking
noises but other that that seems to work fine. I was thinking of
getting another drive, but unless the xf551 is much better I think I
will hold off on getting one. Here is a list of atari bbs. I have not
called all of them up, but most of them are fairly interesting.
(201) 727-2537 Hell Hole
(201) 805-3967 Blank Page
(314) 647-3290 Gateway
(314) 291-0205 sylph
(312) 843-7717 wishing chair
(215) 624-6347 final frontier
(407) 290-0404 atari domain club
(408) 745-5308 Atari corp. xBBS
also,you can FTP to terminator.cc.umich.edu to get some atari
programs, mostly telecommunications.
-Rich
ain't go no signature

3140. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-04 18:51:44 UTC
From: amonson@groucho
Message-ID: <1990May4.185144.15570@groucho>
Source record: 114943

This is a test. (Sorry we are having problems with Pnews!)

3141. Re: Bob Brodie in Rochester (mini-review), and TT talk

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-04 18:56:36 UTC
From: Bob-Brodie@cup.portal.com
Message-ID: <29591@cup.portal.com>
Source record: 114945
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In responding to Stephen Jacobs message of 4/30/90 where he says:
>In the article this is responding to, Bob Brodie is said to have stated that
>the TT passed FCC Approval (That, that would mean the TTp, and class A, but
>still...). I hope someone from Atari will brag a bit more to us if this is
>true. If it's true, what configuration--memory, video hardware, ect?

Steve, that is not what I stated at the meeting. I said that it is on it's
way to the FCC. To the best of my knowledge, it has not been certified.
Hope that clears that up for you. We'll save the bragging for later, when all
is passed from Uncle Charlie.

Best Regards,

Bob Brodie

3142. Re: Flight Simulator II

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-04 22:31:27 UTC
From: hans@umd5.umd.edu
Message-ID: <6475@umd5.umd.edu>
Source record: 114946

In article <1990May4.023039.11492@msuinfo.cl.msu.edu> conklin@frith.uucp (Terry Conklin) writes:

>
>Anyone out there good with 6502 game to wander through the disk and pull
>the protection scheme?
>
>Terry Conklin
>uunet!frith!conklin
>conklin@egr.msu.edu
>The Club (517) 372-3131

If I had an XF551 and Flight Simulator (I have neither) I would try one
of the following:
1. Permanently slow down the drive from 300 rpm to 288 rpm. This should
be close enough that things don't break too badly. Or, if that does
not work ...
2. Install a switch to change drive speed on the fly.

Or, if somebody wants to donate an XF551 and Flight Simulator, I would love
to work on breaking the copy protection scheme!
Given the price of used 1050s and 810s I fear nobody will take me up on that
offer.

FS II uses a particularly nasty copy-protection scheme. Normally each disk
track has sectors numbered 1-18. On the FS II disk, there are sectors 1-16,
and two sectors numbered 17. When you go to read that sector, it depends
on the timing (based on what sector you read last, and how long ago) which
of the two copies of sector 17 you get.
Some games do such things on one track, just to check the copy protection.
But FS II does so on every track, and they might even have valid stuff
in both sectors, picking what they get by what sector they read before.

This scheme is fragile, as it will fail, for instance, if the disk drive
retries the read because of an error. And the fact that a change from
288 to 300 rpm broke it shows how little margin for error they left.

I guess all we can do at this point is to be sure to remember this
the next time we are tempted to buy a product from SubLogic.

3143. ATARI 800 AND 1050 DRIVE FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-05 05:57:43 UTC
From: v157rsc7@ubvmsd.cc.buffalo.edu
Message-ID: <24492@eerie.acsu.Buffalo.EDU>
Source record: 114947

I have an Atari 800 with 48K, a 1050 floppy drive, about 30 games, ALL cables necessary to operate the system, and a couple of joysticks... Everything is in perfect working order. Neither the computer nor the drive have ever been tinkered with. Best offer takes it!!!

-Larry

3144. Re: Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-05 20:20:08 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <29635@cup.portal.com>
Source record: 114948

Scott writes:

>Charles Hughes, I was hoping that I could build a modem that was
>completely variable. I got the idea from Antic magazine which featured
>the parallel bus. I only have the 3rd instalment of the article. Its in
>the March 1985 issue. In it they have a schematic of a setup that uses
>the parallel port and it has a baud rate generator in it. What I was
>wondering is there a way to convert what they have down, I beleive its
>for a serual I/O board, to a modem that can go to the same baud rates
>that they have down for it....50 to 19200 bd. Is this possible?

IMHO no. I have the issues and I do know what you are talking about, but
you are getting confused between what a serial I/O board does and what a modem
does. A modem converts a serial stream of data into tones that can be
transmitted via telephone. A serial I/O board merely converts bytes into
on/off transitions of a serial line - to a telephone this would be roughly
equivalent to lifting the phone up and putting it back down rapidly. You
can use the serial I/O board as an RS232 interface and then add a nice modem.

>
> UCI144@URIACC.Bitnet Scott Glynn

Charles_Hughes@cup.portal.com

3145. RE: Flight Simulator II

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-06 02:35:00 UTC
From: UN020212@WVNVAXA.WVNET.EDU
Message-ID: <9005060235.AA18160@Sunburn.Stanford.EDU>
Source record: 114949

I'm interested in the 1050 disk drive if you wish to sell it seperatly....
Thanks
Daniel L. Crawford

3146. 800 xl has died (nearly)

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-06 12:40:09 UTC
From: i14@nikhefh.nikhef.nl
Message-ID: <842@nikhefh.nikhef.nl>
Source record: 114950

Hello netters,

I used to be a atari freak for over 4 years. The 800 xl I own, I
bought almost 9 years ago (I think), it then took all of my time
and I think I know quit a lot what can and what can't be done with the
machine (in a software-matic way however, I never did any soldering).
After the 5 years that followed, I had a somewhat busier life (social life,
,university ...)but managed to keep "hacking away" on PC's off all kinds.
Occasionally I used the 800XL for playing games or quick algoritmic tests.
Not long ago I moved to a new house in amsterdam , where I could find
place for the 800Xl and I thought it would be fun to start playing with
it again in the afternoon hours.
Ok, after this introduction (to set moods ...) I'll come to the
point. History of events:
1) starting about 1 year ago , problems with booting
(spark noises and so on , sometimes they were there, then for
longer periods booting was ok)
2) Later there could also be problems while booting went ok, then the
screen would disappear during work for short moments,
accompanied with dry clicks.
3) Booting became harder and harder (is it in the air or not today), and
I clearly had the idea that it needed to 'warm up'.
4) Two weeks ago, I couldn't let it boot anymore
Although I can see a quick glance of READY sometimes.
Dos can be loaded sometimes (after pressing break most often) and
I'm sure the diskdrive and connections to the outside world are ok.
My problem is that there are no people in my neighbourhood that own
a 800 XL and I have the idea that there are very few left in Holland.
So cause I'm very fond of this 'little' one , what could be the problem,
before I break my habit an go soldering away?
Hardware :
Atari 800 XL 64K, Rev B
1050 Diskdrive+Casette recorder+Plotter
DOS 2.0,2.5,3.0

Thanks in advance.
ML

****
Please e-mail to
los@nikhef.nl or
los@vxcrnb.cern.ch

Or reply in this news group (luckily it isn't that big as comp.sys.ibm.pc ...)
****

```
"If you can't do it in Machine Language, it isn't worth doing ..."
104,169,13,133,212,169,14,133,213,96
```

3147. Bobterm 1.20 anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-07 23:34:05 UTC
From: den@hpfinote.HP.COM
Message-ID: <19810012@hpfinote.HP.COM>
Source record: 114951

I saw in a recent issue of ZNET that Bobterm 1.20 has been released. I would like to get a copy as I find revision 1.10 excellent. I checked terminator and didn't see this latest version. Does anyone have it who could post it here?

Thanks,
Don Novy

den@hpfitst2.hp.com

3148. Wanted: R: for SX212,K65

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-08 23:13:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <9005090707.AA21199@ucbvax.Berkeley.EDU>
Source record: 114952

Hi all!
Are _you_ using Kermit-65 with a direct-connect SX212 modem? If so, I am in desparate need of the R: handler that you appended K65NR.COM onto to get everything talking. Could you p l e a s e e-mail to me a UUencoded copy of that R: handler? That would make me very happy.
Thanks much!

-Michael
Internet: currentm@carleton.edu
Cleveland Free-Net: aj848

3149. Re: Upgrades - IBM keyboards...

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-09 19:52:35 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <29758@cup.portal.com>
Source record: 114953

Guess what! There is a product that allows you to use an IBM keyboard with your Atari. The only problem is - I don't think I can post the ad to the net. So, if anyone wants the ad, just send me email requesting it.

Charles_Hughes@cup.portal.com

3150. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-09 22:08:33 UTC
From: hans@umd5.umd.edu
Message-ID: <6491@umd5.umd.edu>
Source record: 114856

```
In article <29510@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
.>
.>Probably the best way to find out about these sources would be to get a copy
.>of ANTIC magazine (although that resource is rapidly fading away), or call
.>(313) 973-8825 and ask the delightful voice that answers for a free copy
.>of the Atari Interface Magazine..
.>
^^^^^^^^^^^^^^^^^^^^^^^^

Could you tell us a little more about this? I have never heard of it.
```

3151. Suggestions for possible upgrades.....

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-09 23:03:13 UTC
From: AXCSH@ALASKA.BITNET
Message-ID: <9005110733.AA03261@ucbvax.Berkeley.EDU>
Source record: 114954

I am not all that much into creating hardware modifications, but I have come up with a few possible suggestions for the 8bit computer. I would like to see maybe the 2817a-25 or 2865a EEPROM (+5vdc r/w) chips used to take the place of the many switches that are probably appearing on many ATARI users computers.

I also saw a "noslot" clock in the most recent JAMECO catalog, that is suppose to be able to be put underneath the OS chip. Has anyone looked into this? I also would like to know if there is any other way to install a decent clock without going to the cartridge version of the ICD R-Time8.

If someone would like more ideas for upgrade possibilities, just let me know and I will dream them up.

Chris Hamman - User Consultant
University of Alaska Anchorage

AXCSH@ALASKA.BITNET

3152. Problems with my SDX Cart.

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-09 23:12:54 UTC
From: AXCSH@ALASKA.BITNET
Message-ID: <9005110734.AA03324@ucbvax.Berkeley.EDU>
Source record: 114855

I was wondering if anyone has been comming across a problem with stacking cartridges on top of the SDX cart. I was trying to use the ASED Cartridge to do some programming, and wanted to use SDX 1.19 along with it. Upon starting the computer up as per usual, I had some odd things occur:

1) The "keyclick" began to sound (without any keys being depressed)

2) The scrren began to flicker.

Both of these have never occurred when I used the SDX cart with other software before. I took the SDX cart alone and tried it out, and it was fine. I then tried the ASED cart alone, and it was fine, but together, I kept gettign the same thing.

Any suggestions? If not can anyone please relay this to IDC via their BB that they maintain? I do not want to have to make a costly long-distance call just for this. Any help would be appreciated.

By the way, I have used ASED & SDX together before with no problems.

Chris Hamman - Lead Student User Consultant
Computing and Technology Services
University of Alaska Anchorage

BITNET: AXCSH@ALASLA.BITNET
USnail: C.S. Hamman
14200 Buffalo Street
Anchorage, AK 99516

3153. Re: Problems with my SDX Cart.

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-11 12:29:48 UTC
From: jewison@physics.utoronto.ca
Message-ID: <1990May11.082948.5060@helios.physics.utoronto.ca>
Source record: 114858

In article <9005110734.AA03324@ucbvax.Berkeley.EDU> "C.S. Hamman, User Consultant"
<AXCSH%ALASKA.BITNET@CORNELLC.cit.cornell.edu> writes:
>I was wondering if anyone has been comming across a problem with stacking
>cartridges on top of the SDX cart. I was trying to use the ASED Cartridge
>to do some programming, and wanted to use SDX 1.19 along with it. Upon
>starting the computer up as per usual, I had some odd things occur:
>
> 1) The "keyclick" began to sound (without any keys being depressed)
>
> 2) The scrren began to flicker.
>
>Both of these have never occurred when I used the SDX cart with other
>software before. I took the SDX cart alone and tried it out, and it was
>fine. I then tried the ASED cart alone, and it was fine, but together,
>I kept gettign the same thing.
>
>Any suggestions? If not can anyone please relay this to IDC via their
>BB that they maintain? I do not want to have to make a costly long-distance
>call just for this. Any help would be appreciated.
>
>By the way, I have used ASED & SDX together before with no problems.
>
>Chris Hamman - Lead Student User Consultant
>Computing and Technology Services
>University of Alaska Anchorage

I know there are some software packages that don't work properly if the
keyboard buffer is enabled (KEY ON). If you have the keyboard buffer
enabled, I would suggest turning it off. This has been documented in
reviews of both SpartaDOS and SDX in issues of both Antic and Analog.
(Antic and Analog? What are those? :-))

Other than that, I would try experimenting with your CONFIG.SYS file
until you find some combination of drivers that works with ASED. If you
haven't changed your CONFIG.SYS from the last time the two cartridges
worked properly together, then file the above suggestion in the
appropriate location.

I, too, have been having some problems with my SDX cart and certain
hardware/software combinations. These will be documented and a cry for
help will go out next week.

- -

- Mike Jewison CI$: 70117,1130
Department of Astronomy Delphi: Canadamike

University of Toronto Internet: jewison@centaur.astro.utoronto.ca

3154. Expanding the Atari 800's data storage

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-11 22:37:23 UTC
From: lennox@lectroid.sw.stratus.com
Message-ID: <1287@lectroid.sw.stratus.com>
Source record: 114857

Forgive me if this has been hashed out before:

Is there any way to expand the Atari 800 to more than 48K RAM?
Are there any hard drives out there that would work on an 800? Or at least a floppy drive that can put for than 190K on a disk?

I have the original Atari 800 w/48K. It's served me faithfully for ten years, and I don't want to part with such a longtime and close friend just because of this limitation. If there's help out there, I'd appreciate to have it.

If all else fails, I may resort to getting lotsa disk drives and a second 800, and hacking together some kind of virtual memory/networking/fileserver kludge. Yes, I'm that dedicated to my 800. I can make it do *anything*.

Craig.

P.S. Any solutions which require a soldering iron are not for me. Sorry. :-)

--
| flame me at: lennox@shire.hw.stratus.com, Craig Lennox, Stratus Computer |
|"Oh boy, virtual memory! Now I'm gonna make myself a REALLY BIG ram disk!" |
| Disclaimer: My opinions are covered by section 2b of the Gnu Public |
| License and thus do not belong to Stratus Computer. |

3155. Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-12 03:21:31 UTC
From: davison@uhnix2.uh.edu
Message-ID: <1076@uhnix2.uh.edu>
Source record: 114859

Is there, anywhere, for any other machine, a Star Raiders-like game?
I'd like IBM PC best but will consider any and all.

thanks
dan
--
dr. dan davison/dept. of biochemical and biophysical sciences/univ. of Houston/4800 Calhoun/Houston,TX 77054-5500/davison@uh.edu/DAVISON@UHOU
Disclaimer: As always, I speak only for myself, and, usually, only to myself.

3156. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-12 06:36:17 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <29830@cup.portal.com>
Source record: 114860

Hans Breitenlohner asked about the Atari Interface Magazine...

AIM is a professionally published magazine that serves as the official newsletter for over 40 Atari users' groups in the USA.

Each month the feature articles are taken from the best of everything written by the participating clubs, and each group also has a section in the back of the magazine to publish their news, announcements and meeting minutes. It's a wonderful alternative to each group trying to print their own newsletter, it lets everyone draw upon the best writing talent in all the groups, and perhaps best of all, it lets everyone see what's going on in all the other groups across the country..!

The magazine includes national ads from all the big vendors and developers, as well as lots of reviews of the latest products.

A subscription is $18/year ($30 for Canadian, $36 for Foreign subscriptions), BUT.. it is FREE with membership in any of the participating users' groups. (In some cases, it's worth joining an Atari user group just to get AIM!)

User groups can participate in AIM and pay only 50 cents per copy.. much less in most cases than trying to print their own newsletter.. and it includes much more than most independant newsletters can come up with.

They've also started distributing a "Disk of the Month" with the best of Public Domain and Shareware programs for the ST, available either as a monthly individual disk subscription, or at a special rate to user groups.

I should have given their mailing address, rather than their phone number as it turns out.. if anyone would like to see a free sample copy of AIM, just send your name and address to:

Unicorn Publications
3487 Braeburn Circle
Ann Arbor, MI 48108

(The delightful little voice that answers the phone also has to edit and manage the magazine, contact the user groups and lay out the ads... answering calls for free samples was just a little too much..! :)

BobR

3157. ATARI Games Carts for sale....

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-12 18:12:34 UTC
From: AXCSH@ALASKA.BITNET
Message-ID: <9005130704.AA29730@ucbvax.Berkeley.EDU>
Source record: 114861

I have three game carts for sale:

1) Missile Command
2) Star Raiders
3) Robotron: 2084

I was sent these three by my brother who got them at a low price along with
some other software. I believe that I still have the docs for them too.
I have no idea as to what to offer them for. If you are interested, please
let me know and we can make a deal.

Chris Hamman - Lead User Consultant
Computing and Technology Services
University of Alaska Anchorage

AXCSH@ALASKA.BITNET

3158. BOBTerm 1.20

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-12 18:17:57 UTC
From: AXCSH@ALASKA.BITNET
Message-ID: <9005130704.AA29762@ucbvax.Berkeley.EDU>
Source record: 114862

If BobTerm 1.20 is out there, I am interested. How do I get a copy?

Chris Hamman

3159. Re: BOBTerm 1.20

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-14 03:15:51 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <29887@cup.portal.com>
Source record: 114864

Being right here in the same town with Bob Puff, either I myself or (I imagine) Chris Freemesser at RIT can/will post BobTerm 1.20 up here one of these days. Maybe even this coming week if I can find the time.

3160. UPLOADS COMING THIS WEEK! READ THIS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-14 03:23:02 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <29888@cup.portal.com>
Source record: 114863

All right, I've seen SO many requests for stuff this week that I
am going to finally get off my butt and take the time to SAVE some
of your collective butts! The following is a list of software which
I intend to upload sometime this week, per the requests and plaintive
cries which have been pouring through comp.sys.atari.8bit and my
e-mailbox over the last few weeks:

1) UUDECODE.BAS -- Atari BASIC _source code_ -- i.e. the listing, non-
tokenized -- so that you can UUdecode a REAL UUdecoder.

2) YAU.COM -- fast UUdecoder so you can unpack the stuff that follows.
Executable binary, in UUencoded form; you must grab item (1) in
order to unpack THIS one, and must grab THIS one in order to
unpack all subsequent items!

3) RVERT212.BIN -- R: handler for SX212 modem "plugged directly into SIO."
Works fine with Kermit65, no visible difference from using the 850.

4) PCUTIL -- the infamous utility to "write Atari disks on the IBM PC."
UUencoded ON THE ATARI, using the YAUE program, companion to
item (2) on this list.

5) PCUTIL -- the same thing, UUencoded on the IBM PC in case your PC
won't UUdecode the Atari-UUencoded one correctly (yes, someone
ASKED for this, specifically).

Individuals who have already sent me e-mail requesting one or another of
these items AS OF RIGHT NOW, will receive their own copies of what they
requested, via e-mail, IF I still have their addresses. Keep your eyes
HERE, though, so you don't miss it, and DON'T send me e-mail NOW if you
HAVEN'T ALREADY. Remember, the more e-mail I have to go through, the
more it will delay my posting the software!

Here's hoping I can pull this off: usually when I plan something this
grandiose, my hardware blows out the day before... :-/

Later,

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

"Soon to be your hero."

3161. Making atari 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-14 13:08:44 UTC
From: bartle@psuvax1.cs.psu.edu
Message-ID: <Eg!vd.8@cs.psu.edu>
Source record: 114865

Hello there Atari people.

Is there anyone out there that can comment on how to create EPROMs for use in an atari VCS? I am assuming I'll need an EPROM burner, and info on the assembly language used, as well as hardware info.

Has anyone done this before?
Does anyone know how I can go about finding out?

Any info appreciated,

Aron Bartle, bartle@psuvax1.cs.psu.edu

3162. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-14 15:55:54 UTC
From: techno@zelator.UUCP
Message-ID: <557@zelator.UUCP>
Source record: 114866

davison@uhnix2.uh.edu (Daniel B. Davison) writes:

>Is there, anywhere, for any other machine, a Star Raiders-like game?
>I'd like IBM PC best but will consider any and all.

There is a version of Star Raiders for the Atari ST. It was produced in 1985
by Atari themselves.

Hope this helps,

Frank

--
techno@zelator.UUCP Please do not e-mail from outside Germany !

Nothing that's real is ever for free, you just have to pay for it some-
time. (Al Stewart)

3163. Re: Expanding the Atari 800's data storage

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-14 23:51:20 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <29898@cup.portal.com>
Source record: 114868

Craig Lennox asks...
>Forgive me if this has been hashed out before:
>
>Is there any way to expand the Atari 800 to more than 48K RAM?

Yes, several ways - Ramdisk memory cards that go into the slots, Ramdisk
cartridge cards that go in the cart slot, and your own handy dandy upgrades.

>Are there any hard drives out there that would work on an 800? Or at least a
>floppy drive that can put for than 190K on a disk?
Yes, the old Corvus system had an 800 interface. Good luck finding one.
Another possibility is the ATR8000 - I believe it can handle hard disks
as well as floppies with >190k per disk.
And finally there is the XF551 - Atari's most recent disk drive. Using
MYDOS, or SpartDOS you can get 360k on a single disk. Of course, you
could use DOS XE but believe me when I say that DOS XE is just as bad as
DOS 3.

>
>I have the original Atari 800 w/48K. It's served me faithfully for ten years,
>
>and I don't want to part with such a longtime and close friend just because
>of this limitation. If there's help out there, I'd appreciate to have it.
>

Sorry, but while the 800 is a great, well-built machine, it just can't
stand up to the expandability of the XL/XE series.

>If all else fails, I may resort to getting lotsa disk drives and a second
>800, and hacking together some kind of virtual memory/networking/fileserver
>kludge. Yes, I'm that dedicated to my 800. I can make it do *anything*.
>
> Craig.
>
>P.S. Any solutions which require a soldering iron are not for me. Sorry. :-

This is unfortunate...if you are really dedicated to the 800 you will need
to HACK it with a soldering iron, hammer, drill, and several other tools.
If you were obsessed with it, you could even make it have all the special
abilities of the XL/XE series.

Charles_Hughes@cup.portal.com

3164. Re: Making atari 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-15 03:27:17 UTC
From: a344@mindlink.UUCP
Message-ID: <1783@mindlink.UUCP>
Source record: 114867

> bartle@psuvax1.cs.psu.edu writes:
>
> Is there anyone out there that can comment on how to create EPROMs for
> use in an atari VCS? I am assuming I'll need an EPROM burner, and info on
> the assembly language used, as well as hardware info.

The VCS used a 6507 CPU, which is basically a 6502 with a shortened address space (8k instead of 64k) and a smaller package. I haven't met anyone who's written for the VCS, but I understand that it can be quite a trick. There is no screen ram in the normal sense. All graphics are accomplished by writing to the graphics chip on the fly. Still interested? :)

If you are, try to get you hands on the Atari Field Service Manual for the VCS. It has schematics, and schematics should give you pretty much what you need to know about addressing the hardware. An in-circuit EPROM emulator would also be a good idea, as I bet you'll be doing a lot of debugging.

What's the project you have in mind?

Tom Klok uunet!van-bc!rsoft!mindlink!tom_klok
Computers for people. /|\ a344@mindlink.UUCP

3165. Re: Upgrades - IBM keyboards...

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-15 20:08:08 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <29928@cup.portal.com>
Source record: 114869

Grumble, grumble, grumble....my mail has been bouncing with depressing regularity since I started mailing out the ad for the IBM keyboard upgrade. If you requested the ad and haven't received it yet, please send me another request, include a return address also.
If you haven't requested the ad yet, please make sure to include a return address if/when you do.

Charles_Hughes@cup.portal.com

3166. Request for info on Atari 800 cartridge software...

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-16 11:40:42 UTC
From: sandro@lhc.nlm.nih.gov
Message-ID: <12286@nlm-mcs.arpa>
Source record: 114870

for game cartriges for it. I don't have a disk drive for it, so I'd like to acquire software on cartridge, if possible.

Does anyone know of any mailorder films that still sell software on cartridge? How about any retail stores - is anyone still selling game cartridges for the XEGS - which I hear are compatible with the normal 800?

Specifically I'm looking for Pole Position, Flight Simulator II, and any sort of military flight simulator (Sublogic JET, MIG Alley Ace, etc.) on cartridge. Can anyone help?

--
Michael D'Alessandro, M.D.
The Lister Hill National Center for Biomedical Communications
Educational Technology Branch
The National Library of Medicine sandro@lhc.nlm.nih.gov

3167. Replacement part

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-16 14:44:15 UTC
From: andrewh@dasys1.uucp
Message-ID: <1990May16.144415.4911@dasys1.uucp>
Source record: 114872

The RF wire on my 800XL is becoming a pain to use, and I'm wondering if there is anyplace I can order a new wire. Or is it possible to hop on over to Radio Shack and just get any old wire with RCA type connectors (since the RF wire uses similar connectors)?

Please send email if possible, since the feed here is somewhat unpredictable.
--
andrew huie (andrewh@dasys1.UUCP) | This space intentionally filled with
Big Electric Cat Public UNIX | junk. *THPPPPTPTH!*
...cmcl2!dasys1!andrewh |

3168. TRANSKEY -- IBM KEYBOARD MODIFICATION FOR ATARI EIGHT-BITS

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-17 00:51:08 UTC
From: Metalist@cup.portal.com
Message-ID: <29960@cup.portal.com>
Source record: 114871

Hello all! If you did not know, the TRANSKEY is a modification for Atari computers which are eight-bits such as: the 4oo/eight-hundred, 6ooxl, eight-hundred xl, 13oxe, 65xe, 12ooxl, etc.. all eight-bit ATARIS.

It allows you to place a converter board in your ATARI which you in turn plug your IBM XT or AT compatible keyboard
into. [The IBM XT/AT keyboard must have a 5 pin male plug!] Whenever you push a key on the IBM AT keyboard, the converter converts it to the ATARI equivalent and then tricks with the cpu a little, fooling the ATARI into thin king that the ATARI did the keypresses not a IBM keyboard!

I ordered my TRANSKEY mod for $sixty eight. This is the no-solder model, available for computers with "socketed chips". My eight-hundred xl has socketed chips... ! So its very easy for me to install it... If you have soldered chips, ya need the soldering
version, which is ten dollars cheaper [$fifty eight dollars]...

My transkey should be in my hands by June ninth, being that it takes 3-4 week to receive it. If anyone is interested in attaining more information, then leave me mail and I will tell you more about it, and even send you the documentation file if you wish. [This documentation is the same which Ordania-DM has.]

later,

Metalist@cup.portal.com

3169. Atari XE cartridges on sale from Sears

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-18 19:40:06 UTC
From: nin15b0b@merrimack.edu
Message-ID: <19159.26544f96@merrimack.edu>
Source record: 114873

Sears Catalog has the following Atari Hardware/Software catalog on sale.
It is on page 38 of their "CM" catalog and states you can order through
June 2, 1990

product Catalog # price

XE game system 49-CM-65651 $89.97
XF551 disc drive 49-CM-75015 179.97
Hardball 49-CM-65656 19.97
Mario Bros. 49-CM-65668 19.97
Crystal Castle 49-CM-75560 19.97
Desert Falcon 49-CM-75563 19.97
Thunder Fox 49-CM-75564 19.97
Robotron 49-CM-75586 9.97
Archon 49-CM-75587 9.97
Battle Zone 49-CM-75588 9.97
Star Raiders 49-CM-75589 9.97

These are available through Sears Catalog (not Sears Retail), their order
number is 1-800-366-3000

There are also many 2600 carts listed ranging from 6.44 to 18.74 in price.

3170. Re: Making atari 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-19 13:24:47 UTC
From: bartle@psuvax1.cs.psu.edu
Message-ID: <Eobgod9@cs.psu.edu>
Source record: 114874

In article <1783@mindlink.UUCP> :
>
>The VCS used a 6507 CPU, which is basically a 6502 with a shortened address
>space (8k instead of 64k) and a smaller package. I haven't met anyone who's
>written for the VCS, but I understand that it can be quite a trick. There is
>no screen ram in the normal sense. All graphics are accomplished by writing to
>the graphics chip on the fly. Still interested? :)
>
>If you are, try to get you hands on the Atari Field Service Manual for the VCS.
>It has schematics, and schematics should give you pretty much what you need to
>know about addressing the hardware. An in-circuit EPROM emulator would also be
>a good idea, as I bet you'll be doing a lot of debugging.
>
Thanks for the info. Basically, I just want to play around with assembly, and
thought the VCS would be interesting. I am fluent in IBM/370 and PDP-11 assembly
and am aware of this "writing on the fly" as it pertains to busy-wait I/O on the
PDP-11: I don't even know how screen ram works anyway :-)

Does anyone have an idea on how I can go about getting this manual?
Additionally, If you think this project would be easier/more feasable on a
400/800 (low startup cost is concern #1) please inform me.

Thanks again,

Aron

3171. Re: Atari XE cartridges on sale from Sears

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-20 00:18:00 UTC
From: jhoward@helps.cactus.org
Message-ID: <1084@helps.cactus.org>
Source record: 114875

In article <19159.26544f96@merrimack.edu> nin15b0b@merrimack.edu writes:
>
> Sears Catalog has the following Atari Hardware/Software catalog on sale.
> It is on page 38 of their "CM" catalog and states you can order through
> June 2, 1990
> ...

Will the games for XE, like Mario Bros., at Sears work on a 400, an 800,
an 800XL or only on a XE?

James Howard Howard Electronic Laboratories Products & Services
AA5R cs.utexas.edu!helps!jhoward or jhoward@helps.cactus.org

3172. Re: Making atari 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-20 05:30:43 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <30070@cup.portal.com>
Source record: 114876

Aron Bartle has been asking for information about programming the 2600 (I believe) VCS. I obtained some textfiles off this net (I think) about two years ago, pertaining to exactly that topic. If I can find them, Aron, I'll upload 'em and send you a copy (better hit me with some e-mail at Chris_F_Chiesa@cup.portal.com, in case Portal wipes your news posting before I find the files and have time to UPLOAD them); if there's general interest I can also post them. (BTW, my "software uploads" are not forgotten, but an urgent programming project has kept me sidetracked since just about the time I last posted.)

On the subject of environments for learning to fool with 6502 (or 6507 -- and how is the address space shortened, anyway, if someone knows?) programming, I'd say that the Atari 400 or 800 series of COMPUTER would be much more conducive to this than the VCS: for one thing, the computer offers a keyboard, writable storage media (cassette or disk), and programming environment support software (assemblers, higher-level languages, etc.). You would have to dump assembled or compiled code into ROM for use on the VCS (unless you wanted to get fancy and emulate a cartridge interface in software somehow on a second machine) ANYWAY, so you might as well program where the tools are...

That's my two cents; hope it helps somebody!

Chris
Chris_F_Chiesa@cup.portal.com

3173. Re: Making atari 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-20 05:33:37 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <30071@cup.portal.com>
Source record: 114877

Oops; meant to add a few comments on availability of Atari VCS's and computer systems...

I just attended the Rochester Hamfest and, while quantities are beginning to fall off from past years, I still saw a lot of Atari computers and a few peripherals being sold. Typical computer prices are around $50-60, and I've seen 1050 disk drives for around $80-100. VCS's can be had for as little as $30 on some tables, but heck, at these prices you may as well go "whole hog" and get a computer...

Folks are also frequently selling stuff through the Net, as you doubtless already know.

3174. Re: Making atari 2600 games/Assembly programming

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-20 07:20:36 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30074@cup.portal.com>
Source record: 114878

Aron Bartle writes:
> Thanks for the info. Basically, I just want to play around with assembly,
...
>Additionally, If you think this project would be easier/more feasable on a
>400/800 (low startup cost is concern #1) please inform me.

Yes..! Assembly language is just great on the 8-bit Atari..!

All the advanced features of the computer make it a ball to program, but it's not TOO complex to easily learn to make it do tricks.

Used 800s are not very expensive now, and a new 130XE is about $129.

Assemblers are available from the "basic" Atari Assembler/Editor cartridge to the Atari Macro-Assembler, to other third-party assemblers. Unfortunately most of the last group have pretty much disappeared from the market, but even the AS/EM cartridge isn't bad.

You'll need the book, "Mapping the Atari" from Compute! Books (it will become your "bible"), and a copy of the Atari Technical Users Notes will be very helpful. Again, these can be a little hard to come by.. check the ads in the Atari Interface magazine or ANTIC...

Have fun..!

BobR

3175. Re: Atari XE cartridges on sale from Sears

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-20 08:07:32 UTC
From: nin15b0b@merrimack.edu
Message-ID: <19165.26565044@merrimack.edu>
Source record: 114879

In article <1084@helps.cactus.org>, jhoward@helps.cactus.org (James Howard) writes:
> In article <19159.26544f96@merrimack.edu> nin15b0b@merrimack.edu writes:
>>
>> Sears Catalog has the following Atari Hardware/Software catalog on sale.
>> It is on page 38 of their "CM" catalog and states you can order through
>> June 2, 1990
>> ...
>
> Will the games for XE, like Mario Bros., at Sears work on a 400, an 800,
> an 800XL or only on a XE?
>
>
They all would work on an 800XL as that has 64k, the ones that require
64k wont work on a 400 or 800, since Mario Bros has been around for quite a
while so I would assume it would work on all of them.

3176. Re: Atari XE cartridges on sale from Sears

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-21 01:22:25 UTC
From: krieg@jupiter.uucp
Message-ID: <2605@mrsvr.UUCP>
Source record: 114880

What are the games Desert Falcon and Thunder Fox like?
--
```
==========================================================================
= Andrew Krieg Marvel Historian =
= krieg@jupiter.med.ge.com Keeper of: The LIST, 2to1 list =
==========================================================================
= If you don't find it in the Index, =
= look very carefully through the entire catalogue. =
= -"Consumer's Guide", Sears, Roebuck and Co. (1897) =
==========================================================================
```

3177. Re: Dropped chars on TERM eighty, NOT Kermit65!

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-21 03:57:12 UTC
From: Metalist@cup.portal.com
Message-ID: <30095@cup.portal.com>
Source record: 114881

I too have no problems with dropped characters at 24oo baud with Kermit65.
I am using a Supramodem24oo with an Atari eight-fifty interface.

I do, however have many problems with
TERM EIGHTY, the P.D. eighty-column
terminal program. Many times 1-2 characters are lost off the left
margin.

Metalist@cup.portal.com

3178. ATR 8000 64K For sale!

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-21 11:53:41 UTC
From: Bobby@cup.portal.com
Message-ID: <30104@cup.portal.com>
Source record: 114882

Ald ATR 8000 (64k) for sale! Will let you use those cheap slave drives as well as hook up a H ard Drive! (It has a special add on for a HD) However, thats not all! It has an RS232 port, will act as a 64K printer buffer, and lets your Atari run CPM Software!

Best offer! First $150 takes it all! (We wont go into what I paid for it.. ;(

3179. mouse

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-22 14:17:21 UTC
From: lennox@lectroid.sw.stratus.com
Message-ID: <1369@lectroid.sw.stratus.com>
Source record: 114883

Is there a mouse available for the Atari 800?? Perhaps one that plugs
into a joystick port? That would be neat.

Craig.

--
| flame me at: lennox@shire.hw.stratus.com, Craig Lennox, Stratus Computer |
|"Oh boy, virtual memory! Now I'm gonna make myself a REALLY BIG ram disk!" |
| Disclaimer: My opinions are covered by section 2b of the Gnu Public |
| License and thus do not belong to Stratus Computer. |

3180. Re: mouse

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-22 21:29:14 UTC
From: whoffman@jato.Jpl.Nasa.Gov
Message-ID: <3781@jato.Jpl.Nasa.Gov>
Source record: 114884

In article <1369@lectroid.sw.stratus.com> lennox@lectroid.sw.stratus.com (Craig Scott Lennox) writes:
>
>Is there a mouse available for the Atari 800?? Perhaps one that plugs
>into a joystick port? That would be neat.
>
Yes, you can use the ST mouse. The pinouts are fine and the connector is just right. Of course, software is the larger issue. I only know of one program that can use the mouse, the Missle Command cartridge. If you type a control-T before starting the game, it sets up the game to use a Trak-ball. Since a mouse is an inverted Trak-ball, it works on a mouse too. I seem to remember the left and right directions were reversed which added challenge to the game.

--
Walt Hoffman -- Jet Propulsion Laboratory
whoffman@jato.jpl.nasa.gov or elroy!jato!whoffman@csvax.caltech.edu
Galileo Orbiter Engineering Team -- Real-Time Analyst
"Jupiter...it's not just a goal, it's an adventure."

3181. Re: Making atari 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-22 22:55:12 UTC
From: cowgilc@prism.cs.orst.edu
Message-ID: <18448@orstcs.CS.ORST.EDU>
Source record: 114885

In article <1783@mindlink.UUCP> a344@mindlink.UUCP (Tom Klok) writes:
>> bartle@psuvax1.cs.psu.edu writes:
>>
>> Is there anyone out there that can comment on how to create EPROMs for
>> use in an atari VCS? I am assuming I'll need an EPROM burner, and info on
>> the assembly language used, as well as hardware info.
>
>The VCS used a 6507 CPU, which is basically a 6502 with a shortened address
>space (8k instead of 64k) and a smaller package. I haven't met anyone who's
>written for the VCS, but I understand that it can be quite a trick. There is
>no screen ram in the normal sense. All graphics are accomplished by writing to
>the graphics chip on the fly. Still interested? :)
>
>If you are, try to get you hands on the Atari Field Service Manual for the VCS.
>It has schematics, and schematics should give you pretty much what you need to
>know about addressing the hardware. An in-circuit EPROM emulator would also be
>a good idea, as I bet you'll be doing a lot of debugging.
>
>What's the project you have in mind?
>
>Tom Klok uunet!van-bc!rsoft!mindlink!tom_klok
>Computers for people. /|\ a344@mindlink.UUCP

Howdy, I don't usually read this group but today I did and I may be of help!

In short I designed/built my own 2600 development system (around a 1040ST).
It uses 8K of RAM (Maximum of 4K for cart code... No provisions for bank
switching), or an 8K EEPROM. Graphics editing and disassembly is done on the
ST (a friend of mine wrote a 6502 assembler which I need to add in).

I just recently got the Developers Documentation for the VCS so I haven't
tried to program anything... yet. It looks like a real pain actually.

If anyone wants to chat about VCS stuff, send me E-mail at:

cowgilc@prism.cs.orst.edu

-Clay

+---+---------------------------------+
"Yeah. Yup. That cop is definitely turn-	Clayton Cowgill
ing around..."	cowgilc@prism.cs.orst.edu
Disclaimer: I'm not speaking for anyone.	"So... Think he noticed?"
+---+---------------------------------+

3182. A couple of things for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-22 23:09:22 UTC
From: cowgilc@prism.cs.orst.edu
Message-ID: <18450@orstcs.CS.ORST.EDU>
Source record: 114886

I don't read this group too much, so I'm not sure if "for sales" are
frowned upon. Sorry for the intrusion otherwise...

Atari 1050 Drive
MPP 1156 Parallell to Serial converter for MicroStuffer

The 1050 works dandy. The MPP1156 is new, unopened.

Thanks,
Clay
cowgilc@prism.cs.orst.edu

+---+---------------------------------+
"Yeah. Yup. That cop is definitely turn-	Clayton Cowgill
ing around..."	cowgilc@prism.cs.orst.edu
Disclaimer: I'm not speaking for anyone.	"So... Think he noticed?"
+---+---------------------------------+

3183. Kermit65!

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-23 17:26:09 UTC
From: andreas@nadia.stgt.sub.org
Message-ID: <1132@nadia.stgt.sub.org>
Source record: 114887

I am looking for the program KERMIT65, couldt someone please post it,
or send to me via MAIL.
UUDECODED preferred, THANX in !

--
Email: andreas@nadia.stgt.sub.org
Snail: Andreas Harfst, Burgstrasse 61, D-7000 Stuttgart 80, West Germany
Phone: *45 711 6875001 Answering Machine 24h

3184. Thanks to all who responded

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-24 08:02:34 UTC
From: andrewh@dasys1.uucp
Message-ID: <1990May24.080234.11741@dasys1.uucp>
Source record: 114888

Thanks to the following people for their help:

cmcl2!ames!atari!jwt (Jim Tittsler)
ames!claris!portal!cup.portal.com!Ordania-DM@nyu.edu
ames!claris!portal!cup.portal.com!Metalist@nyu.edu
rfc@philabs.Philips.Com (Robert Casey)
krl@mlb.semi.harris.com (Ken Lyons)

I am presently using a cable I stole off one of my VCRs. There is much less interference than when I was using the old cable (with the exception of an annoying screen pattern, but I think it is relative to the TV, not the computer -- I see it on other channels too), but the colors are slightly washed out -- nothing serious. One thing is for sure -- I need a cable considerably longer than this one (6 feet) -- it's too much of a pain to step over! 8-) Again, thanks to all for your advice and information.

--
andrew huie (andrewh@dasys1.UUCP) | This space intentionally filled with
Big Electric Cat Public UNIX | junk. *THPPPPTPTH!*
...cmcl2!dasys1!andrewh |

3185. Re: mouse

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-24 17:16:51 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1990May24.171651.19136@cbnewsc.att.com>
Source record: 114889

From article <3781@jato.Jpl.Nasa.Gov>, by whoffman@jato.Jpl.Nasa.Gov (Walt Hoffman):
> Yes, you can use the ST mouse. The pinouts are fine and the connector is just
> right. Of course, software is the larger issue. I only know of one program
> that can use the mouse, the Missle Command cartridge.

The other program(s) that use the ST mouse is/are the ones done for Alan
Reeves' Diamond GEOS graphics interface for the Atari 8bit machines.
In fact, when the cartridge version was first offered, you could get a
special deal if you bought it and the ST mouse at the same time. His
first attempt was a disk based program, so the mouse driver might be a
separate program on the disk. I don't know. I have a sample disk at
home, but I have only tried it once with an ST mouse. It worked ok.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3186. Looking for stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-27 13:43:48 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <30250@cup.portal.com>
Source record: 114890

Hi Gang.

My uploads will be coming shortly so get those queues ready and clear
out some disk space!!!

But first, a couple of questions:

1) Where can I obtain a copy of the "addendum" to the Technical Reference
Notes, which came out when the XL series was introduced? It covered the
changes from the 400/800 series, as I recall, and I actually held a copy
in my hand ONCE, but I'd like a copy of my own.

2) Is there a source of GTIA chips? Believe it or not, I have a friend
whose 800 predates GTIA (it has CTIA), and she would like to upgrade it.
I told her I'd ask you guys, so don't let me down! :-)

Thanks in advance,

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3187. Re: Making atari 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-27 18:53:44 UTC
From: marks@mgse.UUCP
Message-ID: <1146@mgse.UUCP>
Source record: 114891

In article <18448@orstcs.CS.ORST.EDU>, cowgilc@prism.cs.orst.edu (Clayton Cowgill) writes:
|In article <1783@mindlink.UUCP>a344@mindlink.UUCP (Tom Klok) writes:
|>>bartle@psuvax1.cs.psu.edu writes:
|>>
|>> Is there anyone out there that can comment on how to create EPROMs for
|>>use in an atari VCS? I am assuming I'll need an EPROM burner, and info on
|>>the assembly language used, as well as hardware info.
|>
|>The VCS used a 6507 CPU, which is basically a 6502 with a shortened address
|>space (8k instead of 64k) and a smaller package. I haven't met anyone who's
|>written for the VCS, but I understand that it can be quite a trick. There is
|>no screen ram in the normal sense. All graphics are accomplished by writing to
|>the graphics chip on the fly. Still interested? :)
|>
|>If you are, try to get you hands on the Atari Field Service Manual for the VCS.
|>It has schematics, and schematics should give you pretty much what you need to
|>know about addressing the hardware. An in-circuit EPROM emulator would also be
|>a good idea, as I bet you'll be doing a lot of debugging.
|>
|>What's the project you have in mind?
|>
|>Tom Klok uunet!van-bc!rsoft!mindlink!tom_klok
|>Computers for people. /|\ a344@mindlink.UUCP
|
|Howdy, I don't usually read this group but today I did and I may be of help!
|
|In short I designed/built my own 2600 development system (around a 1040ST).
|It uses 8K of RAM (Maximum of 4K for cart code... No provisions for bank
|switching), or an 8K EEPROM. Graphics editing and disassembly is done on the
|ST (a friend of mine wrote a 6502 assembler which I need to add in).
|
|I just recently got the Developers Documentation for the VCS so I haven't
|tried to program anything... yet. It looks like a real pain actually.
|
|If anyone wants to chat about VCS stuff, send me E-mail at:
|
| cowgilc@prism.cs.orst.edu
Where did you get the VCS Dev Docs from?

During the first few months of 1989 three or four messages were posted to
alt.sources concerning programming one of the Atari game systems. I was
trying to retrieve them to repost when my machine crashed. The machine
is still trashed, but if you are interested in getting copies of these
messages send a message to me, by replying to this message, with a Subject

of "ATARI" and i will send them to you when i dig them off of the tapes.

--
Mark Seiffert, Metairie, LA.
uucp: rex.cs.tulane.edu!mgse!marks or rex!mgse!marks
bitnet: marks%mgse@REX.CS.TULANE.EDU
internet: marks%mgse@rex.cs.tulane.edu

3188. Re: Looking for stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-28 08:38:39 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30270@cup.portal.com>
Source record: 114892

Chris Chiesa asks:
>2) Is there a source of GTIA chips? Believe it or not, I have a friend
>whose 800 predates GTIA (it has CTIA), and she would like to upgrade it.

Call American Techna-Vision at 1-800-551-9995 and ask them about GTIA chips.... and tell them you heard about them through AIM Magazine..

Their May 1990 ad lists a lot of the ICs for the 8-bit Atari computer.. unfortunately I don't have the part number of the GTIA chip handy.. they also list a complete set of LSI chips for the 800XL (including the GTIA) for $16.95...

BobR

3189. LOGO, BASIC XL wanted....

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-29 13:55:03 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <24588.266238e7@kuhub.cc.ukans.edu>
Source record: 114893

I MAY be in the market for either/both of the following:
ATARI LOGO cart
BASIC XL cart.

If you are interested in selling, please contact me at
Shawl@kuhub.cc.ukans.edu
with your price. Thanks.

3190. atari 800 ftp sites

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-29 14:00:48 UTC
From: t.witels@cooper.cooper.EDU
Message-ID: <2687@cooper.cooper.EDU>
Source record: 114894

Are there any anonymous ftp sites with software for the atari 800?
If so, please send me a list of them- thanx

tom witelski
tom@dopey.cooper.edu

3191. Atari Portfolio Memory

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-29 17:38:58 UTC
From: jnicolas@athena.mit.edu
Message-ID: <1990May29.173858.5411@athena.mit.edu>
Source record: 114895
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Sorry if this isn't the right group to ask, but I am trying to find information on the memory expansion cards for the Atari Portfolio for a friend of mine. Three questions: what is the largest memory size available (128K ?), who are the main distributors for Atari products/compatibles and what is the price range. Any advice would be appreciated, especially on low-cost suppliers.

3192. Bobterm 1.20

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-31 17:06:37 UTC
From: ekarlin@libserv1.ic.sunysb.edu
Message-ID: <9563@sbcs.sunysb.edu>
Source record: 114896

I was just wondering if anyone out there in netland has Bobterm 1.20??
I am sure that someone must be using it. So could that someone PLEASE
either post it here or mail it to me. I mean I heard about it quite a
while ago already, and have not seen it anywhere.

Thanx,
Erik

ekarlin@libserv1.ic.sunysb.edu

--

Stress -- That confusion created when one's | | | ekarlin @
mine overrides the body's basic | | | libserv1.ic.

3193. Re: Bobterm 1.20

Newsgroup: comp.sys.atari.8bit
Date: 1990-05-31 20:55:40 UTC
From: gdtltr@freezer.it.udel.edu
Message-ID: <20705@nigel.udel.EDU>
Source record: 114897

In article <9563@sbcs.sunysb.edu> ekarlin@libserv1.ic.sunysb.edu (Erik S Karlin) writes:
=>
=> I was just wondering if anyone out there in netland has Bobterm 1.20??
=> I am sure that someone must be using it. So could that someone PLEASE
=> either post it here or mail it to me. I mean I heard about it quite a
=> while ago already, and have not seen it anywhere.
=>
I just managed to kermit it over here. I was going to ftp it to
terminator, but the 8bit directory doesn't seem to be writable. If someone
can open up the directory, I'll put it in. If I get enough demand, I suppose
I could post it.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] "My field is blood and guts programming." -- Me [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3194. Re: Bobterm 1.20

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-01 19:47:08 UTC
From: Metalist@cup.portal.com
Message-ID: <30419@cup.portal.com>
Source record: 114898

I am shocked you have not yet received BOBTERM 1.2O! It has a few nice improvements. Due to time constraints, however, I have not the time to UUENCODE it and upload it.. however if you show the same interest in one week I can surely provide thee.

3195. software overseas

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-02 02:51:06 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Jun.1.22.51.04.1990.28303@topaz.rutgers.edu>
Source record: 114899

Just wondering if anyone has the addresses of any software companies or distributors outside the U.S. who carry Atari 8-bit software and are willing to ship to the U.S. I know for a fact that there is still some small amount of commercially produced software coming out in other countries which will never see distribution in the states. Any chance of directly ordering some of these items?

-Ray

3196. Forsale: 1050, MPP 1000C Modem

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-03 03:10:37 UTC
From: cowgilc@uranus.CS.ORST.EDU
Message-ID: <18691@orstcs.CS.ORST.EDU>
Source record: 114900

Being that my Percom and 800 are all I need for my 8-bit use:

FORSALE:
Atari 1050 Drive- Light use, excellent condition.
I see refurbs for ~$175, how about
$125 or best offer?
MPP 1000C Modem- Software on cart, plugs into joystick ports,
AC adapter, 300 baud, manual. $20 obo?

Hope my prices aren't insulting... I wasn't too sure what to ask.

Reply to:
cowgilc@uranus.cs.orst.edu
Clay @ (503) 753-6425
...Thanks

3197. Transkey update

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-03 05:28:18 UTC
From: Metalist@cup.portal.com
Message-ID: <30479@cup.portal.com>
Source record: 114901

Previously I mentioned the lack of effectiveness of TRANSKEY.

I have discovered that I am not using a keyboard deemed "compatible" by MICRO SOLUTIONS, maker of the TRANSKEY, and it is thus not functioning as promised.

I need to go to a local store and purchase a BTC or Keytronics 1o1-key AT compatible keyboard. I shall do so on MONDAY.

I will post another update to inform you all if this rectifies the problem.

Regards
Metalist@cup.portal.com

3198. Re: Bobterm 1.20 -- Part 2/2

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-03 06:37:06 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <30482@cup.portal.com>
Source record: 114902

Thanks to Gary Duzan for posting BobTerm 1.20! I was just getting ready to volunteer MY time yet again, but I have had difficulty getting a usable copy of BobTerm 1.20 off Bob Puff's own BBS using BobTerm 1.10! Glad it's gotten out SOMEhow.

Chris

3199. info requested: 1. FORTH; 2. relays

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-08 03:06:03 UTC
From: fmaster@sun.udel.edu
Message-ID: <11886@sun.udel.edu>
Source record: 114903

I'm new to the atari 8bit world. I need help! I'll be
most appreciative of your EMAIL if you can give me
some clues...

1. First, where can I get a version of the FORTH language that
runs on the 800 ?

2. Second, are there any TTL or other output lines on the 800 that
could be utilized to run solid state relays for the purpose of
turning on and off lamps, etc. ?

Please send me EMAIL if you can help!!!!

Fred Masterson fmaster@sun.udel.edu
University of Delaware
302 731 8328

3200. Re: For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-08 17:45:36 UTC
From: jdd@db.toronto.edu
Message-ID: <90Jun8.134513edt.2783@ois.db.toronto.edu>
Source record: 114904

richardn@sdd.hp.com (Richard Natali) writes:
>
>I have a system for sale:
>...
> 1027 printer
>...
>The printer has an obsolete ink roller,
>which I haven't been able to find any-
>where, so you may be stuck with very
>light characters on your hardcopy
>output.

That's very easy to fix. Get an ink pad, and roll the ink roller across the
pad a few times. This will serve to re-ink the roller and make it quite
usable for a while.

John
--
John DiMarco jdd@db.toronto.edu or jdd@db.utoronto.ca
University of Toronto, CSRI BITNET: jdd%db.toronto.edu@relay.cs.net
(416) 978-8609 UUCP: {uunet!utai,decvax!utcsri}!db!jdd

3201. Bobterm in general

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-09 23:28:55 UTC
From: ekarlin@libserv1.ic.sunysb.edu
Message-ID: <10005@sbcs.sunysb.edu>
Source record: 114755

Hello,
I have been using both bobterm and chameleon as terminal programs to
transfer files with...but I have a question

Chameleon uses kermit protocol and I know when to use binary vs. text
mode when transferring files

BUT

Bobterm has the ascii <--> atascii translation...can anyone tell me
when I should use this feature...I read the doc but I still was lost.

I like the 1k-transfer of bobterm but I find it kinda touchy and
a little unreliable..but then again I can't get k-65 to work either!
I hope that this will be the problem...

Please let me know either here or at mail address below. Thanx in advance

--
Stress -- That confusion created when one's | | | ekarlin @
mine overrides the body's basic | | | libserv1.ic.
desire to choke the living s**t out / | \ sunysb.edu
of some a**hole who depserately needs it. / | \ Atari 8-bit

3202. Re: Bobterm in general

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-10 21:36:46 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <30675@cup.portal.com>
Source record: 114756

RE: using ASCII -> ATASCII in BOBTERM

You use this when you are transferring TEXT files but using X or Y or F
-modem instead of CAPTURE. Do not use it when transferring binary files.

You should not be having any problems with 1k-xmodem. If you are having
problems getting it to work correctly then try rereading the docs, if you
are getting a lot of bad blocks then your telephone line is noisy.

Charles_Hughes@cup.portal.com

3203. Help: Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-11 20:55:17 UTC
From: krieg@jupiter.uucp
Message-ID: <2683@mrsvr.UUCP>
Source record: 114757
Cross-posted to: rec.games.video,comp.sys.atari.8bit

I have an old Atari 800/XL/XE cartridge called Journey to the Planets (from Roklan). I have solved all of the planets except for one. I am looking for help with the planet that has:

1) A rock (ball?) and a box floating in the sky. If you shoot one of them, they come down to the ground via a lightning bolt.
2) A conveyor belt
3) A transporter between the ship and the puzzle area. If you travel through the transporter, you lose whatever you are carrying.

I hope I have adequately described which planet I am stuck on. If you know how to solve this planet, please drop me a line. Thanks. I've been haunted by this for years!

--

==========
= Andrew Krieg Marvel Historian =
= krieg@ylum.med.ge.com Keeper of: The LIST, 2to1 list =
==========

= Sheriff Truman: Do you think they spotted us? =
= Agent Cooper: Gimme a doughnut. - Twin Peaks =
==========

3204. M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-12 06:34:00 UTC
From: REL@MTUS5.BITNET
Message-ID: <90163.013400REL@MTUS5.BITNET>
Source record: 114758

Since I am in the middle of the Upper Peninsula of Michigan away from the real world and will be for a good portion of the next year, I could use some help in tracking down/purchasing a copy w/docs of ECA's M.U.L.E.. I have blown the dust of my 8-bit now that I have my own appartment with out cable (we only have one broadcast channel in the area - CBS affil), and M.U.L.E. is about the best game (with 4 joy stick ports), and I need to purchase a new copy. I didn't survive the dormant state! Basically, does anybody have a copy they wish to sell, or can point me in a vendor dirction? Do people in the 8bit world still play M.U.L.E.? Am I that out of date?

Thanks for any help in this matter,

Robert Landsparger
Computing Technology Services
Michigan Technological University

3205. SX212 handler that comes with BobTerm - shareware author

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-13 03:48:46 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <30731@cup.portal.com>
Source record: 114759

Kit Kimes (kimes@cbnewsc.att.com) recently informed us that upon using the SX212 handler that comes with BobTerm, with a DIFFERENT terminal program, "while it is loading a screen comes up briefly that says it is a shareware program, and gives a name and address in Florida." Kit then asks "if Bob Puff sends a portion of the money he receives for BobTerm to him (the SX212-handler author)."

I've exchanged e-mail on this subject with Bob Puff on his BBS (Computer World Jr., at (716) 247-8355) and Bob says that NO, he does NOT forward any money to the author of the SX212 handler, who "has his own shareware agreements" -- apparently a reference to the message Kit mentions.

That's the scoop, Kit and everyone else; if you see that other guy's name, and address, and want him to receive shareware money, SEND IT DIRECTLY TO HIM, not to Bob Puff. Separate products, separate authors, separate contributions.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3206. ibm as a disk server

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-13 15:47:36 UTC
From: bobm@qip.UUCP
Message-ID: <3289@qip.UUCP>
Source record: 114761

I'd like to make my PC a disk server for my atari 800 and am wondering if anyone else out there has attempted/accomplished the same task. I will just interface through the serial port and the only real problems I see will be the 'changing' of disks.

Any hints/suggestions.

Thanks

bob Maccione

3207. 800 Monitor jack pinout?

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-13 21:49:39 UTC
From: GRIGSBY@AUVM.BITNET
Message-ID: <90164.174939GRIGSBY@AUVM.BITNET>
Source record: 114762

Can someone tell me the pinout for the 800 monitor jack? I have the
DIN plug and the RCA plugs to make the cable, but I can't find this info
in any of my references.
-Tx in advance,
-Grigsby, still without .sig.

3208. Atari Stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-13 22:31:19 UTC
From: rlb@cohesive.UUCP
Message-ID: <658@cohesive.UUCP>
Source record: 114760
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
For Sale:
Atari 1400XL, very rare - $350.00
Atari 815, also rare - $300.00
ATR8000, not rare at all $200.00
Cabinet with 3 8 inch floppies, includes
power supplies. $175.00

Call Bob Braun at (408)370-5241 during work hours.
```

3209. Re: SX212 handler that comes with BobTerm - shareware author

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-14 17:55:24 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1990Jun14.175524.3525@cbnewsc.att.com>
Source record: 114763

From article <30731@cup.portal.com>, by Chris_F_Chiesa@cup.portal.com:
>
> That's the scoop, Kit and everyone else; if you see that other guy's name,
> and address, and want him to receive shareware money, SEND IT DIRECTLY TO
> HIM, not to Bob Puff. Separate products, separate authors, separate con-
> tributions.

Thanks Chris.

I also received your email, but wanted to add a comment for all to see.
The man's name is James Dillow. I have never seen his name on anything
else, but I don't use a lot of productive or utility type programs.
The SX212 handler is an excellent program and deserves some compensation
for his efforts. Too bad Bob's program doesn't allow James message to
come up. Since Bob mentions in his documentation that the program is
for direct connect SX212 modems, he should also mention that it is
shareware and give the name and address. I don't have the latest issue
of BOBTERM yet, so maybe he has updated this information.

Thanks again. It is good to see that some people continue to support
the 8bit Atari computers. One of these days I'll probably get an ST
(maybe the Advantage Package will push me over the edge) but for now
I am completely content with my 8bit.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3210. M.U.L.E. and 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-15 18:21:05 UTC
From: AJONES@osu-20.ircc.ohio-state.edu
Message-ID: <12598054653018@osu-20.ircc.ohio-state.edu>
Source record: 114764

I have a 1200xl. When I run "M.U.L.E." it will only let me have 3 players, the fourth is always the computer. How is one supposed to play with 4?

AJones

3211. Improved Video Output

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-15 18:27:01 UTC
From: AJONES@osu-20.ircc.ohio-state.edu
Message-ID: <12598055735018@osu-20.ircc.ohio-state.edu>
Source record: 114765

Severaal years ago I saw a reference in a computer magazine to a mino hardware modification which would improve the video output from (I think) the 400 and 800xl's. I was not able to keep the magazine or copy the article. Do any of you know how to make such a modification on a 1200xl?

AJones

3212. Re: Improved Video Output

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-15 21:50:25 UTC
From: whoffman@jato.Jpl.Nasa.Gov
Message-ID: <4079@jato.Jpl.Nasa.Gov>
Source record: 114766

In article <12598055735018@osu-20.ircc.ohio-state.edu> AJONES@osu-20.ircc.ohio-state.edu (Shawn Jones) writes:
>
> Severaal years ago I saw a reference in a computer magazine to a mino
>hardware modification which would improve the video output from (I think)
>the 400 and 800xl's. I was not able to keep the magazine or copy the
>article. Do any of you know how to make such a modification on a 1200xl?
>
>AJones

I dug up my archives and found the following modifications to improve the video output on a 1200XL.

Originally Change to

R22 4.3K ohm 6.2K ohms

R188 910 ohm 1N914 diode with cathode towards the bridge rectifier

R163 100 ohm 150 ohm

R145 n/c 18K ohms

I don't have a 1200 XL myself but a member in our Atari Club at work did the mod and was quite pleased.

--
Walt Hoffman -- Jet Propulsion Laboratory
whoffman@jato.jpl.nasa.gov or elroy!jato!whoffman@csvax.caltech.edu
Galileo Orbiter Engineering Team -- Real-Time Analyst
"Jupiter...it's not just a goal, it's an adventure."

3213. questions on Atari 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-16 08:17:23 UTC
From: nin15b0b@merrimack.edu
Message-ID: <19579.2679eb13@merrimack.edu>
Source record: 114767

I am doing a survey on Atari Software for a Graduate Class.

The information obtained may or may not be used to produce new software for the Atari 8 bit market.

Questions

1. What kind of system hardware do you currently use?

e.g. Computer Type, Modem, Disk Drive, Printer, Hard Drive, Etc?

2. What kind of software do you feel the Atari market is lacking?

e.g. Applications, Telecomunnications, Graphics, Utilities, Etc?

3. Could expand on question 2 and mention specific types of products you would like to see available?

e.g. An application that will do this, this, and this.

4. How much would you be willing to pay for this product?

5. Would you buy this product through the mail, or would you only buy it if it was available through an Atari Dealer in your area?

6. What computer specific magazines do you read regularly?

7. What is your age?

8. What State do you live in?

9. What is your opinion on the 8 bit market, are there enough users out there to support a company producing software for the 8 bit market?

The following questions are optional

10. What is your occupation, if student, where?

11 What is your annual income?

Thanks for your time

Please send replys directly to NIN15B0B@Merrimack.edu
or by using the Reply command in News or Mail

3214. Airball and upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-17 01:00:59 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Jun.16.21.00.57.1990.19299@topaz.rutgers.edu>
Source record: 114768

---

1. Does anybody have the game Airball? Have you won it? Or at least gotten anywhere with it? If so, please reply with some much needed help (spoilers)...I haven't been able to find anything (such as a candle for darkened rooms, much less the spell book...)

2. Does anyone know of a comany that performs 256k upgrades on 800xl machines? I see ads for upgrades that you must install yourself (Rambo, etc), and also for "upgraded machines" (ie- either 130xe's with 512k, or 600xl's with 64k) in Antic, Explorer, Current Notes. Isn't there anyplace that either sells 256k 800xl's, or at least will perform a 256k upgrade to a machine if you send it to them? I very much want to upgrade my other 800xl, but having no such experience, don't want to attempt the operation myself. Any help much appreciated.

-Ray

wilmott@topaz.rutgers.edu

3215. Re: Airball and upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-17 04:54:54 UTC
From: gdtltr@freezer.it.udel.edu
Message-ID: <22203@nigel.udel.EDU>
Source record: 114769

In article <Jun.16.21.00.57.1990.19299@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
=>
=>2. Does anyone know of a comany that performs 256k upgrades on 800xl
=>machines? I see ads for upgrades that you must install yourself
=>(Rambo, etc), and also for "upgraded machines" (ie- either 130xe's
=>with 512k, or 600xl's with 64k) in Antic, Explorer, Current Notes.
=>Isn't there anyplace that either sells 256k 800xl's, or at least will
=>perform a 256k upgrade to a machine if you send it to them? I very
=>much want to upgrade my other 800xl, but having no such experience,
=>don't want to attempt the operation myself. Any help much appreciated.
=>

I believe that ICD used to offer installation of their Rambo XL for a fee.
You should probably call them and ask about it.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] "My field is blood and guts programming." -- Me [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3216. Daisy Dot 3

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-17 06:31:32 UTC
From: gdtltr@freezer.it.udel.edu
Message-ID: <22205@nigel.udel.EDU>
Source record: 114770

I just found Daisy Dot 3 on a BBS, so I decided to put it up for FTP. Unfortunately, the terminator directory doesn't seem to be writable anymore. Therefore, for a limited time only, you can pick it up from louie.udel.edu [128.175.1.3] in the directory ~ftp/pub/dd3. There are 4 files, all of which must be transferred in binary mode.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] "My field is blood and guts programming." -- Me [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3217. Game Questions

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-17 22:37:06 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <30888@cup.portal.com>
Source record: 114771

I recently had the delightful experience of acquiring VERY cheaply a large number of used Atari games. However, as is so often the case with USED software, the manuals, booklets, etc., were long gone (that's how I got them so cheaply). I've been slowly trying to figure them out, and would like to hear about anyone who knows how to play them.

I haven't gotten through many of 'em yet, but I have at least ONE so far that I'd like to ask about:

"FOOBLITZKY" -- seems to have to do with a goofy looking Dog, who wanders around a Monopoly-like board SHOPPING, I think, for I-know-not-what. There are icon-like images at various positions, which appear to be stores and the like, which if landed upon result in the display of various graphic images. There's almost no text in the whole game, so I haven't much of a clue to what's going on.

Oh, one other: "D-BUG". Looks like you're running around inside a computer, trying to "debug" something, but basically that's all I've been able to tell.

Thanks in advance for any help, or for any pointers to help!

Chris

3218. Re: Daisy Dot 3

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-18 02:16:13 UTC
From: Metalist@cup.portal.com
Message-ID: <30903@cup.portal.com>
Source record: 114772

When someone gets DAISY DOT 3, could they please either post it to the NET
or send it to me via mail? I am too
lazy to snag it myself.

Please post the file in small chunks so that I may uudecode it on a one-drive
system [1o32 sector diskettes w/sparta 3.2d].
thanks

Metalist@cup.portal.com

3219. Re: Airball and upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-18 04:23:46 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30907@cup.portal.com>
Source record: 114773

Ray Wilmott writes:
>2. Does anyone know of a comany that performs 256k upgrades on 800xl
>machines?

You could try calling Innovative Concepts in Warren, Michigan... their ad
is in this month's Atari Interface magazine..

They do memory upgrades, XF-551 upgrades, and more for the 8-bit Atari...

If you don't have a copy of AIM handy, their phone number is:
(313) 293--0730...

BobR

3220. Re: Daisy Dot 3

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-18 22:58:28 UTC
From: hulse@iris.ucdavis.edu
Message-ID: <7575@aggie.ucdavis.edu>
Source record: 114774

Just a quick note - I recently put Draper Pacsal on terminator, and sent them a copy of util.exe, the infamous Atari <-> IBM xlator. If you want to post to terminator, send a message to jrd@terminator (I think) - he'll ask you to send him the program in uuencoded form, then he'll put it on the server. If that address doesn't work, look in the atari/News directory - there's a note there explaining things.

--Andy Hulse
hulse@iris.ucdavis.edu

3221. Hey!

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-19 11:20:49 UTC
From: rdw2030@venus.tamu.edu
Message-ID: <54478@lanl.gov>
Source record: 114775

Wow... I sure was glad to find this list. I still have my good ol' Atari

Does anyone know of sources for Atari cartridges? I have never seen them anywhere since the old line was discontinued.

Thanks.

Mark C. Lowe - KB5III

3222. Wow...

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-19 13:21:59 UTC
From: rdw2030@venus.tamu.edu
Message-ID: <54484@lanl.gov>
Source record: 114776

That post above should have read...

I still have my good ol' Atari 400 from '83. My first computer... sentimental, etc. etc.

I am looking for 400/800 cartridges now.

Mark

3223. Re: M.U.L.E. and 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-19 23:11:26 UTC
From: esok@ohs.UUCP
Message-ID: <546@ohs.UUCP>
Source record: 114777

From article <12598054653018@osu-20.ircc.ohio-state.edu>, by
AJONES@osu-20.ircc.ohio-state.edu (Shawn Jones):
> I have a 1200xl. When I run "M.U.L.E." it will only let me have 3 players,
> the fourth is always the computer. How is one supposed to play with 4?
>
> AJones

I assume that you haven't modified your XL to include more joystick ports
(The 1200XL, 600XL, 800XL, 65XE, 130XE, and XEGS all come with only 2 joystick
ports; only the 800 and 400 came with 4).

M.U.L.E. needs at least 1 joystick plugged in to move your player around
on the development screen, but the rest of the players may use paddles. Thus,
on a two-port machine, you can only have three players, one joystick in one port, and two
paddles in the other port.

*******Eric Sokolowsky (iconsys!ohs!esok)
_/__/__/__/__/__/__/__/__/__/__/__/__/__/__/_
| For Lack Of A Better Signature.............................. |
__/__/__/__/__/__/__/__/__/__/__/__/__/__/__/

3224. Re: Improved Video Output

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-19 23:13:19 UTC
From: esok@ohs.UUCP
Message-ID: <547@ohs.UUCP>
Source record: 114778

From article <12598055735018@osu-20.ircc.ohio-state.edu>, by
AJONES@osu-20.ircc.ohio-state.edu (Shawn Jones):
>
> Severaal years ago I saw a reference in a computer magazine to a mino
> hardware modification which would improve the video output from (I think)
> the 400 and 800xl's. I was not able to keep the magazine or copy the
> article. Do any of you know how to make such a modification on a 1200xl?
>
> AJones

I saw an article in Antic a few years back (I still have the copy at home
somewhere) that "fixed" a color problem on the 800XL. I don't think it was
useable on any other model, but I could check if you really needed to know.

*******Eric Sokolowsky (iconsys!ohs!esok)
_/__/__/__/__/__/__/__/__/__/__/__/__/__/_
| For Lack Of A Better Signature..... |
__/__/__/__/__/__/__/__/__/__/__/__/__/__/

3225. What makes the best monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-20 13:39:28 UTC
From: krieg@jupiter.uucp
Message-ID: <2699@mrsvr.UUCP>
Source record: 114779

I just moved recently and had to give up the 19" TV I had been using as my 800/XE monitor for the last 9 years. Now I don't have my old system set up all. I'm going into XE withdrawal! Luckily I have my ST set up to keep me from going catatonic.

Anyway, I want to set up the old XE again, and was wondering what is the best monitor for an XE? Does a composite monitor give you significantly better resolution than a TV? I like to play games, so is bigger better (i.e. stick with a 19" TV). Would a 13" TV suffice? What are the best composite monitors currently available? Which have the best resolution?

Any advice is greatly appreciated.
--

==
= Andrew Krieg Marvel Historian =
= krieg@ylum.med.ge.com Keeper of: The LIST, 2to1 list =
==

= Sheriff Truman: Do you think they spotted us? =
= Agent Cooper: Gimme a doughnut. - Twin Peaks =
==

3226. Re: Wow...

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-21 23:02:51 UTC
From: esok@ohs.UUCP
Message-ID: <549@ohs.UUCP>
Source record: 114780

From article <54484@lanl.gov>, by rdw2030@venus.tamu.edu (WIDRIG, RAQUEL DAWN):
> That post above should have read...
>
> I still have my good ol' Atari 400 from '83. My first computer... sentimental,
> etc. etc.
>
> I am looking for 400/800 cartridges now.
>
> Mark

Can you believe it? I have a 400, too! Original membrane keyboard!
16K RAM! 410 cassette player (still works, too!)! How's that for nostalgia?

But, <sigh>, I upgraded(?) to a 65XE, Indus disk drive, Supra modem, Star
printer.

As for cartridges, I saw some at Lionel play-world a LONG time ago, and my
local Atari dealer has some, I'm sure, but I haven't been there since last
year.

*******Eric Sokolowsky (iconsys!ohs!esok)
_/__/__/__/__/__/__/__/__/__/__/__/__/__/_
| For Lack Of A Better Signature..... |
__/__/__/__/__/__/__/__/__/__/__/__/__/__/
--
*******Eric Sokolowsky (iconsys!ohs!esok)
_/__/__/__/__/__/__/__/__/__/__/__/__/__/_
| For Lack Of A Better Signature..... |
__/__/__/__/__/__/__/__/__/__/__/__/__/__/

3227. Re: 800 Monitor jack pinout?

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-22 04:18:06 UTC
From: sbradley@iwarp.intel.com
Message-ID: <1990Jun22.041806.11231@iwarp.intel.com>
Source record: 114781

In article <90164.174939GRIGSBY@AUVM.BITNET> GRIGSBY@AUVM.BITNET writes:
>Can someone tell me the pinout for the 800 monitor jack? I have the

I need this information also. Thanks in advance!

--
Seth J. Bradley
Internet: sbradley@iwarp.intel.com
UUCP: uunet!iwarp.intel.com!sbradley

3228. Re: Wow...

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-23 05:22:45 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <31075@cup.portal.com>
Source record: 114782

Mark Lowe writes:
>I still have my good ol' Atari 400 from '83. My first computer... sentiment
etc. etc.

>I am looking for 400/800 cartridges now.

One good source for 8-bit cartridges, among other things for the Atari
8-bit computer is American Techni-Vision at 1-800-551-9995

Tell them you heard about them through the Atari Interface magazine..!

BobR

3229. Re: 800 Monitor jack pinout?

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-23 09:09:36 UTC
From: gdtltr@freezer.it.udel.edu
Message-ID: <22672@nigel.udel.EDU>
Source record: 114783

In article <1990Jun22.041806.11231@iwarp.intel.com> sbradley@iwarp.intel.com (Seth Bradley) writes:
=>In article <90164.174939GRIGSBY@AUVM.BITNET> GRIGSBY@AUVM.BITNET writes:
=>>Can someone tell me the pinout for the 800 monitor jack? I have the
=>
=>I need this information also. Thanks in advance!
=>
Ok, here is the pinouts as found in Mapping the Atari (Revised). This is the jack as seen from the back of the computer.

3 1

5 4
2

1 Composite luminance
2 Ground
3 Audio output
4 Composite video
5 Composite chroma

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] "My field is blood and guts programming." -- Me [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3230. 1027 ink (was: Re: For Sale)

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-24 07:20:09 UTC
From: fsdmb3@acad3.fai.alaska.edu
Message-ID: <1990Jun24.072009.1320@hayes.fai.alaska.edu>
Source record: 114784

In article <90Jun8.134513edt.2783@ois.db.toronto.edu>, jdd@db.toronto.edu (John DiMarco) writes...
>richardn@sdd.hp.com (Richard Natali) writes:
>>
>>I have a system for sale:
>> 1027 printer
>>The printer has an obsolete ink roller,
>>which I haven't been able to find anywhere...
>
>That's very easy to fix. Get an ink pad, and roll the ink roller across the
>pad a few times.
>
>John
..Or you could find someone with a bunch of original spairs...
I've got a hand full of the little rollers still in there plastic wrap,
I'm not going to be using them since my 1027 died a few years ago,
after many years of happy use.
PS: I don't read this very often.

David M. Braun FSDMB3@ALASKA.BITNET
University of Alaska, Fairbanks Where it's mild when it's 40 below.

3231. Atari as an equilizer

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-29 12:50:28 UTC
From: rubin@mead.UUCP
Message-ID: <815@meaddata.mead.UUCP>
Source record: 114785

I am planning to convert an atari to a high end mobile graphic equilizer along with some other things. If anybody remembers any articles in any magazines that has talked about using the atari or any other computer as a stereo graphic equilizer or a spetrum analyzer please let me know.

My correct email address is below.

mead\!rubin@uccba.uc.edu

Thanks
Dan Rubin

3232. Re: Atari as an equilizer

Newsgroup: comp.sys.atari.8bit
Date: 1990-06-30 00:37:38 UTC
From: cowgilc@uranus.CS.ORST.EDU
Message-ID: <19142@orstcs.CS.ORST.EDU>
Source record: 114786

In article <815@meaddata.mead.UUCP> rubin@mead.UUCP (Daniel Rubin) writes:
>I am planning to convert an atari to a high end mobile graphic equilizer
>along with some other things. If anybody remembers any articles in any
>magazines that has talked about using the atari or any other computer as a
>stereo graphic equilizer or a spetrum analyzer please let me know.
>
>My correct email address is below.
>
>mead\!rubin@uccba.uc.edu
>
>
> Thanks
> Dan Rubin

I just turned my 800 (through the joystick ports) into a (slow) handy logic
analyzer... Kinda Neat.

BTW, would anyone like an excellent condition 1050 drive? $75...
(My old Percom is hanging in there OK and I don't need a second drive anymore.)

-Clay
cowgilc@uranus.cs.orst.edu

3233. European Software

Newsgroup: comp.sys.atari.8bit
Date: 1990-07-08 21:52:46 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Jul.8.17.52.41.1990.8701@topaz.rutgers.edu>
Source record: 114787

```
------

Help given :
------------

Just when you thought there was no more software for the Atari 8-bits
to be found, I've found a European source of software which offers
many titles never released in the U.S. The place to write for a free
listing of available software is:

Miles Better Software
219/221 Cannock Road
Chadsmoor, WS11 2DD
England

I know advertisements are usually frowned upon on the net, but with
the serious lack of any new 8-bit software, I figured many out there
would appreciate this info.

Help wanted :
-------------

I ordered 6 games from the above company. 4 work perfectly. 1 works,
but crashes now and then (Joe Blade), and 1 doesn't seem to work
(Rampage). [Rampage boots up, but ignores any joystick input...you
can't control the monsters].

My guess is that the difference between the clock speed of European
machines and US machines is to blame for the seeming incompatibility.
Anybody else out there agree or disagree? Is there anybody out there
who is still into hacking the 8-bit and would like to play around
with "Rampage" to see if they can cure it?

If differences between European and US machines is to blame, I
suppose you are taking a risk when ordering from overseas. Then again,
the prices are so reasonable (nearly all games are priced from
$3.00-$20.00) that the risk is minimal. Hope this info was of help
to someone out there (and also hope maybe someone can help me out :-)

-Ray

wilmott@topaz.rutgers.edu
```

3234. UUCP for Atari 8-bit wanted

Newsgroup: comp.sys.atari.8bit
Date: 1990-07-11 23:27:18 UTC
From: Makey@Logicon.COM
Message-ID: <705@logicon.com>
Source record: 114788
Cross-posted to: comp.sys.atari.8bit,comp.mail.uucp,comp.sources.wanted,alt.sources.wanted

I'm looking for any kind of a UUCP implementation that runs on an
Atari 8-bit computer (e.g., 800XL). I'd like to be able to do mail,
but just being able to transfer files would be a good start. I would
also prefer an implementation in Action! or BASIC, but once again I'll
take whatever I can get.

Please hold the "me-too" requests. I'll post a summary of responses
in a week.

:: Jeff Makey

Department of Tautological Pleonasms and Superfluous Redundancies Department
Disclaimer: Logicon doesn't even know we're running news.
Internet: Makey@Logicon.COM UUCP: {nosc,ucsd}!logicon.com!Makey

3235. Joystick Expander for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1990-07-12 21:29:08 UTC
From: esok@ohs.UUCP
Message-ID: <565@ohs.UUCP>
Source record: 114789

Has anyone had success with a joystick expander on the XL/XE, allowing
four joysticks? I have a 65XE (maybe soon a 130XE).

--
*******Eric Sokolowsky (iconsys!ohs!esok)
_/__/__/__/__/__/__/__/__/__/__/__/__/__/_
| For Lack Of A Better Signature..... |
__/__/__/__/__/__/__/__/__/__/__/__/__/__/

3236. Important Terminator News (name change)

Newsgroup: comp.sys.atari.8bit
Date: 1990-07-14 03:25:11 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <1990Jul14.032511.11436@math.lsa.umich.edu>
Source record: 114790
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

The Atari Archive at the University of Michigan has grown tired of being called "terminator.cc.umich.edu" and shall now be refered to as "atari.archive.umich.edu". Since certain negative connotations have come to be associated with the name "terminator", we decided that a new name was necessary to improve our self-esteem.

The archive is still at "terminator" for now, but as we get more funding and more machines we will move the archive. The alias atari.archive.umich.edu will then point to the new machine. So, for uniterrupted access to the Atari Archive at the University of Michigan, please direct all mail and ftp traffic to atari.archive.umich.edu.

That is all.

Jon Brode -- jon@atari.archive.umich.edu
Supreme Allied Atari Commander, Michigan

3237. Terminator Name Change Clarification

Newsgroup: comp.sys.atari.8bit
Date: 1990-07-17 22:22:40 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <1990Jul17.222240.16365@math.lsa.umich.edu>
Source record: 114791
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech

Some people just can't take a joke...

The reason why terminator.cc.umich.edu got changed to atari.archive.umich.edu was technical. The babbling about "negative connotations" and "self esteem" was a joke.

In short:

The machine where the Atari Archive is located is called terminator. It was called terminator before the Atari Archive moved there and will continue to be called terminator after the Atari Archive moves away. It isn't our name. atari.archive.umich.edu is our name and whatever machine we use in the future will inherit the name. This allows us to move the archive transparently. You can use terminator.cc.umich.edu if you like, but one day it will stop working. atari.archive.umich.edu will work until the archive goes away.

Now stop sending me mail about how y'all liked terminator better!

Jon

3238. 8-bit system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-07-18 23:18:29 UTC
From: ekrimen@wet.UUCP
Message-ID: <1347@wet.UUCP>
Source record: 114793
Cross-posted to: comp.sys.atari.8bit,ba.market.computers

ATARI 8-BIT SYSTEM FOR SALE!

Hardware:
* 1200XL Computer -- all original packaging (box, styrofoam,
no plastic wrapping bag), power adaptor,
RF modulator, cable to connect RF modulator
to computer console

* 1050 Disk Drive -- all original packaging (box, styrofoam,
plastic wrapping bag), power adaptor,
cable for connecting to computer, DOS 3

* 1010 Program Recorder -- original box (no styrofoam or
plastic wrapping bag), cable to
connect to computer or daisy-chain
to disk drive, power adaptor

* Koala Pad Touch Tablet -- original box and styrofoam (no
plastic wrapping bag), Koalapainter
software cartridge, drawing stylus.
No manual, but it is very easy to
learn. If you need help, ask me.

Software:
* Flight Simulator II
(with all original disks, box, all maps, and manuals)
* Frogger (cartridge in original box with manual)
* Ghostbusters (with original disk, manual, and box)
* Chatterbee (Spelling Bee with S.A.M. Speech Synthesis)
(with original disk, manual, and box)
* Squish 'Em game (cartridge with original box and manual)
* Two BASIC cartridges

* 10 Dysan 5-1/4" DS/DD disks,
mostly filled with magazine type-in programs
* 10 Xidex 5-1/4" DS/DD disks,
mostly filled with magazine type-in programs
* 20 blank generic 5-1/4" disks

Everything is in excellent condition, just like new. I used it to do a
little BASIC programming and play games from time to time. I'm selling it
because I don't use it any more. It just sits there, all bundled up in its
boxes. I'd like to sell it all together for $400, but I will accept any
reasonable offers. I will also accept offers that split the package
up. It is better than any reconditioned set-up. You will be very

pleased with it. I will pay shipping within the U.S.

If interested, leave message here, call me at 415-751-3693 evenings,
or e-mail at ekrimen@wet.UUCP (I think).

3239. Re: UUCP for Atari 8-bit wanted

Newsgroup: comp.sys.atari.8bit
Date: 1990-07-19 01:42:48 UTC
From: Makey@Logicon.COM
Message-ID: <715@logicon.com>
Source record: 114792

Well, I got a total of 3 responses to my request for UUCP for the 8-bit:

(1) A pointer to an implementation for the Atari ST, but which would probably be difficult to port to an 8-bit.

(2) Someone said that UUCP wouldn't fit on an 8-bit and that I should transfer files using kermit. [I have kermit, but that won't help me send e-mail.]

(3) A suggestion that I might try porting UUPC, but it would be difficult.

So, the answer seems to be that UUCP does not currently exist for the 8-bit (quit pretending to be surprised!).

If I get sufficiently motivated, I just might write my own program that will let me exchange mail via UUCP. I have a copy of John Gilmore's freeware "uuslave" program which (assuming it really works) will tell me how to do the protocol. It doesn't look that complicated. Don't hold your breath waiting for me to do this, however. I might decide that it's easier to buy a '386 box.

:: Jeff Makey

Department of Tautological Pleonasms and Superfluous Redundancies Department
Disclaimer: Logicon doesn't even know we're running news.
Internet: Makey@Logicon.COM UUCP: {nosc,ucsd}!logicon.com!Makey

3240. Prysm

Newsgroup: comp.sys.atari.8bit
Date: 1990-07-22 21:45:36 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Jul.22.17.45.34.1990.1908@topaz.rutgers.edu>
Source record: 114794

While reading through some messages today on a BBS I don't call very often, I saw lot's of talk about a new PD graphics program for the 8-bit called "Prysm" (by Daryl Young?). Has anyone on the net heard anything about it? And does anyone have a copy they could e-mail me, or tell me where it can be ftp'd from? Thanks.

-Ray

wilmott@topaz.rutgers.edu

3241. 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-07-24 04:25:29 UTC
From: ekrimen@wet.UUCP
Message-ID: <1384@wet.UUCP>
Source record: 114795
Cross-posted to: ba.market.computers,comp.sys.atari.8bit

ATARI 8-BIT SYSTEM FOR SALE!

Hardware:

* 1200XL Computer ($75) -- all original packaging (box, styrofoam), power adaptor, RF modulator, cable to connect RF modulator to computer console

* 1010 Program Recorder ($20) -- original box, cable to connect to computer or daisy-chain to disk drive, power adaptor

* Koala Pad Touch Tablet ($20) -- original box and styrofoam (no plastic wrapping bag), Koalapainter software cartridge, drawing stylus. No manual, but it is very easy to learn. If you need help, ask me.

Software:

* Ghostbusters (with original disk, manual, and box) - $10
* Chatterbee (Spelling Bee with S.A.M. Speech Synthesis) - $10 (with original disk, manual, and box)
* Squish 'Em game (cartridge with original box and manual) - $5

* Two BASIC cartridges - $2.50 each

* 10 Dysan 5-1/4" DS/DD disks, filled with programs --l
* 10 Xidex 5-1/4" DS/DD disks, filled with programs --l-- $10 total
* 20 blank generic 5-1/4" disks --l

Everything is in excellent condition, just like new. I used it to do a little BASIC programming and play games from time to time. I'm selling it because I don't use it any more. It just sits there, all bundled up in its boxes, waiting for someone to take it. The prices I have listed are suggested; negotiate with me and we'll see what happens. These components are better than reconditioned ones, since it's virtually unused. You will be very pleased with it. I will pay shipping within the U.S.

If interested, leave message here, call me at 415-751-3693 evenings, or e-mail at ekrimen@wet.UUCP.

3242. Assistance needed in printing colour pictures using OKIMATE 20

Newsgroup: comp.sys.atari.8bit
Date: 1990-07-24 21:58:02 UTC
From: gsrfy@levels.sait.edu.au
Message-ID: <15205.26acc46a@levels.sait.edu.au>
Source record: 114796

I have an 8-bit Atari system, including 800XL and an OKIMATE 20 printer.
Can some kind person advise me of a flexible and user-friendly programme
which will give good results in printing off colour ATARI-ARTIST picture
files ?

Thanking you in anticipation

Rick Yuan
Adelaide
Australia

3243. RS-232 for ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1990-07-29 20:26:55 UTC
From: richardn@sdd.hp.com
Message-ID: <1990Jul29.202655.26709@sdd.hp.com>
Source record: 114797

I am going to make an atari I/O to RS-232 interface so that I can print
from my 1200XL to an HP printer (on RS-232). Has anyone done this before?
Can you help save me some trouble? It looks like the protocols aren't
too different, but I may have to do some signal massaging... Any advice
would be very appreciated!

Thanks.

....
\ /
LosAngelesBeijingVancouverHongKongPhnomPenh . "Put message here"
SydneySanFranciscoKyotoTaipeiFujisawaLondon . Richard Natali, bored
RangoonAuklandPortMoresbyBangkokPalembangKL . and sun-baked in San Diego
VientianeSingaporeRomeTroutFishingInAmerica .
. richardn@sdd.hp.com
...../ \.....

3244. Re: RS-232 for ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1990-07-30 04:00:42 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <32241@cup.portal.com>
Source record: 114798

RE: Add an RS232 port....

Easiest way - buy an 850 interface

Hard way - add a 6551 and a couple of MAX232 (RS232 level converters :)
chips. Then write software for it.

Charles_K_Hughes@cup.portal.com

3245. Re: RS-232 for ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-02 21:23:19 UTC
From: esok@ohs.UUCP
Message-ID: <573@ohs.UUCP>
Source record: 114799

From article <32241@cup.portal.com>, by Ordania-DM@cup.portal.com (Charles K Hughes):
> RE: Add an RS232 port....
>
> Easiest way - buy an 850 interface

Cheapest way - buy an ICD P:R:Connection.
I got mine for $40 where I have seen 850's for $70-$100 or more (but that
was several years ago).

Also, Supra makes a Supraverter that is supposed to do the same thing.

--
*******Eric Sokolowsky (iconsys!ohs!esok)
He who attacks the fundamentals of the American broadcasting industry
attacks democracy itself.
-- William S. Paley, chairman of CBS

3246. Atari ST for sale; NO REASONABLE OFFER REFUSED!!

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-21 02:52:59 UTC
From: kramer@ohstpy.mps.ohio-state.edu
Message-ID: <8640.26d069cb@ohstpy.mps.ohio-state.edu>
Source record: 114800

```
----------
FOR SALE
----------

Atari 520ST Computer, with Atari color monitor and
double-sided disk drive. Includes plenty of software
(and some excellent games, too!) Excellent condition.

Asking $550, but NO REASONABLE OFFER WILL BE REFUSED!!!

Eric Kramer, (614)846-9486
kramer@ohstpy.mps.ohio-state.edu
```

3247. Re: more atari 8 bit stuff for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-21 21:25:00 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <49700032@uxa.cso.uiuc.edu>
Source record: 114802

Hi there,

I am interested in buying your 1050 disk drive, if you haven't sold it
already.

Can we do a little bargaining? Howzabout $70 for the drive?
Please Email your response. Thanks.

By the way, I was wondering if you were aware that MYDOS is shareware,
and that you can't sell the product without the expressed consent of
Bob Puff (I assume that you paid the shareware fee and thus are a registered
user).

Paulito N. Mnedoza
pm16579@uxa.cs.uiuc.edu

3248. SIO Port...

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-22 01:00:19 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <892@beguine.UUCP>
Source record: 114801
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

Howdy all,

Me again.. I would like to know if anyone out there has the pinouts
for the atari 1027 printer? I would like to connect it to my st.

I understand I am gonna have to build some sort of connectory to
hook the SIO to a standard parallel port.

John

P.S. Please reply via email and I will summarize to the net.

John.Bunch@samba.acs.unc.edu

3249. 16-bit board (?)

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-22 01:28:00 UTC
From: tle33710@uxa.cso.uiuc.edu
Message-ID: <49700033@uxa.cso.uiuc.edu>
Source record: 114803

Heard this phrase in passing:

"16-bit board for the 8-bits manufactured by Atari" <rough quote>

What is it? What does it do? <Does it exist?>

```
-|||-------------------------------------------------------------------------
||| Tim Elliott University of Illinois
/ | \ School of Architecture
ATARI --- Join the REVOLUTION! ----------------------------------------------
```

3250. Re: 16-bit board (?)

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-22 19:32:10 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <33091@cup.portal.com>
Source record: 114804

It was probably in reference to the 65816 cpu upgrade sold by DataQue.

Charles_K_Hughes@cup.portal.com

3251. Flakey 130XE keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-22 20:43:49 UTC
From: rac@sherpa.UUCP
Message-ID: <306@sherpa.UUCP>
Source record: 114805

A friend has a 130XE with a flakey keyboard. The symptoms are:

Anywhere from 5 - 15 minutes after powering on, the keyboard stops working, but not completely. You just have to press very hard to get the keys to register.

Powering off then back on has no effect if the power-on is immediate. The unit must remain off for awhile to have any effact.

This sounds sorta like a heat problem and sorta like a mechanical problem. Does anyone have any suggestions for him.

Thanks.

--
Roger A. Cornelius rac@sherpa.UUCP uunet!sherpa!rac

3252. Atari.archive.umich.edu address change

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-23 02:40:34 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug23.024034.1023@math.lsa.umich.edu>
Source record: 114806
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.os.minix

For those of you ftp'ing to the numeric address 35.1.33.8 to reach the
archives on atari.archive.umich.edu (ne terminator.cc.umich.edu), the
planned address change should be in effect by Monday, August 27, at 11am.
(Eastern time.) The new address will be 141.211.164.8. If your site
uses a name resolver, and you ftp to the domain name and not the
numeric address, you should get the new address automagically.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

3253. text editor help needed.....

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-23 03:04:00 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <49700035@uxa.cso.uiuc.edu>
Source record: 114808

I have two questions regarding some shareware editors:

1) Does anyone have the docs for the SPEEDSCRIPT 3.0 editor? I think it was published in COMPUTE! many years ago; it's a great little word processor, but I haven't been able to figure out the less obvious features.

2) I have recently switched to SPARTADos X, and I can't seem to run the TEDIT text editor. I tried loading both with and without the X command. Can anyone give me a hand?

Thanks in advance,

Paulito N. Mendoza

3254. Re: Flakey 130XE keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-23 04:05:28 UTC
From: DAVISM@kcgl1.eng.ohio-state.edu
Message-ID: <5607@quanta.eng.ohio-state.edu>
Source record: 114807

In article <306@sherpa.UUCP>, rac@sherpa.UUCP (Roger Cornelius) writes:

>A friend has a 130XE with a flakey keyboard. The symptoms are:
>
>Anywhere from 5 - 15 minutes after powering on, the keyboard stops
>working, but not completely. You just have to press very hard to get
>the keys to register.
>
>Powering off then back on has no effect if the power-on is immediate.
>The unit must remain off for awhile to have any effact.
>
>This sounds sorta like a heat problem and sorta like a mechanical
>problem. Does anyone have any suggestions for him.
>
It sounds like you are slowly frying your keyboard. When I had my
130XE, I too went crazy trying to figure out what was wrong. First step...
open your computer (warranty -- we don't need no stinking warranty ;-). Care-
fully pull the "ribbon" from the keyboard connection on the motherboard. Clean
the runs with a soft cloth (e.g. paper towel) with a solution of mild soap and
water. (I used Ivory dish washing liquid.) Rinse the runs and dry them. Now
find R95 on the motherboard (somewhere near the keyboard connector). In some
models, Atari in its infinite wisdom (yeah, right :-) chose to use a resistor
of smaller value than really required. Thus more current gets through than
should normally be allowed through runs of conductive paint. Unfortunately, I
don't remember the value of the resistor I used to replace R95. Try 1K and
see what happens. You want something at least twice the resistance of the
existing resistor (220 Ohms), but not so strong that you can no longer see the
power LED.
>Thanks.
>
Good luck,
Mike
>--
>Roger A. Cornelius rac@sherpa.UUCP uunet!sherpa!rac

davism@kcgl1.eng.ohio-state.edu | These Thoughts, They Be Mine
davis-m@eng.ohio-state.edu |

3255. Re: Flakey 130XE keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-23 13:02:01 UTC
From: scott@tab29.larc.nasa.gov
Message-ID: <SCOTT.90Aug23090201@tab29.larc.nasa.gov>
Source record: 114809

>This sounds sorta like a heat problem and sorta like a mechanical
>problem. Does anyone have any suggestions for him.

One of my old XEs had this problem. (I guess it just comes from
normal use.)

I took my keyboard apart and cleaned the rubber key things (They look
like the letter Y). I guess they get dusty. Again, I don't know why
the keys would work sometimes and not other times... but I had the
same symptoms and what I just explained fixed MY problem keyboard.

I also had a problem with the little plastic sheet with the current
lines on it eventually cracking in certain places. I didn't want to
solder the thing because I was afraid the heat would actually MELT
AWAY more of the plastic.

I eventually just cut a paperclip (small paperclip) to get about a
1/4" section and then I just stuck that on top of where the gap was.
I guess any open wire would work.

My main problem was blowing the PIA chip by getting sloppy while
making gadgets hardware devices to plug into the joystick ports.
It's amazing what nifty things you think of when you have 8 8bit
computers... most with 4 joystick ports!
--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/

3256. Re: text editor help needed.....

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-23 21:51:18 UTC
From: umhild11@ccu.umanitoba.ca
Message-ID: <1990Aug23.215118.22738@ccu.umanitoba.ca>
Source record: 114810

In article <49700035@uxa.cso.uiuc.edu> pm16579@uxa.cso.uiuc.edu writes:
>
> I have two questions regarding some shareware editors:
>
> 1) [SpeedScript stuff deleted]
>
> 2) I have recently switched to SPARTADos X, and I can't seem to run
> the TEDIT text editor. I tried loading both with and without the
> X command. Can anyone give me a hand?
>
Sure thing. Make sure that the keyboard buffer is off. I forget to do this
all the time, and T:EDIT invariably locks up on the title screen.
>
> Thanks in advance,
>
> Paulito N. Mendoza
Jeff Hildebrand

3257. Re: text editor help needed.....

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-24 18:37:00 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <49700036@uxa.cso.uiuc.edu>
Source record: 114811

I made sure that the keyboard buffer was disabled; however, I never got to the title screen. Any ideas?

Paulito N. Mendoza

3258. FreeNet Address....

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-24 21:29:00 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <49700037@uxa.cso.uiuc.edu>
Source record: 114812

Does anyone know the address for the Case Western Reserve University Freenet system, from Ohio State? I mailed in and got a password months ago, and now I realize I've lost the address.

Paulito N. Mendoza

3259. Looking for 400, or ST software for kids

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-24 22:46:40 UTC
From: don@col.hp.com
Message-ID: <20770001@col.hp.com>
Source record: 114813

Can anyone point me to a place that might still have a (used) Atari 400
for sale? I got rid of mine when I upgraded to an 800 years ago, and
just recently decided that my nephew is getting to the age when he
would be interested in playing with computers, but since he is pre-school
age, I think the membrane keyboard would be better for him. (He's not
allowed to bang on his mother's ST keyboard yet). So far I've only
found an ad that offers parts to repair the old 400 and 800's.

The other reason for choosing the 8 bit line instead of going with the ST
is that there appears to be more software (games, educational programs, etc)
geared for small children available for the 8 bit line than for the ST.
If someone knows of a good source of ST software for children, I would
appreciate hearing about that too.

Thanks!
Don Allison
don@col.hp.com

3260. Re: Assembly cross compiler

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-26 18:04:00 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <49700038@uxa.cso.uiuc.edu>
Source record: 114814

Not that this is of any use....

I don't know of any PD cross compilers (I would certainly be interested in such), but Avocet Systems has a fine 8088-to-6502 cross compiler..... for about five hundred bucks. Not quite readily available to the leisurely enthusiast, but I guess it gives you an idea of how accessible that kind of development tool is.

3261. Atari Safari '90, in Houston, Texas

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-27 07:53:42 UTC
From: cheehh@jetson.uh.edu
Message-ID: <6834.26d88b37@jetson.uh.edu>
Source record: 114815
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

ATARI SAFARI - - COMPUTER SHOW!

The newest from ATARI.
Demonstrations.
User groups.

SWAP MEET.

Saturday September 1, 1990
1:00 pm - 6:00 pm
Place: QUALITY INN.
Southwest Freeway (US-59) and Weslayan.
HOUSTON, TEXAS

****
** FREE Admission!!!!!! **
****

For information, contact: Bill Kithas, HACE president (713) 855-0815(home)
or 650-1994(office). Houston Atari computer user groups are sponsoring
the largest Atari computer show ever held in South Texas.

ATARI SAFARI '90 will feature the newest in Atari computers and software.
This show, to be held in southwest Houston, will offer demonstrations in
word processing, desktop publishing, MIDI music, computer graphics and games.

BOB BRODIE, of Atari Corporation, will demonstrate several of the newest
products: the STACY, a lap-top that can operate Macintosh software; the
PORTFOLIO, an MS-DOS hand held computer; the LYNX, a hand held color-screen
game game machine, and the STE, the newest in the full-size line of computers.
The STE features increased speed and enhanced graphics capabilities.

In addition to the demonstrations, the show will feature hardware and software
displays, and a SWAP MEET for used computers and related items.

Representatives from several computer groups will be available to help
people select a low-cost computer system for business, travel or home use.

The show, hosted by the HOUSTON ATARI COMPUTER ENTHUSIASTS, will begin at
1:00 pm on Saturday, September 1, at the Quality Inn on the Southwest Freeway
and Weslayan, just south of the Summit.

TABLE INFORMATION

User group information tables. Literature and sign up members. NO SALES,
no cost.

SALES tables for: User group; Vendors; Swap meet tables. $10.00 table
charge. Door prize donations may be substituted for table charge.

TABLE RESERVATION DEADLINE is AUGUST 30, 1990.
Make reservations by calling
(713) 988-3712.

NOTE: Originally the entry fee to ATARI SAFARI '90 was set at $2.00 in
order to cover the room costs. The room costs have since been
covered by DOUBLE CLICK SOFTWARE, which is located in Houston,
so entry is now FREE!!! Thanks go to DOUBLE CLICK.

Most of this text came from a flyer published by
HOUSTON ATARI COMPUTER ENTHUSIASTS

Atari owner ===> Alvin Carley,
via the userid of:
not ==========> Rikhit Arora
CHEEHH@JETSON.UH.EDU (Internet)

3262. Re: FreeNet Address....

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-27 12:22:50 UTC
From: gyehu@foundation
Message-ID: <501@spot.wbst128.xerox.com>
Source record: 114817

In article <49700037@uxa.cso.uiuc.edu> pm16579@uxa.cso.uiuc.edu writes:
>
> Does anyone know the address for the Case Western Reserve University
>Freenet system, from Ohio State? I mailed in and got a password months
>ago, and now I realize I've lost the address.
>
> Paulito N. Mendoza

The address is @po.cwru.edu or @cleveland.freenet.edu depending on how
you got set up.

Gil Yehuda
gyehu.wbst897ai@xerox.com

3263. 1200XL video/RS-232 interface/thank you

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-27 16:17:52 UTC
From: richardn@sdd.hp.com
Message-ID: <1990Aug27.161752.21525@sdd.hp.com>
Source record: 114816

Hello all Atari 8-bit people:

This is a thank you and a recap note.

I posted a note asking about an RS-232 to Atari interface, and got lots
of good responses. What I ended up doing is buying an interface from
someone on the net. It wasn't the ICD PR connection or the Atari 850.
I had to modify my 1200XL so that pin 10 on the Atari connector would
supply enough current: Short R63 on the 1200XL PCBoard.

Also, I did the video modification suggested earlier:

Originally Change to

R22 4.3K 6.2K

R188 910 ohm 1N914 diode with cathode towards
bridge rectifier

R163 100 ohm 150 ohm

R145 n/c 18K ohms

The video is a bit better, but it's not a huge improvement (it wasn't
too bad to begin with)

Everything works, and better than before. Thanks to:

AAron nAAs
Eric Charlton
Nick DiMasi
Eric Sokolowsky
jnorman
bill dunaway

```
.......................................... ..........................
\ /
LosAngelesBeijingVancouverHongKongPhnomPenh . "Put message here"
SydneySanFranciscoKyotoTaipeiFujisawaLondon . Richard Natali, bored
RangoonAuklandPortMoresbyBangkokPalembangKL . and sun-baked in San Diego
VientianeSingaporeRomeTroutFishingInAmerica .
. richardn@sdd.hp.com
.........................................../ \..........................
```

3264. AtariLab interface

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-28 13:15:16 UTC
From: jtmorgan@sun.udel.edu
Message-ID: <13673@sun.udel.edu>
Source record: 114818

Hello 8bitters!

I need some info on an AtariLab Interface. Is this just some type
of junction box or does it have chips like the 850 interface?

If anyone has one of these and would like to get rid of it a couple of
kids would love to have it so that they can use it with an 800XL.

Also if anyone has a schematic to it that would be just fine.

Thanks to all!

3265. HEEEEEEEEEEEEEEEEEEEELLLLLLLLLLLLLLPPPPPPPPPPPP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-28 19:16:46 UTC
From: cfoster@eagle.wesleyan.edu
Message-ID: <1990Aug28.141647.32719@eagle.wesleyan.edu>
Source record: 114819

Help!

I need a copy of a DOS compatible with the Amdek 3" drives released for the
8-bits, one that allows me
to reconfigure the 3" and slave drives to whatever numbers I want. I
accidentally wiped my only copy of it! Please, please, please, if anyone can
tell me where I can get one on the 3" microfloppy format, or at least where I
could find out where to get them, or the names and addresses of Atari 8-bit
resources in the central Connecticut area (even as far as Massachusetts),
I would be grateful.

Chris
(panicking, panicking...)

Christopher J. Foster cfoster@eagle.wesleyan.edu or cfoster@wesleyan.bitnet
---

3266. 40 to 80

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-28 21:15:32 UTC
From: cfleck@SRC.Honeywell.COM
Message-ID: <88937@srcsip.UUCP>
Source record: 114820

I would like to know if I can convert my 800XL to an 80 column
machine. What hardware/software is needed ?
Also, will this work with the old Atari communications package ?

Any info will be appreciated.....

Thanks....

```
|\/\/\/|
| |
| | _______________
| (.)(.) / \
C _) | Don't Have a |
| ,___| ___| Cow, Man! |
| / \_______________/
/---\
/ \
```

cfleck@src.honeywell.com

3267. Re: 40 to 80

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-29 01:39:00 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <49700039@uxa.cso.uiuc.edu>
Source record: 114821

Howdy,

I don't believe that I am qualified to answer your query (I don't
have much experience with the XEP80 80 column driver, and I don't know
the basic theory behind software-driven 80-column applications), but
I did feel the need to compliment you on your Bart Simpson.
Very nice.

3268. SPEEDSCRIPT 3.0 docs

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-29 01:41:00 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <49700040@uxa.cso.uiuc.edu>
Source record: 114822

A couple of people have asked me to post this, so here goes. It is the original docs (minus a coupla paragraphs, and configured for an Epson printer) for SpeedScript 3.0. Hopefully, the control characters for underline and italics will transfer OK.

----------cut here----------

SPEEDSCRIPT 3.0

All machine language processor for Atari
originally printed May, 1985 COMPUTE!
1985 Charles Brannon, Program Editor
documentation by Paulito Mendoza 1990

4SpeedScript 3.0,5 though compact in size (8K), has many features found on commercial word processors. 4SpeedScript5 is also very easy to learn and use. You type in everything first; preview and make corrections on the screen; insert and delete words, sentences, and paragraphs; then print out an error-free draft, letting 4SpeedScript5 take care of things like margins, centering, headers and footers.

-1ENTERING TEXT-0

When you run 4SpeedScript5, the screen colors change to black on white. The first line on the screen is black with white letters. 4SpeedScript5 presents all commands on this 4command line5. The remaining 18 lines of the screen are used to enter, edit, and display your document. 4SpeedScript5 makes use of a special but little-used Atari character mode that permits larger, more readable characters with true lowercase descenders. The screen still shows up to 40 columns; only five rows are sacrificed. We think you'll agree that this is the most readable text you've ever seen on an Atari--perfect for word processing. (Technical note: 4SpeedScript5 starts at $1F00, and the ANTIC 3 character set is embedded at $2000.)

The cursor, a blinking square, shows where the next character you type will appear on the screen. 4SpeedScript5 lets you move the cursor anywhere within your document, making it easy to find and correct errors.

To begin using 4SpeedScript5, just start typing. When the cursor reaches the right edge of the screen, it automatically jumps to the beginning of the next line, just as in BASIC. But unlike BASIC, 4SpeedScript5 never splits words at the right edge of the screen. If a word you're typing won't fir at the end of one line, it's instantly moved to the next line. This feature, called 4word-wrap5 or 4parsing5, also helps to make your text more readable.

-1SCROLLING AND SCREEN FORMATTING-0

When you finish typing on the last screen line, 4SpeedScript5 automatically scrolls the text upward to make room for a new line at

-1SPEEDSCRIPT 3.0 documentation page 2-0

the bottom. Imagine the screen as an 18-line window on a long, continuous document. If you've unplugged all cartridges or disabled BASIC, there's room in memory for 3328 characters of text with 24K of RAM and up to 27,904 characters on a 48K machine. (Unfortunately, 4SpeedScript 3.05 cannot make use of the extra memory available in the XL and XE series.) An additional 2K of text memory is available if 4SpeedScript5 is loaded from a boot tape. To check at any time how much unused space is left, press CTRL-U (hold down the CTRL key while pressing the U key.) The number appearing in the command line window indicates how much 4unused5 room remains for characters of text.

If you're used to a typewriter, you'll have to unlearn some habits if this is your first experience with word processing. Since the screen is only 40 columns wide, and most printers have 80- and 132-column carriages, it doesn't make sense to press RETURN at the end of each line as you would on a typewriter. 4SpeedScript's5 word-wrap takes care of this automatically. Press RETURN only when you want to force a carriage return to end a paragraph or limit the length of a line. A 4return mark5 appears on the screen as a crooked left-pointing arrow.

-1USING THE KEYBOARD-0

Most features are accessd with control-key commands--you hold down CTRL while pressing another key. In this article, control-key commands are abbreviated CTRL-4x5 (where 4x5 is the key you press in combination with CTRL.) An example is the CTRL-U mentioned previously to check on unsued memory. CTRL-E means hold down CTRL and press E. Sometimes you must also hold down th OPTION button to select a special option of a command, such as OPTION-CTRL-H. Other keys are referenced by name or function, such as DELETE/BACK S for the backspace key, CTRL-CLEAR for the clear screen key, and 4cursor-left5 or CTRL-+ for the cursor left key. See the chart at the end of this document for a complete reference of all keyboard commands.

Some keys let you move the cursor to different places in the document to make corrections or scroll text into view. You can move the cursor by character, word, sentence, or paragraph. Here's how to control the cursor:

The CURSOR LEFT/RIGHT keys (CTRL-+ and CTRL-*) work as usual; pressing CTRL-* moves the cursor right (forward) one space, and CTRL-+ moves the cursor left (backward) one space.

The CURSOR UP/DOWN keys (CTRL-minus and CTRL-=) move the cursor to the beginning of either the next or previous sentence. Press CTRL-minus to move the cursor up (backward) to the beginning of the previous

sentence. Press CTRL-= to move the cursor down (forward) to the beginning of the next sentence.

SHIFT-+ moves the cursor left (backward) to the beginning of the previous word. SHIFT-* moves the cursor right (forward) to the

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beginning of the next word. If you get confused, just look at the arrows on the keys as a reminder.

SHIFT-minus moves the cursor up (backward) to the beginning of the previous paragraph. SHIFT-= moves the cursor down (forward) to the beginning of the next paragraph. Again, look at the arrows on these keys for a reminder. A paragraph always ends with a return-mark.

The START button, pressed once, moves the cursor to the top (start) of the screen without scrolling. Pressed twice, it moves the cursor to the beginning of the document.

CTRL-Z moves the cursor to the end of the document, scrolling if necessary. It's easy to remember since Z is at the end of the alphabet.

For special applications, if you ever need to type the actual character represented by a command or cursor key, press ESC before typing the CTRL key. Press ESC twice to get the ESCape character, CHR$(27).

-1CORRECTING YOUR TYPING-0

Sometimes you'll have to insert some characters to make a correction. Use CTRL-INSERT to open up a single space, just as in BASIC. Merely position the cursor at the point where you want to insert a space, and press CTRL-INSERT.

It can be tedious to use CTRL-INSERT to open up enough space for a whole sentence or paragraph. For convenience, 4SpeedScript5 has an insert mode that automatically inserts space for ech character that you type. In this mode, you can't type over characters; everything is inserted at the cursor position. To enter insert mode, press CTRL-I . To cancel insert mode, press CTRL-I again. To let you know that you are in insert mode, the black line at the top of the screen turns blue.

Insert mode is the easiest way to insert text, but it can become too slow when inserting near the top of a very long document because it must move 4all5 the text following the cursor position. So 4SpeedScript5 has even more ways to insert blocks of text.

One way is to use the TAB kay. It is programmed in 4SpeedScript5 to act as a five-space margin indent. To end a paragraph and start another, press RETURN twice and press TAB. TAB always inserts; you don't need to be insert mode. You can also use TAB to open up more

space then CTRL-INSERT. (You cannot set or clear tap stops in 4SpeedScript5 as you can in the noraml screen editor.) No matter how much space you want to insert, each insertion takes the same amount of time. So the TAB key can insert five spaces five times faster than pressing CTRL-INSERT five times.

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There's even a better way, though. Press SHIFT-INSERT to insert 255 spaces (It does not insert a line; use RETURN for that.) You can press it several times to open up as much space as you need. And SHIFT-INSERT is 4fast.5 It inserts 255 spaces as fast as CTRL-INSERT opens up one space. Now just type the text you wanted to insert over the blank space. (You don't want to be in CTRL-I insert mode when you do this trick; that would defeat its purpose.)

Since the DELETE/BACK S key (backspace) is also slow when working with large documents (it, too, must move all text following the cursor), you may prefer to use the cursor-left key to backspace when using this method.

After you're done inserting, there may be some inserted spaces left over that you didn't use. Just press SHIFT-DELETE/BACK S. This instantly deletes all extra spaces between the cursor and the start of the following text. It's also useful whenever you need to delete a block of spaces for some reason.

-1ERASING TEXT-0

Press DELETE/BACK S by itself to erase the character to the left of the cursor. All the following text is pulled back to fill the vacant space.

Press CTRL-DELETE/BACK S to delete the character on which the cursor is sitting. Again, all the following text is moved toward the cursor to fill the empty space.

These keys are fine for minor deletions, but it could take all day to delete a whole paragraph this way. So 4SpeedScript5 has two commands that can delete an entire word, sentence, or paragraph at a time. CTRL-E erases text 4after5 (to the right of) the cursor position, and CTRL-D deletes text 4behind5 (to the left of) the cursor.

To use the CTRL-E erase mode, first place the cursor at the beginning of the word, sentence, or paragraph you want to erase. Then press CTRL-E. The command line shows the message "Erase (S,W,P): RETURN to exit". Press S to erase a sentence, W for a word, or P for a paragraph. Each time you press one of these letters, the text is quickly erased. You can keep pressing S, W, or P until you've erased all the text you wish. Then press RETURN to exit the erase mode.

The CTRL-D delete mode works similarly, but deletes only one word, sentence, or paragraph at a time. First, place the cursor after the word, sentence, or paragraph you want to delete. Then press CTRL-D. Next, press S, W, or P for sentence, word, or paragraph. The text is immediately deleted and you return to editing. You don't need to press RETURN to exit the CTRL-D delete mode unless you pressed this key by mistake. 4(In general, you can escape from any command in 5SpeedScript4 by simply pressing RETURN.)5 CTRL-D is most convenient

when the cursor is already past what you've been typing.

-1THE TEXT BUFFER-0

When you erase or delete with CTRL-E and CTRL-D, the text isn't lost forever. 4SpeedScript5 remembers what you've removed by storing deletions in a separate area of memory called a 4buffer.5 The buffer is a failsafe device. If you erase too much, or change your mind, just press CTRL-R to restore the deletion. However, be aware that 4SpeedScript5 remembers only the last erase or delete you performed.

Another, more powerful, use of this buffer is to move or copy sections of text. To move some text from one location to another, first erase or delete it with CTRL-E or CTRL-D. Then move the cursor to where you want the text to appear and press CTRL-R. CTRL-R instantly inserts the contents of the buffer at the cursor position. If you want to copy some text from one part of your document to another, just erase or delete it with CTRL-E or CTRL-D, restore it at the original position with CTRL-R, then move the cursor elsewhere and press CTRL-R to restore it again. You can retrieve the buffer with CTRL-R as many times as you like. If there is no room left in memory for inserting the buffer, you'll see the message "MEMORY FULL."

Important: The CTRL-E erase mode lets you erase up to the maximum size of the buffer (2K for disk, about 6K for tape), and CTRL-E also removes the previous contents of the buffer. Keep this in mind if there's something in the buffer you'd reather keep. If you don't want the buffer to be erased, hold down the OPTION key while you press CTRL-E. This preserves the buffer contents and adds newly erased text into the buffer. If you ever need to erase the contents of the buffer, press CTRL-K (4kill buffer.5)

-1THE WASTEBASKET COMMAND-0

If you want to start a new document, or simply obliterate all your text, hold down OPTION while you press SHIFT-CLEAR (that's not a combination you're likely to press accidentally). 4SpeedScript5 asks, "ERASE ALL TEXT: Are you sure? (Y/N)." This is your last chance. If you 4don't5 want to erase the entire document, press N or any other key.Press Y to perform the irreversible deed. There is no way to recover text wiped out with Erase All.

-1SEARCH AND REPLACE-0

4SpeedScript5 has a Fine command that searches through your document to find a selected word or phrase. A Change option lets you automatically change one word to another throughout the document.

OPTION-CTRL-F (4find5) activates the search feature, OPTION-CTRL-C (4change5) lets you selectively search and replace, and CTRL-G

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(4global5) is for automatically searching and replacing.

Searching is a two-step process. First you need to tell 4SpeedScript5 what to search for, then you trigger the actual search. Hold down OPTION and press CTRL-F. The command line prompts "Find:" Type in what you'd like to search for, the 4search phrase5. If you press RETURN alone without typing anyhting, the Find command is cancelled.

When you are ready to search, press CTRL-F. 4SpeedScript5 looks for the next occurrence of the search phrase 4starting from the current cursor position.5 If you want to hunt through the entire document, press START twice to move the cursor to the very top before beginning the search. Each time you press CTRL-F, 4SpeedScript5 looks for the next occurrence of the search phrase and places the cursor at the start of the phrase. If the search fails, you'll see the message "Not found."

CTRL-C works together with CTRL-F. After you've specified the search phrase with OPTION-CTRL-F, press OPTION-CTRL-C to select the replace phrase. (You can press RETURN alone at the "Change to:" prompt to select a 4null5 replace phrase. When you hunt and replace, this deletes the located phrase.) To manually search and replace, start by pressing CTRL-F. After 4SpeedScript5 finds the seach phrase, press CTRL-C if you want to replace the phrase. If you don't wnat to replace the phrase, don't press CTRL-C. You are not in a special search and replace mode. You're free to continure writing at any time.

CTRL-G links CTRL-F and CTRL-C together. It first asks "Find:", then "Change to:", then automatically searches and replaces throughout the document starting at the cursor position.

There are a few things to watch out for when using search and replace. First, realize that if you search for "the," 4SpeedScript5 finds the embedded "the" in words like "therefore" and "heathen." If you changed all occurrences of "the" to "cow," these words would become "cowrefore" and "heacown." If you want tofind a dingle word, include a space as the first character of the word, since almost all words are preceded by a space. Naturally, if you are replacing, you need to include the space in the replace phrase, too.

Also, 4SpeedScript5 distinguishes between upper- and lower-case. The word "Meldids" does not match with "meldids." 4SpeedScript5 will not find a capitalized word unless you capitalize it in the search phrase. To cover all bases, you will sometimes need to make two passes at

replacing a word. Keep these things in mind when using CTRL-G, since you don't have a chance to stop a global search and replace.

-1STORING YOUR DOCUMENT-0

Just press CTRL-S to store a document. You'll see the prompt "Save :

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(Device:Filename)>". Type C; for cassette or D: plus a legal Atari filename for disk. If you use the same name as a file already on disk, that file will be replaced by the new one. CTRL-S always saves the entire document. The cursor position within the document is not important.

When the SAVE is complete, 4SpeedScripto reports "no errors" if all is well, or gives a message like "Error #144" if not.5 Check your DOS or BASIC manual for a list of error numbers and their causes.

-1LOADING A DOCUMENT-0

To recall a previously saved document, press CTRL-L. Answer the "Load: (Device:Filename)>" prompt with the filename. Again, remember to include the C: for cassette or D: for disk. 4SpeedScript5 loads the file and should display "no errors." Otherwise, 4SpeedScript5 reports the error number.

4The position of the cursor is important before loading a file.5 Documents start loading at the cursor position, so be sure to press START twice or OPTION-SHIFT-CLEAR (Erase All) to move the cursor to the start of the text, unless you want to merge two documents. When you press CTRL-L to load, the command line turns green to warn you if the cursor is not at the top of the document.

To merge two or more files, simply load the first file, press CTRL-Z to move the cursor to the end of the document, and then load the file you want to merge. Do not place the cursor somewhere in the middle of your document before loading. A Load does not insert the text from tape or disk, overwrites all text after the cursor position. The last character loaded becomes the new end-of-text pointer, and you cannot access any text that appears ahead of this pointer.

Since 4SpeedScript5 stores files in ASCII (American Standard Code for Information Interchange), you can load any ASCII file with 4SpeedScript5. You could write a BASIC program with 4SpeedScript5, save it on disk, then use ENTER to read the file from BASIC. In BASIC, you can store a program in ASCII form with LIST "D:filename" for disk or LIST "C:" for tape, ready to load with 4SpeedScript5. You can even load files produced by most other word processors, and most word processors can read 4SpeedScript5 files. You can make full use of 4SpeedScript's5 editing features to prepare ASCII files for the Atari 4Assembler/Editor, MAC/65, 5and most other Atari assemblers. And 4SpeedScript5 files can be transferred via modem with your favorite

telecommunications program that handles ASCII (such as "JTERM," published in the January 1985 issue of COMPUTE!).

-1DISK COMMANDS-0

Sometimes you forget the name of a file, or need to delete or rename a file. 4SpeedScript5 provides a unique miniDOS for your convenience.

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Just press CTRL-M (4menu5). 4SpeedScript5 reads the entire disk directory and puts it on the screen in three columns. A large cursor shows you which file is currently selected. Use the cursor keys to move the cursor to the file you want to select. A menu at the bottom of the screen shows you what keys you need to press. Press CTRL-D to delete the selected file, R to rename, L to Lock, U to unlock, or F to format the disk. You can load the selected file by pressing CTRL-L. The position of the cursor is not important when loading a file from the menu--4SpeedScript5 always erases anything you previously had in memory.

Any changes you make to the directory will not show up until you call the directory again. Press 1,2,3 or 4 to update the directory from drive 1-4. This also sets the default disk drive, the drive accessed for further changes. When you're ready to return to writing, press either ESC or the RETURN key.

-1ADDITIONAL FEATURES-0

4SpeedScript5 has a few commands that don't do much, but are nice to have. CTRL-X exchanges the character under the cursor with the character to the right of the cursor. Thus you can fix transposition errors with a single keystroke. CTRL-A changes the character under the cursor from uppercase to lowercase or vice versa.

Press CTRL-B to change the background and border colors. Each time you press CTRL-B, on eof 128 different background colors appears. Press CTRL-T (4text5) to cycle between one of eight text luminances. The colors are preserved until you cahnge them or reboot 4SpeedScript.5

If your TV suffers from 4overscanning5, some characters on the left or right margin may be chopped off. Atari 4SpeedScript5 lets you widen and narrow the width of the screen. Press OPTION-CTRL-+ (the cursor left key) to decrease the width of the screen. Each time you press it, the text is reformatted, and the left and right screen margins are adjusted by one character. You can decrease the width all the way down to two characters (although if your screen overscans that much, it's time to buy a new TV). To increase the width, up to a maximum of 40 (the default width), press OPTION-CTRL-* (the cursor right key).

One disadvantage of word wrapping is that it's hard to tell exactly how many spaces are at the end of a screen line. When a word too long

to fit on a line is wrapped to the next line, the hole it left is filled with "false" spaces. That is, the spaces are not actually part of your text, and won't appear on paper. If you want to distinguish between true spaces and false spaces, press CTRL-O (4on/off5). The false spaces become tiny dots. You can write and edit in this mode if you wish, or turn off the feature by pressing CTRL-O again.

Atari 4SpeedScript5 disables the BREAK and inverse video keys when you're entering or editing text. The inverse video key was disabled

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because it is frequently pressed by accident on the 800 and 800XL models. If you want to enter inverse video characters, hold down SELECT while typing the keys.

Atari 400 and 800 owners will notice that the action of the CAPS/LOWR key has been changed in 4SpeedScript5. It works like the CAPS key on the XL and XE models. Press it once to switch to uppercase, and again to switch to lowercase. In other words, the CAPS/LOWR key toggles between upper- and lowercase. You can still use SHIFT-CAPS/LOWR to force entry to all uppercase. CTRL-CAPS/LOWR has no effect.

Pressing SYSTEM RESET returns you to 4SpeedScript5 without erasing your text when using Atari DOS. With OS/A+ DOS, SYSTEM RESET returns you to the DOS prompt. You can get back to 4SpeedScript5 without losing any text if you type RUN at the prompt.

-1PRINT!-0

If you already think 4SpeedScript5 has plenty of commands, wait until you see what the printing package has to offer. 4SpeedScript5 supports an array of powerful foramtting features. It automatically fits your text between left and right margins you can specify. You can center a line or block it against the right margin. 4SpeedScript5 skips over the perforations on continuous-form paper, or can wait for you to insert single-sheet paper. A line of text can be printed at the top of each page (a 4header5) and/or at the bottm of each page (a 4footer5), and can include automatic page numbering, starting with whatever number you like.

4SpeedScript5 can print on different lengths and widths of paper, and single-, double-, triple-, or any spacing is easy. You can print a document as big as can fit on a tape or disk by linking several files together during printing. You can print to the screen or to a file instead of a printer. Other features let you send special codes to the printer to control features like underlining, boldfacing, and double-width type (depending on the printer).

But with all this power comes the need to learn additional commands. Fortunately, 4SpeedScript5 sets most of these variables to a default state. If you don't change these settings, 4SpeedScript5 assumes a

left margin of five, a right margin of 75, no header or footer, single-spacing, and continuous- paper feeding. You can change these default settings, if you want (see below). Before printing, be sure the paper in your printer is adjusted to top-of-form (move the paper perforation just above the printing element). One additional note: some printers incorporate an automatic skip-over-perforation feature. The printer skips to the next page when it reaches the bottom of the page. Since 4SpeedScript5 already controls paper feeding, you need to turn off this automatic skip-over-perf feature before running 4SpeedScript5, or paging won't work properly.

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To begin printing, simply press CTRL-P. 4SpeedScript5 prompts "Print: (device:Filename)>". You can print to almost any device, even disk or cassette. If you enter E: (for Editor), 4SpeedScript5 prints to the screen, letting you preview where lines and pages break. Enter P to print for most printers. If your printer is attached, powered on, and selected (online), 4SpeedScript5 begins printing immediately. To cancel printing, hold down the BREAK key until printing stops. You can use CTRL-1 to pause printing. Press CTRL-1 again to continue.

If you need to print to an RS-232 rpinter, just print to a disk file, then boot up your DOS master disk and use the copy selection to copy the print file to the R: device. You can also write BASIC programs to read and process a Printed disk file. Remember, a Print to disk is not the same as a Save to disk.

-1FORMATTING COMMANDS-0

The print formatting commands must be distinguished from normal text, so they appear on-screen in inverse video with the text and background colors switched. As mentioned above, the regular inverse video key is not used for entering inverse video text. Instead, hold down the SELECT key while typing a format key. All lettered printer commands should be entered in lowercase (unSHIFTed). During printing, 4SpeedScript5 treats these characters as printing commands.

There are two kinds of printing commands, which we'll call Stage 1 and Stage 2. Stage 1 commands usually control variables such as left margin and right margin. Most are followed by a number, with no space between the command and the number. Stage 1 commands are executed before a line is printed.

Stage 2 commands, like centering and underlining, are executed while the line is being printed. Usually Stage 1 commands must be on a line of their own, although you can group together several Stage 1 commands together on a line. Stage 2 commands are by nature embedded within a line of text. Again, remember to hold down SELECT to enter the formatting commands detailed here.

-1Stage 1 Commands-0

l Left margin. Follow with a number from 0 to 255. Use 0 for no margin. Defaults to 5.

r Right margin position, a number from 1 to 255 Defaults to 75. Be sure the right margin value is greater than the left margin value, or 4SpeedScript5 will go bonkers.

t Top margin. The position at which the first line of text is

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printed, relative to the top of the page. Defaults to 5. The header (if any) is always printed on the first line of the page, before the first line of text.

b Bottom margin. the line at which printing stops before continuing to the next page. Standard 8 1/2 x 11-inch paper has 66 lines. Bottom margin defaults to the 58th line. Don't make the bottom margin greater than the page length.

p Page length. Defaults to 66. If your printer does not print six lines per inch, multiply lines-per-inch by 11 to get the page length. European paper is usually longer then American paper--11 5/8 or 12 inches. Try a page length of 69 or 72.

s Spacing. Defaults to single spacing. Follow with a number from 1 to 255. Use 1 for single-spacing, 2 for double-spacing, 3 for triple-spacing.

@ Start numbering 4at5 page number given. Page numbering normally starts at 1.

? Disables printing until selected page number is reached. For example, a value of 3 would start printing the third page of your document. Normally, 4SpeedScript5 prints starting with the first page.

x Selects the page width, in columns (think 4 a cross5). Defaults to 80. You need to change this for the sake of the centering command if you are printing in double-width or condensed type, or are using a 40-column or wide-carriage printer.
n forced paging.

m Margin release. Disables the left margin for the next printed line. It's used for outdenting. Remember that this executes before the line is printed.

w Page wait. This command should be placed at the beginning of your document before any text. With page wait turned on, 4SpeedScript5 prompts you to "Insert next sheet, press RETURN" when each page is finished printing. Insert the next sheet, line it up with the printhead, then press RETURN to continue. Page wait is ignored during disk or screen output.

j Selects automatic linefeeds after carriage return. Like w, this command must be placed before any text. Don't use this command to achieve double-spacing, but only if all text prints on the same line.

i Inforamtion. This works like REM in BASIC. You follow the command with a line of text, up to 255 characters, ending in a return mark. This line will be ignored during printing, and is handy for amking notes to yourself such as the filename of the document.

h Header define and enable. The header must be a single line of

text (up to 254 characters) ending in a return-mark. The header prints on the first line of each page. You can include Stage 2 commands such as centering and page numbering in a header. You can use a header by itself without a footer. The header and footer should be defined at the top of your document, before any text. If you want to prevent the header from printing on the first page, put a return-mark by itself at the top of your document before the header definition.

f Footer define and enable. The footer must be a single line of text (up to 254 characters) ending in a return-mark. The footer prints two lines prior to the last line of each page. As with the header, you can include Stage 2 printing commands, and you don't need to set the header to use a footer.

g goto (link) the next file. Put this command as the last line in your document. Follow the command with the filename, including D: for disk. After the text in memory is printed, the link command loads the next file into memory. You can continue linking in successive files, but don't include a link in the last file. Before you start printing a linked file, make sure the first of the linked files is in memory. When printing is finished, the last file linked will be in memory.

-1Stage 2 Commands-0

These commands either precede a line of text, or are embedded within one.

c Centering. Put this at the beginning of a line you wish to center. This will center only one line ending in a return-mark. Repeat this command at the beginning of every line you want centered. Centering uses the page-width setting (see above) to properly center the line. To center a double-width line, either set the page width to 40 or pad out the rest of the line with an equal number of spaces. If you use double width, remember that the spaces preceding the centered text will be double-wide spaces.

When 4SpeedScript5 encpunters this command, it prints the current page number. You usually embed this within a header or footer.

u A simple form of underline. It works only on printers that recognize a CHR$(8) as a backspace and CHR$(95) as an underline

character. Underlining works on spaces, too. Use the first u to start underlining, and another one to turn off underlining.

-1FONTS AND STYLES-0

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Most dot-matrix printers are capable of more than just printing text at ten characters per inch. Some printers have several character sets, with italics and foreign language characters. Most can print in double width (40 characters per line), condensed (132 characters per line), and in either pica or elite. Other features include programmable characters, programmable tab stops, and graphics modes. Many word processors customize themselves to a particular printer, but 4SpeedScript5 lets you define your own Stage 2 printing commands.

You define a programmable 4printkey5 by choosing any character that is not already used for other printer commands. The entire uppercase alphabet is available for printkeys, and you can choose letters that are related to their function (like D for double width). You enter these commands like printer commands, by holding down SELECT as you type them. The printkeys are like variables in BASIC.

To define a printkey, just hold down SELECT while you type the key you want to assign as the printkey, then an equal sign (=), and finally the ASCII value to be substituted for the printkey during printing. Now whenever 4SpeedScript5 encounters the printkey embedded in the text, it prints the character with the ASCII value you previously defined.

For example, to define the + key as the letter z, you first look up the ASCII value of the letter z (in either your printer manual or any Atari manual). The ASCII value of the letter z is 122, so the definition is:

+=122

Now, anywhere you want to print the letter z, substitute the printkey:

Gad+ooks! The +oo is +any!

This would appear on paper as

Gadzooks! The zoo is zany!

More practically, here's how you could program italics on an Epson MX-80 compatible printer.

You switch on italics by sending an ESC (a character with an ASCII value of 27), then the character 4.You turn off italics by sending ESC 5. So define SHIFT-E as the escape code. Anywhere you want to print a word in italics, bracket it with printkey E then 4 and printkey E then 5:

The word 4Italics5 is in italics.

You can similarly define whatever codes your printer uses for features like double width or emphasized mode. For your convenience, four of the printkeys are predefined, though you can change them. The

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keys 1-4 are defined as 27,14,15, and 18, common values for most printers. On most printers, CHR$(27) is the ESCape key, CHR$(14) starts double-width, CHR$(15) either stopd double-width or starts condensed characters, and CHR$(18) usually cancels condensed characters.

4SpeedScript5 actually lets you embed any character within text, so you may prefer to put in the actual printer codes as part of your text. To set italics, you could just press ESC twice, then 4. The ESC key appears in text as a mutant E. Double width has a value of 14, the same value as CTRL-N. To start double-width, just embed a CTRL-N. Remember that you must press ESC before any CTRL key to get it to appear in text. CTRL keys appear as small "shadowed" capital letters. These characters, though, are counted as part of the length of a line, and excessive use within one line can result in a shorter than normal line. It can be more convenient to use printkeys, since if you ever change printers, you have to change only the definitions of the keys.

Keep one thing in mind about printkeys. 4SpeedScript5 always assumes it is printing to a rather dumb, featureless printer, the least common denominator. 4SpeedScript5 doesn't understand the intent of a printkey; it just sends out its value. So if you make one word within a line double-width, it may make the line overflow the specified right margin. There's no way for 4SpeedScript5 to include built-in font and typestyle codes without being customized for a particular printer, since no set of codes is universal to all printers.

-1HINTS AND TIPS-0

It may take you a while to fully master 4SpeedScript5, but as you do you'll discover many ways to use the editing and formatting commands. For example, there is a simple way to simulate tab stops, say for a columnar table,. Just type a period at every tab stop position. Erase the line with a CTRL-E, then restore it with CTRL-R multiple times. When you are filling in the table, just use word left/word right to jump quickly between the periods. Or you can use the programmable printkeys to embed your printer's own commands for setting and jumping to tab stops.

You don't have to change or define printer commands every time you write. Just save these definitions, and load this file each time you write. You can create many custom definition files and have them ready to use on a disk. You can create customized "fill in the blank" letters. Just type the letter, and everywhere you'll need no insert something, sustitute a unique character, such as an * or a CTRL character. When you're ready to customize the letter, use Find to

locate each symbol and insert the specific information. Instead of typing an oft-used word or phrase, susbtitute a unique character, then use CTRL-G to globally change those characters into the actual word or phrase. You can even use 4SpeedScript5 as a simple filing program. Just type in all your data, flagging each field with a unique character. you can use Find to quickly locate any field.

-1SPEEDSCRIPT 3.0 documentation page 15-0

-1SPEEDSCRIPT 3.0 documentation page 16-0

-1KEYBOARD SUMMARY-0

CURSOR MOVEMENT

CTRL-+ move left (backward) one space

CTRL-* move right (forward) one space

CTRL-minus move left (backward) to the beginning of the previous sentence

CTRL-= move right (forward) to the beginning of the next sentence

SHIFT-+ move left (backward) to the beginning of the previous word

SHIFT-* move right (forward) to the beginning of the next word

SHIFT-minus move left (backward) to the beginning of the previous paragraph

SHIFT-= move right (forward) to the beginning of the next paragraph

START press once to go to the top of the screen; press twice to go to the top of the file

CTRL-Z go to the end of the file

-1INSERTING and DELETING TEXT-0

CTRL-I toggle insert mode

CTRL-INSERT insert a single space at the cursor

TAB insert 5 spaces

SHIFT-INSERT insert 255 spaces

DELETE delete one character

SHIFT-DELETE deletes all spaces from the cursor to the start of the following text

CTRL-E erase text after cursor to buffer

CTRL-D erase text before cursor to buffer

CTRL-R restore text in buffer to cursor position

-1SPEEDSCRIPT 3.0 documentation page 17-0

CTRL-K kill contents of buffer

OPT-SHFT-CLR erase all text

-1SEARCH and REPLACE-0

OPT-CTRL-F define search phrase

CTRL-F search, starting at current cursor position

OPT-CTRL-C define replace phrase

CTRL-C replace with replace phrase

CTRL-G global search and replace; new phrases defined

-1I/O COMMANDS-0

CTRL-S store document

CTRL-L load document

CTRL-M disk menu

-1MISCELLANEOUS COMMANDS-0

CTRL-U display memory size remaining

CTRL-X exchange character under cursor with character to the
right of the cursor

CTRL-A switch character under cursor upper/lowercase

CTRL-B change background color

CTRL-T change text luminance

OPT-CTRL-+ decrease screen width

OPT-CTRL-* increase screen width

CTRL-O display false spaces

-1PRINTING AND FORMATTING-0

CTRL-P print file

-1SPEEDSCRIPT 3.0 documentation page 18-0

STAGE ONE COMMANDS:

l left margin (0-255)

r right margin (1-255)

t top margin (1-255)

b bottom margin (1-255)

p page length (1-255)

s spacing (1-255)

@ define page numbering start

? disables printing until page number

x set page width, in columns

n force page break

m margin release

w page wait

j select automatic linefeeds after carriage returns

i REM command

h header define and enable

f footer define and enable

g link next file

3269. ATARI 800 FOR SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-29 17:18:39 UTC
From: bryces@mrloog.WR.TEK.COM
Message-ID: <3406@wrgate.WR.TEK.COM>
Source record: 114824
Cross-posted to: tek.forsale,pdx.forsale,or.forsale,misc.forsale.computers,comp.sys.atari.8bit

Atari 800 and peripherals forsale!!!
This unit is in excellent condition.

Package includes:

* Atari 800 CPU w/ 10K ROM
48K RAM (3x16K)

* ATARI 820 40 Column Printer

* ATARI 410 Program Cassette Recorder

* ATARI 810 Floppy Disk Drive

* (2) sets of paddles
(4) joysticks

Cartridges:

BASIC STAR RAIDERS
EDUCATION SYSTEM SUPER BREAKOUT
TOUCH TYPING COMPUTER CHESS

Lots of miscellaneous games including Oil Driller and Pro-Am Golf.

All this equipment comes in a custom built carrying case.

Price REDUCED to $250.00

Bryce G. Schroeder	Tektronix, Inc	
Network Admin LA Engr	P.O. Box 4600 M/S 92-101	bryces@mrloog.wr.tek.com
(503) 629-1391	Beaverton., OR 97075	

3270. Re: 40 to 80

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-29 18:03:31 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1990Aug29.180331.21521@cbnewsc.att.com>
Source record: 114823

From article <88937@srcsip.UUCP>, by cfleck@SRC.Honeywell.COM (Chuck Fleckentein):
> I would like to know if I can convert my 800XL to an 80 column
> machine. What hardware/software is needed ?
> Also, will this work with the old Atari communications package ?

Atari made (and it is still available most mail-order places) a
hardware device called the XEP80 which is box that takes the output
and sends it to a monitor. Some software was made that takes available
of it features, but not much.

As for a communication package, one that takes advantage of it is
BOBTERM. It has a module with it that you can load that allows
you to do the 80 column work via the XEP80, although you also need
your regular monitor/TV because the menu part, etc. is still sent
to there. I haven't seen it work but have heard good reports.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3271. Re: 40 to 80

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-29 20:47:28 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <33361@cup.portal.com>
Source record: 114825

There are several ways to get 80 columns on your 800xl. Each way depends somewhat on what you want to do.
The easiest way is to buy the XEP80 module. The XEP80 works with BOBTERM (the best terminal program out right now), ATARIWRITER 80 (the wordprocessing program for the XEP80), SpartaDOS X (and any language cart that works with SDX), and, of course, AtariDOS 2.5. I'm not sure how well it works with other programs or cartridges - it will work fine with most well-behaved programs/carts, but most atari programs/carts are not well behaved. :)
The next way is with 80 columns done in software. There are one or two terminal programs (they stink) that use this. Very few programs work with software 80 columns, mainly because it requires so much memory (8k). I have a good monitor, and software 80 columns looks terrible on it.
I believe those are your only two choices. If you hear of any others, let the net know about them.

Charles_K_Hughes@cup.portal.com

3272. Re: 40 to 80

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-29 22:59:14 UTC
From: Makey@Logicon.COM
Message-ID: <760@logicon.com>
Source record: 114826

In article <33361@cup.portal.com> Ordania-DM@cup.portal.com (Charles K Hughes) writes:
>I have a good monitor, and software 80 columns looks terrible on it.

Have you tried 80 columns using reverse video? Displaying black
characters on a white background makes all the difference in
readability. I don't know if it makes a difference, but I use an
inexpensive B/W monitor (not a TV). I've been using a modified
version of VT52B.ACT with this configuration for a couple of years and
it makes a fine 2400 baud dumb terminal.

:: Jeff Makey

Department of Tautological Pleonasms and Superfluous Redundancies Department
Disclaimer: Logicon doesn't even know we're running news.
Internet: Makey@Logicon.COM UUCP: {nosc,ucsd}!logicon.com!Makey

3273. Atari RS232 Interface info needed...

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-30 08:03:53 UTC
From: dac@ukc.ac.uk
Message-ID: <5368@harrier.ukc.ac.uk>
Source record: 114827

Hi, I'm working on an ST - 800XL 6502 cross development system and, for
code downloading and remote debugging I have come up with 2 alternatives:

1. Rig some hardware between the 800 and ST cartridge ports (you
can write to the ST port if you cheat.

2. Use RS232.

The RS232 idea seems to be the easiest so now I'm looking for info on the
RS232 interface (850?).

1. Can the 850 do 19200 baud?
2. Can it be programmed EASILY without using the OS (I *don't* know
how to use the SIO 'cos I never managed to get my hands on the
docs. Now, if someone could give me info on programming the SIO
I'd appreciate it!

Finally, for UK readers only, does anyone know how much 850s sell for
nowadays (new or second hand).

Thanks,
Dave.

PS. If 850 is the wrong part number, you'll understand!

--
% cc life.c | David Clear <dac@ukc.ac.ukc>
% a.out | Local Area Networks, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.

3274. Re: 40 to 80

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-31 15:32:16 UTC
From: dalekim@cory.Berkeley.EDU
Message-ID: <27404@pasteur.Berkeley.EDU>
Source record: 114828

> There are several ways to get 80 columns on your 800xl. Each way depends
>somewhat on what you want to do.
> The easiest way is to buy the XEP80 module. The XEP80 works with BOBTERM
...
> The next way is with 80 columns done in software. There are one or two
>terminal programs (they stink) that use this. Very few programs work with
>software 80 columns, mainly because it requires so much memory (8k). I have
>a good monitor, and software 80 columns looks terrible on it.

What is the aesthetic difference between the XEP80 and software 80 columns?
My understanding is that the XEP80 uses the 320 X 192 graphics mode to emulate
an 80 X 24 text mode (just like the software method), so why wouldn't the two
80 column methods look identical?

-Dale

3275. Disk drive problem

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-31 20:55:22 UTC
From: arromdee@crabcake.cs.jhu.edu
Message-ID: <6802@crabcake>
Source record: 114829

Hello... can anyone help me? I have an 800 (48K) with an Indus GT disk drive.
I occasionally get disk errors (#140) when the motor of the drive turns on.
(For instance, my modem is 300 baud, which means that file transfer is slow
enough that the drive motor completely stops between writing one sector and
the next, so I'm almost guaranteed to get the error for one of the sectors,
which makes file transfers virtually impossible.) The error does not happen
once the drive starts spinning, so (for instance) copying files works fine.
--
"The cold war is over! And we won!"
--"Doonesbury", sarcastically, _before_ Eastern Europe fell in 1989....

Kenneth Arromdee (UUCP: ....!jhunix!arromdee; BITNET: arromdee@jhuvm;
INTERNET: arromdee@cs.jhu.edu)

3276. Re: 40 to 80

Newsgroup: comp.sys.atari.8bit
Date: 1990-08-31 23:33:26 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <33420@cup.portal.com>
Source record: 114830

Dale writes:
>
>> There are several ways to get 80 columns on your 800xl. Each way depends
>>somewhat on what you want to do.
>> The easiest way is to buy the XEP80 module. The XEP80 works with BOBTERM
>...
>> The next way is with 80 columns done in software. There are one or two
>>terminal programs (they stink) that use this. Very few programs work with
>>software 80 columns, mainly because it requires so much memory (8k). I have
>>a good monitor, and software 80 columns looks terrible on it.
> --
>
>What is the aesthetic difference between the XEP80 and software 80 columns?
>My understanding is that the XEP80 uses the 320 X 192 graphics mode to emulate
>an 80 X 24 text mode (just like the software method), so why wouldn't the two
>80 column methods look identical?

The XEP80 uses at least an 8x8 matrix for each character. This means the
resolution is 8*80 or 640, not 320. That is the problem with the
software only 80 column emulators.
The 80 column emulators only use a 4x8 matrix for each character. Some
look good, but don't work with anything, others look terrible. :)

>
>-Dale

And for those others who took offense at me calling their favorite
80 column terminal program the pits, let me clarify - I was referring to
programs that include at least Xmodem and don't just simply act as
DUMB terminals. [Ascii capture is not sufficient to qualify as a non-dumb
terminal.]
As far as emulating a terminal type (VT100, VT52, whatever)
BOBTERM stinks, but for downloading, calling, macros, etc all the 80
column (software) term programs stink.

Charles_K_Hughes@cup.portal.com

3277. Cleve.Free-Net Atari SIG

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-02 01:37:42 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1990Sep2.013742.25285@usenet.ins.cwru.edu>
Source record: 114831

You've heard about it but haven't tried it...

It's the Cleveland Free-Net and the Atari SIG on Free-Net is one
of the biggest computer SIGs around.

All it needs is more users and that is where you come in.

If you are interested in some good computer conversation, c'mon down
and Internet to Free-Net.

IP address: "freenet-in-a.cwru.edu"

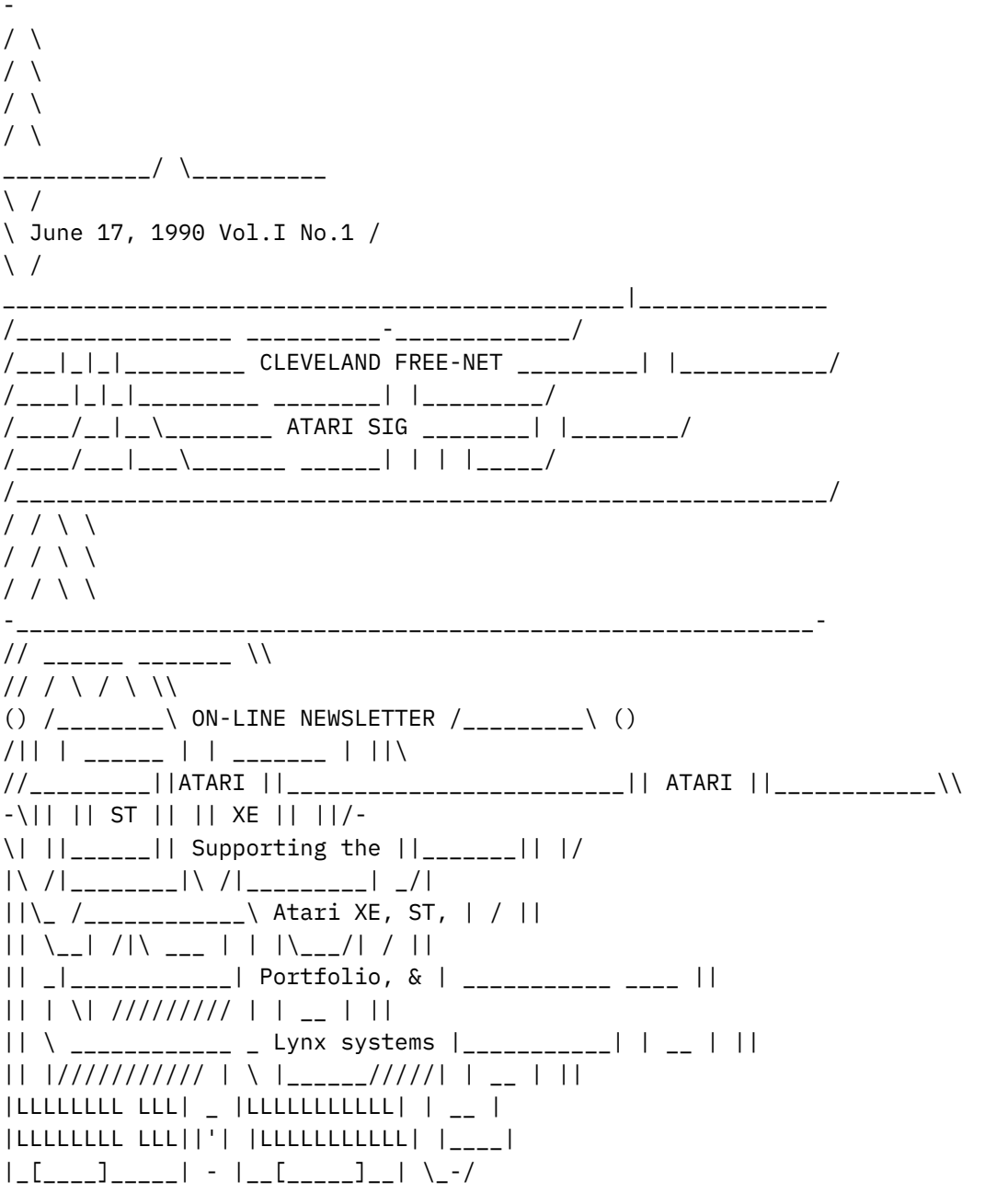
I will upload the two latest Atari SIG Newsletter here for anyone interested
in reading it... It is a bit long so you may want to abort it if you don't
feel like reading.

Len

--

3278. CLEVE.FREE-NET ATARI SIG NEWSLETTER VOL.I No.1

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-02 01:44:56 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1990Sep2.014456.25680@usenet.ins.cwru.edu>
Source record: 114832



(aka C.A.I.N. - Cleveland Atari Information Network)

216/368-3888 | 300/1200/2400 bps | type 'Go Atari' at any menu

---

Atari SIG, P.O. Box 21815, Cleveland, Ohio, 44121

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Accessing Free-Net by Internet- IP address: "freenet-in-a.cwru.edu".

Sending Atari SIG e-mail from Compuserve or other systems through Internet:
>INTERNET: xx004@cleveland.freenet.edu

Sending Atari SIG e-mail from BITNET systems usually found in colleges:
xx004%cleveland.freenet.edu@cunyvm

Words from the Editor

Happy Father's Day and welcome to the first issue of the Cleveland Free-Net Atari SIG's On-Line Newsletter. WE hope you enjoy it and will continue to bring you news, reviews, and articles every other month.

It may seem a little ironic that we would start a newsletter at probably one of the most depressing times in almost every Atarian's life but that is exactly why we started one. In this newsletter, we will not concentrate on what Atari is doing wrong but instead we would like to concentrate on what great things there are for your computer and how you can better use your Atari.

The Lynx is out and it is being advertised by Atari and just in time. It seems as if Nintendo, NEC, and Sega are all bringing out new portable game systems. Each of these new portable systems will be able to run games from their existing home system - something I'm sure Atari didn't think they would do. But Atari has a chance if they get in a lot of America's homes by this Christmas. The Stacy's hard disk drive problem is being fixed and already the Stacy is said to be the ultimate MIDI tool not to mention an ultimate Mac Portable! Rumor has it that the "Atari Advantage" package will be out by Fall in the U.S. and will consist of the STe (hopefully!) and a bundle of software to be sold in K-Mart type stores. A few rumors have it that a multi-million dollar advertising campaign to promote the STe and Stacy computers in the U.S. has indeed been signed. Of course, I cannot guarantee that all of this is true but is seems as though it is about time that rumors like these start becomming true. The last bit of hope that I can give you is

from Sam Tramiel himself. I received a letter from him about two weeks ago that said, "Please keep the faith strong in Atari" and "you won't be disappointed at year's end." I believe I won't.

Hmmm. What do we have for you in our very first issue? Everything. We formally introduce the Portfolio by giving you a review on it. A review for probably the most powerful product for the Atari 8-bits that brings you past MS-DOS is SpartaDOX X. SpartaDOS X as you will find out is why 8-bitters are still 8-bitters- it is probably the best kept secret. We bring you tons of reviews of software and products for the Atari ST. We bring you an article on what to do about Atari. What new titles are coming out from Sierra for the Atari ST. And much much much more!

Len Stys

What to do about Atari?

by

Kevin Steele

Recently, with the continuing slide of Atari's US market share, there have been a large number of angry voices crying out, demanding that Atari get its act together and release all those wonderful new machines it has been promising for the last two years. Many have threatened to sell their equipment and get Macs or clones if the new computers aren't out in this month or that month. For those of you bemoaning the current status of the ST market in the United States, I'd like to propose a little experiment:

1. First, sit down in front of your ST. Okay, are you seated?
2. Next, say these words directly at the monitor:
"Atari has abandoned the US market!"
3. Observe any reaction from your ST.

Did your machine stop working? Did it evaporate before your eyes? Did it run screaming from the room, spewing floppy disks? I thought not. Point is, odds are your ST neither knows nor cares what the current state of the U.S. ST market is--no matter what kind of strangeness goes on down in Sunnyvale, odds are your ST will continue to do what it has always done, unperturbed by rumors or vaporware, undaunted by the now-famous Atari 'revolving door' employee policy.

You have to ask yourself one very important question:

"Does my current computer meet my current computing needs?"

If it does, then there is no reason for you to panic every time a new computer is a couple of months or years late. Why be panic-stricken that the STe, Stacy, TT, or whatever is late when you really aren't going to buy one right away anyhow? I don't know about you, but my current system more than meets my needs, and I'm not going to start worrying about which computer to buy until such time as I see a genuine need to buy a new computer.

My ST system has more than enough muscle for my needs, and my needs are pretty big. As a freelance technical writer, I spend eight hours or more a day in front of my ST, churning out page after page of manuals, diagrams, invoices, and such. I've gotten nothing but positive remarks on the quality of the work I've created with my Atari ST, and as long as I can continue to produce professional-quality work in an expedient manner with this system, I see no reason to waste time worrying about what my next type of computer will be.

However, don't interpret any of the above as any sort of 'glossing-over' of the current status of Atari and their US policy -- my personal views of Atari's management style really aren't that positive. However, unlike many notable ST owners, I've made a conscious decision to stay out of the pulpit when it comes to the ever-popular "Atari-Bashing" sermon. If you've owned an ST for more than a month, you're bound to have heard it -- that endless diatribe on the evils underfoot in Sunnyvale, about the doom that each of us faces if Atari doesn't tow the line and submit to our wishes.

Why do I avoid "Atari-Bashing" when I share the same negative views? Well, think of it as a cost/benefit analysis: what will bashing cost me, and in what way will I (and others) benefit from it? In my opinion, bashing tends to simply make one look like a whiner, especially since it really doesn't yield any tangible benefits. If you're not a member of Atari Corp., you're powerless to instigate changes, and all of your angry Atari-Bashing screaming is just so much hot air in the wind. You'll save yourself (and others) an ulcer by avoiding this practice. Owning an Atari computer these days is discouraging enough with the scarcity of dealers and support--there's no need to add to the doom and gloom with endless tirades on the evils of Atari Corp.

The ST user community would be greatly enhanced if everyone who is currently spending their evenings "flaming" about Atari on local BBS's would instead upload a PD program, send in a shareware payment, participate in a user group, or spend a minute or two with another user who needs some help with their system. Take things in stride -- if your ST isn't affected by the current antics at Atari, then you shouldn't be either!

Kevin Steele

The Atari Portfolio (Review)

by

Tony Thomas

If you were to tell me a few years ago that there would be a full-function, 8088-based computer that you could hold in the palm of your hand, I wouldn't have believed it. Yet, I'm writing this article on just such a marvel of computer technology - the Atari Portfolio.

The Portfolio redefines the word "portable". When I bought my first portable computer - a CP/M-based Kaypro 2X - over five years ago, it weighed in at a hefty 25 pounds! Soon thereafter, I picked up another "portable" - a NEC 8201 (similar to Tandy Model 100) - which was a vast improvement, weighing in at about 5 pounds. The Portfolio, by contrast, tips the scales at just over a pound! In fact, I was even able to weigh it myself on a tiny Pelouze postal scale!!

Now, the obvious question is: Just how powerful is it? While the Portfolio won't do away with the desktop computer, it is the perfect portable supplement to it. Since it fits into a coat pocket and runs for more than fifty hours on a single set of batteries, the Portfolio is the perfect traveling companion that will be at home on a plane, in a hotel room or even at the beach.

Files can be transferred to and from the Portfolio to your desktop computer via the optional serial interface or to an IBM-PC or compatible via the optional Smart Parallel interface. Long term storage is also available via memory cards - an expensive medium (about $2-3 per Kilobyte) - limiting the Portfolio's usefulness as a stand-alone computer.

How compatible is the Portfolio with a PC? First of all, its internal memory is only 128K, making it only possible to run the most miniscule PC applications. Secondly, its operating system - DIP DOS - is similar to MS-DOS 2.11 in nearly every respect, except in the area of graphics. Since it does not permit direct screen calls and since the screen is only 40 characters by 8 lines), only simple programs that address the screen through DOS can be used. They mostly fall into the category of simple utilities.

The Portfolio, however, does contain some very useful application programs which replicate some of the more powerful mega-programs. The word processor is a simple ASCII editor with basic cursor movement and search and replace functions. It is adequate for routine tasks or for material that will be later edited and formatted on a desktop computer (though the Portfolio does offer some print formatting options allowing material to be printed directly from that machine). The spreadsheet emulates the basic functions of Lotus 1...2...3 Release 1A. Lotus spreadsheets (memory permitting) can be loaded into the Portfolio and vice-versa. The other applications (Address Book, Diary, Calculator) are similarly

straightforward and simple to use.

Is the Portfolio worth it? If you need desktop power in a tiny package, the answer is a resounding yes! While not as powerful as laptops like the Toshiba T1000, the Portfolio stands head and shoulders above PIMs (Pocket Information Managers like the Sharp Wizard and the Casio Boss) which are an electronic replacement to a Day Runner - address book/notepad/dairy. The Portfolio is a palmtop powerhouse that will enable you to untether the capabilities of your desktop computer and take it with you.

Tony Thomas

The "Atari Advantage" is a real advantage

by

Len Stys

In the beginning of this year, I wrote Sam Tramiel, President of Atari a letter. In this letter I stressed the fact that the "Power Pack" as it was then called was a great idea. The "Power Pack" now called the "Atari Advantage" was to consist of a 520STfm with a bundle of software to be sold at K-Mart type stores. What???! Put the precious Atari ST in K-Mart stores to make it a game computer? What about dealers? What about beig a serious business computer? How could I dare to even condone such a thing? Calm down and I will explain my reasoning.

Let's face it folks, Atari has no more than two dozen dealers in the U.S. and almost half of them rip us off because we have no one else to turn to. Need a TOS 1.4 chip installed? Sure, that will be $150 please. Or how about a 512k memory upgrade for your fm? That will be $250 please. I have never purchased hardware from my dealer that wasn't at retail price. The small number of Atari dealers may also explain why we don't see national commercials or magazine ads for the ST computer. Everyone is yelling, WHEN IS ATARI GOING TO ADVERTISE! What I would like to know is- how does Atari suppose to make any money when they advertise and their dealers only have a handful of computers on hand! They would not make enough money to pay back for the advertisements let alone make a profit. If Atari advertises in a city and there are one hundred people who want the computer and there is only one dealer with ten computers on hand, Atari will be losing out. They must have enough computers in a city to meet the demand when the advertisements create it. This brings up another question: why doesn't Atari just recruit more dealers? They have been trying but a lot of dealers would rather play it safe and stay with IBM and compatibles.

The big cry about the Atari Advantage package is that faithful dealers will get hurt by it. I do not see the logic in this whatsoever. I believe that Atari dealers will make out the best out of this deal. It is safe to say that these discount stores will not sell all the extras involving the ST line

of computers. Even if they do sell floppy drives, printers, and color monitors, they probably will not sell removable hard disks, hard drives, modems, laser printers, and monochrome monitors. As a new Atari Advantage user wants to expand his or her new system, they will go to Atari dealers to do it. So in this case, the Atari Advantage is really an advantage for dealers. Professional users who are into Desk Top Publishing or MIDI will no doubt go to Atari dealers for professional advise and help. This is where dealers will be able to sell the Mega ST professional computer system not to mention the Portfolio and hopefully new TT computer.

As for the ST becomming a serious business computer- you can forget it- or at least in large corporations. The new IBM and Macintosh computers have past the ST up in technology not to mention the new Amiga 3000. Why would a business purchase an Atari ST when they can buy faster and better computers from well known business computer companies? The TT will have to attack this market alone.

What about becomming a game computer? This is probably not a bad idea. Atari has equipped the new STe with 6 joystick ports, 4,096 colors, stereo sound, and better scrolling. I believe Atari will be trying to drive out the kiddies from Nintendo to the ST computers. Have you noticed? There are NO home/personal computers on the market? Remember what happened a few years ago? The video game market crashed and everyone who owned a video game system flocked to home computers. With the ST looking so attractive to children as a possible video game system and parents seeing the ST as taking their kids out of video games and into serious computers, Atari may have something hot here. The ST may be another C64 or even another Nintendo in the personal computer world but without competition for now.

The Atari Advantage package may be a way of getting some desperately needed users in the Atari world. With more users, there is more software, with more software, there is more users. I for one am willing to give up my ST as a professional system with only a few users to talk to in exchange for a personal/home system with thousands of users to talk to. I have seen user groups dwindle in size, I have seen Atari magazines go out of business, I have seen bulletin board systems close up due to lack of users, I have seen it all and I am getting tired of it. It is time Atari gets the ST out of its prototype stage and into America's homes.

The only thing that I was concerned about was the fact that the "Power Pack" was to introduce the 520STfm into the package. This would leave users with 512k even though most software being produced now requires 1 meg. This would actually put Atari back a step when they have the 1040STe ready to go. The STe would be perfect in the Atari Advantage package for it can be expanded easily in memory and has tons of nice features. I am glad to say that I am now hearing that the STe will be in the package instead and to me this was a great move by Atari.

The final question is when will this Atari Advantage be out? It should be out this Fall. The only thing holding it up is contracts with software manufacturers that Atari wants to include the STe with. Rumor has it that Atari has signed many major stores to carry the Atari Advantage already. A

rumor also has it that a multi-million dollar advertising campaign has also been given the OK for the STe, Megas, and Stacys. So you may want to consider saving up your money for this new package by Atari and get it for yourself, your children, or for me- it looks as if it will be a hit.

The Atari Advantage package should retail for around $400 and will include a disk drive, and tons of software.

Len Stys

Cleveland Free-Net with Z*Net

Several weeks ago, the Cleveland Free-Net became a proud official carrier of Z*Net Online Magazine as well as having an article about Free-Net published in Z*Net. Z*Net is one of the nation's best resources for recent news about Atari.

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////// // // ////// ////// Z*Net Atari Online Magazine
// / /// // // // --------------------------
// /// // // // ////// // APRIL 06, 1990
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We also carry ST Report Online magazines as well as any other publication when they become available. They can be found in the

On-Line Magazine section in the Atari Library.

The SpartaDOS X cartridge
a review

by Doug Wokoun

The SpartaDOS X cartridge is the latest incantation of SpartaDOS for the 8-bit Atari and very possibly the most powerful Disk Operating System available for any 8-bit computer.

The SpartaDOS X cartridge consists of 64K of ROM, with 48K (or 6 cartridge banks) formatted into a ROM-disk, and the remaining 16K used as the main DOS core. The ROM-disk contains files and drivers used by the system and SpartaDOS X versions of several utilities found in the SpartaDOS ToolKit. It also contains a very versatile ARC utility package.

Some of the new features of SpartaDOS X (referred to as SDX):

o built in, memory resident FORMAT utility. Old versions of SpartaDOS could only initialize Atari format disks using 'AINIT'. To initialize a SpartaDOS disk required the loading of a program called 'XINIT'. Now, any time an XIO #254 call is made, the SDX format menu is brought up. With this, you can select a variety of disk densities and types. It will also allow "1-second" formatting by simply rewriting the root directory on a formatted disk.

o High speed disk I/O with U.S. Doubler, Atari XF551, and Indus GT disk drives.

o New file loader supporting relocatable files (certain disk based commands can be held in memory and later removed) and symbol linking.

o Probably the lowest MEMLO of any DOS. The DOS can load drivers under OS-RAM, into extended memory on an XE or at MEMLO on an 800.

o Environment variables: user definable PROMPTs, search PATHs, parameter passing on batch files, and a CARtridge or BASIC memory save capability will retain programs even if the machine is shut off.

o The ability to go from a cartridge to internal BASIC without rebooting. The CAR command enters the external cartridge, "BASIC" enters internal BASIC. You can go from Turbo BASIC XL to Atari BASIC to BASIC XE without rebooting! (with some provisions)

o Support of up to 1 Meg internal memory as a RAMDisk.

o "Persistent" batch files. Continued batch file processing even after loading binary programs.

o Fast, powerful, versatile ARC utilities. Supports ALF files. With these, you can Add files to an ARChive, Move (delete after Adding), Freshen (update files by date), Update (Freshen with Add capability), Delete files from an ARChive, View files in ARC, eXtract files, and Print ARC'd files to screen. The ARC utilities

also support password encryption and can function
with the screen off to increase speed. Also, all files are sorted
in alphabetical order when added to the ARChive.

o A new MENU program very similar to the MS-DOS XTREE.EXE program. This
program allows multi-file operations and displays the entire
directory tree, so files anywhere on a disk can be accessed easily.

o Command compatible with MS-DOS. Directory commands have several
aliases. CWD from disk based SpartaDOS can also be accessed
as CHDIR, or CD from SDX.

o Drives can be referred to by letter or number.

o Drives can be remapped. D1: can be SWAPped with D2:, etc. and from
that point on, any referrences to D1: will be sent to D2: and vice
versa.

SDX can be configured to take advantage of different hardware. A file
placed on D1: called CONFIG.SYS is used for this, or the default configuration
can be used. SDX can be configured to use OSRAM, or an extended bank of memory
for its drivers. With the right setup, MEMLO can be pushed to below memory
location $1000!

SDX uses a series of drivers to control most disk functions. SPARTA.SYS
is the main driver and must be installed. 'DEVICE SPARTA' is used in the
CONFIG.SYS file to do this. The number of sector buffers and file buffers
can be control by passing parameters to this driver. Another driver is
ATARIDOS.SYS used to read Atari DOS 2.x disks. Not installing this driver
saves memory, but then Atari DOS disks cannot be read. The SDX cart also
contains a RAMDisk driver which can be used to install up to 3 RAMDisks of
any size. An INDUS.SYS driver is used to program the INDUS GT to operate
at high speed. There are also two clock drivers, used depending on whether
or not you have an R-Time 8 cartridge.

A major change with the X cart is the way devices are addressed. Since
ICD wanted drives to be addressed by letter or number, conflicts would have
occured with existing devices. Also, ICD wanted SDX to be more similar to
MS-DOS, so those conventions were adopted. E: has become CON:, P: has become
PRN:, and D1: D2: and D3: are A: B: and C:. Switching between an IBM
machine and SpartaDOS X is much easier with these changes.

Another feature of SDX is its I/O redirection. With this, you can send
the output of a program to another device. Ex: DIR >>PRN: would do a
directory, but the results would be sent to the printer. Also, you can
use a file to "feed" a program with input redirection. Ex: BASIC <<file.ext
would call up internal BASIC and send it file.ext as if the contents of
that file were being typed into the machine. This would be used in place
of batch files because you can no longer send input to BASIC from a batch
file.

SDX recognizes two new file attributes in addition to protected, hidden
and archive. Hidden files do not appear in the directory, and archive is

used to mark files for backup. This is normally used with a hard disk backup program. When a file is updated, the archive bit is cleared, telling a program like Flashback that the file needs to be backed up. All of these are set with the ATR or ATTRIB commands (same thing). You can also scan directories for files with certain attributes.

Two new commands, PEEK and POKE make many operations easier. Instead of going to BASIC to execute these commands, they can be sent to the command line. PEEK will also display the value of the memory word stored at that location and the one following in hex and decimal.

Parameters can now be passed to batch files. In the batch file itself, these are referred to as %1 through %9. With this, you can create general purpose batch files to automate tasks.

Internally, SDX is very different from earlier versions of SpartaDOS. All of the files on the cartridge are relocatable and can be held in memory. COMMAND.COM, the command processor is one of these files. It is non-resident in nature and is unLOADed from memory when binary files are run. This saves about 4K of memory. It is reLOADed when the program is exited to DOS. Disk based programs written in relocatable format could be loaded at MEMLO, and held, eliminating the need to reload from disk each time. Unfortunately, information on how to write these modules is almost non-existant, so for now, only the programs on the cartridge can be held.

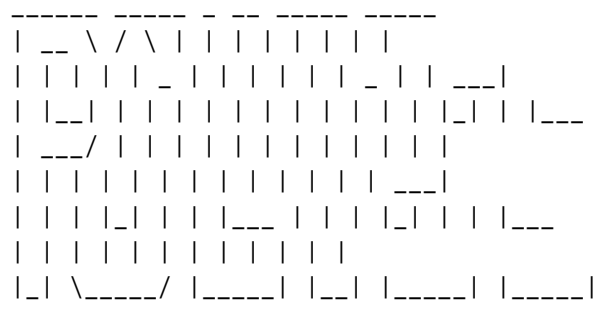
Some of the new commands and changes with SDX not mentioned above:

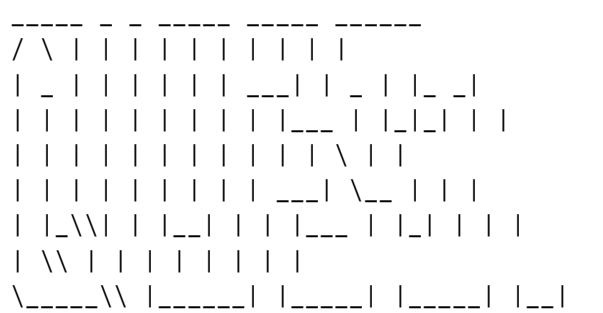
CHTD/CHVOL - now built in
COPY - now checks to see that there are two files specified. Files could be lost with disk based SpartaDOS by accidentally not specifying a second filename
DIR - /p directive pages output, /c directive gives file count.
DUMP - Hex dump of file
FIND - search all drives for filename
MEM - displays banks available, extended memory
PATH - Set search path
PROMPT - set system prompt with meta-strings
RS232 - now built in
SET - display/set environment variables
UNERASE - restore file(s)
X - load file/disable cartridge (for long binary files)

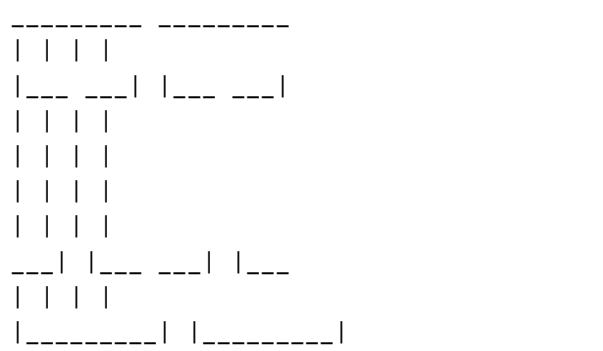
This is an incomplete listing of the features of SpartaDOS X. There are many others and new uses for the functions appear constantly. While learning to use SDX will take some time, it is well worth it in the end.

SDX is available direct from ICD. The ICD BBS contains a listing of ICD products available direct at prices much lower than through a store or even mail-order. Check for the latest price. ICD BBS: 815-968-2229.

Doug Wokoun







Review & Hints

by

Robert Stys

In Police Quest II, you are Sonny Bonds, a promoted Police Officer from the first Police Quest to Homicide Officer. You are to capture or kill escaped criminal Jessie Bains. In the first Police Quest game, you put Jessie behind bars for his criminal activities and he is out to get anyone who had anything to do with sending him to jail.

I would first like to say that I enjoyed Police Quest II completely. I thought it was great and well worth the money I spent for it. It had great graphics and great sound. If you happen to have a musical keyboard, I would strongly advise you to hook it up to your ST and have the game play the music through the keyboard. And if you don't have a keyboard and play a lot of Sierra games, I suggest you get any kind that you can plug MIDI cables into from your ST into it. You will find hours and hours of enjoyment before finishing the game and when you do, you will say to yourself, this was a great game. If you like danger, romance, mystery, and excitement, Police Quest II is for you.

Is there anything that I didn't like about it? No, I can't say there is. Everything down to the Homicide Officer's Guide that comes with it is great. I wish however that Jim Walls, the designer of Police Quest would reconsider making a Police Quest III. He has just recently made Code Name: Iceman and it is suppose to be a big hit. He claims that he has run out of ideas but I can think of many. Perhaps he can try getting all the drug pushers off the streets or maybe gangs. I wouldn't even mind if some of the things he used in Police Quest I & II were repeated as long as they were in a different situation.

I have put together a list of hints for you in order to get through the game. In order not to spoil the game, I put them in the order of how you would need them.

1) Save your game often!

2) Try looking on the Captain's desk.

3) Try turning over the card that you have.

4) A bin is in the hall by counter that holds things.

5) Try going to the shooting range and adjusting your gun about 3 times during the entire game.

6) In the car, if the captain keeps calling you back, try getting in the car and type where you want to go before he starts calling you.

7) Be careful at Cotten Cove someone might be waiting for you...

8) Don't mind the stink, search it anyways!!!

9) Look at each tank and get the one that measures 2200lbs before diving.

10) Search the waters carefully for evidence.

11) Try looking in one of the toilets for a surprise! -not what you think.

12) Try drying the gun some how.

13) Remember- every officer even at an Inn may need backup sometimes, and if it helps, a search warrant wouldn't hurt!

14) Be careful when openning that door!!!

15) Have you looked in any jackets or under any turbans lately? It may just save a lot of people!

16) When all else fails, go to the bathroom! If that fails, go look for some towels! Only 70 seconds left, hurry!

17) Do the opposite of that of what you read.

18) Contact Keith when the mugger appears.

19) Look for the sewer hole, keep going even when you feel the gas is getting to you, then find the mask.

20) Tell your girlfriend to keep quiet for once!

If you need anymore help, send the Atari SIG a letter and I will be glad to help.

Robert Stys

Alpha Systems Music Products
(Reviews)

by

Michael and George Polly

When it comes to making the ST into a sound digitizer one of the best programs out is Digisound ST Professional by Alpha Systems. In the package comes a digitizer which slides into the card slot, the main program and a play routines for your own programs. The digitizer has 2 inputs, one for a mic and the other for any normal audio signal. It has 2 knobs, one to control the input level and the other to adjust the level of the output. The program itself has many options and many ways to manipulate the sound. It supports full editing, fade in, fade out, reverse, echo, pitch change, volume change and many others. You can play a digitized sound or sample at various pitches by pressing different keys on the computer or by way of a MIDI connected keyboard. Digisound can sample at rates from 5000 to 40000 samples per second and store the sound on disk in Digisound, ST replay, or Hippo formats. For testing the input level, an oscilliscope is built in. I find it fun to just stare at it or see what your voice looks like in the mind of the computer. A real time echo can be applied to the input which is quite interesting. All of this is tied together in GEM windows for easy use. I have used Digisound for a long time now and I still find it fun and somewhat useful to use.

Beat Box, also by Alpha Systems, is a drum machine that uses sampled sounds from Digisound or other digitizing programs to make drum patterns and sequences. Beat Box can play 4 sampled sounds at the same time from a selection of 11. Making the pattern is as easy as pointing and clicking. Playback is through either any digitizer hardware or the ST monitor.

The final product of this series, Jam Master, turns your ST into a four voice polyphonic sampling keyboard. Jam Master allows a MIDI keyboard to play sounds sampled by Digisound. The included four track MIDI sequencer lets you play along with a previously recorded song. You can even define the keyboard to play up to 32 different sounds depending on the keys pressed. As with Beat Box, Jam Master works with ST-Replay and Hippo hardware and sound files.

Michael and George Polly

What is happening in the Cleveland Atari World?

by

Mark Leair

Press Release - Pro! BBS News Returns - Press Release:
Back by popular demand! Pro! BBS News, an official online newsletter for Pro! SysOps and users is returning. Issue one of volume two should be available for download July 1,1990, and should be available on the support board (assuming it's up...) and The Basement BBS node x127 216-381-7859 3/12/24oo bps. Once again PBN will like to hear from users and SysOps of BBS Express Pro! BBSs, articles gladly accepted to be considered for publication. The newsletter will also run bi-monthly/6 times a year.

Atari S.I.G.'ware: All summer volunteer programmers are working on public domain programs for the Atari computer. The idea behind this project is simple. To spread the word on the great service the Cleveland Free-net has to accomodate for Atari Users and to hopefully add some more enjoyment to Atari computers. If you would like to volunteer to write a public domain program for this great project, contact Mark Leair via Free-net at aa338 or on The Basement BBS (telephone number above).
Lastly, if you don't program, but would like to help, contact Mark on details on how you can write a game with no programming knowledge or for other positions.

-Editor's Note:
You can also contact Mark through the Atari SIG's address in the beginning of this newsletter.
-

TCP BBS II: Just as a lot of Atari boards are going down, TCP is being enhanced to a new and better version. Call the old TCP BBS for more information at 216/228-7335.

Time Zone: Time Zone is a new Cleveland BBS that seems like it will stick around for awhile. The SysOp has also just added an 8-bit section to the board so Atari 8-bitters won't feel left out. The number for Time Zone is 216/786-1701 at 300/1200/2400bps.

Free-Net Registration Fee Waiver and Free Membership!

Now for a limited time only! You may sign up for an account with the Cleveland Free-Net for absolutely no charge. And if you hurry, you may be one of our lucky users to get a free membership account. This means no timely fee for use of the system. To show the Cleveland Free-Net Administration how big the Atari community is, please include that you are an Atari computer user. Thanks!

---------- Start of first page

INSTRUCTIONS

Thank you for downloading this registration infor-
mation for the Cleveland Free-Net--a free, open-access,
community computer system brought to you by Case Western
Reserve University School of Medicine, in conjunction with
the Information Systems Division of AT&T and University

Hospitals of Cleveland.

The registration process is very simple. Below you will find three forms. The first of these is an agreement--the terms, if you will, of your participation on the system. This form MUST be signed and dated. The second is the registration form which provides us with, among other things, the information necessary to set up your "account" on the system and to enter you into the user directory. The third form is an optional one, but one we think is very important. It provides us with the basic information necessary to study the system and its utilization.

To register, simply fill out these forms and mail ALL THREE of them to:

The Cleveland Free-Net Project
c/o Community Telecomputing Laboratory
Wickenden 319
Case Western Reserve University
Cleveland, Ohio 44106

There is NO CHARGE for this registration process and NO CHARGE to utilize the system.

We will send you your ID number, a temporary password and a brief Users Guide as soon as possible. In the meantime, feel free to use the Free-Net as a visitor. The number is (216) 368-3888 (300/1200/2400 baud).

Thank you.

T.M. Grundner, Ed.D
System Administrator

---------- New Page

AGREEMENT

In exchange for the use of the Cleveland Free-Net Computer System, I understand and agree to the following:

1. That the use of the Cleveland Free-Net is a privilege which may be revoked by the administrators of that system at any time for abusive conduct. Such conduct would include, but not be limited to, the placing of unlawful information on the system, and the use of obscene, abusive or otherwise objectionable language in either public or, upon registration of complaint, private messages. The staff of the Cleveland Free-Net will be the sole arbiter of what constitutes obscene, abusive, or objectionable language.

2. That the Cleveland Free-Net reserves the right to review any material stored in files or programs to which all users

have access and will edit or remove any material which the Cleveland Free-Net, in its sole discretion, believes may be unlawful, obscene, abusive, or otherwise objectionable.

3. That all information contained on the Cleveland Free-Net is placed there for general informational and entertainment purposes and is, in no way, intended to refer or be applicable to any specific person, case, or situation.

4. That the Cleveland Free-Net does NOT warrant that the functions of this system will meet any specific requirement you may have; nor that it will be error free or uninterrupted; nor shall it be liable for any indirect, incidental or consequential damages (including lost data, information or profits) sustained or incurred in connection with the use, operation, or inability to use the system.

5. To abide by such rules and regulations of system usage as may be promulgated from time to time by the administrators of the Cleveland Free-Net.

6. In consideration for the privilege of using the Cleveland Free-Net and in consideration for having access to the information contained on it, I hereby release the Cleveland Free-Net, its operators, and any institution with which they are affiliated for any and all claims of any nature arising from my use of the Free-Net.

_____
Signature

_____
Date

---------- New Page
ID#: _____
_____ Ent: _____
Dte: _____

DO NOT WRITE ABOVE THIS LINE

REGISTRATION FORM

Except where indicated, the following information will appear in the system's directory of users. "Affiliations" and "Interests" are optional, but we would like to suggest you fill these items out. The ability to easily locate others with interests and affiliations similar to yours is a major feature of this system and of telecomputing in general.

Please PRINT each item as you wish it to appear but, please, no "handles" or obvious false names or cities.

Required Items: (Please PRINT)

Name: _____

City (add State
if NOT Ohio): _____

The following information is requested in case you should lose your ID or password. (It will allow us to identify that you are really you.) THIS INFORMATION WILL NOT BE SHOWN IN THE USER DIRECTORY.

Mother's Maiden Name: _____

YOUR Date of Birth: _____

To where/whom should we send your ID number and temporary password: THIS INFORMATION WILL NOT BE SHOWN IN THE USER DIRECTORY (And, again, PLEASE PRINT)

Name: _____

Address: _____

_____

City: _____ State: _____ Zip_____

---------- New Page

OPTIONAL PERSONAL INFORMATION

The Cleveland Free-Net is essentially an experimental system. It is a significant "first" in the field of computing and, because of that, we believe it will be the source of a great deal of study in the years to come.

To help facilitate our ability to learn more about this system and how it is used, we are asking that all registered users complete a brief questionnaire about themselves. This information will be kept completely confidential. At no time will it be made available in a form that is linked to your name, nor will it be made available to anyone for commercial purposes.

Answering these questions is optional. You will still be a fully registered user of the system if you do not fill them out. However, because of the unique nature of the system and the unusual opportunity we have here in Cleveland to study it properly from the beginning, we would like to urge you to help us out by completing these items.

Please fill in or check off the following:

1. What is your age? _____

2. What is your sex? _____ 1. Male
_____ 2. Female

3. What is your race?
_____ 1. White
_____ 2. Black
_____ 3. Asian
_____ 4. Hispanic
_____ 5. Other (Please specify _____

3. What is your educational background?
_____ 1. Completed a graduate degree
_____ 2. Completed a 4 year college degree
_____ 3. Completed at least one year of college
_____ 4. Completed high school
_____ 5. Completed the 10th or 11th grades
_____ 6. Completed the 7th, 8th or 9th grades
_____ 7. Completed less than the 7th grade

4. What is your occupation? (Please PRINT)

_____

5. What is your total approximate household income?

_____

THANK YOU FOR YOUR HELP!

---------- End of page

New Games from Sierra for the Atari ST
(Reprinted from Sierra News Magazine Vol.3, No.1)

Three New Products for ST Coming Soon!

At a time when many publishers are discontinuing or cutting back development on computers other than MS-DOS and Macintosh, Sierra On-Line is moving outside of these large markets to increase; development for the Atari ST, both in the U.S. and in Europe.

In the first quarter of 1990, Sierra has plans to ship no fewer than three new Sierra titles, with two of these planned between April and July. Due out soon are new Hero's Quest, Leisure Suit Larry 3, and The Colonel's Bequest. Later in the year, Conquests of Camelot and Codename: Iceman will be released for the ST in the U.S. and European markets (the ST is a particularly strong contender in Europe, especially in Germany).

According to Sierra Marketing Analyst Tony Caudill, "Although the Atari ST continues to be the smallest software market Sierra sells to, we are still looking for continued growth. In the U.S. the rolleplaying game cateogry, which is the cornerstone of Sierra's Atari ST business, is one of the few gaming categories that saw actual growth in the last 12 months. With our imminent release of German language versions of our most popular adventure games, we see great promise in our international ST business in the next year as well."

-
Editor's Note:

I have contacted Sierra and they tell me that most of these games should be out by the end of this month. I also heard that Space Quest IV is on its way!!!! For the ST, look at the beginning of next year.

I would also like to remind you of ONE VERY IMPORTANT THING... remember to send back your warranty registration card. This tells Sierra how many ST software titles have exactly been sold. The more of these they receive back, the more faster you will see new titles for the ST.
-

Lynx and new Lynx game cards

The Lynx is the only color portable video game system available. It has 4,096 colors, a 16-bit chip, 4 channel sound, super zoom and scrolling. The most fascinating thing about the Lynx is that you can connect up to 8 other Lynxs together to play real great games with each a different perspective. Other portable systems are in the works to challenge the Lynx but they probably won't be here until next year and with a higher price tag.

The Lynx has a retail price of $179.95 but can be purchased for cheaper. What a Christmas gift!

What good is a portable? The next time you are in a traffic jam, the next time you are waiting for your wife to get done shopping, the next time you have to wait for something with nothing to do, think to yourself that you could have had a Lynx.

Title available for the Lynx now are:

California Games, Blue Lightning, Electrocop, Gates of Zendocon, Chip's Challenge, & Gauntlet- The Third Encounter

New game cards coming by this Christmas include:

Flying Ace, 720, Paperboy, A.P.B, Rygar, Football, 3D Barrage, Road Blaster, Super Soccer, Checkered Flag, Tournament Cyberball, Zarlor Mercenary, Xenophobe, Klax, Rampage, Vindicators, Ninja Gaiden, Slime World, Turbo-Sub, Junkyard Dog, Ms. Pacman, and many more...

Up to 25 new game titles will be available by the end of the year.

Rampage - You're a huge monster trashing 175 different cities. The army will try to stop you, so eat as many soldiers and tanks as you can. Burp.

Klax - The latest arcade hit from Atari Games. You must form "Klax" from colored tiles tumbling down the conveyor belt. 100 levels.

Chip's Challenge - Help Chip through 144 challenging levels without getting nailed by cherry bombs, water traps, and literally hundreds of other hazards.

Gates of Zendocon - the hideous spider Zendocon has sent you deep into its web of 51 deadly universes. Survive each universe if you hope to return home.

Vindicators - 2 player version of the Atari Games Arcade hit. Drive your tank through alien stations to find and destroy main control areas.

Blue Lightning - You're flying the top secret Blue Lightning combat jet. But you have to survive missiles, ice fields, canyon walls and the dark of night.

Zarlor Mercenary - Fight your way through multi-layered 3-D landscapes. Fight well, and you will be rewarded with better armor and weapons.

Guantlet - The enchanted Star Gem has crashed to earth. Capture it from evil creatures before they use its magical strength to destroy man. 1 to 4 players.

Xenophobe - Four player version of the arcade hit. Aliens have infested the space stations. You lead an ill-equipped group of Astronauts to abolish the Alien Menace.

About the Cleveland Free-Net Atari SIG

The Atari SIG is a Special Interest Group servicing all Atari computer users. In the Atari SIG, there are many different sections which you may use.

One of the first sections that you may use is the User Group Information listing. Here you will be able to access information pertaining to the Atari user group meetings for the Cleveland area. It will contain the time, location, and date of the meetings.

The Atari News section is the place to go for all of the latest news being released that is related to Atari.

The General Bulletin Board is the place for Atari computer users to meet and discuss any problems, suggestions, or experiences that they might have.

The Specific Computer Boards option leads to several bulletin boards of different computer types. It doesn't matter what Atari computer you have, the Cleveland Free-Net Atari SIG supports it.

The Programmers' Forum is a section of the Atari SIG dedicated to all of the Atari programmers. This is where programmers can discuss with other programmers about any problems or solutions that they might have dealing with programming.

The Wanted & For Sale Board is the market place for Atari users. This is where users may post messages to sell their equipment or just let others know what they are looking to buy.

Another section which you may select is the Software/Product Information section. This part of the Atari SIG contains information on all of the software and products available for the Atari computers. This section includes reviews, summaries, and discounts on various

software and products.

The Atari Library section is a place where you can get old Atari SIG information, On-Line Magazines, and User Group Newsletters. You may also find various documents in the Information Base.

The Help-Line is the place to ask specific technical questions about your Atari computer. The SIGOps manning the Help-Line are ready, willing and able to help. Your question will be answered as soon as possible.

And finally there is a directory of all the Atari SIG members. This section is a database of all the Atari SIG members.

If you have any articles, reviews, product releases, or news that you wish to contribute to this newsletter, you are welcome to send them to us. We cannot guarantee that your contribution will be published in the next newsletter but probably will be. If you wish to send us a letter, or your contribution, you can send it to us by our U.S. mail address, Internet address, Bitnet address, or Free-Net address that can be found in the beginning of this newsletter. You will receive full credit for any contribution published.

SysOps of the Atari SIG are: Phillip M. Chow, Jim Haynes, Mark Leair,
_____ Scotty Meredith, Len Stys, Doug Wokoun,
Cleveland Free-Net Atari SIG| and honorary SysOp Kevin Steele.
Newsletter (c) 1990 |

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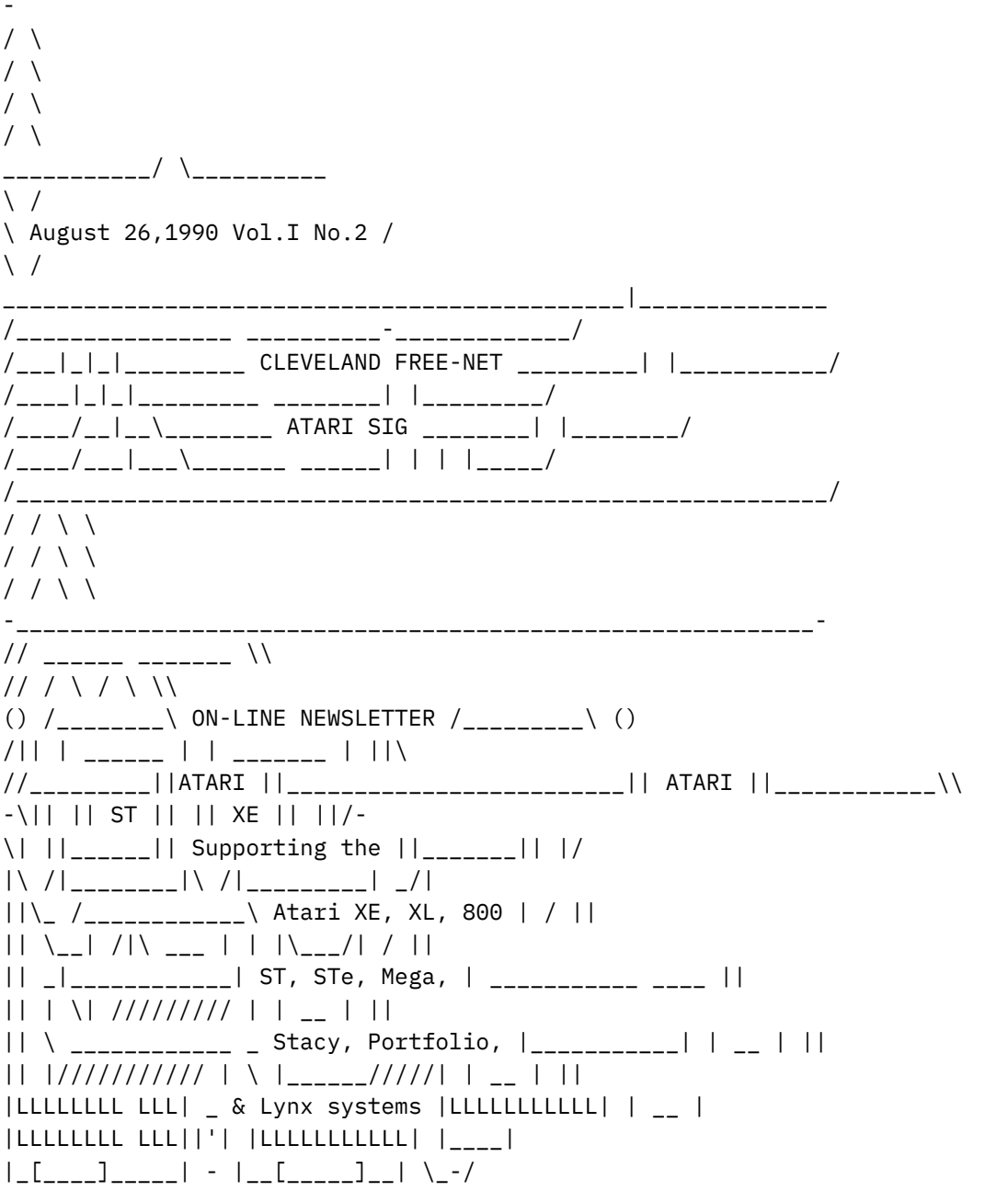
Thanks and until next time, keep the faith strong in Atari.
Your Atari computer is and always will be #1.

--

3279. CLEVE.FREE-NET ATARI SIG NEWSLETTER VOL.I NO.2

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-02 01:49:50 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1990Sep2.014950.26053@usenet.ins.cwru.edu>
Source record: 114833



(aka C.A.I.N. - Cleveland Atari Information Network)

216/368-3888 | 300/1200/2400 bps | type 'Go Atari' at any menu

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Atari SIG, P.O. Box 21815, Cleveland, Ohio, 44121

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Accessing Free-Net by Internet- IP address: "freenet-in-a.cwru.edu".

Sending Atari SIG e-mail from Compuserve or other systems through Internet:
>INTERNET: xx004@cleveland.freenet.edu

Sending Atari SIG e-mail from BITNET systems usually found in colleges:
xx004%cleveland.freenet.edu@cunyvm

Words from the Editor

As you may have heard, the Atari SIG was going to and did have a Mini-Expo. Was it a success? What happened at the Mini-Expo? What would we do that we didn't do this year if we have another expo next year? All of these questions will be answered in a special Atari SIG Mini-Expo report in this newsletter.

Also in this newsletter is going to be some information on why Atari shouldn't get frustrated yet over the upcoming depression that experts say we are headed for. We will have information on the new Atari STe and how there might actually be two versions of the same machine out in the U.S. - one that works and one that might be full of bugs- both being sold to you. We will give you information on some new things going on with Free-Net and how we can take advantage of Free-Net Version 2.2. A way to get around the lack of a file transfer section on the Atari SIG? It seems as if we have figured a way and two Atari SIGOps are organizing it. The Computers for Children of War campaign is taking off and we will have more information on that. A time, date, and channel to converse in multi-user chat for Atari users! Yes, multi-user chat is in place and we are taking advantage of it!

We also have some reviews such as the one about SEX (not what you think) by Scotty Meredith. Also a reprint of a few articles by Kevin Steele from NOAH Newsnotes. Kevin is not only the editor of NOAH Newsnotes but he is also the Atari SIG's new SIGOp on Free-Net. As a writer and desk top publisher who needs a computer that can crank out diagrams and charts that look professional he has a lot of experience using the ST for professional use. He should be pretty helpful to anyone that has any questions on how powerful

the ST is in a business.

The Atari SIG users listed in the user directory on the SIG will be receiving a special version of this newsletter concerning some recent information released from Atari concerning Cleveland. And again- this newsletter promises to be yet another informative issue for Cleveland and U.S. Atari users.

Len Stys

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The Atari SIG Mini-Expo
By Len Stys

The Atari SIG Mini-Expo is now over and it was an expo that was very unique. Unlike other expos, the Atari SIG Mini-Expo didn't go to a motel or gymnasium and invite the public to come special for it, the expo went to where the public was going to be already. It was held during the Slavic Village Harvest Festival that was suppose to attract 100,000 people. Unfortunately, it rained a bit that weekend which not only drove a good number of people away but also Atari users as well. The main idea behind the expo was to get Atari users in the Greater Cleveland community together while also showing off some very nice Atari computing and Lynx equipment to the public who weren't aware of what Atari's could do outside the 2600. The Mini-Expo was publicized by Atari User Group newsletters (NOAH specifically), flyers, Z*Net Online Magazine, and surprisingly a subscribed Atari user group newsletter called NEO-STAG. All of these things promised great user attendance but many thought that the rain cancelled the festival thus cancelling the expo. The festival however wasn't cancelled and neither was the Mini-Expo. It did not even rain in the area of the festival as much as it did throughout the rest of the city. The expo was also located inside of a store so even even if it did rain bad, we wouldn't be effected by it.

What went on at the Mini-Expo? We got to finally Lynx-Up with other Lynx owners which was pretty incredible and in my opinion - the Lynx is ahead of its time- way ahead. I believe even with NEC's Turbo Express around the corner, it still won't beat the Lynx in linking up with other systems. By the way, a good number of kids came down and played and played with the Lynx vowing that they would get one or ask for one from Santa. There were also ST and XE computers set up by myself, Scotty Meredith, Doug Wokoun, and John Dernar. There were two STes at the expo supplied by Len Olenik from a company called, "TGIA Computers" which stands for Thank Goodness It's an Atari! I think that title says it all. Len sold software and products at about 30% off or better than retail. He claims that he will match any price of any mail order so as long it isn't ridiculous. He also sold European magazines for only $9 with disk! Monitor stand power surge protectors for only $20! And special Mini-Expo deals on software at the cost of only $10 each! Len said that he will continue the 30% discount or better on software and special deals on hardware for Atari SIG users only. So if you are on the SIG's directory then I think you are about to save some

money... His number is in the area code 216 but is still long distance
so you must first dial a 1 then 336-2215 when calling. Please note
that you should still support your local dealers but if you were going to
buy mail order anyways, you may want to give him a call... He was the only
vendor that cared to show up for the expo and we didn't charge him a vending
fee.

Overall, the Mini-Expo was a success. We showed people who came
in the store what Atari's can do and they were glad they came by. The
people that didn't make it are now hearing that it was pretty good and
wish they came. Hundreds upon hundreds of people walked past the store front
and looked through the window and read the signs stating ATARI COMPUTER
DEMONSTRATIONS but did not come in. But by us being there and those signs
being there, we made aware these people that Atari sells computers!
We also had some pretty big poster signs (thanks to Mark Leair's sister,
Sue) on top of the store stating Atari POWER Computing Demonstrations
that could be seen down the street by thousands... The only real misfortune
that we had was unexpected and that was several tents placed in front of the
store in which the expo was in. These tents belonged to the street vendors of
the festival and had never been placed there in the 12 years of the festival
before. This blocked most of the store from view and many people weren't even
aware that we were there. But overall, we had fun and the Atari users that did
show up didn't leave disappointed. And the Atari vendor that showed up assured me that it
was worth his time and effort and that the other dealers
didn't know what they were missing- especially future customers.

Will we do it again next year? You bet if the store is still vacant
and if no one thinks of a better idea. We will also take care of some problems
that we had this year. We will make sure that there is no obstruction in
the way of the store front. We will have speakers on top of the store
window playing the STe's stereo sound and perhaps even pass out some helium
Atari balloons...

****

What people thought of the first Atari SIG Newsletter

-Message #6 (47 is last):
-Date: Tue Jun 19 19:39:24 1990
-From: af611@cleveland.Freenet.Edu (Anthony V. Fernando)
-Subject: Re: Atari SIG Newsletter Vol.I No.1
-To: xx004@cleveland.Freenet.Edu

When I first joined Free-Net, I ran an Atari 800 personal
computer with 48k. About a year ago I got an 130XE.

I'm supprised that Atari has begun to give up support of the
Atari ST line. The ST quickly phased out the 8-bit Atari's.
In short, I'm glad the Sig still exists.

Anthony Fernando
af611

-Message #7 (47 is last):
-Date: Sat Jun 23 15:11:04 1990
-From: ac165@cleveland.Freenet.Edu (Robert R. Coulter)
-Subject: Re: Atari SIG Newsletter Vol.I No.1
-To: xx004@cleveland.Freenet.Edu

Thank you for the newsletter. I'm very strong into using the
Atari for all my needs. In fact the school where I teach will be
converting to the ST during the school year 1991 - 92. I've had
an ST in my room, social studies, for three years now and other
teachers began to realize the power of the ST. The computer
teacher was so amazed that he began the process of converting. It
took a lot of convincing to get the administration to approve the
switch from Apples to Atari's. As of this year there are six ST's
in our school and by the end of the upcoming year there will be
about 15. Maybe sometime you might be able to start an
educational column. If so, maybe I can be of help. I do have
some educational software that I use in class. I'm always
looking for more. Once again, thanks.....

Bob Coulter ac165

-Message #8 (47 is last):
-Date: Sun Jun 24 18:26:16 1990
-From: ae143@cleveland.Freenet.Edu (Mr. William H. Sindelar)
-Subject: Re: Atari SIG Newsletter Vol.I No.1
-To: xx004@cleveland.Freenet.Edu

I still own the ST and use it just about every day. I can see that you have
done some homework and recruited a number of good people to help with this
SIG. If you need any other help, just let me know.

****

Blood, Sweat, and Smears
(or: How I Got Started in Atari DTP)

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(Reprinted from NOAH Newsnotes by author)

Okay, so I finally did it--I quit my job and went Freelance
on a full-time basis. This step was similar to stepping out
of a 17th-story window on the assumption that someone below
will just happen to have a safety net in their pocket, ready and
eager to save your stupid skin. My previous jobs, namely thati]
of Documentation Specialist and Technical Editor, had already
introduced me to the wonderful world of publishing, and all
of the erratic rules thereof. I was prepared for any
potential publishing problem thrown my way, my head swelling
with terms like 'pica,' 'keyline,' 'repro,' and 'kerning.'

What I was not prepared for were things like project
proposals, quarterly estimated taxes, and devious little

things called 'penalty clauses' hidden deep within contracts. Well, to make things short, I managed to live through the experience, but after the smoke cleared, the problem still remained of how to equip my new 'Home Office' (actually, the second bedroom in my apartment) with all the necessary high-tech goodies and still somehow manage to eat on a semi-regular basis.

Step one was buying a computer. I was once given some very good advice on buying a computer: first, figure out what it is you want to do with a computer, then find the software that will let you do what it is you want to do, then find the computer that runs the software that lets you do what you want to do. Quite a mouthful, but good advice nonetheless. When the time came to equip my home office with a computer, I took that maxim to heart. As a writer, I wanted a 'friendly' computer to primarily use for writing and desktop publishing--so I wanted a Macintosh, right?

Wrong. My specialty is technical writing, and I had been trained on Ventura Publisher, which is a wonderful system for long documents. Okay, then, should I buy an IBM? I couldn't bring myself to buy one--I hated to have to give up all those wonderful Mac programs that have made it the top contender in the desktop publishing market. Should I buy both? This was completely out of the question, as I was on a very, very tight budget, and couldn't even afford to buy a basic Mac system, let alone both a Mac and an IBM computer. My solution? I bought an Atari Mega ST.

To someone unfamiliar with the Atari ST, this step would have seemed like buying a Yugo because you couldn't decide between a Ferrari or a Porsche. Luckily, I knew better. Like the Volkswagen GTI, the ST packs a lot of power under an unassuming front. I bought the ST primarily because of the emulators available, as I had serious plans on using IBM and Macintosh software for business, and maybe, just maybe, using the computer in standard ST mode to play a few games. As of this date, I have yet to use an emulator for any serious business application.

The reason I have sorely neglected my emulators is that the ST has met all of my writing and desktop publishing needs, and at a very reasonable cost. Sure, I could have gone out and bought Ventura Publisher, but why bother when an ST program like PageStream or Calamus meets my needs for $500-900 less? Like a bargain-hunter gone mad, I have found myself drawn again and again back to ST software over equivalent Mac and IBM software. The best part is, that quite often the ST version of a software package has features superior to the corresponding IBM or Mac version.

For instance, take WordPerfect on the ST. It includes such 'revolutionary' features as drop-down menus, mouse control, and re-sizable windows. The latest version of WordPerfect on the IBM, namely 5.1, has just now added mouse-controlled menus, and it still doesn't offer the same versatility with windows as the ST version. Another desktop publishing package that has superior features to the corresponding IBM or Mac counterpart is PageStream. With PageStream, you can rotate text and graphics, work on up to six documents at the same time, and produce color separations with crop marks. You can do none of these with PageMaker. With impressive ST packages such as these, I have had no need to buy the pricier, less-powerful IBM or Mac equivalent.

Since starting my writing career, my ST has been used to write manuals, articles, and stories; produce technical diagrams, maintain client lists, and track overdue invoices; and kill a few Dungeon Master baddies now and then (hey, all work and no play...). In all of these endeavors, I have managed to gain a detailed, nay, an intimate relationship with my software packages, and all of their associated bugs. Normally, a bug is nothing more than a minor annoyance. However, when your livelihood depends on your computer, each bug somehow suddenly manages to become a deep personal crisis. There's nothing like seeing two hours of work go 'poof!' the night before a project is due to help speed up the balding process, let me tell you from personal experience.

Well, I hope that this article has helped to provide you with the 'big picture' on my background, and how I got started in the fun-filled world of Atari DTP. I've managed to make a living as a freelance writer with my Atari computer now for almost two years, and I see no reason that my ST and I can't continue working together for years to come. In the final analysis, the true acid test of a business computer is whether or not it can produce the kind of professional-caliber results that you require. The ST may not be considered a serious 'business computer' by most, but don't tell that to my Mega!

****

What computer packages are being sold in Europe?

***** 520 STfm Discovery Package *****

High quality, good value package based around the 520STfm computer including 512k RAM, 1MB Drive and built-in TV modulator. Also supplied is

STOS Game Creator
Carrier Command
Space Harrier

First BASIC
Outrun
Bomb Jack
Neochrome
Atari ST Tour
plus "Discovering your Atari ST" book

All for around $450 American money

******* 520STe Power Pack *******

Includes the latest 520STe with 1MB drive, joystick, mouse, user guide, 5 disks of public domain software, plus an incredible selection of chart-topping software (value of around $800 American money). Sofware List includes:

R-Type
Afterburner
Double Dragon
Super Hangon
Space Harrier
Overlander
Pacmania
Starglider
Super Huey
Eliminator
Predator
Bombjack
outrun
Bombuzal
Xenon
Guantlet II
Black Lamp
Starray
Nebulus
Stargoose
First Music
First Basic
Organiser

All for around $550 American money

**** 1040STe Professional Package ****

Superb starter package consisting of a 1040STe with an excellent selection of starter software. Pack includes:

Kuma Wordprocessor
Kuma Database
Kuma Spreadsheet
Kuma Business Graphics
First BASIC
Hyper Paint
'Prince' game

STAC Adventure Creater

All for around $750 American money

-
These seem pretty good but Atari isn't the only one selling packages.
Here's a few from its rival- Commodore:

***** Flight of Fantasy - Amiga *****

Includes 512k RAM, 1MB disk drive, mouse, T.V. modulator, workbench software, Basic Language disk, F29 Retaliator, Rainbow Islands, Escape From The Planet Of The Robot Monsters.

All for around $700 American money

****** Batman Pack - Amiga ******

Includes 512k RAM, 1 Mb Disk Drive, mouse, T.V. Modulator, Workbench software, Basic Language disk, Deluxe Paint II, Batman the Movie, New Zealand Story, Interceptor.

All for around $700 American money

****

Cleveland Free-Net Atari SIG Related News

___Atari Conferencing using Multi-User Chat!___
_____

The Atari SIG users will be chatting online every Sunday at 8:00PM
on channel 1040.

The multi-user chat has just been implemented on Free-Net and we are
going to take advantage of it! Be there!

___Atari SIG founder retires as SIGOp___
_____

Jim Haynes, one of the first original Atarians and founder of the
Atari SIG on Free-Net will no longer be a SIGOp for the Atari SIG. However,
you will still see him around the Atari community and hopefully the Atari SIG.
Thanks goes out to him especially for getting the ball rolling.

___File Transfer? On Free-Net?___
_____

As you know, the Cleveland Free-Net does not have upload/download
sections for computer users but individual file transfer has just
been implemented.

Scotty Meredith is working on an ST P.D. file list for Atari SIG users.
Doug Wokoun is working on an 8-bit P.D. file list for Atari SIG users.
If you see a file you want on the list, you would make a request for it to them
and they will send it to you through file-mail. Also, if you have a file
that you don't see on the list then you would send it to them through file-mail

for them to place on the list and give to other users who may want it.

When asked when they would complete their list, Scotty and Doug
both stated that Free-Net will first have to increase the time the file
stays in a person's account. It is presently at 1 day before deletion
and that is really just too short. It needs to be there for at least several
days.

___New Free-Net version goes on-line!___
_____

1) Multi-User Chat
NOTE: Due to the nature of multi-user communication
(ie. lots of people typing at the same time) this
program requires the use of a "smart" terminal.
(for example vt52, vt100 or ANSI)

2) Kermit and Xmodem will be made available to everyone.
This will allow you to upload and download files to
your private work areas and transfer files among
yourselves. Because there is a limited amount of
disk space available there will be a limit on the
size and number of files you can put in your work
area. Also the files in your work area will be
deleted after 24 hours. Due to security issues that
we are not prepared to deal with, we will NOT provide
a "public" area for the uploading/downloading of
files at this time.

3) The ability to have your mail sent to another address.
For those of you that have accounts on another system
on Campus or on the Internet, you can have your Freenet
mail sent to you there.

4) The ability to create private mailing lists.
You will be able to create your own list of mail aliases
so that you can mail to groups of people easily.

5) Minor additions to the news reader:
o Search and backwards scrolling within news articles.
o Marking articles as unread.

6) Improved Help files.

7) Database feature

8) SIG Directories installed

___Recent news now availabe on Free-Net daily___
_____

<<< THE NPTN/UPI NEWS CENTER >>>

1 About the Electronic News
2 Almanac and Headlines
3 International News
4 U.S. National News
5 Editorials and Commentary
6 Special Reports
7 National Business News
8 The Sports Desk
9 UPI's "Today's People" Column
10 Entertainment
11 Health News
12 Education Today
13 Computer and Technology News
14 The Weekly "Tops"
15 Weather: Ohio and the U.S.
16 The Rest of the News...

___Atari SIG directory now installed___
_____

The Atari SIG directory of users is now installed and users listed are
receiving special benefits such as discounts on software and hardware plus
a special version of the Atari SIG's On-Line Newsletter.

****

Synchro Express
Review by Scotty Meredith
(C) 1990

I have owned an Atari ST for several years now. When the ST
first came out, I heard how powerful it was. This machine can do
it all! I saw the graphics, sound and all the other features that
the original eight bit system could not match. After getting the
system home, Unpacking it, and putting it all together, I was
ready to "Unleash the power" of this fantastic machine. After
buying some software to take advantage of the features, I ran in
to a problem. There was no real disk copier that would back up
these valued gems. How could this be??!! The eight bit line has
a happy drive to copy ANY disk, and this new machine with all it's
power does not? "It will only be a matter of time" I said to
myself. "Surely with all that memory and power they will have
something"! Finally, a program called ProCopy came along.
ProCopy was fine, but with new software titles came new
protection, witch lead to new ProCopy's. Soon there were a dozen
versions of ProCopy. Another problem was, when you bought an older
title (Don't laugh, I just bought Infocomm's The Witness last
week!!) you would have to try each version of ProCopy until you
found which version copied it. Contrary to popular belief, the
latest version of ProCopy will not copy every title that older
versions would. Micro League Baseball is another problem. I am
not giving a course on how to pirate software, but Micro League

Sport's Association has a really good method of copy protection. Before you ask, YES, I OWN THE ORIGINAL! I still have not sent my warranty card in..... But I do have a store-bought original. If you copy the disk, and load the copy, it works! or does it? Sometimes you can make it through a complete game with no problems, other times (95% of the time) you are'nt as lucky. Mid-way through the game, the scoreboard will say "WXYZZZ DOES NOT WORK!" and the players will run out of the stadium, out in to left field. It is disappointing to be throwing a no-hitter in the bottom of the ninth, and never know what would have happened.

Then a friend introduced me to SEX. No, not the kind that teenage girls are discovering at a younger age, but SEX on the computer. How can you have Sex on a computer? The average male weighs 200 lbs. and the average female 120. That is 320 lbs!! Can the ST support all that weight??!! The fact is, I have had SEX on my computer for a couple of month's now, and it has never ran better! Even a backup copy of Micro League Baseball works! Ok, before I get the parent's of America sending me nasty letters, let me explain. SEX is short for Synchro EXpress. A new disk copier from Coast to Coast Technologies. The package comes with a disk, and a over-sized printer connector with a disk drive socket and a tail with a disk drive plug on it. I have heard of a similar device called the BLITZ cable, that you can make yourself. I cant bring myself around to believe that a disk copier that claims to copy it all, would be free (except for parts). I have had bad dreams about BLITZ, actually being a hardware virus. THIS IS NOT A FACT OR AN OPINION, IT IS ONLY A DREAM. I am not saying it is or is not, I just cant figure out, why someone would develop a product as wonderful as this, and release it for free. Getting back to SEX (sorry), Synchro Express. This is the disk copier I have been waiting for. I have only ran across one program that it would not back up. That being GUNSHIP. I don't know why, but I could not copy it. I even tried twice. but it DID copy dozens of other programs. The real advantage to SEX, is it does it FAST! A single sided disk is copied in 22 seconds. A double sided in 44. The destination disk does not even have to be formatted! I have two Indus disk drive's on my system, and it was something to see both track indicator meters displaying the same number all the way through the entire copy. As i Said, Synchro Express plugs in to both the printer and disk drive port of your ST. If you are one of the poor souls (like myself) that have the old 520, there is a problem. You plug Synchro in to the printer port, but the drive connector plugs in to the back of your second disk drive. In other words, you leave drive A plugged in to the back of your ST, Synchro plugs in to the back of drive A, and drive B plugs in to the back of Synchro. You have to set drive A on top of your computer (by the function keys). Since I do not make daily back-ups, I can live with this small inconvenience. If you have any other model ST, you have a relatively easy setup. The one problem

I was disappointed to find out is, You can not leave Synchro connected. You will not be able to access drive B. If you do not use drive B for anything, you can leave it connected, but I have other uses for my second drive. All in all, Synchro is a great product. It works as advertised. Also included on the disk is a program to format your disk's to load quicker. I personally have not tested it. I am happy with the standard TOS format. If you have any questions on Synchro Express, you can write me at Internet: AA519@Cleveland.Freenet.edu.

****

A recession/depression will Atari survive?
By Len Stys

Ok, everyone? Ready for a recess? Oh, don't get depressed on me just because our economy is falling flat on its face! Atari's stock this Thursday dropped to an all time low of $2.50 a share! That is certainly one way to end a companies future in a country. But if I was Atari, I wouldn't get depressed over this just yet. You see, in playing the stock game, there are two pretty safe type of companies to invest in during a depression and that is a toy company and a candy company. The reason for this is because parents are usually willing to give up something that they want for what their children want even during a depression out of love. And children usually want candy and toys... And Atari does make an incredible toy but the question remains! Do parents love their children enough to dish out $179.95 on a video game unit especially when $179.95 will look like $1079.95 during the depression?? We'll have to see. But that certainly isn't my main hope for Atari! My main hope for Atari is the fact that they sell actual Macintosh and IBM look alikes (but are better of course) for about 2-3x less! Will a company buy one Macintosh or three STes during a depression especially when both do the same thing??? Will a company buy one IBM or three STes during a depression especially when both do the same thing? Or even 2 STes with IBM and Mac emulation? Atari can make money out of this depression if they play their cards right. During a depression, you play by different rules and Atari better be finding out what those will be.

****

Two different versions of the same machine?

Two interesting things that were found out during the Mini-Expo that may be of interest to you. The first thing is that the STe was running the software version of PC-Ditto with about the speed of a regular IBM PC/XT! Yes, the new STe has speed and it has power. The only other thing that needed to give it some help was a program called Quick ST II by Branch Software. Who needs any PC hardware emulation with the new STe???
The next little fact that is "seemingly" the case and we have reason to believe is true is that there were two versions of the STe released. One version seems to have major compatible problems, DMA problems, and anything else that you can think of. This version may have been sold to some Atari dealers for a special low price since it is a bugged up version.

The dealer then sells it to you for an amazingly low price (around $600)
and you end up with a buggy computer while the dealers blame Atari.
However, there is a fix disk you can get seperately which can help it
with the software incompatible problem but the DMA problem still exists.
The other version is a good version in which is being sold by Atari at a
higher price tag (for around $700). This version seems to have no
DMA problem and with the fix disk, no software compatible problem.
We put the STes through the test at the Mini-Expo and it ran EVERY SINGLE
TITLE! Believe it or not! So if you are thinking about buying an STe then
you may want to (A) Bring a whole bunch of ST software and hardware with you to
test on the machine. (B) Ask your dealer if he/she has found any problems
with the machine. (C) Make sure the price tag isn't too low unless you have
tested the machine out yourself and find nothing wrong with it. (D) Check
with all Atari dealers' STes in your community to make sure you are getting
the same computer from wherever you might buy it. (E) Do all the above- my
best advice.

Atari still hasn't confirmed if they will indeed replace all TOS 1.6
chips with TOS 1.62 so you will not need the fix disk.

If you are an Atari dealer and have a buggy STe and figured all were
alike then you might want to look into the fact that people are claiming bug
free DMA STes and find out exactly what is going on.

****

The Children of War
Constructed by Mark Leair from
information provided by Joyce Brabner

Every two years since 1984 young people from countries like South Africa,
Isreal, Palestine, Cambodia, El Salvadore, Northern Ireland, and the U.S. get
together to tour several American cities, and talk about what it's like to live
in a war zone. This year's tour also included environmental disaster areas --
three Russian teenagers from Chernobyl, and kids caught up with the cycle of
gang violence, from places like East L.A. and South Boston. (Why? Anywhere
kids are being shot in the streets is considered a war zone.)

What happened? Young people who have seen family or friends killed, who
have themselves survived torture, or been imprisoned, who have had to flee
their countries and start over as refugees, got the chance to ask other young
people in the U.S. for help waging peace. They also formed very close
friendships with each other during the tour.

These friendships are very important. Someone from El Salvador, who lost
family to death squads knows what it's like for a Cambodian teenager to live
with memories of "the killing fields." A teenager of Palestinian student's
hurt, when classmates make fun of the "terrorists!". An inner city gang member
got his head put on straight after hanging out with two South African teenagers.

What are we doing. Well, since the Children of War tours ever two years,
many children are far away from these friendships they have established, and
many times are back in the war zones that they have grown up in. To many of

these children, a simple phone call is affordably impossible, and a simple letter either takes too long, or never is received by the addressee. In an effort to allow these friendships to continue, a very small group of people in Cleveland, which include members of the Cleveland Atari Information Network (C.A.I.N.) that runs the Atari SIG on Free-Net are putting together small-inexpensive Atari computer systems for these children to hook themselves into Peace*Net. Peace*Net is an international nonprofit computer system that people from all over the world can access from their homes via a telephone modem hook-up on their personal computers.

How can you help? In order to subsidize the cost of these computer systems we are asking for donations. This can be in many forms. A cash donation of any amount can be mailed to the Children of War Project P.O. Box 21815 Cleveland, Oh 44121. Checks and mail-orders can be made payable to the Children of War. Lastly, any computer hardware donation will be considered. If you have any computer equipment (preferably Atari equipment, but other computer hardware will be considered) that you would like to donate you can send us a list to the address above or the Atari SIG telecommunication address located at the beginning of this newsletter. Please be sure to include your name, address, and telephone number. Donations are tax-deductable! Write to the above address for further details.

****

The Jin GOLDENImage Mouse
Review by Kevin Steele
(Reprinted from the NOAH Newsnotes by author)

Mouse reviews have got to be some of the most subjective reviews in the computing community. I mean, if the mouse works as advertised, what else is left for the reviewer to comment on besides how the mouse "felt" during use? The mouse used by your ST is, by design, the main interface between you and your computer. How it feels when you use it can make a major difference in how well you "interface" with your computer.

Ideally, the mouse should be "invisible" during use--that is, you should be able to concentrate on using the computer, and not be concerned with how you are handling the mouse. "pointing and clicking" with your mouse should be simple, intuitive, and almost second nature.OK^?

Which mouse design appeals to you depends on what you hold to be important in a mouse. Since this is going to be a very subjective review, let me fill you in on what I find important in a mouse.

First, the mouse should fit well in my hands. I like a smooth, sculpted design. Second, the buttons should be large (so I can hit them without feeling around for them), easy-to-click (I hate having to really push down a mouse button), and should have a solid, positive "click" feel when they are pressed (so when the computer doesn't respond to your double-clicks, you know it's the computer's fault and not yours). Third, the mouse should have a high tracking resolution. In simple english, this means that the mouse should be capable of tracking even very minute movements. It should

also mean that the on-screen mouse cursor moves all the way across the screen without having to lift the mouse and reposition it on the mouse pad.

The Jin Golden Image mouse fits all of these requirements, and also just so happens to be one stylish-looking piece of hardware. The mouse sports a zippy 280 dpi tracking resolution, meaning that very little movement is needed to send the cursor soaring across the screen. After the sluggish Atari mouse this may seem a bit hard to control, but after a week or so of using the Jin mouse, you'll find the Atari mouse unbearably lethargic. Unfortunately, the Jin mouse does not have a very high tracking speed, meaning that you may find the mouse cursor occasionally "going crazy" when you move the mouse too fast. (This problem is easily fixed by installing the Public Domain MACCELL2 mouse accelerator program, at the slow setting, into your AUTO folder.)

The Jin mouse has very light, responsive mouse buttons with large tops. These buttons have a nice, solid click, making double-clicking a breeze. A six-foot cord was a bit much for my needs, however. The mouse doesn't come with any instruction manual (some would ask if a manual is even needed), but the Jin mouse does come with its own mouse pad, a small smooth-surfaced pad that I found let the mouse glide over it like a wet icecube.

As you can tell, I've become rather enamored of the Jin GoldenIMAGE mouse. I'm not going to try and justify my feelings, as they are just that--feelings. I'd recommend you play around with this mouse a bit before you buy one. I'm fairly certain you'll like it, and since it retails for the same price as the Atari mouse ($49.95), it makes a wonderful replacement if your Atari mouse should ever scurry off to rodent heaven...

****

If you have any articles, reviews, product releases, or news that you wish to contribute to this newsletter, you are welcome to send them to us. We cannot guarantee that your contribution will be published in the next newsletter but probably will be. If you wish to send us a letter, or your contribution, you can send it to us by our U.S. mail address, Internet address, Bitnet address, or Free-Net address that can be found in the beginning of this newsletter. You will receive full credit for any contribution published.

Cleveland Free-Net Atari SIG | Your Atari SIGops are:
_____ |
| Phillip M. Chow, Mark Leair, Scotty Meredith,
Newsletter (c) 1990 | Kevin Steele, Len Stys, and Doug Wokoun

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Thanks and until next time, keep the faith strong in Atari.
Your Atari computer is and always will be #1.

--

3280. 80 column dilemma...

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-03 03:25:39 UTC
From: wilmott@zeppelin.rutgers.edu
Message-ID: <Sep.2.23.25.37.1990.2598@zeppelin.rutgers.edu>
Source record: 114834

Just been reading the latest postings about getting 80 columns on the Atari 8-bit. Some recommend using one of the PD/Shareware term programs out there, others recommend using an XEP80. In either case, I have but one question : where can you purchase composite monochrome monitors anymore? The only monitors I can find in stores these days are types for use with IBM clones. Over the years, I've gotten several software-driven 80 column term programs. Never used them much because by and large the BBS' that I called were run on Atari's and were in 40 columns. Now most of those boards have fallen by the wayside so I must either give up BBS-ing on my 800xl (unthinkable), or find a way to display 80 columns. On a 20" color TV that ain't advised. So I need to find a good 'ole monochrome monitor to save me. Anybody know of any mail-order places that still carry such things???

-Ray

3281. An article on how to access Free-Net

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-03 15:55:31 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1990Sep3.155531.18648@usenet.ins.cwru.edu>
Source record: 114835

The following article was obtained from Z*Net Online Magazine.
It explains a little bit more on how to access Free-Net from Internet.

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Atari Online Magazine Issue #530
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(=) 1990 by Rovac Industries, Inc.
Post Office Box 59
Middlesex, New Jersey 08846
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Z*Net Online 24 Hour BBS (908) 968-8148 3/12/24
CompuServe 71777,2140 GEnie Z-NET
==========
JULY 27, 1990

==========
CLEVELAND FREENET - FEEDBACK
==========
by Francisco X DeJesus

About two months ago I read about the Cleveland Free-Net right here in Z*Net. You've probably heard something about it by now, including the fact it's absolutely free. However, if you live nowhere near Cleveland, you may be thinking how you can get to it without a not-so-free long distance phone call. All you really need is access to a computer system in the Internet network...

If your'e at college, the best way to connect to it is to use your ST as a terminal to a local computer system, for example, using Uniterm to call your campus computer system. Most colleges and universities nationwide have Internet access. If you have an account in that computer, log in as you usually would. From your system, it is a one-step process to get to the Free-Net. Type in:
"telnet freenet-in-a.cwru.edu" (no quotation marks). If it doesn't recognize the hostname, try using the IP number directly:
"telnet 129.22.8.76". Most mainframe operating systems (VMS, Unix, CMS, Music, etc.) support the Telnet command.

If you do not have an account on the local computer system, ask around to see if you may request a temporary account or if there is a 'guest' account available. Also ask about the kind of computer that answers the

phone calls. If it is what is known as a 'terminal server', you have to connect from there to the actual computer that you want to use (for example, you type in something like 'connect LOCALCOMP' and then your'e asked for your username and password to log in). If this is the case, some terminal servers will allow you to use the Internet directly: type in "connect 129.22.8.76". A last resort is to visit some of the local microcomputer labs in your school. Find out if they are plugged into your campus network (usually thru ethernet). If they are, you may obtain PD Telnet software for both Macs and PCs.

Once you reach the Free-Net (it takes just a few seconds to connect from anywhere in the country) you will be greeted by the title screen and an ASCII pic of the 'electronic city'. You may log in as a guest user and begin to explore the system or apply for an account (they will send you the actual application by mail). As a guest user you can go anywhere and read anything in the system, but you can't leave messages, e-mail, or chat with the other users online.

The whole Free-Net is set up like a menu-driven BBS with a city motif, and well deserved since it is HUGE! The system is extremely easy to use, and online help is available. Do check out all the SIGs, especially the Atari SIG (type "go atari" at any arrow prompt). The Atari SIG is among the largest, and (as usual) Atari users are among the most outspoken in some of the other areas. Not all SIGs are computer-oriented, and there is more than one SIG for every interest (for a complete listing of the SIGs check out the Index under the Post Office's User Services).

In all, if you have the chance, I highly recommend you try out the Cleveland Free-Net. As a first impression, the Free-Net works like any small BBS, but on such a large scale that the sheer magnitude of it still awes me (how many BBS's do you know with 96MB RAM and over 2 gig HD space? - and it's growing!). It takes very little time to feel at home there, and it's free, so go online today!

ak662@cleveland.freenet.edu
dejesus@comus.cs.tulane.edu
GEnie: F.DEJESUS1

--

3282. Re: 40 to 80

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-04 06:02:00 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <49700041@uxa.cso.uiuc.edu>
Source record: 114836

Another good terminal program is KERMIT-65, which offers 3 flavors
of screen display: regular 40 column, 40-column pannable to display
80 columns, and the previously discussed 80-column screen format.

Considering the fact that I can't afford any more hardware, the plethora
of 80-column term software has made my old 8bit system very useful.

3283. WANTED -- Eastern Front (1941) Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-04 16:48:21 UTC
From: esok@ohs.UUCP
Message-ID: <580@ohs.UUCP>
Source record: 114837

I am looking for the Eastern Front (1941) Cartridge. If anyone knows where
I can obtain one, or if anyone is willing to part with theirs, please let
me know, E-mail to esok@iconsys!ohs or post a followup. Thanks in advance.

--
*******Eric Sokolowsky (ohs!ohs-cs!esok@uunet.UU.NET)
California is a fine place to live -- if you happen to be an orange.
-- Fred Allen

3284. CC65 C Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-04 21:32:30 UTC
From: robby@vax1.acs.udel.EDU
Message-ID: <6901@vax1.acs.udel.EDU>
Source record: 114838

I recently FTPed the CC65 ARC files from ATARI.ARCHIVE.UMICH.EDU.
I noticed there were MAKEFILEs for compiling and linking the
compiler on a Unix host. I haven't had to much success in
making this compiler work on a Unix host. Has anyone got this
thing to run on anything else besides an Atari 8bit???

Rob

3285. Re: CC65 C Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-05 04:17:00 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <49700042@uxa.cso.uiuc.edu>
Source record: 114840

Do you mean, that the makefiles were specifically for compiling the
CC8 compiler source on a Unix host?

3286. Re: 80 column dilemma...

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-05 13:50:01 UTC
From: rfc@briar.Philips.Com
Message-ID: <107657@philabs.Philips.Com>
Source record: 114839

In article <Sep.2.23.25.37.1990.2598@zeppelin.rutgers.edu> wilmott@zeppelin.rutgers.edu (Ray Wilmott) writes:
> I have but one question : where can you purchase composite
>monochrome monitors anymore?
>
You might try places that supply closed circuit security television systems. Be sure to ask for a *baseband video monitor if you want to use the baseband video from the computer, not a monitor that receives a signal on a TV channel. Or, if the only thing available is the TV channel kind, maybe you can use the RF modulator output from the Atari to drive it. See if you can try out the computer on the monitor before you buy.

3287. Re: CC65 C Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-05 16:35:22 UTC
From: gdtltr@freezer.it.udel.edu
Message-ID: <29509@nigel.ee.udel.edu>
Source record: 114841

In article <49700042@uxa.cso.uiuc.edu> pm16579@uxa.cso.uiuc.edu writes:
=>
=>
=>
=>
=>
=> Do you mean, that the makefiles were specifically for compiling the
=> CC8 compiler source on a Unix host?

I have fixed CC65 to cross-compile from Unix (specifically SunOS) using GCC. Sun's C compiler doesn't like the #asm directives, and GCC is portable enough (and free!) I managed to get it to cross-compile/assemble/link itself, and added backslash line continuation while I was at it. If I get enough requests I will try to make the tar.Z file available.

Gary Duzan
Time Lord
Third Regeneration

p.s. Major bummer. My keyboard is on the blink. ESC, 1-6, -, and occasionally other keys don't work. Right now I'm using the Sun 3 I used to port the above mentioned compiler.

GD,TL,TR

--
gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] If you can square, round, or cube a number, why not sphere it? [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3288. Re: CC65 C Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-05 17:57:58 UTC
From: robby@vax1.acs.udel.EDU
Message-ID: <6902@vax1.acs.udel.EDU>
Source record: 114842

In article <49700042@uxa.cso.uiuc.edu> pm16579@uxa.cso.uiuc.edu writes:
>
>
>
>
>
> Do you mean, that the makefiles were specifically for compiling the
> CC8 compiler source on a Unix host?

I'm think so! The documentation that came with isn't very good. It only explains how to run the compiler, assembler, & linker. It says nothing about recompiling & linking. However, there are three files with the source archive. They are as follows:

MAKE8
MAKEFILE.ST
MAKEFILE.UNX

I assumed that MAKEFILE.UNX was a makefile for unix hosts. Did I assume wrong??

Rob

3289. Re: CC65 C Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-05 21:53:49 UTC
From: bdp@bushido.uucp
Message-ID: <1990Sep5.215349.2801@bushido.uucp>
Source record: 114843

Well, as far as I know, it is 6502 specific assembly language, which means it won't work on a Unix machine..Unless you're talking about C source code, and not the compiler itself.

-Brian

--
==========
Brian Place
Internet/UUCP: bdp@shadow.ann-arbor.mi.us
CompuServe: 73767,1651
GEnie: B.PLACE
==========

3290. Re: CC65 C Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-06 12:46:01 UTC
From: gdtltr@freezer.it.udel.edu
Message-ID: <29621@nigel.ee.udel.edu>
Source record: 114844

In article <1990Sep5.215349.2801@bushido.uucp> bdp@bushido.uucp (Brian Place) writes:
=>
=>Well, as far as I know, it is 6502 specific assembly language, which means
=>it won't work on a Unix machine..Unless you're talking about C source code, and
=>not the compiler itself.
=>
=> -Brian
=>
CC65 will effectively cross-compile from Unix, however, when set up
properly. That way you have more memory to build stuff.

--
gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] If you can square, round, or cube a number, why not sphere it? [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3291. ADC MODEM

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-06 16:04:34 UTC
From: AJONES@osu-20.ircc.ohio-state.edu
Message-ID: <126197877530l1@osu-20.ircc.ohio-state.edu>
Source record: 114845

Does anyone out there know where Capetronix (Capetronics?) Inc. is?
They made a 300-1200 bd modem under the brand name "ADC". I'd like to find
a manual for it.

S.J.

3292. 800XL Video Problem

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-06 17:17:14 UTC
From: gonzalez@bbn.com
Message-ID: <59314@bbn.BBN.COM>
Source record: 114846

A friend of my SO is having difficulty with his recently-acquired 800XL. He's a former recording engineer, so he's got some electronics smarts, but it's all analog. To add to the confusion, all I know is what he told me over the phone (he lives in upstate New York, while we live in eastern Massachusetts). Also, I haven't looked at an 800XL in nearly 10 years.

The problem is that when he powers up the machine, the display is "hashed". Judging from the description, it sounds like the scan rate is off (60Hz driving a circuit configured for 50Hz, for example). He was wondering if there was some switch that might be set wrong. Typing on the assumption that he's at the monitor level, he sees no apparent change in the screen display in response to basic commands. Does this ring any bells?

-Jim.

3293. BobTerm

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-07 16:09:38 UTC
From: dickson@felix.UUCP
Message-ID: <150925@felix.UUCP>
Source record: 114847

Does anyone know of somewhere I can call for a d/l or somewhere I can pickup
a copy of BobTerm?

reply via e-mail dickson@felix.UUCP

--

3294. Re: CC65 C Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-08 16:14:07 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <33659@cup.portal.com>
Source record: 114848

I have gotten CC65 up, running, and compiling programs on a Sun Microsystems SPARCstation I. I've communicated most, although perhaps not all, of the fixes needed, to John Dunning, CC65 author. The SPARCstation runs SunOS which is for all intents and purposes a UNIX clone.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3295. cc65.tar.Z

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-08 17:33:42 UTC
From: gdtltr@freezer.it.udel.edu
Message-ID: <29861@nigel.ee.udel.edu>
Source record: 114849

If anyone is interested in a Unix cross-compiler version of CC65, you can
(at least for now) anonymous FTP it from:

louie.udel.edu:/pub/cc65/cc65.tar.Z

I guess we can call this a Beta version. It appeared to work without problems
on a Sun 3 under SunOS 4.0.3 using GCC (Sun cc doesn't like all the #asm
directives, but I believe there is a program to comment them out.) It also
worked under SunOS 4.1 with one change to the Makefile and commenting out one
function. Let me know how it works for you.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] If you can square, round, or cube a number, why not sphere it? [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3296. Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-08 21:43:50 UTC
From: wilmott@emerald.rutgers.edu
Message-ID: <Sep.8.17.43.49.1990.26249@emerald.rutgers.edu>
Source record: 114850

Does anyone know the current status of Antic magazine? Word on a local BBS about a month ago was that it was going to merge with STart magazine beginning with the September issue. Is this true? And does anyone know when this issue is due out? I otherwise would have expected to receive an issue about a month ago, but have heard nothing. Any info much appreciated.

-Ray

3297. 80 col. word pros?

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-09 14:19:26 UTC
From: rrwood@contact.uucp
Message-ID: <1990Sep9.141926.25790@contact.uucp>
Source record: 114851

Someone posted a note here a week or so ago about OmniWriter, the 80 column word processor available from Newell Industries with their OmniView OS upgrade. Supposedly this word processor is "seamless" in that it addresses the extended memory in an XE. My question is what is the size of the largest editable text file it will handle? And will it fully use the 1Meg upgrade they offer? (a 1Meg upgrade for only $100 bucks! Now what the hell do I do with all that memory?)

Along the same lines, does anyone know of any word pro for the 8-bits that fully uses extended memory? I've heard talk that PaperClip does, but only as a Ramdisk. I'd really like something that supports 80 columns and will efficiently allow the editing of large (50-100k) files. If you know anything about this, please respond! I've asked before and received only dead silence as an answer!

-Roy Wood (rrwood@contact.uucp)

3298. Re: 80 col. word pros?

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-10 01:54:44 UTC
From: gdtltr@freezer.it.udel.edu
Message-ID: <29924@nigel.ee.udel.edu>
Source record: 114852

In article <1990Sep9.141926.25790@contact.uucp> rrwood@contact.uucp (roy wood) writes:
=>
=>Along the same lines, does anyone know of any word pro for the 8-bits
=>that fully uses extended memory? I've heard talk that PaperClip does,
=>but only as a Ramdisk. [...]

PaperClip supports up to 256K 8-bits. On an unmodified 130XE it should give
you about 80K of work space. On a 256K or greater XL/XE, Half of the extended
RAM is used to store the spell checker, which speeds thinks up quite a bit,
and the rest (80-90K) is work space. One note: my Newell Industries 256KXL
had some quirks made PaperClip think it only had 128K. (Soultion: scopy the
spell checker to an MIO RAMdisk and make it drive 2. Just as fast, and doesn't
go away when the computer loses power.)

Gary Duzan
Time Lord
Third Regeneration

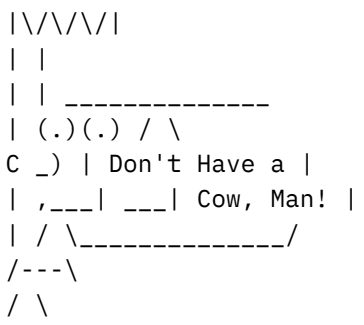
--
gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] If you can square, round, or cube a number, why not sphere it? [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3299. Atari 8bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-10 19:56:15 UTC
From: cfleck@SRC.Honeywell.COM
Message-ID: <90745@srcsip.UUCP>
Source record: 114853

I would like to know where I should/can buy some hardware for my 800XL.
I am going to buy a disk drive, monitor, and modem. I already have a
tape drive and 850 interface. Please send me company names and phone #s
that I can get catalogs from......

Thanks



Chuck Fleckenstein
cfleck@src.honeywell.com

3300. Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-11 02:54:35 UTC
From: reh2@po.CWRU.Edu
Message-ID: <1990Sep11.025435.8291@usenet.ins.cwru.edu>
Source record: 114705

```
i

The SysOp wanted me to post this article:

The Basement BBS has been supporting the Atari community since 1986!
The BBS is ran on BBS Express Pro! with plenty of hard disk space...
It features various online games including custom Atascii graphic
menus and online terrorism which has to be seen to believe it!
Check it out

216-381-7859 3/12/24oo bps

Tell the SysOp Rick sent ya for faster verification!

See yX{ there!
.
wq
```

3301. Re: Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-11 20:51:01 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <gavIspC00VIEQUkUVj@andrew.cmu.edu>
Source record: 114854

I subscribe to STart, and I didn't get last month's issue of it either. Apparently there was no last issue. When I called Antic/STart's subscription offices, they said they had no explanation. I assume they are going bankrupt given the current sorry state of Atari computers. I could be wrong, but I think that the October issue will be the last one. Maybe there won't even be an issue, just an apology notice,
All this annoys me becase Atari computers have the best price/performance ratio of anything on the market, and I like to have some connection with other Atarians. Oh well, I'm saving up for a Mac II anyway, haven't seen hide nor hair of the new Ataris...

|\/| ike Greelish at Carnegie Mellon U. (Macland, Inc.)
"I'm trapped in Pittsburgh with too much to do..."

3302. Re: Atari 8bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-12 14:33:27 UTC
From: clf3678@ulta.isc.rit.edu
Message-ID: <3746@ulta.isc.rit.edu>
Source record: 114706

In article <90745@srcsip.UUCP> cfleck@SRC.Honeywell.COM (Chuck Fleckentein) writes:
>I would like to know where I should/can buy some hardware for my 800XL.
>I am going to buy a disk drive, monitor, and modem. I already have a
>tape drive and 850 interface. Please send me company names and phone #s
>that I can get catalogs from......
>
>Chuck Fleckenstein
>cfleck@src.honeywell.com

One of the best places to buy peripherals is from Computer Software
Services, the folks who sell the Black Box, Super Archiver, etc. I
know for a fact that they have disk drives and monitors in stock. Don't
know about modems though. This kind of stuff isn't their regular
business, though, so they don't regularly stock these items. If they
have extras laying around, stuff they may have purchased in a quantity
at a good price, they'll be glad to it to you.

The person who will answer the phone is Ron. Their number is
716-586-5545. Tell Ron I sent ya.

Chris Freemesser, Rochester Institute of Technology (THE ACORN BBS
||| BITNET: clf3678@ritvax) (716)436-3078
||| Usenet: clf3678@ultb.rit.isc.edu (2400 baud/42 megs
/ | \ GEnie: C.FREEMESSER) full Atari support

3303. Re: BobTerm

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-12 14:35:18 UTC
From: clf3678@ulta.isc.rit.edu
Message-ID: <3747@ulta.isc.rit.edu>
Source record: 114707

In article <150925@felix.UUCP> dickson@felix.UUCP (Pete S. Dickson) writes:
>
>Does anyone know of somewhere I can call for a d/l or somewhere I can pickup
>a copy of BobTerm?
>

You can call author Bob Puff's very own BBS, running his very own BBS
software.

Computer World
716-247-8808

or the Computer Software Services BBS
716-247-7157 (this line is multiplexed!)

or my BBS, listed below.

Chris Freemesser, Rochester Institute of Technology (THE ACORN BBS
||| BITNET: clf3678@ritvax) (716)436-3078
||| Usenet: clf3678@ultb.rit.isc.edu (2400 baud/42 megs
/ | \ GEnie: C.FREEMESSER) full Atari support

3304. Re: Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-13 19:07:14 UTC
From: garlow@lpl.arizona.edu
Message-ID: <79@organpipe.UUCP>
Source record: 114708

What I've heard is that Antic has indeed ceased publi-
cation. Current subscriptions will be transferred to STart
subscriptions, with two STart issues for every Antic issue
you were owed. The next STart issue is to be October's.
Also, you could get a refund if you wanted.

Does anyone know how much coverage STart has had for
the 8-bits, for example in number of pages devoted to them?
I'm doubtful that I'll be satisfied with just a few pages
(I heard a figure of 16 pages) in a magazine that's largely
devoted to the ST's, since I don't own an ST (nor can I afford
to get one in the near future).

Kevin Garlow

3305. Re: 80 col. word pros?

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-14 13:01:24 UTC
From: dave4@rruxh.UUCP
Message-ID: <DAVE4.90Sep14090124@rruxh.rruxh.UUCP>
Source record: 114709

PaperClip uses all the availabble memory you have and NOT as a
RAMDisk. You have to have the 130XE version of PaperClip. Back when
I had a 320XE (320K), I used to edit some really huge documents. And
it doesn't work all goofy like Atari Writer +. But the really really
nice thing about PaperClip and extra memory is when you use the
SpellChecker. It loads into memory as much of the dictionary disk as
it can and then spellchecks. In that mode, it was as fast a
spellchecker as
anything I've ever used on any other machine.

Dave Arlington

3306. Re: Atari 8bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-16 21:15:00 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <49700043@uxa.cso.uiuc.edu>
Source record: 114710

Although this company doesn't have anything that you need, ICD inc.
is a company dedicated to 8bitters, as well as having an ST product line.
Maybe you could get good advice on Atari-manufactured peripherals,
as well as third-party manufacturers. The address & numbers:

ICD, inc.
1220 Rock Street
Rockford, Ill 61101-1437

voice (815) 968-2228
BBS (815) 968-2229, 300-9600

Maybe I'm being naive, but I would recommend the Atari double-sided,
double density drive (I think it's model 1551 or something). I don't
know where to find it.

A good idea is to pick up the COMPUTER SHOPPER, a big catalog of
computers and related equipment. Although it has little or no info
on Atari dealers, it's a good place to look for deals on cheap
modems and the like (if you want to buy new stuff). Maybe it does
have Atari 8bit dealer information; I'm not sure.

Hope this helped.

3307. Re: Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-17 17:38:36 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1990Sep17.173836.27954@cbnewsc.att.com>
Source record: 114711

From article <79@organpipe.UUCP>, by (Kevin Garlow x2272):
>
> What I've heard is that Antic has indeed ceased publi-
> cation. Current subscriptions will be transferred to STart
> subscriptions, with two STart issues for every Antic issue
> you were owed. The next STart issue is to be October's.
> Also, you could get a refund if you wanted.
>
> Does anyone know how much coverage STart has had for
> the 8-bits, for example in number of pages devoted to them?
> I'm doubtful that I'll be satisfied with just a few pages
> (I heard a figure of 16 pages) in a magazine that's largely
> devoted to the ST's, since I don't own an ST (nor can I afford
> to get one in the near future).

I was looking through the October STart over the weekend. It is
at the newsstands now. I didn't count the pages, but I would say
that 16 is about right. That includes the articles and the pages
for the BASIC listings for the programs. I didn't buy the issue
I was looking at because it was only available with the ST disk for
about $12.95. I didn't see any of the articles that I really wanted
to have either. There was no offer to get the 8bit programs listed on
disk that I could see. I only took a quick glance, though, so I might
have missed it.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3308. WANTED -- hardware and software

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-17 18:06:06 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.90Sep17190606@tweezers.esd.sgi.com>
Source record: 114712

I'm in the market for the following items:

* a 48K memory board for the Atari 400.
* a floppy disk drive. An Atari 1050 is ideal, though an Atari
810 is acceptable.
* a copy of STAR RAIDERS!

If you have any of this stuff and would like to sell, please send me
an offer via email. Thanks in advance.

--M
--

--
\/ Michael Portuesi Silicon Graphics, Inc. portuesi@sgi.com

"product plus promotion equals profit" -- consolidated

3309. ASM/ED low-high byte syntax and vt100 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-18 01:28:17 UTC
From: ccastmr@prism.gatech.EDU
Message-ID: <13778@hydra.gatech.EDU>
Source record: 114713

I am posting this question for a friend; I do not normally read this newsgroup,
so please respond by e-mail.

When using the Assembler/Editor cartridge, how do you indicate that you
want the low byte or high byte of a labelled address? <LABEL and >LABEL don't
seem to work...
Also, where can I find an 80-column vt100 emulator for an 800XL without
the XEP-80 adaptor (but with SpartaDOS COLUMNS.COM)?

Thanks in advance...

Mark J. Reed
==========
uucp : ..gatech!cc!mark | "Ambition is a poor excuse for not
Internet: mark@cc.gatech.edu | having sense enough to be lazy."
BITNET : mark%cc@GITVM1 | --Charlie McCarthy
==========

3310. 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-18 13:47:30 UTC
From: lennox@minilove.diag.stratus.com
Message-ID: <LENNOX.90Sep18094730@minilove.diag.stratus.com>
Source record: 114714

What does the 6502 do when it encounters an illegal
opcode? Does it just halt, as in a BRK, or can you have
it branch to a trap address?

--
| flame me at: lennox@minilove.diag.stratus.com, (Craig Scott Lennox) |
|"Oh boy, virtual memory! Now I'm gonna make myself a REALLY BIG ram disk!" |
| Disclaimer: My opinions are covered by section 2b of the Gnu Public |
| License and thus do not belong to Stratus Computer. |

3311. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-18 14:27:41 UTC
From: gdtltr@freezer.it.udel.edu
Message-ID: <30828@nigel.ee.udel.edu>
Source record: 114715

In article <LENNOX.90Sep18094730@minilove.diag.stratus.com>
lennox@minilove.diag.stratus.com (Craig Scott Lennox) writes:
=>
=>
=>What does the 6502 do when it encounters an illegal
=>opcode? Does it just halt, as in a BRK, or can you have
=>it branch to a trap address?
=>
I believe the result is undefined. In fact, some early 6502's had some
desirable side-effects of using an undocumented opcode, so programmers would
use them. Obviously a bad thing. Newer chips like the 65802 and the 65816
actually use all 256 bit patterns for opcodes. (Well, just about anyway.)
Answer: Don't do that. (0.5 :-)

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] An isolated computer is a terribly lonely thing. [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3312. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-18 14:49:00 UTC
From: lennox@minilove.diag.stratus.com
Message-ID: <LENNOX.90Sep18104900@minilove.diag.stratus.com>
Source record: 114716

In article <30828@nigel.ee.udel.edu> gdtltr@freezer.it.udel.edu (Gary Duzan) writes:

In article <LENNOX.90Sep18094730@minilove.diag.stratus.com>
lennox@minilove.diag.stratus.com (Craig Scott Lennox) writes:
=>What does the 6502 do when it encounters an illegal
=>opcode? Does it just halt, as in a BRK, or can you have
=>it branch to a trap address?

I believe the result is undefined. In fact, some early 6502's had some
desirable side-effects of using an undocumented opcode, so programmers would
use them. Obviously a bad thing. Newer chips like the 65802 and the 65816
actually use all 256 bit patterns for opcodes. (Well, just about anyway.)
Answer: Don't do that. (0.5 :-)

Well that's depressing. I was hoping there would be an illegal opcode
trap to implement new opcodes.

Guess I won't even ask if there's an illegal memory ref trap address
to use to implement virtual memory. (0.125 :-))

The really depressing thing is: How tough could it have been? I
realise that the 6502 microcode really packs 'em in, but it's
pretty poor programming style not to handle error conditions.

--
| flame me at: lennox@minilove.diag.stratus.com, (Craig Scott Lennox) |
|"Oh boy, virtual memory! Now I'm gonna make myself a REALLY BIG ram disk!" |
| Disclaimer: My opinions are covered by section 2b of the Gnu Public |
| License and thus do not belong to Stratus Computer. |

3313. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-18 15:57:01 UTC
From: gdtltr@freezer.it.udel.edu
Message-ID: <30842@nigel.ee.udel.edu>
Source record: 114717

In article <LENNOX.90Sep18104900@minilove.diag.stratus.com>
lennox@minilove.diag.stratus.com (Craig Scott Lennox) writes:
=>In article <30828@nigel.ee.udel.edu> gdtltr@freezer.it.udel.edu (Gary Duzan) writes:
=>
=> In article <LENNOX.90Sep18094730@minilove.diag.stratus.com>
lennox@minilove.diag.stratus.com (Craig Scott Lennox) writes:
=> =>What does the 6502 do when it encounters an illegal
=> =>opcode? Does it just halt, as in a BRK, or can you have
=> =>it branch to a trap address?
=>
=> I believe the result is undefined. In fact, some early 6502's had some
=> desirable side-effects of using an undocumented opcode, so programmers would
=> use them. Obviously a bad thing. Newer chips like the 65802 and the 65816
=> actually use all 256 bit patterns for opcodes. (Well, just about anyway.)
=> Answer: Don't do that. (0.5 :-)
=>
=>
=>Well that's depressing. I was hoping there would be an illegal opcode
=>trap to implement new opcodes.
=>
=>Guess I won't even ask if there's an illegal memory ref trap address
=>to use to implement virtual memory. (0.125 :-))
=>
The 65816 could possibly handle Virtual Memory with some extra hardware
since it has an ABORT input signal to abort the current instruction and jump
through an additional interrupt vector. I wouldn't think it possible on a 6502,
however.

=>The really depressing thing is: How tough could it have been? I
=>realise that the 6502 microcode really packs 'em in, but it's
=>pretty poor programming style not to handle error conditions.
=>
Well, I think they at least made sure that the thing doesn't get stuck in
a funny state when the illegal opcodes are refernced. I can't speak to the
complexity issue; I gave up EE long ago. (Three whole years. :-) The only
argument I can give for their decision was to keep the chip simple. By the way,
I'm pretty sure the 65C02 made all the unused opcodes NOP's.

=>
=>|"Oh boy, virtual memory! Now I'm gonna make myself a REALLY BIG ram disk!" |

Sounds good to me. The Bullet File System (Amoeba) does something pretty
close to this. It seems to be getting more popular.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] An isolated computer is a terribly lonely thing. [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3314. Re: ASM/ED low-high byte syntax and vt100 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-19 06:16:07 UTC
From: arthur@pnet01.cts.com
Message-ID: <4500@crash.cts.com>
Source record: 114718

ccastmr@prism.gatech.EDU (Mark J. Reed) writes:
>
>I am posting this question for a friend; I do not normally read this newsgroup,
>so please respond by e-mail.
>
> When using the Assembler/Editor cartridge, how do you indicate that you
>want the low byte or high byte of a labelled address? <LABEL and >LABEL don't
>seem to work...

Have you tried "HIGH" and "LOW"?

Arthur L. Rubin (home) (714)671-1051
PO Box 9245 (work) (714)961-3771
Brea, CA 92622 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453
INET: arthur@pnet01.cts.com or arubin@pro-sol.cts.com
UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01![arthur pro-sol!arubin]
ARPA: crash!pnet01![arthur pro-sol!arubin]@nosc.mil
>>> All opinions expressed here are my own and do not represent my employer<<<

3315. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-19 06:20:06 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <34056@cup.portal.com>
Source record: 114719

Craig Lennox asks:
>What does the 6502 do when it encounters an illegal
>opcode? Does it just halt, as in a BRK, or can you have
>it branch to a trap address?

The 6502 does several things. Sometimes it executes the illegal instruction, sometimes it hangs (and I think a powerdown is required to reset it), and sometimes it executes a NOP. The 65C02 chip executes NOPs when it encounters an illegal instruction, as does the 65802 and 65816. To my knowledge, none of the chips simply HALTs or branches to a trap address. For the 6502, however, you can actually build a circuit that can detect most of the illegal opcodes, and cause an interrupt if one is about to be executed. If you want more information on this, send me email. A more attractive way of avoiding illegal opcodes is to use the 65C02 however. :)

>--
>| flame me at: lennox@minilove.diag.stratus.com, (Craig Scott Lennox) |

Charles_K_Hughes@cup.portal.com

3316. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-19 06:24:52 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <34057@cup.portal.com>
Source record: 114720

Craig Lennox writes:
>Well that's depressing. I was hoping there would be an illegal opcode
>trap to implement new opcodes.

To simulate this, use the BRK opcode.

>
>Guess I won't even ask if there's an illegal memory ref trap address
>to use to implement virtual memory. (0.125 :-))

To simulate this, wire up a circuit that generates an interrupt if virtual memory is accessed.

Of course, the solution is to simply use a 68000. It has everything you are looking for I think.

>
>The really depressing thing is: How tough could it have been? I
>realise that the 6502 microcode really packs 'em in, but it's
>pretty poor programming style not to handle error conditions.

Yes, but at the time the 6502 was created it wasn't really easy programming them. :)

>
>
>--
>| flame me at: lennox@minilove.diag.stratus.com, (Craig Scott Lennox) |

Charles_K_Hughes@cup.portal.com

3317. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-19 11:35:10 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3119@medusa.informatik.uni-erlangen.de>
Source record: 114723

lennox@minilove.diag.stratus.com (Craig Scott Lennox) writes:

>The really depressing thing is: How tough could it have been? I
>realise that the 6502 microcode really packs 'em in, but it's
>pretty poor programming style not to handle error conditions.
The 6502 has no microcode at all. It's hard-wired. (One of those very
early RISC chips 8-)

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

3318. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-19 12:04:11 UTC
From: landon@Apple.COM
Message-ID: <44946@apple.Apple.COM>
Source record: 114724

>The really depressing thing is: How tough could it have been? I
>realise that the 6502 microcode really packs 'em in, but it's
>pretty poor programming style not to handle error conditions.

There's worse. Early 6502s (pre June '76) didn't have ROR.

There were some articles eight or nine years ago that discussed the
"undocumented" 6502 instructions (for some particular mask-version of the
chip, I suppose). Some of them were pretty odd, like "Store A Immediate"
or (memory begins to fail me now:) "TYA and increment S."

More trivia: Leonard Tramiel claimed that the world's record for a "stock"
6502 is 25 Mhz (sans cooling -- the champ got REAL hot before it died).
Anyone for a dry-ice-fueled, six MIP 68K-killer? :-)

Landon Dyer (landon@apple.com) ::
:::::::::::::::::::::::::::::::: making the merry-go-round SPIN FASTER
Apple Computer, Inc. :: so that everyone has to HOLD ON TIGHTER
NOT THE VIEWS OF APPLE COMPUTER :: just to keep from being THROWN TO THE WOLVES
--
Landon Dyer (landon@apple.com) ::
:::::::::::::::::::::::::::::::: making the merry-go-round SPIN FASTER
Apple Computer, Inc. :: so that everyone has to HOLD ON TIGHTER
NOT THE VIEWS OF APPLE COMPUTER :: just to keep from being THROWN TO THE WOLVES

3319. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-19 17:16:49 UTC
From: dalekim@llama.Ingres.COM
Message-ID: <1990Sep19.171649.20159@ingres.Ingres.COM>
Source record: 114721

In article <LENNOX.90Sep18094730@minilove.diag.stratus.com>
lennox@minilove.diag.stratus.com (Craig Scott Lennox) writes:

>What does the 6502 do when it encounters an illegal
>opcode? Does it just halt, as in a BRK, or can you have
>it branch to a trap address?

On the topic of illegal 6502 opcodes, I once heard that there was a
'Crash and Burn' instruction on the Apple II's 6502 chip (which supposedly
melts down the chip). Have any of you 8-bit enthusiasts heard of anything
like this for the 6502 in an Atari computer? I have an expendable Atari 800
at my disposal. :-)

-Dale

3320. Re: 8-bit system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-19 18:16:50 UTC
From: rcw@hpdmd48.boi.hp.com
Message-ID: <15470002@hpdmd48.boi.hp.com>
Source record: 114722

I'm responding for another person on this site he asks what is the lowest price you'll take.

Roger

3321. BobTerm

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-20 14:42:38 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Sep20.144238.20157@kcbbs.gen.nz>
Source record: 114727

```
>]Does anyone know of somewhere I can call for a d/l or somewhere I can pickup
>]a copy of BobTerm?
>]
>]reply via e-mail dickson@felix.UUCP
```

Jon Clarke replies:

```
Try your local node to GEnie. Bobterm is in the Atari 8 bit section.
Failing that drop me some email and I will get one of our 8 bit
sysops to post you a disk from the PD libary.
```

Jon Clarke

```
+---------------+-----------------+--------------------------------+
| o( ) STaTus | The Atari BBS | Snail mail to : Jon Clarke, |
| / /\ BBS. | in Auckland,NZ +------------+ RD#2 Drury, |
+---------------+-----------------+ Running:: | Auckland, |
|Mail : STT@kcbbs.gen.nz | MBBS Ver 3 | New Zealand. |
| : J.Clarke6 - GEnie +------------+--------------------+
| : 72000,3555 - CIS | Node 1&2 :+64-9-606067 / 608485 |
+---------------------------------+--------------------------------+
```

3322. ibm writing atari format

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-20 17:04:45 UTC
From: cierdain@ucrmath.ucr.edu
Message-ID: <8777@ucrmath.ucr.edu>
Source record: 114728

Hi,
Months and months ago, I heard about a program that let IBM's write Atari 8-bit readable disks. Just yesterday, I noticed that a program such as this is available on the atari.archive. However, the little blurb says that it writes Mydos format disks. Unfortunately, I do not have Mydos, and, while it too is available at the archive, my only way to down load stuff for my old atari is through the IBM's at work, which means I need the Util program, which means I need Mydos...and around we go..... So, my question is, are Mydos formated disks compatible with anything else? I have copies of Dos 2.5, 3.0 and XL floating around somewhere, will any of these work? For that matter, does the IBM program work? Any and all suggestions of how I might be able to get Util and/or Mydos would be appreciated.

Thanks,
Andrew Cullum (cierdain@ucrmath.ucr.edu or Elvis@watnxt2.ucr.edu)

3323. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-20 17:58:34 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1990Sep20.175834.10283@cbnewsc.att.com>
Source record: 114725

From article <30842@nigel.ee.udel.edu>, by gdtltr@freezer.it.udel.edu (Gary Duzan):
>
> =>
> =>|"Oh boy, virtual memory! Now I'm gonna make myself a REALLY BIG ram disk!" |
>
> Sounds good to me. The Bullet File System (Amoeba) does something pretty
> close to this. It seems to be getting more popular.

I have never heard of the Bullet File System. Where can I get a copy. Is
it sold by Atari dealers. I don't think my local one has heard of it
either. At least it has never been brought up at any of our User Group
meetings.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3324. printer drivers

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-20 18:54:00 UTC
From: spam@pv01a0.vincent.iastate.edu
Message-ID: <1990Sep20.185400.3447@news.iastate.edu>
Source record: 114729

hi...

i have a smith-corona tp-1 printer and i want to use it with atari-writer.
the problem is that it witll only line-feed when atariwriter sends out a
chr(155), and not carriage return. i have solved the problem in the past
by saving the file to a file, and running a basic program that formats the
pages and send a chr(13) (^M) at the end of a line. my question is: is
there a printer driver publicly available that will do this from atari-writer?
i'm using a pretty generic printer interface, and i have a p:r:connection
that i'm only using for serial i/o but could use as a printer interface also
(if i get a cable). i've only had this problem with the tp-1, and not my
seikosha sp-1000, so it's apparently some difference in how the sp1 handles
CRLF.

thanks,

mike begley
spam@iastate.edu

3325. looking for hard drive subsystem & maybe turbo-816 board

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-20 19:11:22 UTC
From: spam@pv01a0.vincent.iastate.edu
Message-ID: <1990Sep20.191122.3688@news.iastate.edu>
Source record: 114726

i have been wanting to add a harddrive subsystem to my atari for some time now. i have a st-225 sitting idle and i was wondering if anyone had (or knew of) an atari-st506 type interface for sale. i have an XL so the parallel bus is available. otherwise, is it possible to hook my scsi drive that's in my AT to the atari at the same time? i know that this is grabbing at straws, but i'm looking for anything...

also, is the turbo-816 board available still? i imagine that this would be a perfect vehicle for a MINIX port, if someone wanted to take the time, but i don't seem to see any info about it anymore.

thanks,
-mike begley
spam@iastate.edu

3326. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-21 03:46:23 UTC
From: edp367s@monu6.cc.monash.edu.au
Message-ID: <1990Sep21.034623.8202@monu6.cc.monash.edu.au>
Source record: 114731

dalekim@llama.Ingres.COM (Dale Kim) writes:

>On the topic of illegal 6502 opcodes, I once heard that there was a
>'Crash and Burn' instruction on the Apple II's 6502 chip (which supposedly
>melts down the chip).
I sure hope this is a joke.
> Have any of you 8-bit enthusiasts heard of anything
>like this for the 6502 in an Atari computer? I have an expendable Atari 800
>at my disposal. :-)
I'll post/send a list of lots of these types of opcodes later today or
tomorrow.

>-Dale

rik.
--
Rik Harris - edp367s@monu6.cc.monash.edu.au | Build a system that
Faculty of Computing and Information Technology, | even a fool can use,
Monash University, Caulfield Campus, Australia | and only a fool will
(say that with your mouth full!) | want to use it.

3327. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-21 10:53:38 UTC
From: dac@ukc.ac.uk
Message-ID: <5501@harrier.ukc.ac.uk>
Source record: 114733

In article <1990Sep19.171649.20159@ingres.Ingres.COM> dalekim@llama.Ingres.COM (Dale Kim) writes:
>On the topic of illegal 6502 opcodes, I once heard that there was a
>'Crash and Burn' instruction on the Apple II's 6502 chip (which supposedly
>melts down the chip). Have any of you 8-bit enthusiasts heard of anything
>like this for the 6502 in an Atari computer? I have an expendable Atari 800
>at my disposal. :-)

I too heard about this. Whether I really believe it or not is another matter. What I heard is that it was a memory address (maybe for an i/o device) which, when written to the right way, would send some current to part of the computer which blew something. Technically, I suppose this sort of thing is possible, but what a design bug!!!

As for other 6502 opcodes, Personal Computer World (or maybe Practical Computing - which ever one had the "Subset" section) had a pretty comprehensive list of "illegal" opcodes back in 1983 (I think). The instructions were pretty weird - too weird for me to remember. What I do remember was that I saw no real use for any of them, although there were two and three byte NOPs with which you can write very sneaky code as the first byte was the NOP2 or NOP3 code and the next one or two bytes were just ignored and so could be any other instruction/data you wanted.

Of course, the use of such illegal codes is "bad practice", but then so is self modifying code and I know no-one who programs 6502 and doesn't use that :-)

Dave.
--
% cc life.c | David Clear dac@ukc.ac.uk +44 227 764000x7592
% a.out | Local Area Networks, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.
>>> Kernel R0M. His Mission: To rid the world of wobbly ZX-81 16K RAM packs. <<<

3328. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-21 13:32:38 UTC
From: bkd@pc.usl.edu
Message-ID: <15061@rouge.usl.edu>
Source record: 114734

dac@ukc.ac.uk (David Clear) writes:

>>On the topic of illegal 6502 opcodes, I once heard that there was a
>>'Crash and Burn' instruction on the Apple II's 6502 chip (which supposedly
>>melts down the chip). Have any of you 8-bit enthusiasts heard of anything
>>like this for the 6502 in an Atari computer? I have an expendable Atari 800
>>at my disposal. :-)

Dave Clear responds...

>I too heard about this. Whether I really believe it or not is another
>matter. What I heard is that it was a memory address (maybe for an i/o
>device) which, when written to the right way, would send some current to
>part of the computer which blew something. Technically, I suppose this
>sort of thing is possible, but what a design bug!!!

[...]

>Dave.

There was an APRIL FOOLS JOKE about this in an Atari magazine. It
even had a program to type in that did some silly stuff before
trashing the Display List and moving the screen memory pointers
over some active memory area (Page 0 or something) so that the
display went wack. They did get a lot of letters from people who
didn't get the joke.

There was (is) absolutely NO WAY to harm the computer through software.
I am absolutely positive about the Atari, & Apple. I have heard
rumors about the Commodore PET possibly having this problem, but
I don't believe it for a second.

Sure you could rig up someting to trigger a bomb when you run it, but
don't waste our time posting silly stuff like that.

--
Brian K. Dore' Internet : bkd@pc.usl.edu
Programmer /Analyst U.S. Mail : PO Box 42770
Computing Center Lafayette, LA 70504
University of Southwestern LA Telephone : (318) 231-6868

3329. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-21 21:37:31 UTC
From: potter@speedway.DAB.GE.COM
Message-ID: <5841@ge-dab.GE.COM>
Source record: 114730

There was an op code on the old Motorola 6800 named HCF (for halt and catch fire). It stopped all other operations, reset the PC, and started accessing memory sequentially (from $0000 to $FFFF) at its maximum speed. Supposedly Motorola designed it as a test feature. No such thing carried over onto the 6502, though.

--
==========
Jeff Potter
...potter@ge-dab.ge.com
...mcnc!codas!ge-dab.GE.COM!potter

3330. Re: ibm writing atari format

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-22 01:19:50 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <34158@cup.portal.com>
Source record: 114732

Andrew Cullum writes:

>Hi,
> Months and months ago, I heard about a program that let IBM's write
>Atari 8-bit readable disks. Just yesterday, I noticed that a program such
>as this is available on the atari.archive. However, the little blurb says
>that it writes Mydos format disks. Unfortunately, I do not have Mydos, and,
>while it too is available at the archive, my only way to down load stuff for
>my old atari is through the IBM's at work, which means I need the Util
>program, which means I need Mydos...and around we go..... So, my question
>is, are Mydos formated disks compatible with anything else? I have copies
>of Dos 2.5, 3.0 and XL floating around somewhere, will any of these work?
>For that matter, does the IBM program work? Any and all suggestions of how
>I might be able to get Util and/or Mydos would be appreciated.
>
>Thanks,
>Andrew Cullum (cierdain@ucrmath.ucr.edu or Elvis@watnxt2.ucr.edu)

The IBM->Atari programs write double density Atari DOS 2.0 compatible disks.
With the exception of a few (weird) Atari DOSes, all DOSes for the Atari can
read this format. I suspect that the authors of the program simply didn't
think that Atari DOS 2.0 supported double density.

Charles_K_Hughes@cup.portal.com

3331. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-22 14:15:15 UTC
From: dac@ukc.ac.uk
Message-ID: <5511@harrier.ukc.ac.uk>
Source record: 114735

In article <15061@rouge.usl.edu> bkd@pc.usl.edu (Dore Brian K) writes:
[on the subject of suicide instructions]
>There was an APRIL FOOLS JOKE about this in an Atari magazine. It
>even had a program to type in that did some silly stuff before
>trashing the Display List and moving the screen memory pointers
>over some active memory area (Page 0 or something) so that the
>display went wack. They did get a lot of letters from people who
>didn't get the joke.

Well, in my defense, I heard about this with regards to an Apple (I think),
and from a 3rd party. So if he got it from a magazine, I guess he (we) are
the fools :-)

As for wacky display lists, I have seen some great special effects on the XL
and Amiga due to software crashes which trash the screen info (eg display list
pointer on the XL). In fact, I think I've probably seen more impressive
scrolling, moving graphics during crashes than I have in games!!!! Of course,
seeing your screen bounce up an down, scrolling, changing size etc,etc may
look a little out of place in most games!!! :-)

Dave (older and wiser).

--
% cc life.c | David Clear dac@ukc.ac.uk +44 227 764000x7592
% a.out | Local Area Networks, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.
>>> Kernel R0M. His Mission: To rid the world of wobbly ZX-81 16K RAM packs. <<<

3332. Re: CBRN (Crash and Burn) opcode

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-22 19:19:12 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <34182@cup.portal.com>
Source record: 114736

Don't take the title too seriously -- I _DON'T_ have any info on an opcode, per se, but I do know a little bit about the history of opcodes that burn out computers.

Whomever mentioned that "it wasn't the opcode, but a memory or hardware address or register that did it" was correct. I believe there was a controlling register in the early IBM PC that controlled whether or not the CRT flyback transformer signal was generated and/or actually directed to the transformer itself; apparently it was possible to send a particular control bit value to the register which caused the signal sent to the transformer to become straight DC current, burning out the whole video subsystem. POOF!

(I heard something even earlier than this, attributed to the Commdore PET computer, but don't know the details.)

3333. Re: BobTerm

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-22 19:20:59 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <34183@cup.portal.com>
Source record: 114738

You can D/L BobTerm from Bob Puff's own BBS, "Computer World Jr.," at
(716) 247-8355. 24hr, 300/1200/2400 ...

3334. Re: ibm writing atari format

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-22 19:23:55 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <34184@cup.portal.com>
Source record: 114737

Since the topic of the PC-writing-Atari-disks utility has come up again,
and since I was the latest person to post the UUencoded executable of same,
this might be an opportune moment to jump in and offhandedly mention that
I was subsequently able to obtain the SOURCE CODE for this beast --- from
Bob Puff's BBS, I think, although I use so many it's hard to be certain...

The user interface is written in C, and all the I/O is done in assembly...

If there's enough interest (e-mail) I could be persuaded to get around to
posting it as I had originally intended before getting busy and sidetracked.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3335. Re: CBRN (Crash and Burn) opcode

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-22 21:18:06 UTC
From: gdtltr@freezer.it.udel.edu
Message-ID: <31272@nigel.ee.udel.edu>
Source record: 114739

In article <34182@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
=>
=>(I heard something even earlier than this, attributed to the Commdore PET
=>computer, but don't know the details.)

The way I heard it, the PET had the monitor built in, and had full control
over screen width and height. All you had to do was reduce the screen to a
single dot in the middle, and it would slowly fry the monitor.
I also heard that the Vic-20 had a location that cross-wired an I/O port,
causing a power surge into the circuits.
This is all rumor and heresay. I haven't seen/performed any of these.

Gary Duzan
Time Lord
Third Regeneration

p.s. I have, however, seen Apple IIe's get fried by static charges. In High
School, the computer room used to be a library and had this nice carpet...

GD,TL,TR

--
gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] An isolated computer is a terribly lonely thing. [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3336. Re: CBRN (Crash and Burn) opcode

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-22 21:30:10 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1990Sep22.213010.22357@uokmax.ecn.uoknor.edu>
Source record: 114740

Chris_F_Chiesa@cup.portal.com writes:

>Don't take the title too seriously -- I _DON'T_ have any info on an opcode,
>per se, but I do know a little bit about the history of opcodes that burn
>out computers.

>Whomever mentioned that "it wasn't the opcode, but a memory or hardware
>address or register that did it" was correct. I believe there was a con-
>trolling register in the early IBM PC that controlled whether or not the
>CRT flyback transformer signal was generated and/or actually directed to
>the transformer itself; apparently it was possible to send a particular
>control bit value to the register which caused the signal sent to the
>transformer to become straight DC current, burning out the whole video
>subsystem. POOF!

>(I heard something even earlier than this, attributed to the Commdore PET
>computer, but don't know the details.)

It was a single POKE command on the Commodore PET. An early issue of
Compute! Magazine (1982? 83?) actually gave the POKE command; it allowed
the video display chip to run faster. Left unchecked, this would eventually
burn out the display chip.

--
\ /\/\ /\/\ +----------------------------+ /\/\ /\/\ /./
\\ /./\\\ /./\\\ /====|Norman Lin/norlin@129.15.20.2|===/./\\\ /./\\\ /./
\\\/./ \\\/./ \\\/./===| norlin@uokmax.ecn.uoknor.edu|====/ \\\/./ \\\/./
\/\/ \/\/ \/\/ +----------------------------+ \/\/ \/\/

3337. Term Programs and the SX212

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-23 02:55:55 UTC
From: umhild11@ccu.umanitoba.ca
Message-ID: <1990Sep23.025555.3479@ccu.umanitoba.ca>
Source record: 114741

A couple months ago I was playing around with Action! trying to write a term program, and I encountered a very strange problem. First of all, my program was simple in the extreme - it only has the very basic I/O necessary for functioning. Here is what the problem was then: I was trying to run the program at 1200bps, and this seemed to work okay - until I hit the 'A' key (to enter a modem command) at which point it would drop down to 300bps.

What is even stranger is that I could call out at 300bps. You see, I have a 1 Meg MIO, and am using the RS-232 interface to connect to my SX212 modem. With most term programs, if I try to run at 300bps, the program will dial, and then get a 'fake carrier' which causes it to connect. The 'fake carrier' immediately disappears after the 'CONNECT' message, and I get the 'NO CARRIER' message. So I never call anywhere at 300bps. No loss.

I recently acquired the VT52A.ACT program (from some remote site, I don't know which one, I recently moved, and my list is packed away) and it has the same problem as my 'home-brewed' term program. BobTerm 1.20 (and the old 1.10), 850 Express! and VT-10^2 all work just fine.

So does _anyone_ know what the h*ll is going on?

Jeff

3338. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-23 05:27:05 UTC
From: edp367s@monu6.cc.monash.edu.au
Message-ID: <1990Sep23.052705.6512@monu6.cc.monash.edu.au>
Source record: 114742

dalekim@llama.Ingres.COM (Dale Kim) writes:

>On the topic of illegal 6502 opcodes, I once heard that there was a
>'Crash and Burn' instruction on the Apple II's 6502 chip (which supposedly
>melts down the chip). Have any of you 8-bit enthusiasts heard of anything
>like this for the 6502 in an Atari computer? I have an expendable Atari 800
>at my disposal. :-)

Here we go again...this was posted to alt.folklore.computers less than 2 weeks
ago:

From: peterd@opus.cs.mcgill.ca (Peter Deutsch)
Newsgroups: alt.folklore.computers
Subject: Re: <None>
Summary: It's a dirty job, but somebody's got to do it....
Message-ID: <2207@opus.cs.mcgill.ca>
Date: 6 Sep 90 17:05:50 GMT
References: <ben.2630@epmooch.UUCP> <7951@helios.TAMU.EDU> <1713@cygnus.scol.UUCP>
Organization: SOCS, McGill University, Montreal, Canada
Lines: 1067

In article <1713@cygnus.scol.UUCP>, davidgu@scol.UUCP (David Gurr) writes:
> dcook@cssun.tamu.edu (David A. Cook) writes:
>
> >In article <ben.2630@epmooch.UUCP> ben@epmooch.UUCP (Rev. Ben A. Mesander)
> >writes:
> >> If memory serves me right, the old Commodore PET machines could be
> >> physically damaged (ie smoke) by poking the wrong value into the wrong
> >> memory location. Good design...
>
> Didn't there use to be a machine intrsuction that caused this problem?
> Some wag gave it the mnemonic HCF ... Halt and Catch Fire!

Okay, this is bound to kick off a thread that was done to
death a while ago. So what do I do? I participate! :-)

Here's one list of these things...

- peterd

MNEMONIC INSTRUCTION
---------- -------------

-A-

AAC Alter All Commands
AAD Alter All Data
AAO Add And Overflow
AAR Alter at Random
AB Add Backwards
ABC AlphaBetize Code
ABR Add Beyond Range
ACC Advance CPU clock
ACDC Allow Controller to die peacefully
ACQT Advance Clock to Quitting Time
ADB Another Damn Bug [UNIX]
AEE Absolve engineering errors
AFF Add Fudge Factor
AFHB Align Fullword on Halfword Boundary
AFP Abnormalize Floating Point
AFR Abort Funny Routine
AFVC Add Finagle's Variable Constant
AGB Add GarBage
AI Add Improper(ly)
AIB Attack Innocent Bystander
AMM Answer My Mail
AMM Add Mayo and Mustard
AMS Add Memory to System
ANFSCD And Now For Something Completely Different
AOI Annoy Operator Immediate
AR Advance Rudely
AR Alter Reality
ARN Add and Reset to Nonzero
ARZ Add and Reset to Zero
AS Add Sideways
AT Accumulate Trivia
AWP Argue With Programmer
AWTT Assemble with Tinker Toys
-B-
BA Branch Anywhere
BAC Branch to Alpha Centauri
BAF Blow all Fuses
BAFL Branch and Flush
BAH Branch and Hang
BALC Branch and Link Cheeseburger
BAP Branch and Punt
BAW Bells and Whistles
BB Branch on bug
BBBB Byte Baudy Bit and Branch
BBD Branch on Bastille Day
BBIL Branch on Burned-Out Indicator Light
BBLB Branch on Blinking Light Bulb
BBT Branch on Binary Tree
BBW Branch Both Ways
BCB Burp and Clear Bytes
BCF Branch and Catch Fire

BCF Branch on Chip box Full
BCIL Branch Creating Infinite Loop
BCR Backspace Card Reader
BCU Be Cruel and Unusual
BD Backspace Disk
BD Branch to Data
BDC Break Down and Cry
BDI Branch to Data, Indirect
BDM Branch and Disconnect Memory
BDT Burn Data Tree
BE Branch Everywhere
BEW Branch Either Way
BF Belch Fire
BFF Branch and Form Feed
BFM Be Fruitful and Multiply
BH Branch and Hang
BIR Branch Inside Ranch
BIRM Branch on index register missing
BLC Branch and Loop Continuous
BLI Branch and Loop Infinite
BLM Branch, Like, Maybe
BLMWM Branch, Like, Maybe, Wow, Man
BLP Boot from Line Printer
BLR Branch and Lose Return
BLSH Buy Low, Sell High
BM Branch Maybe
BMI Branch on Missing Index
BMI Branch to Muncee, Immediate
BMP Branch and Make Popcorn
BMR Branch Multiple Registers
BNA Branch to Nonexistant Address
BNCB Branch and Never Come Back
BNR Branch for No Reason
BOB Branch on Bug
BOD Beat on the Disk
BOD Branch on Operator Desperate
BOH Branch on Humidity
BOHP Bribe operator for higher priority
BOI Byte Operator Immediately
BOP Boot OPerator
BOT Branch On Tree
BPB Branch on Program Bug
BPDI Be Polite, Don't Interrupt
BPIM Bury Programmer in Manuals
BPL Branch PLease
BPO Branch on Power Off
BPP Branch & Pull Plug
BR Byte and Run
BRA Branch to Random Address
BRI Branch Indefiniteley

BRO BRanch to Oblivion
BRSS Branch on Sunspot
BS Behave Strangely
BSC Branch on Second Coming
BSI Backup Sewer Immediately
BSM Branch and Scramble Memory
BSO Branch on sleepy operator
BSP Backspace Punch
BSR Branch and Stomp Registers
BSST BackSpace and Stretch Tape
BST Backspace and Stretch Tape
BTD Byte The Dust
BTD Branch on Time of Day
BTJ Branch and Turn Japanese
BTO Branch To Oblivion
BTW Branch on Third Wednesday
BU Branch Unexpectedly
BVS Branch & Veer South
BW Branch on Whim
BWABL Bells, Whistles, and Blinking Lights
BWC Branch When Convenient
BWF Busy - Wait Forever
BWOP BeWilder OPerator
BYDS Beware Your Dark Side
BYTE BYte TEst
-C-
CAC Calling All Cars...
CAC Cash And Carry
CAF Convert ASCII to Farsii
CAI Corrupt Accounting Information
CAIL Crash After I Leave
CAR Cancel Accounts Receivable
CAT Confused And Tired [UNIX]
CB Consult Bozo
CBA Compare and Branch Anyway
CBBR Crash & Blow Boot ROM
CBNC Close, but no Cigar
CBS Clobber BootStrap
CC Call Calvery
CC Compliment Core
CCB Chocolate Chip Byte-mode
CCB Consult Crystal Ball
CCC Crash if Carry Clear
CCCP Conditionally Corrupt Current Process
CCD Clear Core and Dump
CCD Choke Cough and Die
CCR Change Channels at Random
CCS Chinese Character Set
CCWR Change Color of Write Ring
CD Complement Disk

CDC Close Disk Cover
CDC Clear Disk and Crash
CDIOOAZ Calm Down, It's Only Ones and Zeroes
CDS Change Disk Speed
CEMU Close Eyes and Monkey With User Space
CEX Call EXterminator
CF Come From (replaces GOTO)
CFE Call Field Engineer
CFP Change and Forget Password
CFS Corrupt File Structure
CG Convert to Garbage
CH Create Havoc
CHAPMR Chase Pointers Around Machine Room
CHCJ Compare Haig to Christine Jorgensen
CHSE Compare Half-words and Swap if Equal
CIB Change Important Byte
CIC Cash In Chips
CID Compare and Ignore Data
CIMM Create Imaginary Memory Map
CIZ Clear If Zero
CLBR Clobber Register
CLBRI Clobber Register Immediately
CM Circulate Memory
CMD Compare Meaningless Data
CMD CPU Melt Down
CMI Clobber Monitor Immediately
CML Compute Meaning of Life
CMP Create Memory Prosthesis
CMS Click MicroSwitch
CN Compare Nonsensically
CNB Cause Nervous Breakdown
CNS Call Nonexistent Subroutine
COD Crash On Demand
COLB Crash for Operator's Lunch Break
COCS Copy Object Code to Source
COM Clear Operator's Mind
COMF COMe From
CON Call Operator Now
COS Copy Object code to Source file
COWYHU Come Out With Your Hands Up
CP Compliment Programmer
CP%FKM CPU - FlaKeout Mode
CP%WM CPU - Weird Mode
CPB Create Program Bug
CPN Call Programmer Names
CPPR Crumple Printer Paper and Rip
CRASH Continue Running After Stop or Halt
CRB Crash and Burn
CRD Confirm Rumor by Denial
CRM Clear Random Memory

CRM CReate Memory
CRN Convert to Roman Numerals
CRN Compare with Random Number
CRYPT reCuRsive encrYPt Tape mneumonic [UNIX]
CS Crash System
CSL Curse and Swear Loudly
CSN Call Supervisor Names
CSNIO Crash System on Next I/O
CSS Crash Subsidiary Systems
CSU Call Self Unconditional
CTDMR Change Tape Density, Mid Record
CTT Call Time & Temperature
CU Convert to Unary
CUC Cheat Until Caught
CVFL ConVert Floating to Logical
CVFP ConVert FORTRAN to PASCAL
CVG Convert to Garbage
CWAH Create Woman and Hold
CWB Carry With Borrow
CWDC Cut Wires and Drop Core
CWG Chase Wild Goose
CWGK Compare Watt to Genghis Khan
CWIT Compare Watt to Ivan the Terrible
CWM Compare Watt to Mussolini
CWOM Complement Write-only Memory
CZZC Convert Zone to Zip Code
-D-
DA Develop Amnesia
DAB Delete All Bugs
DAO Divide And Overflow
DAP De-select Active Peripheral
DAUF Delete All Useless Files
DB Drop Bits
DBL Desegregate Bus Lines
DBR Debase Register
DBTP Drop Back Ten and Punt
DBZ Divide by Zero
DC Divide and Conquer
DC Degauss Core
DCAD Dump Core And Die
DCD Drop Cards Double
DCGC Dump Confusing Garbage to Console
DCI Disk Crash Immediate
DCON Disable CONsle
DCR Double precision CRash
DCT Drop Cards Triple
DCWPDGD Drink Coffee, Write Program, Debug, Get Drunk
DD Destroy Disk
DD Drop Disk
DDC Dally During Calculations

DDOA Drop Dead On Answer
DDS Delaminate Disk Surface
DDWB Deposit Directly in Wastepaper Basket
DE Destroy Peripherals
DEB Disk Eject Both
DEC Decompile Executable Code
DEI Disk Eject Immediate
DEM Disk Eject Memory
DGT Dispense Gin & Tonic
DHTPL Disk Head Three Point Landing
DIA Develop Ineffective Address
DIE DIsable Everything
DIIL Disable Interrupts and enter Infinite Loop
DIRFO Do It Right For Once
DISC DISmount Cpu
DK Destroy Klingons
DK%WMM Disk Unit - Washing Machine Mode
DKP Disavow Knowledge of Programmer
DLN Don't Look Now...
DLP Drain Literal Pool
DMAG Do MAGic
DMNS Do What I Mean, Not What I Say
DMPE Decide to Major in Phys. Ed.
DMPK Destroy Memory Protect Key
DMZ Divide Memory by Zero
DNPG Do Not Pass Go
DO Divide and Overflow
DOC Drive Operator Crazy
DPCS Decrement Program Counter Secretly
DPMI Declare Programmer Mentally Incompetent
DPN Double Precision No-op
DPR Destroy Program
DPS Disable Power Supply
DR Detach Root
DRAF DRAw Flowchart
DRAM Decrement RAM
DRD DRop Dead
DRI Disable Random Interrupt
DROM Destroy ROM
DRT Disconnect Random Terminal
DS Deadlock System
DSI Do Something Interesting
DSO Disable System Operator
DSP Degrade System Performance
DSR Detonate Status Register
DSTD Do Something Totally Different
DSUIT Do Something Utterly, Indescribably Terrible
DT%FFP DecTape - unload and Flappa FlaP
DT%SHO DecTape - Spin Hubs Opposite
DTB Destructively Test Bit

DTC Destroy This Command
DTE Decrement Telephone Extension
DTI Do The Impossible
DTRT Do The Right Thing
DTVFL Destroy Third Variable From Left
DU Dump User
DUD Do Until Dead
DW Destroy World
DWIM Do What I Mean
DWIT Do What I'm Thinking
-E-
EA Enable Anything
EAC Emulate Acoustic Coupler
EAL Enable AC to Logic rack
EAO Enable AC to Operator
EBB Edit and Blank Buffer
EBB Empty Bit Bucket
EBR Erase Before Reading
EBRS Emit Burnt Resistor Smell
EC Eat card
ECL Early Care Lace
ECO Electrocute Computer Operator
ECP Erase Card Punch
ED Eject Disk
ED Execute Data (verrrry useful)
EDD Eat Disk and Die
EDIT Erase Data and Increment Time
EDP Emulate Debugged Program
EDR Execute Destructive Read
EDS Execute Data Segment
EEOIFNO Execute Every Other Instruction From
Now On
EEP Erase Entire Program
EFB Emulate Five-volt Battery
EFD Emulate Frisbee Using Disk Pack
EFD Eject Floppy Disk
EFE Emulate Fatal Error
EHC Emulate Headless Chicken
EIAO Execute In Any Order
EIO Erase I/O page
EIOC Execute Invalid Op-code
EIP Execute Programmer Immeditely
EJD%V EJect Disk with initial velocity V
ELP Enter Loop Permenantly
EM Emulate 407
EM Evacuate Memory
EMM Emulate More Memory
EMPC Emulate Pocket Calculator
EMSE Edit and Mark Something Else
EMSL Entire Memory Shift Left

EMT Electrocute Maintenance Technician
EMW Emulate Matag washer
ENA ENable Anything
ENF Emit Noxious Fumes
ENO Emulate No-Op
EO Electrocute Operator
EOB Execute Operator and Branch
EOI Explode On Interrupt
EOS Erase Operating System
EP Execute Programmer
EPI Execute Programmer Immediately
EPITS Execute Previous Instruction Then Skip
EPL Emulate Phone Line
EPP Eject Printer Paper
EPS Electrostatic Print and Smear
EPS Execute Program Sideways
EPSW Execute Program Status Word
EPT Erase Process Table
EPT Erase Punched Tape
ERIC Eject Random Integrated Circuit
ERM Erase Reserved Memory
EROM Erase Read Only Memory
EROS Erase Read-only Storage
ESB Eject Selectric Ball
ESC Emulate System Crash
ESD Eject Spinning Dish
ESD Eat Shit & Die
ESL Exceed Speed of Light
ESP Enable SPrinkler system
ETI Execute This Instruction
ETM Emulate Trinary Machine
EVC Execute Verbal Commands
EWD Enter Warp Drive
EWM Enter Whimsy Mode
EXI Execute Invalid Operation
EXOP Execute Operator
EXPP Execute Political Prisoner
-F-
FAY Fetch Amulet of Yendor
FB Find Bugs
FC Fry Console
FCJ Feed Cards and Jam
FD Forget Data
FDR Feed Disk Randomly
FERA Forms Eject and Run Away
FFF Form Feed Forever
FLD FLing Disk
FLI Flash Lights Impressively
FM Forget Memory
FMP Finish My Program

FOPC False Out-of-Paper Condition
FPC Feed Paper Continuously
FPT Fire Photon Torpedoes
FRG Fill with Random Garbage
FS Feign Sleep
FSM Fold, Spindle and Mutilate
FSRA Forms Skip and Run Away
-G-
GBB Go to Back of Bus
GCAR Get Correct Answer Regardless
GDP Grin Defiantly at Programmer
GDR Grab Degree and Run
GENT GENerate Thesis
GEW{JO} Go to the End of the World {Jump Off}
GFD Go Forth and Divide
GFM Go Forth and Multiply
GIE Generate Irreversible Error
GLC Generate Lewd Comment
GMC Generate Machine Check
GMCC Generate Machine Check and Cash
GND Guess at Next Digit
GORS GO Real Slow
GREM Generate Random Error Message
GREP Global Ruin, Expiration, and Purgation [UNIX]
GRMC Generate Rubber Machine Check
GS Get Strange
GSB Gulp and Store Bytes
GSI Generate Spurious Interrupts
GSU Geometric Shift Up
GTJ Go To Jail
-H-
HACF Halt And Catch Fire
HAH Halt And Hang
HBW Hang Bus & Wait
HCP Hide Central Processor
HCRS Hang in CRitical Section
HDO Halt and Disable Operator
HDH Hi Dee Ho
HDRW Halt and Display Random Word
HELP Type "No Help Available"
HF Hide File
HGD Halt, Get Drunk
HHB Halt and Hang Bus
HIS Halt in Imposible State
HOO Hide Operator's Output
HRPR Hang up and Ruin Printer Ribbon
HSC Halt on System Crash
HSJ Halt, Skip and Jump
HTC Halt & Toss Cookies
HTS Halt & Throw Sparks

HUAL Halt Until After Lunch
HUP Hang Up Phone
HWP Halt Without Provocation
-I-
IAND Illogical AND
IAE Ignore All Exceptions
IAI Inquire and ignore
IBM Increment and Branch to Muncee
IBP Insert Bug and Proceed
IBR Insert BUgs at Random
ICB Interrupt, Crash and Burn
ICM Immerse Central Memory
ICMD Initiate Core Melt Down
ICSP Invert CRT Screen Picture
IDC Initiate Destruct Command
IDI Invoke Divine Intervention
IDNOP InDirect No-OP
IDPS Ignore Disk Protect Switch
IEOF Ignore End Of File
IF Invoke Force
IGI Increment Grade Immediately
IGIT Increment Grade Immediately Twice
IHC Initiate Head Crash
II Inquire and Ignore
IIB Ignore Inquiry and Branch
IIC Insert Invisible Characters
IIL Irreversable Infinite Loop
IM Imagine Memory
IMBP Insert Mistake and Blame Programmer
IMP Imitate Monty Python
IMPG IMPress Girlfriend
IMV IMpress Visitors
INCAM INCrement Arbitrary Memory
INI Ignore Next Instruction
INOP Indirect No-OP
INR INstigate Rumor
INW INvalidate Warranty
IOI Ignore Operator's Instruction
IOR Illogical OR
IP Increment and Pray
IPI Ignore Previous Instruction
IPM Ignore Programmer's Mistakes
IPOP Interrupt Processor, Order Pizza
IPS Incinerate Power Supply
IPS Increment Power Supply
IPT Ignite Paper Tape
IRB Invert Record and Branch
IRBI Insert Random Bits Indexed
IRC Insert Random Commands
IRE Insert Random Errors

IRI Ignore Rude Interrupts
IRPF Infinite Recursive Page Fault
ISC Ignore System Crash
ISC Insert Sarcastic Comments
ISC Ignore Supervisor Calls
ISI Increment and Skip on Inifinity
ISP Increment and Skip on Pi
ISTK Invert STacK
ITML Initiate Termites into Macro Library
IU Ignore User(s)
IZ Ignore Zeroes
-J-
JAA Jump Almost Always
JBS Jump and Blow Stack
JCI Jump to Current Instruction
JFM Jump on Full Moon
JHRB Jump to H&R Block
JLP Jump and Lose Pointer
JMAT JuMp on Alternate Thursdays
JN Jump to Nowhere
JNL Jump when programmer is Not Looking
JOM Jump Over Moon
JOP Jump OPerator
JPA Jump when Pizza Arrives
JRAN Jump RANdom
JRCF Jump Relative and Catch Fire
JRGA Jump Relative and Get Arrested
JRL Jump to Random Location
JRSR Jump to Random Subroutine
JSC Jump on System Crash
JSU Jump Self Unconditional
JT Jump if Tuesday
JTT Jump and Tangle Tape
JTZ Jump to Twilight Zone
JWN Jump When Necessary
-K-
KCE Kill Consultant on Error
KEPITU Kill Every Process In The Universe
KP Krunch Paper
KSR Keyboard Shift Right
KUD Kill User's Data
-L-
LAC Lose All Communication
LAGW Load And Go Wrong
LAP Laugh At Program(mer)
LCC Load and Clear Core
LCD Launch Cartridge Disk
LCK Lock Console Keyswitch
LEB Link Edit Backwards
LIA Load Ineffective Address

LMB Lose Message and Branch
LMO Load and Mug Operator
LMYB Logical MaYBe
LN Lose inode Number [UNIX]
LNP Load N digits of Pi
LOSM Log Off System Manager
LP%PAS Line Printer - Print And Smear
LP%RDD Line Printer - Reverse Drum Direction
LP%TCR Line Printer - Tangle and Chew Ribbon
LPA Lead Programmer Astray
LPRTC Load Program counter from Real Time Clock
LR Load Revolver
LRA Load RetroActively
LRD Load Random Data
LSPSW Load and Scramble PSW
LTS Link To Sputnik
LUM LUbricate Memory
LWE Load WhatEver
LWM Load Write-only Memory
-M-
MAB Melt Address Bus
MAN Make Animal Noises
MAZ Multiply Answer by Zero
MBC Make Batch Confetti
MBH Memory Bank Hold-up
MBR Multiply and be Fruitful
MBTD Mount Beatles on Tape Drive
MBTOL Move Bug To Operator's Lunch
MC Move Continuous
MD Move Devious
MDB Move and Drop Bits
MDC Make Disk Crash
MDDHAF Make Disk Drive Hop Across Floor
MFO Mount Female Operator
MLB Memory Left shift and Branch
MLP Make Lousy Program
MLP Multiply and Lose Precision
MLR Move and Lose Record
MMLG Make Me Look Good
MNI Misread Next Instruction
MOG Make Operator Growl
MOP Modify Operator's Personality
MOU MOunt User [causes computer to screw you]
MPLP Make Pretty Light Pattern
MRZ Make Random Zap
MSGD Make Screen Go Dim
MSP Mistake Sign for Parity
MSPI Make Sure Plugged In
MSR Melt Special Register
MST Mount Scotch Tape

MT%HRDV Mag Tape - High speed Rewind and Drop Vaccuum
MTI Make Tape Invalid
MW Malfunction Whenever
MW Multiply Work
MWAG Make Wild-Assed Guess
MWC Move and Wrap Core
MWT Malfunction Without Telling
-N-
NBC Negate By Clearing
NMI Negate Most Integers
NOP Needlessly Omit Pointer
NPC Normalize Program Counter
NTGH Not Tonight, i've Got a Headache
-O-
OCF Open Circular File
OMC Obscene Message to Console
OML Obey Murphy's Laws
OPP Order Pizza for Programmer
OSI Overflow Stack Indefinitely
OTL Out To Lunch
-P-
P$*! Punch Obscenity
PA Punch in ASCII
PAS Print And Smear
PAUD PAUse Dramatically
PAZ Pack Alpha Zone
PBC Print and Break Chain
PBD Print and Break Drum
PBM Pop Bubble Memory
PBPBPBP Place Backup in Plain Brown Paper Bag, Please
PBST Play Batch mode Star Trek
PCI Pleat Cards Immediate
PCR Print and Cut Ribbon
PD Play Dead
PD Punch Disk
PDLD Power Down and Lock Door (to computer room)
PDSK Punch DiSK
PEHC Punch Extra Holes in Cards
PEP Print on Edge of Paper
PFD Punt on Fourth Down
PFE Print Floating Eye [rogue]
PFML Print Four Million Lines
PI Punch Invalid
PIBM Pretend to be an IBM
PIC Print Illegible Characters
PIC Punch Invalid Character
PLSC Perform Light Show on Console
PNIH Place Needle in Haystack
PNRP Print Nasty Replies to Programmer
PO Punch Operator

POCL Punch Out Console Lights
POG Print Only Greek
POPI Punch OPerator Immediately
POPN Punch OPerator's Nose
PPA Print Paper Airplanes
PPL Perform Perpetual Loop
PPP Print Programmer's Picture
PPR Play Punk Rock
PPSW Pack Program Status Word
PSP Print and Shred Paper
PSR Print and Shred Ribbon
PTP Produce Toilet Paper
PVLC Punch Variable Length Card
PWP Print Without Paper
PWS create PoWer Surge
PYS Program Yourself
-Q-
QWYA Quit While Your Ahead
-R-
RA Randomize Answer
RAM Read Ambiguous Memory
RAN Random Opcode [similar to 16-bit what gate]
RASC Read And Shred Card
RAST Read And Shred Tape
RAU Ridicule All Users
RBAO Ring Bell and Annoy Operator
RBG Read Blank Tape
RBLY Restore Back-up from Last Year
RBT Rewind and Break Tape
RC Rewind Core
RCAJ Read Card And Jam
RCB Read Command Backwards
RCB Run Clock Backwards
RCC Read Card and Chew
RCCP Randomly Corrupt Current Process
RCF Rewind Cabinet Fans
RCKG Read Count Key and Garbage
RCL Rotate Carry Left
RCR Rewind Card Reader
RCRV Randomly Convert to Reverse Video
RCSD Read Card, Scramble Data
RD Reverse Directions
RD Randomize Data
RDA Refuse to Disclose Answer
RDB Run Disk Backwards
RDB Replace Database with Blanks
RDD Reverse Disk Drive
RDDBF Rock Disk Drive Back and Forth
RDEB Read and Drop Even number of Bits
RDF Randomize Directory Filenames

RDI Reverse Drum Immediate
RDR Reverse Disk Rotation
RDS Read SiDeways
RENVR REName Variables Randomly
RET Read and Erase Tape
RF Read Fingerprints
RG Record Garbage
RHO Randomize and Halt if not = to 0
RIC Rotate Illogical thru Carry
RID Read Invalid Data
RIOP Rotate I/O Ports
RIR Read Invalid Record
RIRG Read Inter-record Gap
RJE Return Jump and Explode
RLC Relocate and Lose Core
RLC Reread Last Card
RLC Rotate Left with Carolyn
RLI Rotate Left Indefinitely
RLP Rewind Line Printer
RLP Refill Light Pen
RM Ruin My files
RMI Randomize Memory Immediate
RMT Remove Trap
RMV Remove Memory Virtues
RN Read Noise
RNBS Reflect Next Bus Signal
ROC Randomize Op Codes
ROC Rotate Outward from Center
ROD ROtate Diagonally
ROM Read Operator's Mind
ROO Rub Out Operator
ROOP Run Out Of Paper
ROPF Read Other People's Files
ROS Reject Operating System
ROS Return On Shield
RP Read Printer
RPB Read Print and Blush
RPB Raise Parity Bits
RPBR Reverse Parity and BRanch
RPC Rotate Program Counter
RPM Read Programmer's Mind
RPU Read character and Print Upsidedown
RRC Rotate Random thru Carry
RRR Read Record and Run away
RRR Randomly Rotate Register
RRRL Random Rotate Register Left
RRRR Random Rotate Register Right
RRSGWSSNK Round and Round She Goes, Where She Stops, Nobody Knows
RRT Record and Rip Tape

RS Random Slew
RSD On Read Error Self-Destruct
RST Rewind and Stretch Tape
RSTOM Read From Store-only Memory
RT Reduce Throughput
RTS Return To Sender
RVAC Return from VACation
RWCR ReWind Card Reader
RWD ReWind Disk
RWF Read Wrong File
-S-
SA Store Anywhere
SAD Search(seek) and Destroy
SAI Skip All Instructions
SAS Sit And Spin
SAS Show Appendix Scar
SBE Swap Bits Erratically
SC Scramble Channels
SC Shred Cards
SCB Spindle Card and Belch
SCCA Short Circuit on Correct Answer
SCD Shuffle and Cut DEC
SCH Slit Cards Horizontal
SCI Shred Cards Immediate
SCM Set for Crash Mode
SCOM Set Cobol-Only Mode
SCRRC SCRamble Register Contents
SCST Switch Channel to Star Trek
SCTR Stick Card To Reader
SD Scramble Directory
SD Slip Disk
SDC Spool Disk to Console
SDD Seek and Destroy Data
SDDB Snap Disk Drive Belt
SDE Solve Differential Equations
SDI Self Destruct Immediately
SDM Search and Destroy Memory
SDR Slam Down Rondo [worst soda ever made]
SEB Stop Eating and Burp
SEOB Set Every Other Bit
SEX Set EXecution register [real on the RCA 1802]
SEX Sign EXtend
SFH Set Flags to Half-mast
SFP Send for Pizza
SFR Send for Reinforcements
SFT Stall For Time
SFTT Strip Form Tractor Teeth
SHAB Shift a Bit
SHABM Shift a Bit More
SHB Stop and Hang Bus

SHCD SHuffle Card Deck
SHIT Stop Here If Thursday
SHON Simulate HONeywell CPU [permanent NO-OP]
SHRC SHRed Card
SHRT SHRed Tape
SID Switch to Infinite Density
SIP Store Indefinite Precision
SJV Scramble Jump Vectors
SLP Sharpen Light Pen
SMC Scramble Memory Contents
SMD Spontaneous Memory Dump [classfied data only]
SMR Skip on Meaningless Result
SMS Shred Mylar Surface
SNARF System Normalize and Reset Flags
SNM Show No Mercy
SNO Send Nukes on Overflow
SOAWP SOlve All the World'd Problems
SOB Stew On Brew [a real PDP-11 instruction]
SOD Surrender Or Die !
SOI Screw O'Coin Intentionally (personal one)
SOP Stop and Order Pizza
SOS Sign off, Stupid
SOT Sit on a Tack
SP Scatter Print
SPA Sliding Point Arithmetic
SPD Spin Dry Disc
SPB Simulate Peanut Butter
SPS Set Panel Switches
SPSW Scramble Program Status Word
SQPWYC Sit Quietly and Play With Your Crayons
SRBO Set Random Bits to Ones
SRBZ Set Random Bits to Zeroes
SRC Select Random Channel
SRCC Select Reader and Chew Cards
SRD Switch to Random Density
SRDR Shift to Right Double Ridiculous
SRO Sort with Random Ordering
SROS Store in Read Only Storage
SRR Shift Registers Random
SRSD Seek Record and Scratch Disk
SRSZ Seek Record and Scar Disk
SRTC Stop Real-Time Clock
SRU Signoff Random User
SRZ Subtract and Reset to Zero
SRDR Shift Right Double Ridiculous
SRSD Seek Record and Scar Disk
SRZ Subtract and Reset to Zero
SSB Scramble Status Byte
SSJ Select Stacker and Jam
SSJP Select Stacker and JumP

SSM Solve by Supernatural Means
SSP Seek SPindle
SSP Smoke and SPark
SST Seek and Stretch Tape
ST Set and Test
STA STore Anywhere
STC Slow To a Crawl
STD Stop, Take Drugs
STM STretch Magtape
STM Skip on Third Monday
STO Strangle Tape Operator
STROM Store in Read-only Memory
STPR SToP Rain
STROM STore in Read-Only Memory
STTHB Set Terminal to Three Hundred Baud
SUIQ Subtract User's IQ
SUME SUprise ME
SUP Solve Unsolvable Problem
SUR Screw Up Royally
SUS Stop Until Spring
SUS Subtract Until Senseless
SWAT SWAp Terminals
SWN SWap Nibbles
SWOS Store in Write Only Storage
SWS Sort to Wrong Slots
SWT Select Wrong Terminal
SWU Select Wrong Unit
SWZN Skip Whether Zero or Not
SZD Switch to Zero Density
-T-
TAH Take A Hike
TAI Trap Absurd Inputs
TARC Take Arithmetic Review Course
TBFTG Two Burgers and Fries To Go
TC Transmit Colors (but avoid red)
TDB Transfer and Drop Bits
TDRB Test and Destroy Random Bits
TDS Trash Data Segment
TLNF Teach me a Lesson i'll Never Forget
TLO Turn Indicator Lights Off
TLW Transfer and Lose Way
TN Take a Nap
TOAC Turn Off Air Conditioner
TOG Time Out, Graduate
TOG Take Out Garbage
TOH Take Operator Hostage
TOO Turn On/Off Operator
TOP Trap OPerator
TOS Trash Operating System
TPD Triple Pack Decimal

TPDH Tell Programmer to Do it Him/Herself
TPF Turn Power Off
TPN Turn Power On
TPR TeaR Paper
TR Turn into Rubbish [UNIX]
TRA Te Rdls Arvs [Type Ridiculous Abbreviations]
TSH Trap Secretary and Halt
TSM Trap Secretary and Mount
TST Trash System Tracks
TT%CN TeleType - Clunk Noise
TT%EKB TeleType - Electrify KeyBoard
TTA Try, Try Again
TTIHLIC Try To Imagine How Little I Care
TTITT Turn 2400 foot Tape Into Two 1200 foot Tapes
TTL Tap Trunk Line
TTL Time To Logoff
TYF Trust Your Feelings
-U-
UA Unload Accumulator
UAI Use Alternate Instrucction set
UAPA(AM) Use all Power Available (And More)
UCB Uncouple CPU and Branch
UCK Unlock Console Keyswitch
UCPUB Uncouple CPU's and Branch
UDR Update and Delete Record
UER Update and Erase Record
UFO Unidentified Flag Operation
ULDA UnLoaD Accumulator
UMR Unlock Machine Room
UNPD UNPlug and Dump
UOP Useless OPeration
UP Understand Program(mer)
UPA Use all Power Available
UPC Understand Program(mer)'s Comments
UPCI Update Card In Place
UPI Undo Previous Instruction (only in EMACS)
URB Update, Resume and Branch
UTF Unwind Tape onto Floor
UTF Use The Force
UUBR Use Undefined Base Register
-V-
VAX Violate All eXecutions
VFE Violate Field Engineer
VFO Violate Female Operator
VMA Violate Maintenance Agreement
VNO Violate Noise Ordinance
VPA Vanishing Point Arithmetic
VVM Vaporize Virtual Memory
-W-
WAD Walk Away in Disgust

WAT WAste Time
WBB Write to the Bit Bucket
WBT Water Binary Tree
WC Waste Core [UNIX]
WCR Write to Card Reader
WDR Warp disk DRive
WED Write and Erase Data
WEMG Write Eighteen Minute Gap
WF Wait Forever
WGPB Write Garbage in Process-control Block
WHFO Wait Until Hell Freezes Over
WHP Wave Hands over Program
WI Write Illegibly
WI Why Immediate
WID Write Invalid Data
WNHR Write New Hit Record
WNR Write Noise Record
WPET Write Past End of Tape
WPM Write Programmer's Mind
WSE Write Stack Everywhere
WSWW Work in Strange and Wonderous Ways
WUPO Wad Up Printer Output
WWLR Write Wrong-Length Record
WWR Write Wrong Record
WSWW Work in Strange and Wondrous Ways
-X-
XIO eXecute Invalid Opcode
XKF eXecute Kermit the Frog
XMB eXclusive MayBe
XOH eXecute no-Op and Hang
XOR eXecute OpeRator
XOS eXchange Operator's Sex
XPR eXecute Programmer
XPSW eXecute Program Status Word
XSP eXecute Systems Programmer
XVF eXchange Virtue for Fun
-Y-
YAB Yet Another Bug
YASE Yet Another Stupid Error
-Z-
ZAP Zero and Add Packed
ZAR Zero Any Register
ZD Zap Directory
ZEOW Zero Every Other Word
ZPI ZaP Immediate

Sperry (Unisys) 1100/90 Opcodes :

AGB Add GarBage
BBL Branch on Burned out Light
BAH Branch And Hang

```
BLI Branch and Loop Infinite
BPB Branch on Program Bug
BPO Branch if Power Off
CPB Create Program Bug
CRN Convert to Roman Numerals
DAO Divide And Overflow
ERS Erase Read-only Storage
HCF Halt and Catch Fire
IAD Illigical And
IOR Illogical Or
MDB Move and Drop Bits
MWK Multiply WorK
PAS Print And Smear
RBT Read and Break Tape
RPM Read Programmer's Mind
RRT Record and Rip Tape
RSD Read and Scramble Data
RWD ReWind Disk
TPR Tear PapeR
WED Write and Erase Data
WID Write Invalid Data
XIO Execute Invalid Opcode
XOR Execute OperatoR
XPR Execute ProgrammeR
--
/\ ? _________________
jjoshua@topaz.rutgers.edu \ ____ __ fgu |.signature under|
Anything is possible... \ | | / | orywlut- | construction |
========== gfgsdfsdfsd |_________________|
_____________________________OO_____O___hfdhksjdhfksjdfs_______||__________||__
```

-Alan
Stay away from hurricanes for a while.

>-Dale
rik
--
Rik Harris - edp367s@monu6.cc.monash.edu.au | Build a system that
Faculty of Computing and Information Technology, | even a fool can use,
Monash University, Caulfield Campus, Australia | and only a fool will
(say that with your mouth full!) | want to use it.

3339. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-23 18:58:36 UTC
From: conklin@frith.uucp
Message-ID: <1990Sep23.185836.3459@msuinfo.cl.msu.edu>
Source record: 114743

In article <15061@rouge.usl.edu> bkd@pc.usl.edu (Dore Brian K) writes:

>There was (is) absolutely NO WAY to harm the computer through software.
>I am absolutely positive about the Atari, & Apple. I have heard
>rumors about the Commodore PET possibly having this problem, but
>I don't believe it for a second.
>--
>Brian K. Dore' Internet : bkd@pc.usl.edu

I'm afraid you're a bit off here. Historically, there have been several
different machines with which you could destroy hardware through
software. Perhaps the most humorous was the original IBM CGA card,
which would allow you to set really extreme values in the control
registers, sending beyond-legal values to the monitor which would merrily fry.

Terry Conklin
conklin@egr.msu.edu
uunet!frith!conklin
The Club (517) 372-3131

3340. Re: CBRN (Crash and Burn) opcode

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-25 01:29:56 UTC
From: umhild11@ccu.umanitoba.ca
Message-ID: <1990Sep25.012956.20382@ccu.umanitoba.ca>
Source record: 114744

In article <34182@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>Don't take the title too seriously -- I _DON'T_ have any info on an opcode,
>per se, but I do know a little bit about the history of opcodes that burn
>out computers.
>
>Whomever mentioned that "it wasn't the opcode, but a memory or hardware
>address or register that did it" was correct. I believe there was a con-
>trolling register in the early IBM PC that controlled whether or not the
>CRT flyback transformer signal was generated and/or actually directed to
>the transformer itself; apparently it was possible to send a particular
>control bit value to the register which caused the signal sent to the
>transformer to become straight DC current, burning out the whole video
>subsystem. POOF!
>
>(I heard something even earlier than this, attributed to the Commdore PET
>computer, but don't know the details.)

I *do* know a little about this 'feature' in the Commodore PETs. Apparently there was a memory location that controlled the clock speed of the processor. Altering this location was particularly useful for doing high speed screen updates. The problem was that the clock speed did not simply get bumped up to a higher rate - instead it continued to increase. If left long enough, the CPU simply burned up.

Jeff

3341. Re: 6502 error conditions

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-25 18:49:48 UTC
From: gdtltr@freezer.it.udel.edu
Message-ID: <31521@nigel.ee.udel.edu>
Source record: 114746

In article <1990Sep20.175834.10283@cbnewsc.att.com> kimes@cbnewsc.att.com (Kit Kimes) writes:
=>From article <30842@nigel.ee.udel.edu>, by gdtltr@freezer.it.udel.edu (Gary Duzan):
=>>
=>> =>
=>> =>|"Oh boy, virtual memory! Now I'm gonna make myself a REALLY BIG ram disk!" |
=>>
=>> Sounds good to me. The Bullet File System (Amoeba) does something pretty
=>> close to this. It seems to be getting more popular.
=>
=>I have never heard of the Bullet File System. Where can I get a copy. Is
=>it sold by Atari dealers. I don't think my local one has heard of it
=>either. At least it has never been brought up at any of our User Group
=>meetings.
=>
I guess that's what I get for replying to someone's signature. The BFS
has nothing whatsoever to do with Atari. In fact, it would be impossible to
implement without virtual memor and at least 24 bit virtual addresses. You
just don't get that sort of thing with a 6502 (though it would be neat to
implement it on a 65816 (Turbo-816, IIgs.))
The BFS was created for the Amoeba Distributed Operating System at the
Free University in Amsterdam, The Netherlands. It essentially maps entire
files into a virtual memory page table when they are opened. The file
system accesses the file's page table to read the file. I haven't gotten
to read up on the specifics, but that is basically the idea.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@freezer.it.udel.edu
_o_ ------------------------- _o_
[|o o|] An isolated computer is a terribly lonely thing. [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3342. fullstroke keyboards for atari400

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-26 05:01:07 UTC
From: spam@pv01a0.vincent.iastate.edu
Message-ID: <1990Sep26.050107.28484@news.iastate.edu>
Source record: 114745
Cross-posted to: comp.sys.atari.8bit,misc.wanted

Hey---I'm looking for a fullstroke keyboard for my atari 400 (no flames, please). Either a replacement 'console' keyboard or an external keyboard would be fine.

if you've got one of these puppies lying around I'd be thrilled to take it off your hands. . .I'd even throw in a couple of bucks into the deal. . .

and if someone does get me a new keyboard does anyone need a real nice membrane keyboard for an atari 400?
I didn't think so. . .

-mike begley
spam@iastate.edu

3343. Atari gezocht

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-26 15:19:32 UTC
From: wallagh@neabbs.UUCP
Message-ID: <455085@neabbs.UUCP>
Source record: 114747

Ik zoek voor een kennis een Atari ST met minimaal 2 MB geheugen,
liefst met harddisk.
Heeft iemand zoiets te koop?
Zo ja: bel dan 020-933913 (waarschijnlijk krijg je mijn
antwoordapparaat, spreek dan iets in.)

3344. atari 400 video

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-26 17:50:14 UTC
From: spam@pv01a0.vincent.iastate.edu
Message-ID: <1990Sep26.175014.3597@news.iastate.edu>
Source record: 114749

does anyone know how to drive a composite monitor from an atari 400? i've seen such modifications before but i can't seem to find them anymore.

is there any (simple) way to get 80-column video on this beast? does the xep-80 work on it or does it require a monitor jack?

thanks
-mike begley
spam@iastate.edu

3345. IR remote control hardware for Atari 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-26 17:53:00 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.90Sep26185300@tweezers.esd.sgi.com>
Source record: 114748

Does anybody know of a device for the Atari 8-bits that can receive
and send IR remote control codes like the ones that TV sets and
stereos respond to? It would be cool to put my Atari into useful
service as a graphical interface for my TV set, VCR and laserdisc
player.

thanks,
--M
--

--
\/ Michael Portuesi Silicon Graphics, Inc. portuesi@sgi.com

"product plus promotion equals profit" -- consolidated

3346. Re: Atari gezocht

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-28 01:18:09 UTC
From: tim@uxa.cso.uiuc.edu
Message-ID: <1990Sep28.011809.4112@ux1.cso.uiuc.edu>
Source record: 114750

wallagh@neabbs.UUCP (SERGE WALLAGH) writes:

>Ik zoek voor een kennis een Atari ST met minimaal 2 MB geheugen,
>liefst met harddisk.
>Heeft iemand zoiets te koop?
>Zo ja: bel dan 020-933913 (waarschijnlijk krijg je mijn
>antwoordapparaat, spreek dan iets in.)

Hmmm... for a sec I thought I would have to Rot13 on this note :)

```
/~~~| /~~~~~\ |~~~~~~| ========================================================+
| || /~\ |+---+ | Tim Elliott ||| |
| || | | | / / University of Illinois School of Architecture ||| |
| || \_/ Rocks!/ Programming Assistant WPGU / | \|
|___| \_____/ /__/ Genghis@uiuc.edu -----> Tim@uxa.cso.uiuc.edu ATARI|
WPGU Urbana/Champaign ========================================================+
```

3347. 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-09-29 01:36:33 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep29.013633.436@ecst.csuchico.edu>
Source record: 114751

ATARI 8-BIT STUFF FOR SALE!

Hardware:

* 1200XL Computer ($75) -- all original packaging (box, styrofoam),
power adaptor, RF modulator, cable to
connect RF modulator to computer console

* 1010 Program Recorder ($20) -- original box, cable to connect
to computer or daisy-chain to disk
drive, power adaptor

Software:

* Ghostbusters (with original disk, manual, and box) - $10

* Two BASIC cartridges - $2.50 each

* 20 blank generic 5-1/4" disks

Everything is in excellent condition, just like new. I sold some
other stuff already, and this is what's left. I used it to do a
little BASIC programming and play games from time to time. I'm
selling it because I don't use it any more. It just sits there, all
bundled up in its boxes, waiting for someone to take it. The prices I
have listed are suggested; negotiate with me and we'll see what
happens. I can probably let everything go for $80. These components
are better than reconditioned ones, since it's virtually unused. You
will be very pleased with it. I will pay shipping within the U.S.

If interested, leave message here, call me at 916-894-0887 evenings,
e-mail at ekrimen@csuchico.edu, or call Fuji BBS at 916-894-1261.

(I sure hope this .sig file works. It's my first, y' know. :^)

--
==
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

3348. Re: Atari gezocht

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-01 17:43:41 UTC
From: bill@mwca.UUCP
Message-ID: <1707@mwca.UUCP>
Source record: 114753

In article <455085@neabbs.UUCP> wallagh@neabbs.UUCP (SERGE WALLAGH) writes:
>Ik zoek voor een kennis een Atari ST met minimaal 2 MB geheugen,
| || | || | || || | | ||
v vv v vv v vv vv v v vv
I look for an ... Atari ST with minimal 2 MB

>liefst met harddisk.
| ||
v vv
with harddisk.

>Heeft iemand zoiets te koop?
>Zo ja: bel dan 020-933913 (waarschijnlijk krijg je mijn
>antwoordapparaat, spreek dan iets in.)

Heck, anyone who has watched the Swedish Chef on the Muppet Show could
translate this stuff!

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

3349. WAACE AtariFest

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-01 22:13:29 UTC
From: daroloson@watmath.waterloo.edu
Message-ID: <1990Oct1.221329.17736@watmath.waterloo.edu>
Source record: 114752
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I will be going to the AtariFest and staying at the Sheraton Reston.
If any other netters would like to get together on Fri, Sat, or Sun night,
please let me know by Thurs via e-mail.

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

3350. spreadsheet questions

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-03 14:15:46 UTC
From: nin15b0b@merrimack.edu
Message-ID: <20144.2709f292@merrimack.edu>
Source record: 114655

I am wondering if anyone is aware of any spreadsheets for the 8bit
that support the following functions @irr, @pv, @fv., in addition to
a type of graph utility similar to that of Lotus.

Neither Visicalc or Syncalc, at least the versions I have, support these
functions except for @npv.

any information would be appreciated.

3351. Re: Can IBM R/W STANDARD Atari disks?

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-04 09:39:45 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.90Oct4103945@tweezers.esd.sgi.com>
Source record: 114754

>>>>> On 4 Oct 90 03:47:32 GMT, norlin@uokmax.ecn.uoknor.edu (Norman Lin) said:

> Well, the subject line basically says it all.

Not really. Double Density is a standard format for Atari disks. The
subject header should have "single density" in place of "standard".

> There are a couple of programs
> out there that read/write double density Atari diskettes, but are there any
> that can access Atari single density (88K) diskettes? "Enhanced" density
> (128K)? I have not been able to find any, and would like to know if it is
> possible/has been done.

If you can read and write "enhanced" density diskettes, then you
probably have a 1050 drive. Have you considered upgrading your 1050
to handle double density, with something like the U.S. Doubler chip?
You get two benefits in one that way.

On a related subect, Has anyone else had difficulties with the "util"
program that was posted recently? I tried using it to transfer some
files using a genuine IBM PC/AT. On many of the files, it didn't copy
over the entire file -- only one sector. On the files it did copy
properly, it was so slow that I would have been better off downloading
them via modem (except that I don't have an 850 interface module).

--M
--

--
\/ Michael Portuesi Silicon Graphics, Inc. portuesi@sgi.com

"product plus promotion equals profit" -- consolidated

3352. Comp Soft Serv is very nice

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-04 18:30:46 UTC
From: cwilliam@brillig.cs.umd.edu
Message-ID: <CWILLIAM.90Oct4143046@brillig.cs.umd.edu>
Source record: 114656

Yes, Computer Software Services is a good company.

They very much support the 8bit with all sorts of need gadgets, all reasonably priced with good documentation and continual updates. Their service is outstanding, if you ever question their product they will happily fix your computer, drive, etc... Rare to find this kind of service anywhere anymore.

I sent them my Black Box which I was having trouble with. Seems I stripped a lead to my GTIA upon installing the Black Box in the cart slot. I sent it off to them, they fixed my XE, installed a "extra Turbo XE" needo operating system that just happened to be lying around, socketed my whole 130 for me, and made my RAM upgrade a little more compatible, send the whole unit back and it has been working great ever since. They didn't charge me a dime, by the way, not even for shipping.

Not affiliated with them just a very impressed customer,
Their phone is 716-586-5545 in case you lost it.

Chris

3353. Re: spreadsheet questions

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-05 00:02:36 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <34536@cup.portal.com>
Source record: 114658

RE: support for functions in spreadsheets on the 8-bit

Try Speedcalc. I'm unsure whether it supports what you want, but if it doesn't, you could always add it. :)

Charles_K_Hughes@cup.portal.com

3354. Re: Can IBM R/W STANDARD Atari disks?

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-05 00:33:24 UTC
From: hans@umd5.umd.edu
Message-ID: <7400@umd5.umd.edu>
Source record: 114657

Enhanced density disk: Yes, it could be done with minor modifications to the existing program. No, as far as I know, it has not been done.

Single density disk: I think it could be done, but would require substituting an assembly routine for code that usually resides in the BIOS ROM. Not likely to end up being very portable, and probably not worth the effort.

3355. State of the Eight

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-05 17:30:32 UTC
From: CE_SEIPEL@kcgl1.eng.ohio-state.edu
Message-ID: <5951@quanta.eng.ohio-state.edu>
Source record: 114659

What does everyone think of the new Start? I cancelled my ANTIC subscription; there are many NEWSLETTERS out there that are better 8-bit sourced than the new START. If the magazine keeps getting thinner at the rate it has been, then the 8-bit section should be gone completely in several more months.

I am interested in putting up Usenet messages on my Atari 8-bit BBS; I already have Delphi, GEnie, and Compuserve messages online for those who don't have access to these services. I was wondering what the easiest way to write a viewer for Usenet messages would be. I am just learning the system -- is there a way to view 'New' messages without pauses between them? What I really need is a way to capture the messages without pauses between individual posts.

Does anyone out there have any old Corvus equipment? Anyone running a BBS with Carina 1 anymore?

3356. Re: Thinking of Buying an ST.

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-05 18:15:39 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <34558@cup.portal.com>
Source record: 114660
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I hate to say it, but in addition to four or five Atari 8-bit systems
I also have an Amiga, and let me just point out that the Amiga does
all the stuff you claim for the ST (Mac and PC emulation, e.g.) PLUS
can multi-task (actually RUN more than one thing at a tim -- I regularly
download from Portal and play a video game on the system at the SAME
time...

Far be it from me to say any particular computer is better or worse than
any other, but if all you're interested in is emulation of OTHER computers,
you might as well get those AND some other nifty stuff. Emulate the PC
in one window, and do something else in another at the same time, heheh...

Note: I don't have full details on what it takes to do all this stuff, as
I have access to real PCs and Macs and don't bother with the emulators;
I DO have a friend who does this though: write to aegnor@bsu-cs.bsu.edu
for a well-considered and knowledgeable response.

3357. re:IBM to atari disks

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-05 18:35:56 UTC
From: v070mvl4@ubvmsb.cc.buffalo.edu
Message-ID: <39241@eerie.acsu.Buffalo.EDU>
Source record: 114661

When tranferring disks from the IBM format to the Atari format.....

the program that have tried works....(It is the one that also gives you the
turbo pascal source code)

what you majorly need is:
1)A double sided, double density drive(i.e. the newest drive -not the 1050)
2)A dos that will save programs is the dos2.0 format

dos 2.0,2.5, and 3.0 don't work (can't write on double density drives)
and spartados doesn't write on disks in the 2.0 format.....
If you really have some old dos'es then perhaps topdos or OS/2 COULD do it

precautions to all this:
make sure the drive you format the disks on uses the centre hub notch....
the 1050 does not.....the IBM drive does.........

if there is some inventive IBM programer out there , the turbo pascal source
COULD concievablely be modified to read single density drives, and MSDOS could
be setup to format single density, but then you would still have to remake
VTOC.....(No, you cannot format the disk in a 1050 on the atari and port
due to the warning in the precaution) an ATR8000 IBM compartible drive is
perfect for this porting....(I should know, I got the program to read
directories off my MyDos4.51(?) disks formatted in double density from that
drive...)

ADS'90

3358. Re: Can IBM R/W STANDARD Atari disks?

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-05 19:36:54 UTC
From: rfc@briar.Philips.Com
Message-ID: <109634@philabs.Philips.Com>
Source record: 114664

If you have a spare Atari drive, maybe you could remove the Atari interface and connect the drive to the IBM PC's disk controller? Then the PC could read/write Atari single density disks. This assumes: that the drive mechanism and the board that lives just above the heads, etc. is enough similar to the regular PC disk drives. Also that you have a spare Atari drive, and that you don't mind wasting the space inside your PC for an otherwise useless drive. Assuming that any of the above can be made to work. Even if the PC can make the single density drive do something, someone would have to write a program so that the PC can find the Atari's disk DOS stuff (VTOL table, if I remember correctly). Anyone try such a thing?

3359. Re: State of the Eight

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-05 22:28:57 UTC
From: wilmott@emerald.rutgers.edu
Message-ID: <Oct.5.18.28.55.1990.17249@emerald.rutgers.edu>
Source record: 114662

>What does everyone think of the new Start? ...

HAve those of you who were Antic subscribers received the new issue yet? I've seen it in the store this past week or two, but it has yet to arrive in my mailbox...

-Ray

3360. Re: re:IBM to atari disks

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-05 23:53:19 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <34563@cup.portal.com>
Source record: 114663

Ahem....
>
>When tranferring disks from the IBM format to the Atari format.....
>
>the program that have tried works....(It is the one that also gives you the
>turbo pascal source code)
>
>what you majorly need is:
>1)A double sided, double density drive(i.e. the newest drive -not the 1050)

Indus, Percom, and Trak also have double density drives.

>2)A dos that will save programs is the dos2.0 format
>
>dos 2.0,2.5, and 3.0 don't work (can't write on double density drives)
>and spartados doesn't write on disks in the 2.0 format.....

Dos 2.5 will not read or write in double density. I think Dos 3.0 will
but DON'T EVER use that Dos for ANYTHING.
Spartados (versions 2.x+) WILL read, write, and everything else in Atari
DOS 2.0 format.
Atari Dos 2.0 DOES work in double density. However, unless you have
the instructions on what locations to poke, you won't be able to use it.

Mydos, SmartDos, SuperDos, and probably a few I've forgotten (add TopDOS
also) will all read and write in double density.

>If you really have some old dos'es then perhaps topdos or OS/2 COULD do it
>
>precautions to all this:
>make sure the drive you format the disks on uses the centre hub notch....
>the 1050 does not.....the IBM drive does.........

Ignore this, it ain't true. What is true is that you should have a
well aligned drive in both the IBM and the Atari.

>
>if there is some inventive IBM programer out there , the turbo pascal source
>COULD concievablely be modified to read single density drives, and MSDOS could
>be setup to format single density, but then you would still have to remake
>VTOC.....(No, you cannot format the disk in a 1050 on the atari and port
>due to the warning in the precaution) an ATR8000 IBM compartible drive is
>perfect for this porting....(I should know, I got the program to read
>directories off my MyDos4.51(?) disks formatted in double density from that
>drive...)
>

>ADS'90

Charles_K_Hughes@cup.portal.com

3361. Re: Can IBM R/W STANDARD Atari disks?

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-08 23:25:18 UTC
From: hans@umd5.umd.edu
Message-ID: <7414@umd5.umd.edu>
Source record: 114665

In article <109634@philabs.Philips.Com> rfc@briar.philips.com.UUCP (Robert Casey) writes:
=>If you have a spare Atari drive, maybe you could remove the Atari interface
=>and connect the drive to the IBM PC's disk controller? Then the PC could
=>read/write Atari single density disks. This assumes: that the drive mechanism
=>and the board that lives just above the heads, etc. is enough similar to the
=>regular PC disk drives. Also that you have a spare Atari drive, and that you
=>don't mind wasting the space inside your PC for an otherwise useless drive.
=>Assuming that any of the above can be made to work. Even if the PC can make
=>the single density drive do something, someone would have to write a program
=>so that the PC can find the Atari's disk DOS stuff (VTOL table, if I remember
=>correctly). Anyone try such a thing?

Forget it, Atari compatible drives do not have the proper interface
in them to connect to a PC without major electronics design. This is
definitely true for the 810, 1050, Indus, Rana. Percom and the SX551
may be different, but you probably would not want to sacrifice them.

A much more straightforward approach would be to talk to the SIO port
through a serial port on the PC. All you would need there are level
converters, the SIO protocol is 19.2 kb serial.

3362. ATR8000 !!

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-09 19:33:32 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <9010091933.AA11999@image.soe.clarkson.edu>
Source record: 114666

Subject: Want an ATR8000 w/2 DD drives?(was Re: re:IBM to atari disks)
From: AAron@image.soe.clarkson.edu (AAron nAAs)
Newsgroups: comp.sys.atari.8bit
References: <39241@eerie.acsu.Buffalo.EDU>
Distribution: usa

From article <39241@eerie.acsu.Buffalo.EDU>, by v070mvl4@ubvmsb.cc.buffalo.edu (Andrew D Szalasny):
> When tranferring disks from the IBM format to the Atari format.....
>
<Stuff deleted>
> VTOC.....(No, you cannot format the disk in a 1050 on the atari and port
> due to the warning in the precaution) an ATR8000 IBM compartible drive is
> perfect for this porting....(I should know, I got the program to read
> directories off my MyDos4.51(?) disks formatted in double density from that
> drive...)
>
> ADS'90

(I am assuming you know what an ATR8000 is.)
(fabulous piece of equipment)

ATR8000 (64k) + 2 DD drives

(also a 13" composite color monitor
and a powercordless 800xl)

All can be had for $300... (Don't think it's reasonable, email me)

Why selling: Cause I don't use Atari 8bits anymore...
(Well, the equipment is an overkill for
playing games, and that's all I ever do
with it anymore)
Equipment as good as new.

AAron nAAs
Email: AAron@sun.soe.clarkson.edu
Phone: (315)268-2799

3363. Whats the best GIF viewer?

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-11 01:31:32 UTC
From: rmartin@remus.rutgers.edu
Message-ID: <Oct.10.21.31.31.1990.8636@remus.rutgers.edu>
Source record: 114667

What is the best GIF file viewer for the 8bits? Can any of them take
advantage of the XE's extra bank? Can any display 640x420 or 1152x900
gifs with resonable clarity? Thanks-
-Rich

3364. Re: Whats the best GIF viewer?

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-11 14:32:29 UTC
From: potter@sunwhere.DAB.GE.COM
Message-ID: <6192@ge-dab.GE.COM>
Source record: 114668

There are only two GIF viewers for the 8-bit: my APACVIEW which
displays in graphics 9 and (256-color) APAC mode, and Don Davis's
ATVIEW8. Neither can use the XE's extra banks of RAM (except as
a RAM disk external to the workings of the viewer). I know mine
can only display files as wide as 720 pixels before it starts
overwriting other areas of memory (never tried it). Don's ATVIEW8
displays in graphics 15, so it might have the edge on clarity on
line drawings. APACVIEW does a great job with most continuous-tone
digitized photos (IMHO), especially if your monitor accepts APAC mode.
I'm updating APACVIEW to display in graphics 15, in four or 64 colors
with funny display lists and multiple page-flipping. Let me know
if you are interested.

Jeff P.

--
==========
Jeff Potter
...potter@ge-dab.ge.com
...mcnc!codas!ge-dab.GE.COM!potter

3365. Re: Whats the best GIF viewer?

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-12 17:19:59 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1990Oct12.171959.20074@cbnewsc.att.com>
Source record: 114669

From article <6192@ge-dab.GE.COM>, by potter@sunwhere.DAB.GE.COM (Jeff Potter):

> APACVIEW does a great job with most continuous-tone
> digitized photos (IMHO), especially if your monitor accepts APAC mode.

I second the motion that Jeff's APACVIEW does the better job in general.
I have tried both viewers on several different files and have yet to
see APACVIEW loose, although in some cases, it is hard to tell the
difference.

> I'm updating APACVIEW to display in graphics 15, in four or 64 colors
> with funny display lists and multiple page-flipping. Let me know
> if you are interested.

Yes, I for one am interested. And I haven't forgotten that I promised
to send you a shareware donation and I will.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3366. PC to Atari - bug found

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-15 15:26:32 UTC
From: mrp@cbnewsd.att.com
Message-ID: <1990Oct15.152632.28304@cbnewsd.att.com>
Source record: 114670

I uncovered a bug in the recently posted source code (thanks Chris!)
for the PC to Atari utility. I was using the Turbo C (Borland) compiler
on an AT&T 6300 WGS and it gave me a warning message on line 236 of util.c.

What you need to do is change an = to an ==. The following is the line:

```
if(cmd = 'D')
to
if (cmd == 'D')
```

I'm not sure that this bug is actually a problem since the code seems to
be trying to deal with directories. I wasn't aware of any support for
directories being available in this utility, perhaps it's an uncompleted
piece of code? Also, since there's a /T80 switch, does it support 720K
3.5" drives?

Anyway, I was able to compile the utility using Turbo C and the MASM
assembler (Microsoft) and it works. I was able to format floppies
on my 6300 WGS running MS-DOS 3.3. I then wrote 2 ASCII files to the
disks and was able to successfully read the files in on my Atari 800
with my 1050 drive and SpartaDOS X.

I WASN'T able to successfully write the util.exe file to the formatted
disks even though I WAS using the /B (inary) switch on the command line.
The problem that I encounter is that the util.exe file gets truncated
and I can't read back an exact copy of what I write to the disk. I'll
have to look into this further and see what I can determine.

If you're in a pinch, you could uuencode the binary and then transfer it
in ASCII. Then, you'd just have to uudecode it on your Atari. The utility
program does translate the ASCII into ATASCII unless you use /B when you
write the files (that's a nice touch).

Later on folks!
My Name-> Marcus R. Prickett
My BBS-> (815)758-6093 3/1200+65Meg+24hr+Carina II S.W. = The Storage Room
My Work-> att!ihlpb!mrp

3367. ZORK I

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-15 21:32:20 UTC
From: hansvk@nikhefk.UUCP
Message-ID: <786@nikhefk.UUCP>
Source record: 114671
Cross-posted to: rec.games.video,comp.sys.cbm,comp.sys.atari.8bit

A friend of mine has some trouble with the game ZORK I
on his commodore 64.
I know it is an rather old game, but maybe there are
still some people out there who can help him.

His problem is that he can't get in to the Hades.
He knows that he has to light a candle, ring a bell
and shout some magic word.
He doesn't know this word, so he is getting nowhere.

If somebody know the solution to this problem, please, please
write to me.
(Don't post the answer to this newsgroup because I'm not
in a position to read it. Besides it would be a waste of
money to post it all over the world.)

Thanks,

Sander Verkooijen <hansvk@nikhefk.uucp>
--
The Metal One

3368. AtariWriter+

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-16 02:37:05 UTC
From: helz@ec.ecn.purdue.edu
Message-ID: <1990Oct16.023705.7604@ecn.purdue.edu>
Source record: 114672

My little brother tells me his diskette containing Atariwriter+ has finally given up the ghost. Could anyone recommend a software house where I could get him another copy? Thanx kindly.

3369. Re: AtariWriter+

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-16 18:18:38 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1990Oct16.181838.26502@cbnewsc.att.com>
Source record: 114673

From article <1990Oct16.023705.7604@ecn.purdue.edu>, by (Randall A Helzerman):
>
> My little brother tells me his diskette containing Atariwriter+ has
> finally given up the ghost. Could anyone recommend a software house
> where I could get him another copy? Thanx kindly.

American Techna-Vision has AtariWriter+ and Spellcheck for $29.95.
To order, call toll free 1-800-551-9995

B&C ComputerVisions has the same package for $44.95.
To order, call 1-408-740-1003.

Both places have a large selection of other 8bit software also.
Call for a catalog or pick up the latest issue of STart. They
both have an ad in there.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3370. Complete Atari 800 system w/ MIDI for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-17 03:59:40 UTC
From: barrett@meridn.enet.dec.com
Message-ID: <16412@shlump.nac.dec.com>
Source record: 114674
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers

-< Complete Atari 800 system w/ MIDI 4sale >-

For Sale "as is", complete Atari 800 Computer system (yes, an 800,
not an 800XL) with MIDI studio and games software.

Asking $100

Package Includes:

800 Computer and BASIC cartridge
1080 Floppy Disk drive
Hybrid Arts MIDI interface
Hybrid Arts MIDI studio software with
Sequencer and multitrack recorder/player
Hybrid Arts CZ patch studio for Casio CZ series
Several versions of Atari DOS
Various documentation and manuals
SAM voice synthesizer software
Misc software and Games

Responses must be directed via EMAIL - I will not see USENET replies,
or leave a message at (203)597-0103. Email preferred.

Thanks, Keith

~~~~~~
Internet: barrett@meridn.enet.dec.com
UUCP: ...!decwrl!meridn.enet!barrett
Other: barrett%meridn@decwrl.enet.dec.com
~~~~~~

3371. Real Chroma from my 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-17 04:37:59 UTC
From: umhild11@ccu.umanitoba.ca
Message-ID: <1990Oct17.043759.21016@ccu.umanitoba.ca>
Source record: 114675

I was just telling a few friends from the local user-group that the "chroma" pin on Atari XLs (and XEs?) doesn't produce a pure chroma output, and that the modifications necessary were simple, had been posted to this newsgroup, and that I had a copy of it. Well, two out of three ain't bad (sorry). I can not find a copy of that mod anywhere, so could some kind soul PLEASE send it to me so that I don't look like a complete moron?

While I'm asking for upgrade docs, does anyone have the information on how to add another PIA and regain the four joystick bliss of an 800? I was looking forward to that one, but it seems to have passed me by.

Thanks in advance.

Jeff

3372. Atari 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-17 16:38:01 UTC
From: bill@mwca.UUCP
Message-ID: <1728@mwca.UUCP>
Source record: 114676

A liquidator which bought out Federated's stock is having a big sale in San Jose - they've got three 1450XLD's! No box, power supply, just the case, and they are in pretty bad shape - one has function key markings in magic marker, labels are missing, etc. They all have both drives. No price, I imagine $10 would take one.

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

3373. Uneraseable files

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-18 01:16:48 UTC
From: umhild11@ccu.umanitoba.ca
Message-ID: <1990Oct18.011648.12378@ccu.umanitoba.ca>
Source record: 114677

I just discovered that I have a bunch of wonderful files on my hard disk that I simply can NOT erase. I am using SpartaDOS X. I downloaded the files into a subdirectory previously, and successfully un-arced them. Then I lost those copies, and downloaded them again. Now they will not delete, and they also can not be un-arced. It is my suspicion that the sector maps for these files may somehow have been corrupted. Is there any way at all that I can fix these things up, or will I have to archive and reformat (yet again!!!)?

Jeff

3374. IBM->Atari

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-18 01:48:57 UTC
From: rrwood@contact.uucp
Message-ID: <1990Oct18.014857.9891@contact.uucp>
Source record: 114678

If anyone has the program for reading/writing MYDOS format disks on an IBM (or compatible) up and running, could they please post a uuencoded version here. I picked up the source when it was posted, but I don't have access to a C compiler (really! believe it or not!). I also can't FTP it from this site, so a posting is the only hope I have-- unless someone would be generous enough to mail it directly to me. :-)

And have you ever wondered why this newsgroup still exists? Or why you still have your old 8-bit? It would have been nice if piracy and bad management hadn't killed the machine...

-Roy Wood.

3375. Re: Whats the best GIF viewer?

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-18 03:25:11 UTC
From: zielke@unssun.nevada.edu
Message-ID: <4781@tahoe.unr.edu>
Source record: 114679

Sounds pretty good, I've had an atari since 1983 I didnt know it could display gifs, How can I get a hold of either gif viewers? are there any ftp sites with this software available? or can they be put up on this conference?

3376. looking for Oasis IV BBS game files...

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-18 03:30:25 UTC
From: zielke@unssun.nevada.edu
Message-ID: <4782@tahoe.unr.edu>
Source record: 114680

I am putting up the Oasis IV BBS, I'm looking to see if anyone has any ideas
on where I can pick up some Newer games for this Bulletin Board Software,
My version is 4.01 back from 1986...

any help is appreciated. (phone number of oasis bbs's are welcome as well).

thanks...

zielke@unssun.nevada.edu

3377. Why is there no comp.binaries.atari.8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-18 18:36:41 UTC
From: james@sauron.Columbia.NCR.COM
Message-ID: <2396@sauron.Columbia.NCR.COM>
Source record: 114681

I was just wondering why the 8-bit atari machines don't have a binaries group. Is no one writing anything for these machines anymore? Is there no shareware or freeware around?

I can't access the archive sites other than through mail servers. It would be nice if I could share some programs with the rest of you (when I find a modem for the 8-bit machines, that is).

I have an old 400 that just quit working. I am trying to find someone to service it. If I get it fixed, or get another 8-bit machine and a modem, I will gladly share what I have written. I just need an archiver from out there in net land.

Reply-To: james@sauron.Columbia.NCR.COM (James Simmons)

President: NCR PC User Group, Inc. | International Association of PC User Groups
101 Whitehorse Road | is now defunct due to lack of cooperation.
Lexington, SC 29073 |

3378. My Atari 800 giveaway

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-18 20:38:04 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <gb7V_g200WAw4ArGQw@andrew.cmu.edu>
Source record: 114682

To all those who want my 800 and stuff previously advertised here:

Be patient. Just before I go home for Thanksgiving, I will review all
the requests for my stuff. I will post here who gets it. I just don't
have the time to indivdually reply to you all.

I never expected this level of interest in an 11 year old computer.

|\ /|
| \/ | ike Greelish
Carnegie-Mellon U. undergrad
quote: "CMU is as close to artificial reality as you can get in 1990."
stupid disclaimer: My opinions are MINE MINE MINE all MINE!!!

3379. Atari 1030 modem

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-18 21:29:42 UTC
From: rfc@briar.Philips.Com
Message-ID: <110421@philabs.Philips.Com>
Source record: 114683

Last week, at a hamfest (amateur radio flea market), I got an Atari 1030 modem without doc's and power supply. I figured out that the thing will work on about 12V ac. Question is: can this modem do 1200baud? Anyone have the set of commands you need to dial numbers and do other stuff? Hayes type commands don't do anything. Thanks in advance.

3380. Re: Uneraseable files

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-18 22:39:31 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <35011@cup.portal.com>
Source record: 114684

Try cleanup.com to fix any problems that the files might have. Before doing that, however, check to make sure they aren't Hidden or Protected. Do an ATR -H *.* and an ATR -P *.* in the directory where the files are.

Charles_K_Hughes@cup.portal.com

3381. Re: Uneraseable files

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-19 05:33:50 UTC
From: umhild11@ccu.umanitoba.ca
Message-ID: <1990Oct19.053350.10219@ccu.umanitoba.ca>
Source record: 114685

In article <35011@cup.portal.com> Ordania-DM@cup.portal.com (Charles K Hughes) writes:
>
> Try cleanup.com to fix any problems that the files might have. Before
>doing that, however, check to make sure they aren't Hidden or Protected.
>Do an ATR -H *.* and an ATR -P *.* in the directory where the files are.
>
>Charles_K_Hughes@cup.portal.com

I've had SDX for a while, so I'm familiar with prtotected and hidden mode, those were the first things I looked for. What I neglected to mention is that when I type ERASE ACEC.ARC (for example) it seems to read a little stuff off the disk and then lock up. The RESET key can be safely hit - the file is not flagged as deleted yet.

More importantly though, what is CLEANUP.COM, and where can I get a copy (since I don't seem to have one)? I do have FTP access here, so if you could name a site, or send me the UUencoded file I would really appreciate it.

Jeff

3382. Re: Atari 1030 modem

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-19 06:11:53 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <35026@cup.portal.com>
Source record: 114686

Re: 1030 no docs, no ps.

Power supply - actually, 9vac is probably better for the thing, can't remember exactly.

Docs, etc - get Bobterm and use the xm301 or 1030 handler that comes with it.

The reason the 1030 does not respond to the hayes command set is because it isn't hayes compatible. A really stupid thing to do in this day and age, but then Atari has never really been known for its brilliance.

Re: Baud

Sorry, it is stuck at 300 baud. For an interesting, but useless, term program remove all cartridges from your computer, unplug all SIO devices except the 1030, and then turn on your computer. (If using an XL/XE hold down the option key to disable basic.)

Charles_K_Hughes@cup.portal.com

3383. Re: IBM->Atari

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-19 09:09:19 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.90Oct19100919@tweezers.esd.sgi.com>
Source record: 114687

>>>>> On 18 Oct 90 01:48:57 GMT, rrwood@contact.uucp (roy wood) said:

> And have you ever wondered why this newsgroup still exists? Or why you
> still have your old 8-bit? It would have been nice if piracy and bad
> management hadn't killed the machine...

The Atari 8-bits were doomed to obsolescence a long time ago,
regardless of the effects piracy and bad management had on the
machine. Out of all its contemporaries, only the Commodore 64
remained viable to today, and even then that machine is rapidly dying
its death.

The Atari 8-bits were advanced, innovative, ground-breaking machines
in their day. But progress marches forward...

--M
--

__
\/ Michael Portuesi Silicon Graphics, Inc. portuesi@sgi.com

Integration, not segregation or assimilation.

3384. Spanish 800XL owner asking for help

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-19 09:44:36 UTC
From: jmm@cloe.gti.upm.es
Message-ID: <1165@cloe.gti.upm.es>
Source record: 114688

Hello world!

I'm an Spanish 800XL owner (whose English is not very good, by the way), who got really surprised by the amount of still Atari 8-bits friends there. I must confess that I parked my old machine when I left the University and started working in a image processing research group, with PC's and Sun workstations.

Reading the news, I found that it's possible to establish some kind of communication between a PC and my old 8-bits machine. I would be very thankful if somebody could help me in this way. I would also apreciate any kind of information concerning the possibility of displaying gray-scale images on the screen.

My stuff is very reduced: I have the previous mentioned 800XL, a disk drive (1050 I think), the 850 module for connecting a parallel printer, and some broken joysticks.

Thanks in advance,

Jose Manuel.

E-mail: jmm@gti.upm.es

post-address: Jose Manuel Menendez | /------ -------- o
Grupo de Tratamiento de Imagenes | / / /
E.T.S.I. Telecomunicacion (U.P.M.) | / / /
Ciudad Universitaria s/n | / --/ / /
28040 Madrid | / / / /
Spain | /_____/ / /

3385. Re: Whats the best GIF viewer?

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-19 21:19:57 UTC
From: potter@speedway.DAB.GE.COM
Message-ID: <6343@ge-dab.GE.COM>
Source record: 114689

Well I'd love to post my latest version of APACVIEW, my GIF
decoder/viewer program, but I can't post it directly here.
Is there someone out there on GEnie or CIS who's willing to
receive my file, UUEncode it, and post it here? Lacking that
could they pay me postage if I mail them a disk with it?
I have a more recent version than what has been uploaded to
either pay service, by the way.

J. Potter

--
==========
Jeff Potter
...potter@ge-dab.ge.com
...mcnc!codas!ge-dab.GE.COM!potter

3386. Re: Uneraseable files

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-19 21:40:26 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <35037@cup.portal.com>
Source record: 114690

Jeff writes:
>In article <35011@cup.portal.com> Ordania-DM@cup.portal.com (Charles K Hughes)
>writes:
>>
>> Try cleanup.com to fix any problems that the files might have. Before
>>doing that, however, check to make sure they aren't Hidden or Protected.
>>Do an ATR -H *.* and an ATR -P *.* in the directory where the files are.
>>
>>Charles_K_Hughes@cup.portal.com
>
>I've had SDX for a while, so I'm familiar with prtotected and hidden mode,
>those were the first things I looked for. What I neglected to mention is that
>when I type ERASE ACEC.ARC (for example) it seems to read a little stuff off
>the disk and then lock up. The RESET key can be safely hit - the file is not
>flagged as deleted yet.

CLEANUP.COM is a utility from ICD. It comes with the SpartaDOS ToolKit
(price unknown).
Alternatives...there aren't any really, but if you understand the disk
structure you can use DISKRX.COM (also in the toolkit) or FIXDMP.OBJ.
DISKRX.COM allows you to edit spartados disks. It is a really nice utility
to have.
FIXDMP.OBJ is a disk editor also, originally written by Atari for use with
DOS 2.0. It will work with a SpartaDOS disk, but you really have to know what
you are doing. The same holds true for any disk editor. FIXDMP.OBJ was
released to the general public some time ago, so while it is copyrighted, you
can legally use it and it can be distributed. If you want this, I'll be happy
to uuencode it and post it to this newsgroup. It is only about 4k long.

>
>More importantly though, what is CLEANUP.COM, and where can I get a copy (since
>I don't seem to have one)? I do have FTP access here, so if you could name a
>site, or send me the UUencoded file I would really appreciate it.
>
>Jeff

Charles_K_Hughes@cup.portal.com

3387. Ultima series

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-20 00:44:21 UTC
From: dickson@felix.UUCP
Message-ID: <152495@felix.UUCP>
Source record: 114691
Cross-posted to: rec.games.video,comp.sys.atari.8bit

Say, does anyone know where I can get a copy of any of the Ultima games for
the Atari 130XE? I already have Ultima III, I thought it was great, but since
8-bit Atari software is impossible to find, I never had a chance for I,II,IV,V or any
others... Thanks to anyone who can help.

BTW I live in the southern california area if it helps.

--

Signature? I never read what I write, and don't sign anything I haven't
read first. I won't sign! I won't! I won't! ok here...dickson@felix.UUCP

3388. another 800XL system for sale/giveaway

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-20 01:54:06 UTC
From: art@casbah.acns.nwu.edu
Message-ID: <704@casbah.acns.nwu.edu>
Source record: 114692

That's right, folks. It goes to the best offer or the best reason why I should *give* it to you. She was my first computer (snif!) but I just can't be sentimental for the rest of my life. Besides *someone* out there must still play video games...

Atari 800XL w/ 64k RAM
Indus GT disk drive (nice!)
Atari 410 Program Recorder (heh heh)
2 Wico bat-handle joysticks (top-of-the-line)
Atari Trak-ball
RAMbrandt graphics program
Assembler Editor cartidge (perhaps the worst assembler ever produced...)
Cartridge games: Galaxian, Star Raiders, Qix, Centipede, Missile Command, Miner 2049er, Donkey Kong, Defender, Pac-Man, Atlantis, Pitfall II, Quest for Tires
Disk games: Operation Whirlwind, Touchdown Football, Blue Max, Colossus Chess, F-15 Strike Eagle, Hacker, Leader Board, Eastern Front 1941, Ace of Aces, Zork I, Enchanter, Infidel
Cassette games(!): Zombies, Temple of Apshai
Manuals for almost everything
Various books on programming/internals/graphics, etc.
(get your kids started young!)

--
Arthur Miller | art@casbah.acns.nwu.edu |
Student Insultant | ART@NUACC.BITNET | Neitzsche: God is dead.
Northwestern University | art@hosed.foo.bar.edu | God: Neitzsche is dead.
==========

3389. Re: Spanish 800XL owner asking for help

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-20 14:21:33 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <5933@nisca.ircc.ohio-state.edu>
Source record: 114693

New 8-Bit Product

by Roger Heller - JACS
Reprinted from Between Bytes - 6/90

Perhaps this item belongs in the LETTERS TO THE EDITOR column, but it strikes me as such a novel idea that I decided to give it an article of its own.
As you are probably aware, the world is getting overcrowded with IBM PC's, XT's, AT's, and their clones as well as 386- and 486- based computers that are called "industry standard" but aren't really clones of anything. Whether you like them or not, they are powerful computers. They have lots of memory (the smallest ever made had 128K), they have big floppy disks (small ones have 360K), and they usually have hard disk with megs and megs of space. Just what the Atari hobbyist needs!
The problem is that they aren't compatible with Ataris. The disks use a different format. An 8-bit Atari couldn't address all that memory, even if it had it. If you have an industry standard computer you have all that power sitting ardound with no way to use it on your Atari.
Well, maybe there is a point of compatibility. The PC has a serial port that just deals in the bits and bytes of transmitted data -- ASCII text, binary files, anything you want to transmit. The Atari's SIO deals in just the same things. If only they could talk to each other!
Nick Kennedy, an electrical engineer from Russelville, Arkansas had the idea. He isn't a computer professional, but he is an Atari hobbyist, and he is interested in data interfacing. He put together a little box and a few cables, and it worked so well he's selling them now.
SIO2PC is a system that allows you to store Atari programs and data on the PC's disk and to use the PC's memory as one or more ramdisks. The hardware part allows the Atari SIO to connect directly to an RS-232 port (the PC's serial port). The Atari doesn't need an 850 interface or any communications software or drivers.
The software part runs on the PC. It is an Atari disk emulator with PC file I/O capability. With it you can set up Atari ramdisks in the PC's ram space. You can load these ramdisks with files and data from your Atari, and you can save them to the PC's hard and floppy disks. Once you get your Atari software on the PC, you can boot your Atari from the PC without even having an Atari disk drive connected.

FEATURES - You can:

> create 1 to 4 ramdisks

>Write the ramdisks to a PC disk file

>Load the PC disk file back into a ramdisk

>Use PC COM port 1 to 4 for the SIO2PC connection

> Change ramdisk ID numbers

>Choose from 4 ramdisk sizes

>Format in normal density, DOS 2.5 density, or double density

>Use PC batch files to automate set-up of SIO2PC

Future features:

>"Remote control" program to control the PC from your Atari

>PC to switch ramdisk ID's automatically for rebooting

>SIO2PC to run in background on the PC as a TSR (so someone else can work with the PC while you're using it as a disk/ramdisk manager)

>Utility to convert PC files to Atari files (download files with the PC and then convert them to Atari format, create PC files with an editor or word processor and then use them on the Atari).

Now working and included:

>Print on a printer attached to the PC

>Convert Atari files to PC format in order to work with them on the PC

Now the business talk: The price of SIO2PC, complete with cables and connectors is only $49.95. He promises your money back if it doesn't work, and no more than $5 for upgrades. For the real hobbyist, a kit of all parts, box, etc, is available for $35.
This sounds like the best idea that has come down the pike for a while. Much better than using an old Atari as a printer buffer! I'll have copies of his letter and feature sheet at the meeting.

N.R. Kennedy
300 South Vancouver
Russelville, AR 72801
(501) 967-3843

I am the newsletter editor for an 8-bit club in Columbus, Ohio. I have many articles in the form of text files. If anybody is interested I could send some of them up here. I also run two 8-bit BBS's, A.C.E.C. at (614)-471-8559, and Pandora at (614)-471-9209.

3390. Ultima IV for sale (was:Ultima series)

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-21 19:01:28 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <35118@cup.portal.com>
Source record: 114694
Cross-posted to: rec.games.video,comp.sys.atari.8bit

I've got Ultima IV for the Atari 8-bit computer that I'd be willing to sell for $20... includes the cloth map, metal ankh and all...

Unfortunately Dungeon Master for my ST came out when I was about halfway through Ultima IV, and I doubt I'll ever get back to playing it...

Bob Retelle (313) 483-7358 evenings, EST

3391. Printer For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-21 23:27:20 UTC
From: usenet@helios.TAMU.EDU
Message-ID: <9394@helios.TAMU.EDU>
Source record: 114695

Distribution: usa
Organization: Texas A&M University
From: n350bq@tamuts.tamu.edu (Duane Fields)
Path: tamuts!n350bq

I have a Star SG-10 for sale... is very old but prints fine, epson comp.
Will sell for $80, 180cps, nice dot-matrix, w/ graphix....

Duane

3392. Spanish 800XL owner asking for help (and II)

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-22 10:46:23 UTC
From: jmm@cloe.gti.upm.es
Message-ID: <1166@cloe.gti.upm.es>
Source record: 114696

Hello again, world!!

In my previous message, I said:

> Reading the news, I found that it's possible to establish some kind of
> communication between a PC and my old 8-bits machine.

Well, I have received two answers, and I thing I am going to try first
the one from Chris_F_Chiesa: MYDOS program.

Chris sent me an e-mail, saying that the executable code for MYDOS was
posted in May, and the source one a few weeks ago. Could someone re-post it for
me, please ? I don't care if it is executable or source code.

Thank you, Frank E. Seipel, for your kind answer. SIO2PC seems to be
another interesting possibility. I will consider it.

Jose Manuel

e-mail: jmm@cloe.gti.upm.es

3393. Printing "AtariArtist" pictures on an OKIMATE 20 col printer

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-26 13:54:54 UTC
From: gsrfy@levels.sait.edu.au
Message-ID: <15576.2728402f@levels.sait.edu.au>
Source record: 114697

I am currently resurrecting my old Atari 800XL system. (Last night,
I successfully downloaded some 8-bit software from "terminator".

I have "AtariArtist" and an OKIMATE 20 colour printer.....does
anybody know of PD software, or even a cheap commercial programme,
which will allow me to print out my "AtariArtist" picture files on
my colour printer, without a lot of fussing around ?

If you do, how can I get a hold of a copy ?

Rick Yuan
Adelaide, AUSTRALIA

3394. Re: 800XL for sale (looking for Mr. Barrett)

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-27 12:31:54 UTC
From: ebm@zinn.MV.COM
Message-ID: <984@zinn.MV.COM>
Source record: 114698

If you are not Mr. Barrett, please press "n"

I am having problems sending out to Mr. Barrett, but you are having
no trouble sending to me.
I asked if you were selling them all as a pakage a $5.00 or $5.00 each?
Either way I want War Games.
If it is $5.00 altogether then I also want the last two that were "good games"
By the way where do you live?

3395. Dead 850/800 transformer? HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-28 20:29:33 UTC
From: garlow@lpl.arizona.edu
Message-ID: <346@organpipe.UUCP>
Source record: 114699

Hi! I had a crisis with my computer which I'm going to describe in the hopes that one or more of you can help me out...

I was using AtariWriter on my Atari 800. I tried to print something out and nothing happened, which was when I noticed that the power LED on the 850 printer interface wasn't lit. I checked that it was turned on, tested the power cord, and finally decided that either the 850 or its power transformer was dead.

I noticed that the transformer which powers the 800 was identical to that of the 850 (same product number, etc.), so I thought I could verify which was bad (the 850 or its transformer) by switching the transformers between the 800 and the 850. It seemed like a harmless idea at the time.

Unfortunately, not only didn't either one work, but when I switched my computer back to its own tranformer, it no longer worked (no power indication-- nothing). Yikes! What could have happened? Here are three hypotheses:

1) Both transformers chose to die within several minutes of each other, but there was no cause and effect involved.

2) The 850's transformer "went bad" and damaged not only the 850, but the 800 as well.

3) The 850 "went bad" and damaged not only the 850's transformer, but the 800's as well.

Which of these hypotheses sounds most plausible from a technical standpoint?

I'd appreciate any suggestions on how to determine what happened, as well as where I might be able to mail order a new power supply (or whatever would be required to fix the 800 computer and 850 interface). There are no dealers in town.

Post any replies, OR email to:
garlow@hindmost.lpl.arizona.edu
and I will follow up with a summary. Thanks!

Kevin Garlow

3396. Re: Dead 850/800 transformer? HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-29 03:34:52 UTC
From: rfc@briar.Philips.Com
Message-ID: <111371@philabs.Philips.Com>
Source record: 114700

In article <346@organpipe.UUCP> garlow@lpl.arizona.edu (Kevin Garlow x2272) writes:
> 3) The 850 "went bad" and damaged not only the 850's
> transformer, but the 800's as well.

There is a fuse inside the transformer's plastic housing. It is possible that a defect in the 850 blew fuses in both of your transformers. It is possible to repair the transformers by gently squeezing the plastic housing at the joint in a vise. This should crack the glued joint enough so you can pry it open. then look at the fuse and replace it if bad.
Then the next question is what may be wrong with the 850. Open the plastic housing and inspect the power connector for a short. Beyond this, you'll need some electronics smarts to find the problem. Probably a defect in its ac to dc conversion circuits.

3397. MIDI interface?

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-30 03:32:19 UTC
From: ez001500@astro.Ucdavis.EDU
Message-ID: <9135@aggie.ucdavis.edu>
Source record: 114701

Hello all! A musician friend of mine is interested in using his atari in conjuction with his various synthesizers via MIDI and he was asking me for help. I (being utterly ignorant in such matters) promised I'd post a note to solicit help. He has some program or another which allows him to compose & control play and parameters (I forget its name), which works fine, but apparently it doesn't allow him to store track (or voice?) information on disk (he currently dumps it to a cassette tape -- reading it back is prohibitively slow).

We wish therefore to write our own code to interface with MIDI and his synths. Has anyone done this? As near as I can determine, it may be possible to treat the MIDI as a separate device, writing a device handler to access it. This is a fine idea, except I don't know how to write device handlers (a small technicality... :)). Has anyone done this?

i) someone's software to interface with MIDI that I could look at (and possibly cannibalize)
ii) a sample device handler for something non-trivial (i.e. not the null device handler!) that I could use to model a MIDI handler on
iii) a better way of doing all of this if it exists!

Also, if you're a musician and've used your atari in any major way, drop me a note -- my friend (and I) would love to hear from you. He currently uses his atari in conjunction with this (for the moment nameless) program, and the results he gets are great!

Thanks for the help! I've always had a fondness for my 8-bit -- it'd be great to be able to extend it!

ron braun

e-mail: braun@iris.ucdavis.edu (or ez001500@astro.ucdavis.edu)

3398. Re: Dead 850/800 transformer? HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-30 12:56:10 UTC
From: mwjester@wsuiar.uucp
Message-ID: <405.272d321a@wsuiar.uucp>
Source record: 114702

In article <346@organpipe.UUCP>, garlow@lpl.arizona.edu (Kevin Garlow x2272) writes:
[...Synopsis: notices that his 850 has no power, tries plugging in the
transormer from his 800, now neither one works. Hypotheses:...]
>
> 1) Both transformers chose to die within several minutes
> of each other, but there was no cause and effect
> involved.
>
> 2) The 850's transformer "went bad" and damaged not only
> the 850, but the 800 as well.
>
> 3) The 850 "went bad" and damaged not only the 850's
> transformer, but the 800's as well.
>
> Which of these hypotheses sounds most plausible from a technical
> standpoint?

My vote is on number 3. If pressed, I would look for a dead short in the 850 somewhere that killed both power supplies. (I'm guessing that Atari didn't protect either transformer via fuse - after all, sealed units never need service, right?) Maybe there's a fuse blown in the 850, but this is unlikely - if it doesn't protect the transformer, it's not doing much.

As far as replacement goodies, I'm not sure - BRE's catalog had some 8-bit hardware stuff last I saw, but I haven't looked at a recent one. Are there no 8-bit magazines left for suppliers to advertise in?

Good luck!

Max J.

3399. Hybrid Arts CZ PATCH software 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-10-30 15:03:03 UTC
From: barrett@meridn.enet.dec.com
Message-ID: <16817@shlump.nac.dec.com>
Source record: 114703
Cross-posted to: misc.forsale.computers,comp.sys.atari.8bit

FOR SALE -- $15 (includes postage)

Hybrid Arts CZ Patch studio for the Atari 800/400/800XL/130XL

Allows the storage and retrieval of instrument patches, by name, from
the computer system. Patches are loaded into the "Cartridge" memory
area - leaving your personal area storage area intact. Will work
with any Casio CZ series synthesizer.

REQUIRES the Hybrid Arts MIDIMATE hardware MIDI interface
(not included), and a 1050 disk drive.

|<eith

PLEASE respond by email; I do not review USENET postings
Thank You.

~~~~~~
The statements expressed in this message are solely mine and do not represent
the opinions or views of my employer. "My life is my own!" - The Prisoner

Keith Barrett, Sr Software Specialist Internet: barrett@meridn.enet.dec.com
Digital Equipment Corp. UUCP: ...!decwrl!meridn.enet!barrett
// Other: barrett%meridn@decwrl.enet.dec.com
~~~~~~

3400. Re: Dead 850/800 transformer

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-01 00:29:56 UTC
From: garlow@lpl.arizona.edu
Message-ID: <360@organpipe.UUCP>
Source record: 114605

This is an update on my recent post...

[I related how my 850 printer interface stopped working, and that
exchanging its power supply with that of my 800 computer had caused
the computer to stop working as well.]

In article:<111371@philabs.Philips.Com>, rfc@briar.Philips.Com (Robert Casey)
[stated that a short in the 850 interface likely blew the fuses in both
transformers, and outlined a way to repair them.]

This opinion was shared by several other people who responded to
me directly. As Robert pointed out, the fuse can be replaced IF you
can crack open the transformer case, which is not designed to be opened.
(I haven't carried out the repair yet.)

The object lesson from this is that one shouldn't switch power
supplies between working and broken components without checking out the
broken component (e.g. checking for a short).

Finally, a mail order source for new power supplies (info
supplied by Frank E. Seipel):

American Techna-Vision
1-800-551-9995
415-352-3787 (California only)
Cost is $14.50, 'Power Packs'.
Also, they sell the '850 12pc IC set -- all except ROM ' from $19.50

Thanks to Robert Casey for his post and the following people who
mailed to me directly!

Frank E. Seipel <fseipel@hpuxa.ircc.ohio-state.edu>
thaanuj@prism.CS.ORST.EDU (John Thaanum)
jmm@gti.upm.es (Jose Manuel Menendez Garcia)
Steve Hanson <hanson@calvin>
stcvax!d2a2at50!prosch@hindmost.lpl.arizona.edu (Kent Prosch)

-Kevin Garlow

3401. Paging in MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-01 09:31:15 UTC
From: dac@ukc.ac.uk
Message-ID: <5983@harrier.ukc.ac.uk>
Source record: 114704

I've just acquired MAC/65 for my Atari 800XL. I think that it's one of those OSS Supercartridges which can be paged in and out at will (even though it's plugged into the cartridge port). This is nice as it allows access to the RAM from $A000-$BFFF.

Unfortunately I don't know how to use this feature and the manual doesn't say anything. I remembered from reading an article in Analog (I think) a couple of years back about paging out OSS BASIC and putting some DOS files under there as a RAM-disk. It mentioned addresses around $D500 for paging the cartridge. The debugger in MAC/65 certainly does not like looking at that area of memory.

If anyone really knows how to control this I would really like to know.

Thanks for any help.

Dave.

3402. Re: Paging in MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-01 23:03:12 UTC
From: umhild11@ccu.umanitoba.ca
Message-ID: <1990Nov1.230312.15522@ccu.umanitoba.ca>
Source record: 114606

In article <5983@harrier.ukc.ac.uk> dac@ukc.ac.uk (David Clear) writes:
>I've just acquired MAC/65 for my Atari 800XL. I think that it's one of those
>OSS Supercartridges which can be paged in and out at will (even though it's
>plugged into the cartridge port). This is nice as it allows access to the
>RAM from $A000-$BFFF.
>
>Unfortunately I don't know how to use this feature and the manual doesn't
>say anything. I remembered from reading an article in Analog (I think) a
>couple of years back about paging out OSS BASIC and putting some DOS
>files under there as a RAM-disk. It mentioned addresses around $D500 for
>paging the cartridge. The debugger in MAC/65 certainly does not like looking
>at that area of memory.
>
>If anyone really knows how to control this I would really like to know.
>
>Thanks for any help.
>
>Dave.

There was also an article in 'Insight: Atari' in _Compute!_ magazine
many MANY years ago. As near as I can tell, this is how the bank-switched carts
work: accessing locations $D500-$D5FF sets the CARCTL line of the cartridge
port. If your cart was not built to use this line, nothing will happen.
However, since Bill Wilkinson(?) said in his article - it is the LOCATIONS that
you access which is important, not the value you store. The only way I can see
this being useful is this: when CARCTL is set, you read the lower 8 bits of the
address line and store them in a buffer. These bits can then be used as upper
address bits. MAC/65 uses 8k of space, of which the lower 4k is permanent, and
the upper 4k is one of 4 banks => MAC/65 is a 20k cart (which is how they were
explained in Bill's article). This also explains how Atari can now have 256k
carts (I think FSII is 128k). Theoritically I think they could be much bigger,
but I suppose the decoding and stuff would take up more space than is available
in a standard sized Atari cart.

Jeff

3403. XL Expansion port & MAC/65 Paging

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-02 10:11:55 UTC
From: dac@ukc.ac.uk
Message-ID: <6008@harrier.ukc.ac.uk>
Source record: 114607

XL EXPANSION PORT

I'd like to hook up something to the XL expansion port. I want this interface to be addressed at $D600. This is the setup I hope to have:

```
------------ ------------------ ----------
| | | 2 x 74LS373 based | | |
| Atari 800XL |==| bidirectional |==| Atari ST |
| | | port with control | | |
------------ ------------------ ----------
```

The == will be short ribbon cables.
The intermediate board will consist of a couple of octal latches with tri-state op together with address decoders for each half of the connection and some logic to implement full/empty bits.

The software should give me a data transfer rate of about 70K/sec max. I want to use this to develop a cross assembler and remote debugger. I know it's a bit late in the XL's life to do this, but it's an idea I've had on the shelf for a good 5 or more years... it has to be done.

Now this is my problem... I don't have any information, other than pinouts, on the XL expansion port. I can design the hardware in terms on hard logic, but I'm not sure about capacitive loading, current, etc.

As these machines are so old there is no chance of getting any published information on the port. I read in "Mapping The Atari" that some guy had a series of articles in one of the magazines of the day on this very subject - that doesn't help...

If there's anyone out there who knows anything about this port then I would appreciate any information I can get - a better description of the pinout would be a good starter (the pinout I have is just that - a pinout, not much information on what special signals mean).
--

MAC/65 PAGING

Thanks for the replies so far about how the MAC/65 cartridge does paging. I would still like more specific information though. For example, I wrote this program:

```
; Normally, from DDT address $A000 contains $FF
; So write a number into $D500 until this changes... ie something has paged
.OPT NOLIST,OBJ
*= $4000
LDY #0
```

```
LOOP STY $D500
LDA $A000
CMP #$FF
BEQ FOUND
INY
BNE LOOP
BRK
FOUND
STY $5000
DIE
INY
STY $D01A
JMP DIE
```

Simply, when the display goes ape it's banked something. Inspection of $5000 reveals the number $7D. More tests show that if I write anything other than $7D into $D500, nothing happens... only $7D. The thing that gets paged into $A000-AFFF is the MAC/65 assembler.

Now I could waste weeks writing 100s of little test programs but I really would prefer someone who knows to tell me. I don't have back issues of Atari magazines so quoting them, although interesting from the point that the issue has been discussed, is really not much help. Of course, not much help is better than no help at all...
--

Thanks in advance for any and all information you can give me on the above topics. I'd be especially interested in hearing from people who have actually used either paged MAC/65 or the expansion port. Come on! Share it!

Dave.

3404. MAC/65 revisited...

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-03 13:44:16 UTC
From: dac@ukc.ac.uk
Message-ID: <6022@harrier.ukc.ac.uk>
Source record: 114608

Thanks to the people who responded to my request for information regarding paging the Mac/65 supercartridge in and out. I wrote a few test programs and found that this can be achieved by accessing location $D508 and it can be paged back in by accessing $D500.

It's weird to have a cartridge plugged into the XL and still be able to use the built-in BASIC (not that I use it, just for experimental purposes :-)

Dave.

PS. Info is still needed for the expansion port.

3405. Serial printer question/Users in DC

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-04 23:15:40 UTC
From: jlohn@eng.umd.edu
Message-ID: <1990Nov4.231540.27545@eng.umd.edu>
Source record: 114609

Does anyone have experience in printing from AtariWriter to a serial printer? I was able to get a serial printer (RS232) for free and would like to print out some AtariWriter files on it.

Also, if anyone out there is in the Wash. DC area, please contact me at my e-mail address. I am having trouble with some of my disks and would like to see if another system can read them.

Jason Lohn
jlohn@eng.umd.edu

3406. keyboard replacements

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-05 01:04:57 UTC
From: rrwood@contact.uucp
Message-ID: <1990Nov5.010457.21159@contact.uucp>
Source record: 114610

A long while back, someone posted here saying
they had a lead on a hardware modification that allowed you to replace the
stock keyboard on your 8-bit with an IBM compatible keyboard.

Would whomever originally mentioned this be kind enough to post whatever info
you have, or at least mail me a copy?

Thanks.

-Roy Wood.

3407. AtariWriter

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-05 20:48:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <0BC1EB7C2BBF201C98@carleton.edu>
Source record: 114611

Okay, this should be an easy question for somebody to answer:

How do I convince my Epson printer to print all those neat graphics characters from within AtariWriter? I know they're there because I can print them from Atari Basic. Control-O and a decimal number between 128-255 seems to produce a corresponding character in the 0-127 range, but underlined. This strikes me as kind of bizarre. Help?

Hopfully Irrelevent Info:
I use AtariWriter 80
The printer is an Epson LX-810
I print through the XEP80 printer port

-Michael
currentm@carleton.edu

3408. PCXFER -- an overview

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-05 22:54:05 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1990Nov5.225405.1565@magnus.ircc.ohio-state.edu>
Source record: 114612

My description of UTIL.COM, also known as PCXfer

by Anthony Ramos

Have you ever dialed up a bulletin board using your 8-bit, seen IBM files, and wanted to download them to try on the PC at work? Charles Marslett, creator of MYDOS for the Atari 8-bit line, has come up with PCXfer, an amazing little IBM utility that makes an IBM disk drive format, read, and write disks that are compatible with our Atari double-density drives. Someone running a BBS on his IBM computer could load Atari files onto his hard drive directly from floppy disk, rather than receiving them over the phone. I use my 130XE to download IBM files onto disk, then use PCXfer to load them into the PC at work.
PCXfer does not make an IBM run Atari software, nor will it make an Atari run PC programs. It simply provides an easier way to swap files between PCs and 8-bits.
Execute PCXfer from the IBM's DOS prompt using these commands:

UTIL /I d: Atari formats the disk in drive d

UTIL /W d: [file1] [file2] etc.
Writes files to Atari disk in drive d (converts IBM carriage return/ line-feed pairs to Atari RETURN character)

UTIL /W /B d: [file1] [file2] etc.
Writes files to Atari disk in drive d without converting IBM carriage-return/line-feed pairs

UTIL /R d: Lists and optionally Reads all files on drive d (converts Atari RETURN characters to IBM carriage-return/line-feed pairs)

UTIL /R d: Lists and optionally Reads all files on drive d without converting Atari RETURN characters

UTIL /L d: Directory of files on Atari disk in drive d

Make sure the disk is in the drive before entering these commands. Entering UTIL with no parameters displays this list.

When PCXfer reads Atari files, it automatically replaces the Atari line-feed and carriage-return characters with IBM line-feeds and carriage-returns. This is perfect for moving text files from one computer to another. However, if you are reading a non-text file such as an IBM program, include the parameter /B to inhibit CR/LF translation. The /B parameter should also be used when writing an Atari non-text file to an Atari disk.
One more caveat: IBM floppy drives aren't very good at reading Atari disks. Maybe Atari's disk format is too sophisticated for the PC (grin), but for whatever reason, after reading a few sectors the disk drive will grind and the

message "5 Errors Reading Sector On Atari Disk" cascades down the screen. What to do?

After you've put the files you want to transfer on your Atari disk, make an identical copy of it using a sector copier such as CopyMate or MyCopyr (Don't use DOS). When PCXfer says it can't read your first disk, pop it out and put the copy in; PCXfer will continue happily, thinking the same disk is in the drive! If the copy gives you trouble, just replace it with the original. Continue this way each time PCXfer displays an error, and eventually your files will be transferred.

I have used PCXfer to transfer GIF picture files to PCs with no problem. But because an Atari 8-bit disk can only hold 180K on its front side, (the only side PCXfer can read), this is the largest file you can transfer. Sounds like a lot to an 8-bit, but many IBM files are larger than 180K. Sometimes you can get around this limitation by ARCing the file and storing the ARC on an Atari disk, then reading the file and unARCing it on the IBM. This will not work on GIFs since they don't shrink very much when ARCed.

Files whose names end with .ZIP or .LZH are especially valuable for transferring. These files are compressed, same as our .ARC files. Even though your 8-bit can't decipher them, they will become much larger when uncompressed on a PC using UnZIP or UnLZH.

Good luck using PCXfer, and I hope this program comes in handy for you.

3409. Transkey -- IBM keyboard on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-05 23:29:02 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1990Nov5.232902.1655@magnus.ircc.ohio-state.edu>
Source record: 114613

{TRANSKEY

Hardware Review

PRODUCT DESCRIPTION:

The main emphasis of this product was to provide a means of utilizing a better quality keyboard with the Atari than the one originally provided. The modification works with the 4oo, 8oo, XL, and XE models.
Since IBM style keyboards have become so plentiful and are made in numerous configurations, it was deemed that this would be the keyboard of choice. This gives the added flexibilty of locating the keyboard where you want it, independent of the computer and it's associated peripheral equipment. Also, due to the additional function keys, cursor keys, ect., several new features are provided that could not be implemented by the original Atari keyboards. One of the most interesting of these, is the ability to send out full commands (BASIC & MAC65) with a single keypress. This and many other features will be covered in greater detail a little later on, for now let's look at what TRANSKEY is from a hardware point of view and what is involved in installing it.

THE HARDWARE

TRANSKEY is a microprocessor based translater board measuring aproximately 2.5 x 3.5 inches and is designed to fit underneath the RF shield on the Atari motherboard. The TRANSKEY board is provided with double sided tape attached to the solder side and is meant to be placed in a location where it can be sandwiched between the shield and the motherboard. The location will vary depending on what model of computer it is installed in. On the 1200XL it will be necessary to either cut the RF shield or not use it, since there is virtually no room underneath it.
On the 400/800 & all XL models, the TRANSKEY derives it's main communication and power from the Atari via a small piggy-back board that attaches to TRANSKEY with a ribbon cable. This piggy-back board is designed to be plugged into the socket where POKEY (Atari Part# C012294) would normally reside, with POKEY then plugged into the piggy-back board to complete the installation. On the unsocketed XE series machines, the installation requires soldering directly to the POKEY chip.
To fully complete the installation and assuming that one wishes to have START,SELECT,OPTION,RESET available from the remote keyboard, will require the attachment of 4 jumper wires. Three of these wires go to a single chip called CTIA or GTIA (Atari part# C014805) to tap into the option select circuitry. The point where the 4th wire for Reset goes, varies depending on the model of computer. Generally to install these jumpers, it merely requires pulling a chip out of it's socket, inserting the bared end of the jumpers into the appropriate holes in the socket, and then re-inserting the chip that was removed. Of course on the XE series it isn't possible to remove the chips, so these jumpers will

have to be soldered in place.
With TRANSKEY installed, all normal operations of the Atari are unimpaired, including the use of the stock Atari keyboard. However, with TRANSKEY and an external IBM style keyboard attached, there will no longer be any need to use the stock keyboard except for the following conditions:
When Cold-Booting from cassette tape, it will only work by pushing START from the stock keyboard prior to engaging power.
On XL/XE machines to disable Basic on Cold-Boot, it will still be necessary to push OPTION on the stock keyboard (See section 'Other Special Keys' page#3 for a way to disable basic after boot-up).
The reason for this, is that for the 1st couple seconds after powering up, the IBM style keyboards usually run a self-test which basically doesn't allow for proper recognition of a key pressed during this time. Since the Atari looks for these special key presses to occur very soon after the power is turned on, it will fail to see these with the IBM keyboard and instead just do a normal Cold Start.
The IBM keyboard is connected by means of a 5 pin DIN inline jack attached by a small ribbon cable to the TRANSKEY main board. This ribbon can be routed through an existing hole or slot on the computers case, by unplugging it from the Transkey board and then reconnecting it when done. For those of you that prefer to permanently mount this jack, it is available as a chassis style jack with mounting hardware (specify when ordering).

FEATURES

With either an XL or XE computer, almost full use of all the extra key functions on the IBM keyboard are implemented. This includes single key cursor movement, Home cursor, End of page cursor and Insert/Delete modes. Also a special Cursor Left Page/Right Page is available by pressing Page Up/Page Down respectfully. On a 400/800 machine the page movement functions are not recognized, although everything else is.
These functions are directly accessable from the number pad after powering up the system (Default), if you want to use the number pad for number entry, simply press the NUMLOCK key. These functions will still be available, but will now require a Control - Function combination to initiate. If you want to restore the default condition (single keypresses), just press the NUMLOCK key once more (pressing NUMLOCK toggles between the two modes).
The Home key has yet another use, when pressed with the Shift key it will both home the cursor and clear the screen. This is the same as Shift - Clear on a stock Atari keyboard. Pressing the Escape key prior to this combination will still print the curved arrow symbol like the stock system.
The Insert & Delete keys when pressed with Shift, will perform whole line insertions or deletions.
If a 101 key Enhanced keyboard is being used, the extra cursor control, Insert and Delete keys will work the same as their number pad counterparts, unchanged by either Shift, Control or NUMLOCK.
Perhaps one of the nicest features, is the indication of CapsLock and NumLock by led indicater lights on IBM style keyboards, that are so equipped.

The Function Keys:

On an XL or XE series machine Control F1 - F5 will provide the following special functions:

Control F1 Disables the keyboard (both stock an external) and until pressed again, all keys will be ignored by the computer.

Control F2 Disables DMA. Pressing this will cause the screen to go black until any other key is pressed. While the screen is black, processing time is accelerated by 30%.

Control F3 Disables the audible keyboard click when a key is pressed, pressing it again will re-enable the click sound.

Control F4 Toggles between International symbols and standard graphics symbols on the screen.

Control F5 This acts as the HELP key, since there isn't one on most IBM keyboards.
On all other machines 400/800's included, Control F6 acts as the Atari Inverse Video key, Control F7 is the BASIC macro select and Control F8 is the MAC65 macro select.
The last two keys (Control F7 & F8) control possibly the most interesting added feature of the new keyboard, it's the ability to send out an entire string of characters with but one signal keystroke (Macros). Built-in to TRANSKEY are two predefined tables of some commonly used commands for either BASIC or MAC65 Assembly languages. These are sent by pressing F1 - F8 and depending upon whether Control F7 or Control F8 was last pressed, will spit out either the BASIC macro or the MAC65 macro (Defaults to BASIC on power-up). Below is a list of the supplied macro commands.

MACROS

BASIC MAC/65

F1 LIST <CR> LIST <CR>
F2 RUN <CR> ASM,#-,#D:
F3 SAVE"D: SAVE#D:
F4 LOAD"D: LOAD#D:
F5 ?PEEK(FIND/
F6 POKE REP/
F7 Backup Backup
F8 ?FRE(0) <CR> SIZE <CR>

* F7 = SAVE"D:BACK" in Basic, "SAVE#D:BACK" in MAC/65

Note: <CR> stands for Carriage Return, commands with this as a suffix will be executed immediately. F7 is a way to easily save a back-up of whatever you are working on to disk (under the name 'BACK') with a single keystroke.
Function keys F9 - F12 (F11 & F12 available on Enhanced keyboards only) are used as option select keys.

F9 START
F10 SELECT
F11 OPTION
F12 HELP

The ALTERNATE (ALT) key will also function as the OPTION key and the SYSREQ key will also act as a HELP key (as well as Control F5).

OTHER SPECIAL KEYS

The key with the ($-) and (`) symbols on it (normally on the upper right corner) acts as an extra Escape key, thus placing it where most people are used to it being. Since these symbols are not directly available on the Atari, this key now has a practical use.
The key marked PRINT SCREEN (or Shift *) when pressed will output an unused character on the keyboard matrix (Dec #36, HEX $24). This in itself isn't very useful, but with a little ingenuity on the user's part, this key could be looked for and caused to activate a screen printing program. To see this key in action, you could type in: 10 ?PEEK(764):GOTO 10 <CR> RUN <CR> (or F2). This routine will continuously look for any keypressed and print out it's raw matrix keycode value.
The Control SCROLL key combination will actually be recognized as the Break key to the Atari computer (On most 84 key keyboards this key is also labled as break).
If Control, ALT and the NumPad DELETE key are pressed together, this will result in a System Reset to occur (assuming the Reset jumper wire was installed). Releasing the DELETE key 1st prior to Control and ALT, will usually result in a re-boot with Basic disabled. Releasing the ALT key 1st prior to DELETE, will result in a normal Reset with Basic enabled.
If you are using a BTC series keyboard, the extra key labeled MACRO will produce a simultaneous Shift Control action in combination with any other key pressed. Several programs recognize this as a send macro string function, of course on keyboards without this key, the normal Shift Control combination would be used instead.
Keys not utilized are: SCROLL LOCK and the combination PAUSE/BREAK key found only on Enhanced keyboards.

SOFTWARE COMPATABILITY

TRANSKEY is an external independent device, having it's own processor and memory, and by design is suppose to emulate a piece of hardware (a stock Atari okkeyboard). To the Atari computer, signals coming from TRANSKEY will be indistinguishable from signals that a stock keyboard would produce. This means that any software ever written wil be compatible with the TRANSKEY board, the only exceptions are as follows:
When a program such as a wordprocessor looks at keys in an entirely new light and essentially reassigns new meaning to these keys, there could be a conflict. An example would be where the extra symbols on the arrow keys no longer print to screen, but instead are used for moving the cursor to the next word, or the next line, ect.. Since these characters are on entirely different keys on the IBM standard, it will take some getting used to to make the same things occur in a program of this kind. For instance when running from MAC65's DDT menu, to increment or decrement the memory being viewed in the display window requires pressing either the (-) or (=) keys on the upper right of the keyboard. If you tried pressing the up-arrow or down-arrow instead (as the program instructions dictate) nothing will happen, at least not on the IBM keyboard. This way of doing things is rather rare, since most programs will recognize the keys in a

more standard fashion.
Another side effect of some of the word processing programs, is that many times they are designed to put the system in lower case when first booted up. Since there is no communication of this to the TRANSKEY board, the keyboards CapsLock light will indicate an upper case (or CapsLocked) condition (this is not the case when using a PC/XT keyboard see next section for details). This can usually be easily remedied by pushing the CAPSLOCK key twice which will reinitialize the computer to the keyboard and put the computer in upper case mode. This particular problem can also occur if the CAPS key is pressed on the stock Atari keyboard, but the same fix will also correct this problem.

KEYBOARDS TO USE

TRANSKEY was designed to be as flexible as possible and because of this, should be compatible with most any IBM PC/XT/AT or 3rd party equivalent keyboard. Best results will usually be obtained by selecting an 'AT' configured (or dipswitch configurable) keyboard instead of the auto-configuring types.

Configuring TRANSKEY to the keyboard is extremely easy, all that is required is to plug in the keyboard with the computer off and then simply switch the computer on. TRANSKEY will then perform an analysis of the keyboard attached and auto-configure itself to it. If you have a switchable PC/AT keyboard, be sure to set it's dipswitches to 'AT' mode. This will insure proper setting of the CapsLock light on power up. When using a PC/XT keyboard, TRANSKEY will initialize itself to lower case mode (although the computer will be in upper case, unless a boot-up program has changed the setting). The action of pressing CAPS LOCK would then place the computer positively in an upper case mode and indicate this condition by lighting the CapsLock light. Repeated pressing of this key and the indication of the CapsLock light, would then correspond to the actual case mode of the computer.
The reason for this difference between an 'AT' keyboard and a PC/XT keyboard, has to do with who controls the indicater lights. On an 'AT' keyboard the computer is solely responsible for activating or deactivating a given light, on a 3rd party XT keyboard it's the keyboard that controls the action of the lights (When powering-up it turns all the lights off). Since the Atari normally powers-up in upper case mode, TRANSKEY was designed not to alter this initial setting and if at all possible to reflect this by turning the keyboard CapsLock light on ('AT' keyboards). With a PC/XT keyboard you will still be in upper case mode from the computer's point of view, but the CapsLock light will be off. The state of this light after powering-up, will also act as a good indicater as to what type of keyboard you are using or in what way TRANSKEY has configured itself when used with an Auto configuring keyboard.

MICRO SOLUTIONS
BOX 750396
Petaluma, CA 94975
(707) 763-9103

Price Listing

TK01-SD TRANSKEY BOARD (Solder in Version) $48.00 $(Fits all models 400/800/XL/XE$)

TK01-PB TRANSKEY BOARD (Piggy-Back Version) $58.00 $(400/800/XL ONLY solderless installation$)

3410. Re: Transkey -- IBM keyboard on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-06 12:01:27 UTC
From: rrwood@contact.uucp
Message-ID: <1990Nov6.120127.559@contact.uucp>
Source record: 114614

Thanks to everyone who replied to my request for information about the Transkey keyboard.

One person I spoke to told me that there's a problem with the Transkey board: if you type too quickly, characters are skipped or missed. The person who told me this doesn't actually own one of the boards, so this is simply hearsay. Does anyone out there actually own one of these boards? And if so, could you please tell me what problems you've had with it?

-Roy Wood

3411. Happy Disk Enhancement

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-07 00:56:43 UTC
From: rrwood@contact.uucp
Message-ID: <1990Nov7.005643.20983@contact.uucp>
Source record: 114615

I received and installed a Happy 1050 enhancement board last week, and I'm really pleased with it. I know there's been a lot of chatter about using a PC to r/w Atari 8-bit disks, so many people should be interested in knowing that the Happy software includes a program that allows you to r/w PC disks ON YOUR 1050 (you need the Happy board though). The utility works extremely well, and I've been using it to transfer a lot of stuff (text and binaries). As an extra bonus, the board also speeds up disk accesses by a noticeable amount, and provides double-density. Oh-- it also lets you copy almost anything if you still haven't outgrown your piracy stage yet.

The Happy board costs about $110 US (including shipping), which is rather pricey. I have found it worthwhile, and I'm glad I invested in it.

Note: this is not intended to be any sort of advertisement for Happy Computers. In fact, I really think they should be shot for their refusal to release technical info about their 1050 enhancement. However, I thought that people should at least be made aware of the board's usefulness.

-Roy.

3412. Re: Transkey -- IBM keyboard on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-08 07:00:30 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1990Nov8.070030.20492@cbnewsc.att.com>
Source record: 114616

From article <1990Nov6.120127.559@contact.uucp>, by rrwood@contact.uucp (roy wood):
>
> Thanks to everyone who replied to my request for information about the
> Transkey keyboard.
>
> One person I spoke to told me that there's a problem with the Transkey board:
> if you type too quickly, characters are skipped or missed. The person who
> told me this doesn't actually own one of the boards, so this is simply
> hearsay. Does anyone out there actually own one of these boards? And if
> so, could you please tell me what problems you've had with it?

The latest issue of STart magazine (which now incorporates an 8bit section) has a fairly long review of the TRANSKEY that is written by Matt Ratcliff, so I tend to trust his judgement. He gave it a very positive review. He did say (and I quote) "The only flaw I discovered with the Transkey is the keyboard 'roll-over' feature; it's too sluggish. When typing on the PC keyboard and Transkey, I must slow my typing noticably, as compared to my average typing speed on an IBM PC system. This takes a minor bit of getting adjusted to, and will probably only be noticed by fast touch typist. It is still far more responsive than the original Atari 800XL keyboard."

He didn't explain what was meant by keyboard roll-over or if typing too fast caused you to loose letters. It does sound though like the average user would see a big improvement. I have a hard time getting much typing speed on my 800XL because the springs are so stiff. I am typing on it now and this message is starting to bother me.

Hope this helps. He did mention that with the cost of IBM compatible keyboards being so low, you can get set up for about $100. The Transkey is $48 for the solder in version and $58 for the plug in version. Don't spend the extra $10 unless you have a computer with sockets in it.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3413. Hard Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-08 15:34:58 UTC
From: nin15b0b@merrimack.edu
Message-ID: <20494.27397b22@merrimack.edu>
Source record: 114617

Is anyone aware of a program that checks the fragmentation (and unfragments)
it for Hard Drives?

Any info would be greatly apreciated.

--
David E. Sheafer

If reply bounces use the address:
nin15b0b%merrimack.edu@samsung.com

3414. is my atari 800 useless?

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-08 17:00:55 UTC
From: jsd@boreal.rice.edu
Message-ID: <1990Nov8.170055.23340@rice.edu>
Source record: 114618

I have an old Atari 800 (yes, its still working).
I remember someone, a while back, talking about using
it as a printer buffer. Does anyone else out there
have any neat ideas as to what to use it for?

--
rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr
r ___ _ "...but then there was the r
r /__ | \ possibility that they were r
r ___/hawn |__\ube LaRouche democrats which, of r
r jsd@owlnet.rice.edu course, were better off dead." r
rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr

3415. Re: is my atari 800 useless?

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-08 21:32:52 UTC
From: daryl@cbnewsc.ATT.COM
Message-ID: <DARYL.90Nov8163252@cbnewsc.ATT.COM>
Source record: 114619

Find something to use the machine as an embedded controller.

Ideas: (not all original)
- lights, appliances, etc.
- model railroads
- see the article on a portable planetarium in Atari Explorer

Others?
--
Daryl Monge AT&T Bell Labs
UUCP: att!ihuxy!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566
--
Daryl Monge AT&T Bell Labs
UUCP: att!ihuxy!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

3416. Atari 8-bit system for sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-09 15:42:56 UTC
From: san0538@cuphub.cup.edu
Message-ID: <11819@cuphub.cup.edu>
Source record: 114620

I have an Atari system for sale....

For sale...
Atari 800, 810 disk drive, 2 1050 disk drives, XM-301 300 baud modem,
Voicemaster voice digitizer with software. Over 150 disks of miscellaneous
software. All power packs included. Best offer taken. Will negotiate
shipping charges.

- Chris Santo

3417. Re: Hard Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-10 09:33:28 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <35806@cup.portal.com>
Source record: 114621

DAvid Shaeffer asks about fragmentation detectors and defragmentors for the ATari 8-bit hard drives.

Answer: Yes, there is a detector but no defragmentor as of yet. I am working on one, but it will be a few months still before I finish it. Also, it works for SpartaDOS only. You shouldn't be using DOS XE, and MyDOS simply isn't as good. (IMHO of course :)

Charles_K_Hughes@cup.portal.com

3418. ftp sites

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-11 00:15:42 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1990Nov11.001542.24231@magnus.ircc.ohio-state.edu>
Source record: 114622

Are there any ftp sites for the Atari 8-bit out there, other than atari.archive.umich.edu?

3419. Titling Software for the 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-11 21:53:10 UTC
From: scott@blueeyes.kines.uiuc.edu
Message-ID: <1990Nov11.215310.5587@ux1.cso.uiuc.edu>
Source record: 114623

Hello, die-hard 8-bitters!

Does anyone out there have any titling software which will run on an 800XL? I'd like to use my 8-bit to generate some snazzy graphic titles to jazz up my home video movies. I've done some simple things both in BASIC and in Ace C, but I'm sure someone out there has something much more interesting. I've also heard tell of commercial titling packages, but where I live no stores will stock 8-bit Atari titles, so I can't just walk out and buy one, either.

If you have such an animal, I'd appreciate hearing from you. Please email me at the address below. Thanks!

--
Scott Coleman tmkk@uiuc.edu
University of Illinois at Urbana-Champaign
"Quoth the Raven: 'Eat My Shorts!'" - Raven Bart, Simpsons' Halloween Special

3420. Re: Titling Software for the 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-12 18:04:56 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1990Nov12.180456.18338@cbnewsc.att.com>
Source record: 114624

From article <1990Nov11.215310.5587@ux1.cso.uiuc.edu>, by (scott):

> Hello, die-hard 8-bitters!
>
> Does anyone out there have any titling software which will run on an 800XL?
> I'd like to use my 8-bit to generate some snazzy graphic titles to jazz up
> my home video movies. I've done some simple things both in BASIC and in Ace
> C, but I'm sure someone out there has something much more interesting. I've
> also heard tell of commercial titling packages, but where I live no stores
> will stock 8-bit Atari titles, so I can't just walk out and buy one, either.

The program that you want is available from American Techna-Vision in
California. The program is from Datasoft and is called "Video Titleshop".

They are selling the program and 2 companion disks for $14.95 + $4 S&H.
They have a toll free order number (1-800-551-9995). Credit card use
is restricted to orders of $18.50 or more. Not sure if that includes
S&H or not. You could also have them ship it COD. You pay when it
is delivered, so someone has to be home during the day or you will have
go pick it up yourself somewhere. COD orders are cash only and that
adds another $3.30 to the cost. Still for a total for $21.80 you get
a program that originally sold for $39.95 if I remember correctly and
get two disk of whatever free with it.

Note: This is not an endorsement of the product since I have never used
it or seen it used. I do remember reading a favorable review a couple
or years ago. Anyone else actually used it?

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3421. Atari Mega 2 ST W/SC1224 W/85 meg Hardrive!

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-12 20:48:13 UTC
From: wngai@net1.ics.uci.edu
Message-ID: <273F0A8D.15120@ics.uci.edu>
Source record: 114625
Cross-posted to: misc.forsale,comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale.computers

Okay, I am posting this for a friend. He have the following for sale:

Atari Mega 2 System for sale

System include:

Atari Mega 2 ST (w/ 25 ft. keyboard extension and keybaord)
Atari SC1224 Color Monitor
ICD FAST style/case HD w/ 85 meg Seagate HD
Super Charger (w/ 1 meg RAM)
Replay 4 sound digitizer

Lots programs (both PD/Shareware/Commercial)

Total worth when new:~3000.00

Asking $2700.00 or best offer.

send mail to:

wngai@paris.ics.uci.edu

3422. Upgrading the RAM in an Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-13 01:26:58 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <2856.273f0592@miavx1.acs.muohio.edu>
Source record: 114626

I have a friend who has an original Atari 400 with 16 K. I was wondering what the easiest way to get it to 48K would be. I have 64K worth of chips laying around from when I upgraded my 800XL to 256K, can I use them?

Thanks,

~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~~

3423. Re: Upgrading the RAM in an Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-13 10:01:52 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.90Nov13100152@tweezers.esd.sgi.com>
Source record: 114627

>>>>> On 13 Nov 90 01:26:58 GMT, rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) said:

> I have a friend who has an original Atari 400 with 16 K. I was wondering
> what the easiest way to get it to 48K would be. I have 64K worth of chips
> laying around from when I upgraded my 800XL to 256K, can I use them?

You could just buy a 48K upgrade board. Atari Corp. made a 48K
memory expansion for the 400 at one point. I saw it at B&C
Computervisions about a month ago for something like $15.

Here is the address and phone of B&C Computervisions:

B&C Computervisions
3257 Kifer Rd.
Santa Clara, CA 95051
(408) 749-1003

m.
--
__
\/ Michael Portuesi Silicon Graphics, Inc. portuesi@sgi.com

3424. Re: Upgrading the RAM in an Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-13 17:50:54 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1990Nov13.175054.8265@cbnewsc.att.com>
Source record: 114628

From article <2856.273f0592@miavx1.acs.muohio.edu>, by (Ryan 'Gozar' Collins):
> I have a friend who has an original Atari 400 with 16 K. I was wondering
> what the easiest way to get it to 48K would be. I have 64K worth of chips
> laying around from when I upgraded my 800XL to 256K, can I use them?

I upgraded my 400 so long ago that I don't remember what chips I used
or whether they are the same as used to upgrade the 800XL. However,
I would recommend that he not even start putting money into a 400,
assuming he still has the membrane keyboard on it. He will get tired
of it real fast and not get much use out of it unless he only uses it
to play games. He should consider buying a used machine if he wants
to upgrade. I was at the Chicago/Milwaukee Atarifest Sunday and saw
several 800, 800XL and 130XE's for sale in the 50 to 100 dollar range.
It is cheaper in the long run.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3425. WANTED: 850/P:R:

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-13 22:41:26 UTC
From: Yonderboy@cup.portal.com
Message-ID: <35904@cup.portal.com>
Source record: 114629

I'm looking for a GOOD deal on a new/USED 850 or P:R:... I bought myself a cool new modem, but now I don't have the kinda $$ that the local places want for new ones!! Please leave me mail, or call me at 408-984-2201...
...Yonderboy....
...Real NAme: Chris

3426. Carina BBS Program

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-14 11:04:24 UTC
From: rts@polari.UUCP
Message-ID: <2735@polari.UUCP>
Source record: 114630

Hello all...

I am looking for the following.

Carina BBS program

Is there a version that works with Basic XE?
Is the company still around? If so does someone have a phone/address?
Any Info on this would be nice, and I thank you all in advance.

3427. For Sale: Atari 800XL system

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-14 17:06:37 UTC
From: pwork@blackbird.afit.af.mil
Message-ID: <1736@blackbird.afit.af.mil>
Source record: 114631

Howdy there,
Having recently moved, I have a closetful of stuff to clear out.
Up until the move, I used this equipment regularly, and it worked just fine.

For Sale:

1 - Atari 800XL w/256K upgrade $ 60

2 - Atari 1050 disk drives both with $160 ea
Happy upgrades (allows double
density, the ablility to back
up many programs, and to read
and write IBM disks from your
Atari!)

1 - Atari 850 interface (Atari SIO to $ 50
RS-232, and parallel ports)

1 - Atari 410 Program Recorder $ 10

1 - Atari 1200 baud modem (connects $ 60
either to the Atari SIO or to any
RS-232 port) fully Hayes compatible

1 - Atari 800XL computer (normal 64K $ 45
memory)

1 - MPP-1150 Interface (Atari serial $ 25
SIO to parallel port)

Numerous software, both games and applications comes free with a package
purchase. Includes Silent Service, Temple of Apshai, terminal emulation
programs, etc

Package price: $450

All prices subject to negotiation (in other words, they could go down). I
will be happy to accept the highest offer below my asking price.

Thanks,

Profanity is a feeble attempt to express oneself forcibly

Paul R Work aka "The Studebaker Kid" pwork@blackbird.afit.af.mil

l

3428. For Sale: Atari 800XL system

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-14 17:06:37 UTC
From: pwork@blackbird.afit.af.mil
Message-ID: <1734@blackbird.afit.af.mil>
Source record: 114632
Cross-posted to: comp.sys.atari.8bit,misc.forsale,misc.forsale.computers

Howdy there,
Having recently moved, I have a closetful of stuff to clear out.
Up until the move, I used this equipment regularly, and it worked just fine.

For Sale:

1 - Atari 800XL w/256K upgrade $ 60

2 - Atari 1050 disk drives both with $160 ea
Happy upgrades (allows double
density, the ablility to back
up many programs, and to read
and write IBM disks from your
Atari!)

1 - Atari 850 interface (Atari SIO to $ 50
RS-232, and parallel ports)

1 - Atari 410 Program Recorder $ 10

1 - Atari 1200 baud modem (connects $ 60
either to the Atari SIO or to any
RS-232 port) fully Hayes compatible

1 - Atari 800XL computer (normal 64K $ 45
memory)

1 - MPP-1150 Interface (Atari serial $ 25
SIO to parallel port)

Numerous software, both games and applications comes free with a package
purchase. Includes Silent Service, Temple of Apshai, terminal emulation
programs, etc

Package price: $450

All prices subject to negotiation (in other words, they could go down). I
will be happy to accept the highest offer below my asking price.

Thanks,

Profanity is a feeble attempt to express oneself forcibly

Paul R Work aka "The Studebaker Kid" pwork@blackbird.afit.af.mil

3429. Re: WANTED: 850/P:R:

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-14 20:41:13 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1990Nov14.204113.11649@magnus.ircc.ohio-state.edu>
Source record: 114633

I recommend the R-Link. The cost is $12, without case and cable (you must solder the cable). You can also order with a cable (for $20). Documentation includes instructions for wiring the cable, if you choose the 'no cable' option. I don't think either one comes with a case. No power supply is required. All baud rates are supported. The address is:

Viewpoint Associates
4753 Freestone Road
Liverpool, NY 13090

This is a great deal for an 8-bit 'R:' interface. They also sell one with a printer cable, for serial printers. BTW it is compatible with all popular terminal programs and a handler is enclosed with the interface, and some term programs (albeit old ones). Bobterm 1.2 works great with this interface.

3430. Re: Upgrading the RAM in an Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-15 01:30:52 UTC
From: ec0o+@andrew.cmu.edu
Message-ID: <MbESzA_00VIFQ1S0gX@andrew.cmu.edu>
Source record: 114634

I believe that if you get some sortof carrier for theoriginal slots in
the 16K board for the
400 then you can upgrade the computer to 48K. I'm not too sure about the
internal spacing in the 400, it might be too cramped in there but
since the 400 is essentially the same computer chip compatibility
shouldn't be a question. Oh by the way you do need a new control chip
for the board. That shouldn't be too hard to find. Any surplus
eelectronics store should have some junked Atari 800s
that they can cannabalize. I might be wrong anout the chip though, you
might not need one at all.
Hey, I tried

D
e
c.

3431. Does anyone remember...?

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-15 01:35:16 UTC
From: ec0o+@andrew.cmu.edu
Message-ID: <wbET3Iy00VIFM1S102@andrew.cmu.edu>
Source record: 114635

I was just wondering,
there was this really nice looking black disk drive put out a few years
ago (5 years maybe)
that had a spring loaded plastic face lid for the front of the drive and
had all sorts of neat but
nebulous function buttons on the front with an LED 2 digit display.
It was a small company similar to Rana that put this drive out.
Does anyone remeber the name of the drive and would anyone like to sell one?

D
e
c.

3432. Re: Does anyone remember...?

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-15 03:36:59 UTC
From: entropy@mole.ai.mit.edu
Message-ID: <ENTROPY.90Nov14223659@mole.ai.mit.edu>
Source record: 114636

In article <wbET3Iy00VIFM1S102@andrew.cmu.edu> ec0o+@andrew.cmu.edu (Edward Kyun-Hee Chang) writes:
>I was just wondering,
>there was this really nice looking black disk drive put out a few years
>ago (5 years maybe)
>that had a spring loaded plastic face lid for the front of the drive and
>had all sorts of neat but
>nebulous function buttons on the front with an LED 2 digit display.
>It was a small company similar to Rana that put this drive out.
>Does anyone remeber the name of the drive and would anyone like to sell one?

The drive is the Indus GT. It's a great double-density drive. The
buttons were not all that nebulous, they let you temporarily
write-protect the drive, select what was displayed on the 2-digit
display, and force a density change. No, I don't want to sell mine.

--
| | | entropy@mole.ai.mit.edu
| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \

3433. Re: Does anyone remember...?

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-15 06:41:25 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <35946@cup.portal.com>
Source record: 114637

The name of the drive was Indus GT. And the answer is no, I don't wish to sell mine. :)

Charles_K_Hughes@cup.portal.com

3434. Atari 800 boot disk needed

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-15 21:31:47 UTC
From: berger@atropa
Message-ID: <1990Nov15.213147.14531@ux1.cso.uiuc.edu>
Source record: 114638

I have an Atari 800 and disk drive, but the boot disk and documentation were lost. Is somebody willing to send me a boot disk for it? I'd be happy to pay for the disk and mailing costs, of course.

--

Mike Berger
Department of Statistics, University of Illinois
AT&TNET 217-244-6067
Internet berger@atropa.stat.uiuc.edu

3435. RE: Hard Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-15 22:54:49 UTC
From: coteb@woods.ulowell.edu
Message-ID: <1990Nov15.175449.1@woods.ulowell.edu>
Source record: 114639

There is a program to check the fragmentation on hard drives on the
ICD bbs. It called CHKFRAG.ARC

3436. Re: Upgrading the RAM in an Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-16 00:04:27 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <35971@cup.portal.com>
Source record: 114640

Regarding upgrading the memory in an Atari 400... to upgrade to 32K, all you have to do is plug in a 32K memory card where the 16K card is..
(I've got one I could sell, if anyone's interested..)

Going to 48K is a little more complicated because there aren't enough address lines on the RAM card socket... the 48K card I installed in my 400 required soldering a little template pc board onto the bottom of the motherboard. It gets the missing address lines from the cartridge socket... installation was quick and painless...
(I'd sell the 48K memory board too, but I'd have to see about removing it and the template from the motherboard)

BobR

3437. Sparta Dos 3.2 and Happy Enhancement

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-16 15:11:26 UTC
From: rrwood@contact.uucp
Message-ID: <1990Nov16.151126.19691@contact.uucp>
Source record: 114641

I'm trying to convince Sparta Dos to work with my Happy-enhanced 1050 (or is it the other way around?). I know it is possible to set the Happy 1050 in U.S. Doubler emulator mode, but it's a pain to have to boot with Warpspeed 7.0, set US emu, then reboot with Sparta. Ideally, I'd like to get a .COM file that sets US emu mode, and run it at startup.

I will gladly write such a program myself and post it if someone would be kind enough to provide the technical info regarding what SIO commands the Happy is expecting. Even better, if someone could provide me with the new address/phone for Happy computers, I will order the tech. manual and do it all myself (the phone number listed in my Happy docs connects me to a Dentist's office in California!).

And finally-- is there some sort of a public source of Sparta utility programs? And if there is, why aren't they also on atari.archive? And did the crash of Atari.archive affect the 8-bit software too?

-Roy Wood

3438. CC65

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-16 15:13:31 UTC
From: rrwood@contact.uucp
Message-ID: <1990Nov16.151331.19920@contact.uucp>
Source record: 114642

Has anyone had problems with running out of memory when using CC65? A friend of mine tried to compile a medium sized program and ran out of memory. Assuming he didn't do anything too stupid (he's reasonably technically knowledgeable), what MIGHT be the problem and solution?

-Roy Wood

3439. ATARI 1040ST for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-16 18:52:00 UTC
From: gaz@apollo.HP.COM
Message-ID: <4e0bb420.20b6d@apollo.HP.COM>
Source record: 114643
Cross-posted to: misc.forsale,comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale.computers,ne.forsale

ATARI 1040ST HARDWARE and SOFTWARE PACKAGE FOR SALE

piece-price
1040 ST with Joystick and internal $450
battery-backed-up clock
SC1224 Color Monitor $175
IB Drives external 5.25" 360K floppy drive $150
all cables, documentation and packaging included
----
total piece-price: $775
<><><>
Entire system price: $700

If you buy the entire system, I'll toss in, at no extra charge,
commercial programs including Wordprocessing, Drawing, Games
and "Printout" software -- I'll be happy to send details on
request. In addition, I also have about 50-60 3.5" 720K Floppies,
and something like 20 5.25" 360K floppies. Some are empty, some
filled with freeware and shareware. I'll include these too if
you buy the whole system.

I also have an Okidata Microline 92 printer with the Plug-and-Play
(IBM/EPSON-compatibility) ROM package and the High-speed Serial
Port Option -- either or both can be installed or not at your
choice. I'd like $100.00 for it, but that's negotiable too.

Please don't be too shy to email your offers for all or part
to me at 'gaz@apollo.hp.com'. Everything is negotiable.

Gary Zaidenweber +1-508-256-6600x4360 | You're only young
Apollo Systems Division, Hewlett Packard Company | once, but if you
UUCP: {umix|decvax|mit-eddie}!apollo!gaz | do it right,
ARPA: gaz@apollo.HP.COM FAX: +1-508-250-4943 | once is enough!

3440. Re: Does anyone remember...?

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-16 21:28:59 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36000@cup.portal.com>
Source record: 114644

The drive you are refering to is an Indus GT... I'm sure you can find a used on around somewhere.. I'm not sure if Indus is still around, I know they were making drives for the ST a while back (correct?)... Anyways, good luck on your search.... ....Yonderboy...

3441. Re: ATARI 1040ST for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-17 02:38:16 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <36008@cup.portal.com>
Source record: 114645

Gary writes:
<to misc.forsale, comp.sys.atari.st, this group and at least one other>
>ATARI 1040ST HARDWARE and SOFTWARE PACKAGE FOR SALE
[rest deleted because I don't give a damn.]

Is there a reason you are posting it to this group? Most people on the net have some smattering of intelligence (otherwise they wouldn't be on the net, see?) so, if someone was looking to buy a used ST, where do you think they would look? In the 8bit group? Hardly. We are diehard 8-bitters here and most of us resent this type of intrusion. The only possible excuse for your posting this here is if you had finally given up on the ST and were looking on trading up to an 8-bit. If this is not the case, keep your ST's corralled where they belong - comp.sys.atari.st

>Gary Zaidenweber +1-508-256-6600x4360 | You're only young
>Apollo Systems Division, Hewlett Packard Company | once, but if you
>UUCP: {umix|decvax|mit-eddie}!apollo!gaz | do it right,
>ARPA: gaz@apollo.HP.COM FAX: +1-508-250-4943 | once is enough!

Thanks
Charles_K_Hughes@cup.portal.com

3442. Re: CC65

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-17 03:04:20 UTC
From: gdtltr@chopin.udel.edu
Message-ID: <15973@chopin.udel.edu>
Source record: 114646

In article <1990Nov16.151331.19920@contact.uucp> rrwood@contact.uucp (roy wood) writes:
=>
=>Has anyone had problems with running out of memory when using CC65? A friend
=>of mine tried to compile a medium sized program and ran out of memory.
=>Assuming he didn't do anything too stupid (he's reasonably technically
=>knowledgeable), what MIGHT be the problem and solution?
=>
=>-Roy Wood

A 64K machine? If it is important you can try the Unix cross-compiler
version which supports significantly more compiler memory.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] An isolated computer is a terribly lonely thing. [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3443. Re: CC65

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-17 07:09:47 UTC
From: tribe@groucho
Message-ID: <1990Nov17.070947.4779@groucho>
Source record: 114647

In article <1990Nov16.151331.19920@contact.uucp> rrwood@contact.uucp (roy wood) writes:
>
>Has anyone had problems with running out of memory when using CC65? ...
> ... what MIGHT be the problem and solution?
>
>-Roy Wood

It MIGHT be that one of the internal tables overran :-) :-)
The compiler's table of characters from string constants is particularly
tiny, like 256 bytes. The solution may be to break the program into
smaller .C files and link up the .OBJ's with LINK65.

--
Duane Tribe tribe@ted.cs.uidaho.edu

3444. Re: Sparta Dos 3.2 and Happy Enhancement

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-17 08:07:11 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1990Nov17.080711.18524@cbnewsc.att.com>
Source record: 114648

From article <1990Nov16.151126.19691@contact.uucp>, by (roy wood):
>
> And finally-- is there some sort of a public source of Sparta utility
> programs?

There are quite a few SpartaDOS utilities on GEnie and I would imagine
on CompuServe too. The file name doesn't always give a good indication
that they work with SD. You will have to look at the long descriptions.
I have a lot of them on some PD disks that I got from our Users
Group but I can't get to them now. A couple that come to mine
are 'wedge' and 'wedge2'. There are many more.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3445. Re: ATARI 1040ST for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-17 08:17:17 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1990Nov17.081717.18689@cbnewsc.att.com>
Source record: 114649

From article <36008@cup.portal.com>, by (Charles K Hughes):
>
> Is there a reason you are posting it to this group? Most people on the net
> have some smattering of intelligence (otherwise they wouldn't be on the net,
> see?) so, if someone was looking to buy a used ST, where do you think they
> would look? In the 8bit group? Hardly. We are diehard 8-bitters here
> and most of us resent this type of intrusion.

Easy Charles, you'll make the fellow feel unwelcome. :-)

Actually, I probably would have done the same thing. Who better to offer
an ST to than present owners of Atari 8bit equipment? (it is considered
an upgrade by most people). I'm a die hard 8bitter too, but I'm sure
I'll move into the 16bit world one of these days, probably with an ST.
I don't consider it an intrusion, even though I'm not looking for an
ST now. If someone had posted a forsale message for an IBM PC, then
I would have been upset!

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3446. Antic/.R: Link

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-17 14:46:10 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1990Nov17.144610.588@magnus.ircc.ohio-state.edu>
Source record: 114650

If you wanted a name and phone number for the R: Link, here it is:

John Demar
(Interface Source)
(315) 451-6470
4753 Freestone Road
Liverpool, NY 13090

Has anyone received their November ANTIC? They are offerring some bargains on back issues and back issues with disks. $99 buys a near complete collection of the magazine from '83 to '89, single issue w/disk for $7.00, 12 issues with disks for $49.95. They are also selling XEP 80's for $39.95! The phone number to call for that is 1-800-234-7001. You will need some sort of WP program for the XEP, though. It doesn't include one. It works fine in Basic and Bobterm, though. You must have a monochrome monitor to use it. I know of two word processors for it -- Atariwriter 80 and another by some small company.

3447. Re: Atari 800XL system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-17 16:11:00 UTC
From: pwork@blackbird.afit.af.mil
Message-ID: <1749@blackbird.afit.af.mil>
Source record: 114651

Howdy again,
Here are the current best offers for this equipment. I will stop
taking offers on Wed the 20th of Nov. As you can see there are some pretty
low prices on some of this. Please let me know if you're interested, and
make me an offer. Best offer on Wednesday takes the item (or group).

For Sale: Wanted Current best offer

1 - Atari 800XL w/256K upgrade $ 60 $ 50

2 - Atari 1050 disk drives both with $160 ea 1 at $100
Happy upgrades (allows double 1 at $ 75
density, the ablility to back
up many programs, and to read
and write IBM disks from your
Atari!)

1 - Atari 850 interface (Atari SIO to $ 50 $ 35
RS-232, and parallel ports)

1 - Atari 410 Program Recorder $ 10
Note: my error. This is an
Atari 1010 Program Recorder,
not the older 410.

1 - Atari SX-212 1200 baud modem (connects $ 60 $ 25
either to the Atari SIO or to any
RS-232 port) fully Hayes compatible

1 - Atari 800XL computer (normal 64K $ 45 $ 45
memory) Note: The person who
made this offer has not yet sent
me payment or an address or in-
dicated a preference for method
of payment.

1 - MPP-1150 Interface (Atari serial $ 25
SIO to parallel port)

Numerous software, both games and applications comes free with a package
purchase. Includes Silent Service, Temple of Apshai, terminal emulation
programs, etc

Package price: $450 $350

All prices subject to negotiation (in other words, they could go down). I
will be happy to accept the highest offer below my asking price.

Thanks again,

Profanity is a feeble attempt to express oneself forcibly

Paul R Work aka "The Studebaker Kid" pwork@blackbird.afit.af.mil

3448. My 8-bit giveaway

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-17 22:34:50 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <gbFPg_W00awXMbt1Ic@andrew.cmu.edu>
Source record: 114652

A while back I posted the availability of my Atari 800 & disk drive &
cassette drive (!) & software for shipping plus a good reason for
wanting it. Now that Thanksgiving break (I'm in college) has rolled
around, it's time to actually send the thing (it had to wait until now
as it's sitting home in a closet in NJ, 350 miles from my college here
in Pittsburgh.)

The lucky recepient is:

james@sauron.Columbia.NCR.COM (James Simmons)

_
President: NCR PC User Group, Inc. | International Association of PC
User Groups
101 Whitehorse Road | is now defunct due to lack of cooperation.
Lexington, SC 29073 |

I have send him email, but maybe he'll see it here first. I also wanted
to let the rest of the people who were interested know that this guy has
first dibs. Sorry, guys, but he had the best reason for wanting it.

|\ /|
| \/ | ike Greelish
Carnegie-Mellon U. undergrad
quote: "CMU is as close to artificial reality as you can get in 1990."
stupid disclaimer: My opinions are dictated to me by a 23 year old
telepathic Chilean aardvark living in my closet.

3449. Re: DIRT - a new DIR command

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-18 07:44:56 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <36045@cup.portal.com>
Source record: 114653

Okay all you masterminds out there...I need a FAST, SMALL routine that converts a 3 byte binary number, into its 8byte ASCII equivalent.

I have a routine in DIRT.M65 that does this, but it is pretty slow (and pretty fast too compared to some of the ones I've seen). Feel free to take a look at it.

Anyway, the routine has to convert a 3 byte binary number to its 8 byte ATASCII equivalent. That is it. No other requirements. You don't have to remove leading zeroes, you don't have to right or left justify the number. Just give me a routine that goes from 3 bytes binary to 8 bytes ATASCII. Think you can do it? I checked about 8 different books, including a few non-6502 ones and they *ALL* did it in the exact same way unless the CPU had a built in divide instruction.
So, everyone, show me what a quack programmer I am and write me a faster routine. I'll even give you a whole 256 bytes to write it in (generous, aren't I? :).

No cheating now...supercomputers are not allowed to compete. What will you win for your super-duper amazing binary->ascii converter? Hey, honorable mention in the documentation of DIRT.

Thanks in advance
Charles Hughes

send mail to: Charles_K_Hughes@cup.portal.com

3450. Re: DIRT - a new DIR command (update)

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-18 07:48:21 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <36046@cup.portal.com>
Source record: 114654

Here is a minor update for the DIRT.ARC file. I realized I had left a bit
of text out of the DOC file. Please substitute the following DIRT.DOC file
in DIRT.ARC if you distribute it.
-Thanks Chuck.

------------------cut here--
DIRT Version 1.0
Copyright 1990 Charles K. Hughes*

This is the version 1.0 release of DIRT - a new directory lister for
SpartaDOS. Though meant specifically for 4.0+ it will work with any
version of SpartaDOS except for 1.1.

DIRT will give a listing of files similar to the standard DIR command in
SpartaDOS, however, instead of giving the time a file was created, it gives
a listing of the attributes for that file.

Why use DIRT? Well, it is faster, shows the attributes, and is better
than the standard DIR command in two ways. The first way is with regard
to very large files - DIRT will show the full 8 bytes of file size (files
can be up to 16,000,000 bytes long) where the normal DIR command only shows
the lower 6 bytes of file size (any file greater than 999,999 bytes will
have the upper digits truncated). The second benefit is that DIRT can be
told to NOT display certain files, regardless of their attributes.

The standard form of the command is:

DIRT [+|-phasd] [!] [<drive><path><filename mask>]

The options are used as follows:

[+|-phasd] This option is used to specify the attributes of the files
you wish to see. If you start the option with a '+' then ONLY those
files that match the filename mask and have the attribute(s) specified
will be listed. If you start the option with a '-' then ALL the files
that match the filename mask EXCEPT those with the specified
attribute(s) set will be listed. This option must appear before the
path and filename. The letters refer to the following attributes:
p - protected, bit 0 of the status byte.
h - hidden, bit 1 of status byte.
a - archived, bit 2 of the status byte.
s - subdirectory, bit 5 of the status byte.
d - defragmented, bit 6 of the status byte. (see note at end)

[!] This is the NOT option and it tells DIRT to show only those files
that DO NOT match the filename mask. This option can be placed
anywhere on the command line, even inside the other options.

[Dx:] or [D:] This option selects the drive. If the Dx: format is used, x is the drive looked at. If the D: format is used then the default drive is looked at, EXCEPT under SDX.

[A-I:] or [1-9:] or [Da:] This option is valid only under SDX and is used instead of the drive options above.

Regardless of the option, the drive (if given) must end with a colon or the results will be unpredicatable. If no drive specifier is given then the default drive is used.

[pathname] The pathname must immediately follow the drive (if any). The pathname must be a valid pathname and end with a \, < or >. If no pathname is given then the current path is assumed. REMEMBER: Under SDX << and >> are not valid in a pathname.

[filename mask] The filename mask must immediately follow the pathname or the drive specifier if either is given. The mask can be any combination of wildcards and valid filename characters. If no filename mask is given, then *.* is assumed.

NOTE: There must be a space between 'DIRT' and any options in order for SpartaDOS to recognize the DIRT command. Likewise, there must be a space between the attribute option and the drive/pathname/mask option. The exclamation option can be placed anywhere and does not need to be set off by spaces.

The filename and options can be in upper, lower, or mixed case, DIRT doesn't care because it makes them all upper case before reading them. DIRT also ignores extra spaces between options EXCEPT there can be no spaces embedded in or between the drive, path, and filename.

The source code is included with this file. It is in MAC65 format and well commented (though not commented well :) so feel free to look through it. Anyone who wishes to modify it is free to do so but if you wish to distribute the modified version you can only do so under these conditions:
1) You must distribute the modified source code with the object code.
2) You must give proper credit (to me and previous authors if any).
3) You cannot sell the program though a small fee (less than $5) may be charged for copying & distribution. [Anyone who wishes to sell the program may contact me via the address below.]
4) You must include this same set of conditions in your distribution.

ADVANCED USERS NOTE:
The defragmentation bit doesn't officially exist but bit 6 of the status byte is unused by SpartaDOS so I decided that was the best way to keep track of a file that is not fragmented. This is of no particular value to DIRT, but is very important to the defragmentation program that I am working on. This bit is only valid as long as the file is not modified after being defragmented. In addition, SpartaDOS may zero this flag but is unlikely to set it.

If you feel this utility is something you could never live without, and have a burning desire to lighten your load and enrich the author,

please feel free to send some of that green stuff burning a hole in your pocket [plutonium is perfectly acceptable :)].

If you have any questions or comments I can be reached at:

BOB PUFFS BBS (716) 247-8355
CLOSER TO HOME BBS (419) 368-4413
ATARI BASE BBS (408) 745-5306
BAAUG BBS (408) 986-0215
PORTAL BB$ (408) 725-0561
Usenet: Ordania-DM@cup.portal.com
or Charles_Hughes@cup.portal.com

Or USnail:
Charles Hughes
555 E. Washington Ave. #301
Sunnyvale, CA 94086

Phone: (408) 732-7749

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----------cut here----------

3451. Re: Sparta Dos 3.2 and Happy Enhancement

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-19 05:51:53 UTC
From: kurt@ritcsh.cs.rit.edu
Message-ID: <4210@ritcsh.cs.rit.edu>
Source record: 114555

In article <1990Nov16.151126.19691@contact.uucp> rrwood@contact.uucp (roy wood) writes:
>
>I'm trying to convince Sparta Dos to work with my Happy-enhanced 1050 (or is
>it the other way around?). I know it is possible to set the Happy 1050 in
>U.S. Doubler emulator mode, but it's a pain to have to boot with Warpspeed
>7.0, set US emu, then reboot with Sparta. Ideally, I'd like to get a .COM
>file that sets US emu mode, and run it at startup.
>
I am not exactly sure who wrote it, but I know that someone wrote a .COM
file called USMULTR that does just that for happies. I think I know where to
get it around here. I will see what I can do. If anyone else wants it, maybe I
will post it, otherwise, I will email it.

! "But what man is entirely without evil intent in the !
! silence of his soul?" -- Pawn of Prophecy !
! by David Eddings !
! Kurt Mosiejczuk kurt@ritcsh.csh.rit.edu !
! Computer Science House !

3452. Atari 8-bit Hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-19 06:05:14 UTC
From: gt7601a@prism.gatech.EDU
Message-ID: <17277@hydra.gatech.EDU>
Source record: 114556
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers

I have the following computer equipment for sale:

Atari 800 Computer (the original) w/ 48K
complete with power supplies, manuals, etc.

Atari 810 Disk Drive 5 1/4" w/ Happy Enhancement
Atari 835 Modem
ComputerEyes Video Digitizer
Commodore CM-141 Color Monitor

I also have about 20 diskettes and several cartridges with games
and utilities (includes MAC-65 Assembler, terminal emulation software, etc.).

$250 or best offer. Will sell individually or as package.

Please email to gt7601a@prism.gatech.edu

CROWDER,GLEN SACHIO
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{allegra,amd,hplabs,seismo,ut-ngp}!gatech!prism!gt7601a
ARPA: gt7601a@prism.gatech.edu

3453. DIRT

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-20 18:17:22 UTC
From: v070mvl4@ubvmsa.cc.buffalo.edu
Message-ID: <47136@eerie.acsu.Buffalo.EDU>
Source record: 114557

OK guys:
A) as to the Atari ST being posted in the 8bit board.....

I remember Tramiel buying Atari in '84 and all the old atari management
popping up at commodore, and I remember the designer of the ANTIC chip
creating a new and sophisticated chip for graphics and placing it in a new
computer called the amiga.....so which computer is REALLY the next generation
of atari....I don't consider the ST it....
So why post about stuff that doesn't even interface with the 8bit line
(except as a printer buffer) in theis base....

Oh, I now own an IBM.....

Ah the disk drive is the indus GT....great drive, but they went out of business
]just as the ST arrived I believe.....but did they ever come out with something
I believe was called the Ethernet?????

As to the DIRT program...3bit binary number stored in one byte??

if the number is in the last three bits, just

AND #$10
that shoulddo it....

l8r
ADS'90

3454. Antic/other typein programs

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-21 09:43:58 UTC
From: esok@ohs.uucp
Message-ID: <1990Nov21.094358.4623@ohs.uucp>
Source record: 114558

Does anyone know of the legal status of the Antic type-in programs?
Are they freely copyable/uploadable to BBS's?

--
*******Eric Sokolowsky (ohs!ohs-cs!esok@uunet.UU.NET)
... at least I thought I was dancing, 'til somebody stepped on my hand.
-- J. B. White

3455. Re: DIRT

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-21 14:22:43 UTC
From: scott@blueeyes.kines.uiuc.edu
Message-ID: <1990Nov21.142243.13960@ux1.cso.uiuc.edu>
Source record: 114559

In article <47136@eerie.acsu.Buffalo.EDU> v070mvl4@ubvmsa.cc.buffalo.edu writes:
>
>Oh, I now own an IBM.....

But you still kept your faithful old Atari, right?

>Ah the disk drive is the indus GT....great drive, but they went out of business
>]just as the ST arrived I believe.....but did they ever come out with something
>I believe was called the Ethernet?????

Uh, no.

Ethernet is a term describing networking hardware. Originally developed by
Xerox (???), it is now the de-facto standard in computer networking, at
least in educational and DoD computing sites. The majority of the networks
which make up the Internet are ethernet based. The network I am using to
enter this message is an ethernet network. Chances are, yours is ethernet, also.

If Indus came out with anything they called "ethernet" (which, if they did,
I never heard of it), they blatantly stole the name (unless, of course, Indus
made ethernet boards for 8-bit Ataris! ;-)

Perhaps you're thinking of something else, like Synchromesh (a feature of Indus
drives which sped up disk <-> computer SIO transfers by around 400%.

>
>
>As to the DIRT program...3bit binary number stored in one byte??
>
>if the number is in the last three bits, just
>
>AND #$10
>that shoulddo it....
>
>
>
>l8r
>ADS'90
>

--
Scott Coleman tmkk@uiuc.edu
University of Illinois at Urbana-Champaign
"Quoth the Raven: 'Eat My Shorts!'" - Raven Bart, Simpsons' Halloween Special

3456. Re: DIRT

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-21 16:00:55 UTC
From: gdtltr@brahms.udel.edu
Message-ID: <16077@brahms.udel.edu>
Source record: 114560

In article <1990Nov21.142243.13960@ux1.cso.uiuc.edu> scott@blueeyes.kines.uiuc.edu (scott) writes:
=>In article <47136@eerie.acsu.Buffalo.EDU> v070mvl4@ubvmsa.cc.buffalo.edu writes:
=>>
=>>Oh, I now own an IBM.....
=>
=>But you still kept your faithful old Atari, right?
=>
=>>Ah the disk drive is the indus GT....great drive, but they went out of business
=>>]just as the ST arrived I believe.....but did they ever come out with something
=>>I believe was called the Ethernet?????
=>
=>Perhaps you're thinking of something else, like Synchromesh (a feature of Indus
=>drives which sped up disk <-> computer SIO transfers by around 400%.
=>

I think there was another item released around then that allows several
8-bits to share disks, printer, etc. That might be what he was thinking if.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] An isolated computer is a terribly lonely thing. [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

3457. atari 800 wanted

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-21 16:16:25 UTC
From: jsd@pygmy.rice.edu
Message-ID: <1990Nov21.161625.7950@rice.edu>
Source record: 114561

Anybody out there have an Atari 800 they want to sell, give-away, etc?
I'll buy it even if it doesn't have any support hardware (ie, disk
drive, program recorder, etc.)

--
rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr
r ___ _ "...but then there was the r
r /__ | \ possibility that they were r
r ___/hawn |__\ube LaRouche democrats which, of r
r jsd@owlnet.rice.edu course, were better off dead." r
rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr

3458. Atari equip. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-21 19:27:23 UTC
From: davidd@csuf3b.CSUFresno.EDU
Message-ID: <1990Nov21.192723.20746@csuf3b.CSUFresno.EDU>
Source record: 114562

I have the following items for sale:

Atari 800XL computer. New $150, will sell for $50.

Atari 1050 5.25 floppy disk drive. New $175, will sell for $50.

Sakata 13" (diagonal) color monitor, NTSC video/audio inputs.
New $400, will sell for $125. (This monitor will work great with any computer
that has RCA video/audio outputs.)

Koala Pad and software (Koala/Atari interface) New $80, will
sell for $30.

Okidata color thermal printer (Okidata/Atari interface) New $220, will sell for
$50.

I will sell these items seperately, but would love to sell them as a package for
$280. I will ship via UPS ground in the continental US for free. I will accept
payment by Visa, MC, AMEX, Discover.

This computer setup makes a great first computer for a child. The koala pad and
software enable freehand graphics drawing in color, with easy to understand user
interface. Once color graphic has been drawn, it can be printed in color on the
Okidata printer.

If someone were to buy the entire setup, I will also ship with it about 50
floppy disks full of games, also including a word processor, data base, and
communications package.

Inquire by email to E DOUGLAS, or call (209) 896-2722, 10am-6pm PST, or (209)
897-7094, 6.30pm-9pm PST.

PLEASE DO NOT POST REPLY IN THIS FORUM. SEND EMAIL IF NOTHING ELSE.

3459. update to:Atari equip. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-21 19:33:34 UTC
From: davidd@csuf3b.CSUFresno.EDU
Message-ID: <1990Nov21.193334.254@csuf3b.CSUFresno.EDU>
Source record: 114563

For those of you who know a lot about what
Atari equipment is worth, and RESPECTABLE
replies and suggestions as to what I can get
for this stuff are welcome.

Also, my net address is ericd@csufres.csufresno.edu
I would prefer to get email.

Thanks,

Eric

3460. Re: Multiple Devices

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-22 00:24:26 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1990Nov22.002426.26587@magnus.ircc.ohio-state.edu>
Source record: 114564

> I think there was another item released around then that allows several
>8-bits to share disks, printer, etc. That might be what he was thinking of.

Several people have made reference to this.
A hardware add-on called the multiplexer provides this kind of functionality
to the Atari 8-bits. To quote their ad:

"This device brings the power and flexibility of larger systems to your 8-bit.
The multiplexer is a device (actually a colection of modules) that allow up to
8 Ataris to read and write to the same drive (typically a hard disk), printer,
and talk to each other. One 'master' compute (any 8-bit) is equipped with the
master multiplexer interface. Then up to 8 'slave' computers can hook up to
the master, each having their own slave interface. The 'common' peripherals
(things that are to be shared) are connected to the master computer. On each
slave, all disk and printer I/O is routed through the master, so no drives are
needed on them. The master computer can be configured in any manner you wish
- you can for example have certain peripherals 'local' to the slave, or
routed to a different number on the master. Under development is a BBS system
that will make full use of this device, allowing up to 8 lines/users to be
using the system at the same time! A multiuser chat mode is a feature of this
program, however, you do not NEED this program to run a BBS with the
multiplexer (but be warned that not all BBS programs will run concurrently).
All slaves are independent, and do not need to have the same program running
on them. This system is excellent for BBS SysOps, because you can be using
your hard disk(s) while still running your BBS uninterrupted! Another example
is a classroom situation, or anywhere a disk needs to be shared by different
people. This is an excellent programming/debugging tool as well! The
Multiplexer price is $199.95 for a master and two slave units (plus $5 S/H/I).
Additional slave units are $69.95 each. (716) 586-5545"

Many years ago MPP (I think) released a similar device which (I believe) was
called the Micro Connection. It only worked with DOS 2.5 and had some other
problems. I can dig up the review of it if anybody wants, but I'm not sure
it was ever even released to the public.

I don't know anybody who is using the Multiplexer, but it sounds like it
would be very good for running a BBS -- Bob Puff is writing the BBS software
that runs under it. He calls this program the Puff BBS.

BTW, the same company marketing the Multiplexer (CSS) also markets an SIO
'Y' connector with a switch, which allows you to manually switch peripherals
in/out. Many years ago Corvus systems released a multiplexer that would
allow up to 64 Ataris (with 9 multiplexers) to connect up to a single
drive. It only worked with 8oo's and required the standard joyport 3/4
interface for each Atari. Anybody on here use Corvus equipment on the 8-bit?
E-Mail me.

3461. "ST for sale!" ad in 8-bit msg area

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-22 02:45:06 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <36137@cup.portal.com>
Source record: 114565

I see nothing wrong with posting "ST for sale" messages in the 8bit section.
While I do not encourage it (all computers "for sale" should *logically*
(big smiley here! 8-D) be posted to the specific "computers for sale" area),
I do see the sense in posting a ST ad in the 8bit section.

As Ordania-DM@cup.portal.com pointed out very clearly, the ST is the logical
upgrade from the 8bit. This is why I agree that the ST ad should not be
blasted for appearing here.

Bryan_Jones_Woodworth@cup.portal.com

3462. Re: "ST for sale!" ad in 8-bit msg area

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-22 05:29:56 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <36146@cup.portal.com>
Source record: 114566

I gotta flame him a little... :)

Bryan writes:
>I see nothing wrong with posting "ST for sale" messages in the 8bit section.
>While I do not encourage it (all computers "for sale" should *logically*
>(big smiley here! 8-D) be posted to the specific "computers for sale" area),
>I do see the sense in posting a ST ad in the 8bit section.
>
>As Ordania-DM@cup.portal.com pointed out very clearly, the ST is the logical

Should be "did not in any way shape or form point out, the ST..."

>upgrade from the 8bit. This is why I agree that the ST ad should not be
>blasted for appearing here.

The ST is not the *logical* upgrade. The Amiga is. The smart upgrade
(for the average 8-bit user) is an IBM compatible (great value at a
great price with great support). The few remaining 8-bit users tend to be
die-hards, like the TI99, and ADAM groups are.

>
>Bryan_Jones_Woodworth@cup.portal.com

Charles_K_Hughes@cup.portal.com

3463. Re: DIRT - a new DIR command

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-22 05:51:46 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <36148@cup.portal.com>
Source record: 114567

Well, I've got some good news and some bad news...

First the bad news...there is one confirmed bug in DIRT.COM, located by yours truly. It isn't painful or nasty, so don't worry about it. Apparently DIRT.COM skips the very first directory entry - not a major bug but I should have a fix for it this weekend.
Anybody else find any bugs?

Ok, now the good news...I've figured out a way to convert a 3 byte binary number to an 8 byte ASCII decimal number. Not very impressive eh? Well, my way is fast and doesn't use any division. It does, unfortunately, require a 1200 byte table. I'm working on this method right now, so if it shows a significant improvement, I'll actually use it in DIRT 2.0. Also in DIRT 2.0, I will include the /M and /C switches (paged output and count files respectively), and perhaps even support for the erased, in use, and open for write bits.

Is anybody interested in a directory compactor? It would remove all the deleted & open for write files from a directory, and then deallocate any extra sectors the directory is using. Interested?

Charles_K_Hughes@cup.portal.com

3464. Re: DIRT

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-22 10:22:50 UTC
From: dac@ukc.ac.uk
Message-ID: <6253@harrier.ukc.ac.uk>
Source record: 114568

In article <47136@eerie.acsu.Buffalo.EDU> v070mvl4@ubvmsa.cc.buffalo.edu writes:
>.....so which computer is REALLY the next generation of atari....

The Commodore Amiga is technically the next machine after the 8-bit Atari.
Don't believe me? Ask Jay Miner who designed the 800 then ask him who
designed the Amiga...

Officially, the ST is the next machine after the 800. I own an ST and 800,
both are Atari, I support both machines, I'm happy with both machines...
End of story.

Dave.

3465. Re: DIRT - a new DIR command

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-22 17:46:43 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <9011221746.AA10656@cwns11.INS.CWRU.Edu>
Source record: 114569

> Ok, now the good news...I've figured out a way to convert a 3 byte binary
>number to an 8 byte ASCII decimal number. Not very impressive eh? Well,
>my way is fast and doesn't use any division. It does, unfortunately,
>require a 1200 byte table. I'm working on this method right now, so if
>it shows a significant improvement, I'll actually use it in DIRT 2.0.
> Also in DIRT 2.0, I will include the /M and /C switches (paged output
>and count files respectively), and perhaps even support for the erased,
>in use, and open for write bits.

Suggestion: instead of /M, use /P, so that it is the same as
the rest of SDX (I don't know how 3.2d works with respect to this)

> Is anybody interested in a directory compactor? It would remove all the
>deleted & open for write files from a directory, and then deallocate
>any extra sectors the directory is using. Interested?

That's a nice idea!

Another idea that I wish someone would implement is a 'MOVE' command
on the CLI (not an interactive type thing, but something on the command line)
to move files from one directory to another by moving only the directory
entry. (Like COPY/DELETE, but much faster)

--
Doug Wokoun - (aa384)
- - - - -
|||
/ | \

3466. Transkey Board

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-22 22:39:27 UTC
From: rrwood@contact.uucp
Message-ID: <1990Nov22.223927.9167@contact.uucp>
Source record: 114570

For those who are interested....

I installed a Transkey board in my 130XE, and am using it at this very moment to type ths message. It installed easily, and works quite nicely. (well, once I found a keyboard it liked :) Yes, there are problems with typing quickly, though it's inconsistent-- sometimes there are problems, sometimes not. I'd recommend it as is, and I'd definitely recommend it if the bug is worked out (there's an upgrade socket on the board, and it is set up with an EEPROM. Heck-- you could easily write your own OS for the Transkey board and fix the bug yourself.)

The docs are complete and easy to follow, and there are even instructions for burning your own EEPROM with different macros.

I'll end this rambling now.... Direct questions to comp.sys.atari.8bit, or to me.....

-Roy Wood

3467. Re: DIRT - a new DIR command

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-23 00:21:20 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <36169@cup.portal.com>
Source record: 114573

Doug Wokoun writes:
>
>
>> Ok, now the good news...I've figured out a way to convert a 3 byte binary
>>number to an 8 byte ASCII decimal number. Not very impressive eh? Well,
>>my way is fast and doesn't use any division. It does, unfortunately,
>>require a 1200 byte table. I'm working on this method right now, so if
>>it shows a significant improvement, I'll actually use it in DIRT 2.0.
>> Also in DIRT 2.0, I will include the /M and /C switches (paged output
>>and count files respectively), and perhaps even support for the erased,
>>in use, and open for write bits.
>
> Suggestion: instead of /M, use /P, so that it is the same as
>the rest of SDX (I don't know how 3.2d works with respect to this)

Oops. :) I didn't look in the SDX manual before typing, I would have
caught the mistake when I did the update. Any programs I create for
SpartaDOS will generally follow the SDX formats.

Off on a tangent... :) I wrote up the new routine for 3 byte binary to 8
byte ascii decimal and calculated the difference between the new routine
and the old. The new routine should be about 5 times as fast as the old one
take up about 3 times as much memory (100 bytes total - max :) but will
require a 650 byte table - this table will be generated dynamically rather
than being included in the code. This makes the DIRT command slower if it
doesn't find any files to display, but much faster if it displays even 1
file.

>
>> Is anybody interested in a directory compactor? It would remove all the
>>deleted & open for write files from a directory, and then deallocate
>>any extra sectors the directory is using. Interested?
>
> That's a nice idea!
>
> Another idea that I wish someone would implement is a 'MOVE' command
>on the CLI (not an interactive type thing, but something on the command line)
>to move files from one directory to another by moving only the directory
>entry. (Like COPY/DELETE, but much faster)

Me too...of course, that also happens to be another utility that I need for
the disk compactor, so you'll see it eventually.

>
>--
>Doug Wokoun - (aa384)

Charles_K_Hughes@cup.portal.com

3468. Re: DIRT - a new DIR command

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-23 03:27:05 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <9011230327.AA04231@cwns11.INS.CWRU.Edu>
Source record: 114571

> Well, I've got some good news and some bad news...
>
> First the bad news...there is one confirmed bug in DIRT.COM, located by
>yours truly. It isn't painful or nasty, so don't worry about it.
>Apparently DIRT.COM skips the very first directory entry - not a major bug
>but I should have a fix for it this weekend.
> Anybody else find any bugs?

I think I've found something: I have a directory 'MAC_65' which does
not work with DIRT. The '_' is legal with SDX, but the program thinks it's
bad input or something. I haven't noticed DIRT skipping the first directory
entry. Maybe I had an erased file in the first position, if that's what
it was.

> Me too...of course, that also happens to be another utility that I need for
>the disk compactor, so you'll see it eventually.

Sounds good. Good luck...

--
Doug Wokoun - (aa384)
- - - - -
|||
/ | \

3469. Re: DIRT - a new DIR command & MOVE

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-23 09:56:41 UTC
From: nin15b0b@merrimack.edu
Message-ID: <20608.274cf259@merrimack.edu>
Source record: 114572

In article <36169@cup.portal.com>, Ordania-DM@cup.portal.com (Charles K Hughes)
>>
>> Another idea that I wish someone would implement is a 'MOVE' command
>>on the CLI (not an interactive type thing, but something on the command line)
>>to move files from one directory to another by moving only the directory
>>entry. (Like COPY/DELETE, but much faster)
>
> Me too...of course, that also happens to be another utility that I need for
> the disk compactor, so you'll see it eventually.
>
>>
>>--
>>Doug Wokoun - (aa384)
>
> Charles_K_Hughes@cup.portal.com

There is a program that has MOVE command, it is the WEDGE program. The
program is either pd or shareware. It adds about 20 command to SpartaDos
including MOVE, which allows you to move just the directory entry. It also
adds quite a few other nice commands to the Sparta Command line, including
EDIT, PURGE, and RENDIR.
--
David E. Sheafer

If reply bounces use the address:
nin15b0b%merrimack.edu@samsung.com

3470. SDX 'ATARIDOS.SYS' bugs/quirks

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-24 08:01:58 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <36196@cup.portal.com>
Source record: 114574

We've all heard vague reports of SpartaDOS X corrupting or deleting files, but I for one have never heard a CLEAR description of a distinct, repeatable problem.

However, I believe I have begun to characterize a misbehavior of SDX when used with disks in Atari DOS 2.0 format.

To wit, I find that SDX's ATARIDOS.SYS handler misunderstands file sizes as compared with "real" Atari DOS 2.0. SDX's "DIRS" command reports files as occupying ONE SECTOR MORE than Atari DOS 2.0 will list for the same files, and -- worse yet -- files CREATED in Atari DOS format under SDX get ONE FEWER than the right number of sectors recorded in their directory entry field.

This can lead, at the very least, to a great waste of disk space, not to mention the possibility of file corruption if sector usage and allocation information gets too far out of agreement with itself...

A friend and I have, however, managed to copy the programs from the SDX cartridge and put them on a disk where we can get a look at 'em. Perhaps we can figure out how the ATARIDOS.SYS driver works, how it hooks into SDX, and perhaps we or someone else can eventually FIX it!

(Which suggests that I'd better ask: have there been different releases of SDX? What's current, and how do I tell what I have?)

3471. Re: SDX 'ATARIDOS.SYS' bugs/quirks

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-24 17:28:06 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <9011241728.AA20666@cwns11.INS.CWRU.Edu>
Source record: 114575

>However, I believe I have begun to characterize a misbehavior of SDX when
>used with disks in Atari DOS 2.0 format.

On the ICD BBS, there is a file called "ATARIDOS.SYS" which is
supposed to fix a bug in the SDX 4.20 ATARIDOS.SYS file. SDX 4.20 is the
current version of SpartaDOS X.

I would upload it here, except that there was a notice saying it
was not to be distributed.

ICD BBS: 1-815-968-2229

To find out what version you have, type "VERSION" at the prompt.
It also appears on boot.

--
Doug Wokoun - (aa384)
- - - - -
|||
/ | \

3472. Re: DIRT - a new DIR command

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-25 00:06:11 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <36205@cup.portal.com>
Source record: 114576

ARGGGH!

Doug writes:
>
>
>> Well, I've got some good news and some bad news...
>>
>> First the bad news...there is one confirmed bug in DIRT.COM, located by
>>yours truly. It isn't painful or nasty, so don't worry about it.
>>Apparently DIRT.COM skips the very first directory entry - not a major bug
>>but I should have a fix for it this weekend.
>> Anybody else find any bugs?
>
> I think I've found something: I have a directory 'MAC_65' which does
>not work with DIRT. The '_' is legal with SDX, but the program thinks it's
>bad input or something.

Grumble, grumble, grumble. I checked this one out real quick the other day
and sure enough it is there. This is a simple bug to fix, but I really wish
I hadn't made such a stupid mistake in the first place. :(

>I haven't noticed DIRT skipping the first directory
>entry. Maybe I had an erased file in the first position, if that's what
>it was.

Guess what, upon further testing, DIRT is not repeating the skipping
behavior. :)

>
>> Me too...of course, that also happens to be another utility that I need for
>>the disk compactor, so you'll see it eventually.
>
> Sounds good. Good luck...
>
>--
>Doug Wokoun - (aa384)

Charles_K_Hughes@cup.portal.com

3473. Re: DIRT - a new DIR command

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-26 01:22:20 UTC
From: tim@uxa.cso.uiuc.edu
Message-ID: <1990Nov26.012220.2181@ux1.cso.uiuc.edu>
Source record: 114578

Charles K Hughes writes:

> Is anybody interested in a directory compactor? It would remove all the
>deleted & open for write files from a directory, and then deallocate
>any extra sectors the directory is using. Interested?

Couldn't this just be accomplished by copying all the files from one disk to another? Hmmm....
--

```
| |~~ /\ |~~~~~~~ | /~~/ / Tim Elliott Tag@uiuc.edu
_|_____| | / \ | |~~~~~ |/ / / A Knife and A Fork/A Bottle and A Cork
| | | / \ | |_____ |\ \ \ That's the Way to Spell New York
| |__ /____ \ |_______ | \ \__\ -Information Society
```

3474. Re: DIRT - a new DIR command

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-26 06:49:50 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <36231@cup.portal.com>
Source record: 114579

Tim Elliot asks:
>Charles K Hughes writes:
>
>> Is anybody interested in a directory compactor? It would remove all the
>>deleted & open for write files from a directory, and then deallocate
>>any extra sectors the directory is using. Interested?
>
>Couldn't this just be accomplished by copying all the files from one disk to
>another? Hmmm....

Yep, but most people don't have removable harddrives, or a drive that they
can use just for this purpose. In addition, you can't just say
"copy D1:*.* D2:*.*" if D1 has any subdirectories; you need to use a program
for backing up the harddrive. Invariably, these programs require that you
put in a floppy disk, pull it out, put in another, ad infinitum. If you
don't want to make a backup, reformat the drive, and then restore the drive
(taking several hours of attended operation) you can use a compaction program
instead to clean up the harddrive.

>--
>Tim Elliott Tag@uiuc.edu

Charles_K_Hughes@cup.portal.com

3475. Re: Antic/other typein programs

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-26 16:29:50 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1990Nov26.162950.6366@d.cs.okstate.edu>
Source record: 114577

esok@ohs.uucp (Eric Sokolowsky) writes:
>Does anyone know of the legal status of the Antic type-in programs?
>Are they freely copyable/uploadable to BBS's?

Last I heard from the publishers, If the magazine has been on the stands for over a month, then it's alright to post them. They want to sell copies of their disk so they reserve the first month for themselves.

John Cummins
cummins@d.cs.okstate.edu

3476. Re: DIRT - a new DIR command

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-27 19:32:22 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1990Nov27.193222.22848@d.cs.okstate.edu>
Source record: 114580

In article <1990Nov26.012220.2181@ux1.cso.uiuc.edu> you write:
>
>Couldn't this just be accomplished by copying all the files from one disk to
>another? Hmmm....
>--
>
> | |~~ /\ |~~~~~~~ | /~~/ / Tim Elliott Tag@uiuc.edu

Yes... but think of the advantage of loading 1 or 2k of directory, swaping around a few lines of information and writing it back out to disk. Beats the heck out of copying not only the directory entries, but all the associated data to another partition and back. (in terms of speed)

If you do it one directory ar a tine, the head won't even have to move more than one track on an optimized disk.

John Cummins
cummins@d.cs.okstate.edu

3477. Hard Drive Sharing

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-28 18:47:10 UTC
From: robby@vax1.acs.udel.EDU
Message-ID: <7048@vax1.acs.udel.EDU>
Source record: 114581

Is it possible for my Atari 800XL to sharing my IBM XTs
hard drive??

If so, how hard is it to do?

Rob

3478. Computer System for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-28 19:03:32 UTC
From: walk@mrcnext.cso.uiuc.edu
Message-ID: <1990Nov28.190332.28514@ux1.cso.uiuc.edu>
Source record: 114582

Atari Computer System for sale

Everything listed below is for sale by 12:00 (noon) Dec. 10.
Anyone interrested should place bids to walk@mrcnext.cso.uiuc.edu
(subject: atari)
I am also usually availible after 8pm by phone, 217-398-6380.

The minimum bid is $500 (This stuff really is worth more, but if this
is all I can get...)
For every bid you place, please give an email address, your actual address,
and a phone number with extention.
I will email you back notifing you that I have received your bid and if your
bid is the largest that I have received.

All equipment will be sold "as is" although everything except for the
things listed as inoperative worked the last time that I used them.

Pick up will be at either Champaign IL or Neoga IL (between Mattoon and
Effingham). If this is not all right with you, then please don't
place a bid. Also keep in mind that all the equipment will fill up a normal
sized trunk and most of your back seat.

After Dec. 10, I will email thank you notes to everyone who sent bids,
and I will then make pick up arragements with the person with the highest bid.

If I don't receive a bid of at least $500 by Dec. 10, I will post that I will
be will to sell pieces of the group.

Hardware

Atari 1025 printer, Atari 1020 printer, Atari 410 cassette recorder,
ICD P:R: Connection, assembled and working speech synthesiser w/spare parts,
Uninstalled Rambo XL, Atari 400 (16K), 1 Indus GT disk drive (3-4 months used),
1 reconditioned Indus GT disk drive (2-3 months used after reconditioning),
inoperative 800XL w/ Omnimon/FastchipXL installed, 5 Transformers,
2 sets of paddles, 1 computer to switchbox cable,
4 periphiral connection cables, 2 working Gemstick joysticks,
2 working Silkstik joysticks, 1 working Pointmaster joystick,
many non-working Atari joysticks

Books

Atari Basic Reference Guide, Basic Reference Manual, De Re Atari,
Your Atari Computer, Compute!'s First, Second, and Third Books of Atari,
Mapping the Atari, Games for the Atari, The Atari Basic Sourcebook,
Atari Sound and Graphics, Atari Basic, Compute!'s Guide to Adventure Games,
Machine Language for Beginners, The Second Book of Machine Language,

And Atari 8-bit Extra, The ANALOG Compendium, Compute!'s Best of Atari

Magazines

total first issue
ANALOG 58 #9
Antic 62 Vol. 1, Number 1
Compute! 61 Vol. 5, Number 1
Atari Explorer 1 March/April '88

Disks: Games

Ultima I, II, III, and IV, King Tut's Tomb, Galahad and the Holy Grail,
Gateway to Apshai, Lord of the Orb, Enchanter, O'Riley's Mine,
The Arcade Machine, Shamus Case II, The Eternal Dagger, The Pawn,
Wargame Construction Set, Pinball Construction Set, The Seven Cities of Gold,
Racing Destruction Set, Mail Order Monsters, Wizard's Crown, Auto Duel,
Boulder Dash Construction Kit, Spy vs. Spy I and II, One-on-One,
Archon, F-15 Strike Eagle, Top Gunner, Archon II: Adept,
Realm of Impossibility, Super Boulder Dash, Legionnaire, Lords of Conquest,
Dragonriders of Pern, Age of Adventure

Other Disks

P:R: Connection disk, Sparta Dos Construction Set (2.2?),
Basic XE extensions, Atari XL translator, Timewise, Superscript, Paperclip XE,
Dos XL 2.3, Indus GT spreadsheet, data manager, wordprocessor,
Compute!'s Best of Atari disk

Cassettes

Diggerbonk, O'Riley's Mine, Instedit, Eastern Front, Scram,
1020 printer sample programs

Cartriges

Basic XE, Basic rev. B, Hardball!, Boulders and Bombs, K-razy Shootout,
Astrochase, River Raid, Super Cobra, Donkey Kong, Pac-man, Galaxian, Pengo,
Shamus, Wizard of Wor, Qix, Buck Rogers, Submarine Commander, Robotron,
The Dreadnaught Factor, Kickback, Asteroids, Nightstrike, Defender, Soccer,
Major League Hockey, Joust, Star Raiders, Football, Gorf, Decathlon,
Missle Command, Ms. Pac-man, Pitfall, Caverns of Mars, K-razy Antics, Droids,
K-razy Kritters, Eastern Front, Dig Dug, Tennis

Todd Walk
walk@mrcnext.cso.uiuc.edu

3479. Local Atari Users Group - December Meetings

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-28 21:41:40 UTC
From: daroloso@aftermath.waterloo.edu
Message-ID: <1990Nov28.214140.16258@aftermath.waterloo.edu>
Source record: 114583
Cross-posted to: uw.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

The Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari user group,
has a separate 8-bit meeting and 16-bit meeting.
We meet monthly, have special interest groups (SIGs), associated bulletin
boards, public domain libraries, and a newsletter "The Hard Copy".

I am on the executive of the group
so I should be able to handle most questions or
get replies from the rest of executive.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Rooms open at 7:00 pm. Meetings start at 7:30 pm.

Call 579-3695 for details.

Next Meetings
****
8-bit - Wednesday, Dec 5, 1990
MFCF Lounge, Room 3012 (3rd floor)

16-bit (ST) - Wednesday, Dec 12, 1990
DCS Course Room, Room 2009 (2nd floor)

Hope to see you there,
Dani Roloson

3480. New portfolio archive at atari.archive.umich.edu

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-29 18:28:04 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <4056@vela.acs.oakland.edu>
Source record: 114584
Cross-posted to: comp.sys.handhelds,comp.sys.laptops,comp.sys.ibm.pc.misc,comp.sys.atari.8bit,comp.sys.atari.st,comp.os.msdos.misc,comp.os.msdos.apps,comp.os.msdos.programmer,alt.msdos.programmer

There is a new archive now in place at atari.archive.umich.edu for atari portfolio files. For those of you unaware what the portfolio is, it is atari's 1 pounder 'Palm top' that runs dos 2.0 with limited bios.

I have recently started a mailing list at swood@vela.acs.oakland.edu for atari portfolio users, and there was a demand for an ftp site, so here it is. You can find the portfolio directory via anonymous ftp to atari.archive.umich.edu (terminator.cc.umich.edu) in the atari directory. Seeing as how these files are ms-dos, and not atari format, there is also a symbolic link for the portfolio that can be found in the msdos directory.

Please send files, and please include an explanation of the source, use and and other helpful information with each of the files. Thanks and happy programming.

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

3481. Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-11-29 22:41:12 UTC
From: dgouty@hpuxa.ircc.ohio-state.edu
Message-ID: <1990Nov29.224112.19953@magnus.ircc.ohio-state.edu>
Source record: 114585

For Sale:

Old style atari 800
Indus GT disk Drive
Writers Tool Word processer
Basic kit
manuals
printer interface
misc. software

All yours for $150.00 Negotable.

--
I'm Douglas Gouty(dgouty@hpuxa.ircc.ohio-state.edu), who the Hell are you!?
"I will not encourage others to fly".."I will not fake my way through life"."Tar is not a plaything".."I will not Xerox my butt".."I will not trade pants
with others".."Im' not a 32 year old woman"....

3482. Pole Position cartridge wanted

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-02 14:32:01 UTC
From: kim@mathcs.emory.edu
Message-ID: <6599@emory.mathcs.emory.edu>
Source record: 114586

Help! I am looking for a copy of Atari`s Pole Position for the 800XL or the 130XE for my 7 year old son. I'd like to hear from anyone with a copy they would like to sell or who can point me to a commercial source.

As a possible incentive I have an unopened copy of ACE of ACES (WWII flying game) I would trade for Pole Position.

Thanks

Kim Wallen
Psychology Department
Emory University
Atlanta, GA 30322

(404) 727-4125

INTERNET: kim@unix.cc.emory.edu
UUCP: {gatech decvax}!emory!kim
BITNET: kim@emoryu1

3483. Atari Explorer

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-02 21:38:01 UTC
From: nin15b0b@merrimack.edu
Message-ID: <20689.27597439@merrimack.edu>
Source record: 114589

Does anyone know the status of Atari Explorer

--
David E. Sheafer

If reply bounces use the address:
nin15b0b%merrimack.edu@samsung.com

3484. Where in the World is Carmen Sandiego?

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-02 22:46:29 UTC
From: maddog@athena.mit.edu
Message-ID: <1990Dec2.224629.14952@athena.mit.edu>
Source record: 114587

I'm planning on uncrating my 1200XL when I go home for
Christmas, to set it up for my little sister.

Does anybody know where I can get any of the games in the
Carmen Sandiego series? I've never played them myself,
but my sister loves 'em.

Thanks...

```
-------------------------------------------------------------------
Matt Marjanovic | "He who has never envied the vegetable,
maddog@athena.mit.edu | has missed the human drama."
| -- E.M. Cioran
-------------------------------------------------------------------
```

3485. Carts wanted

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-03 04:10:40 UTC
From: rdw2030@venus.tamu.edu
Message-ID: <7605@lanl.gov>
Source record: 114588

I am looking to buy all the cartridges I can get my hands on. If you have a bunch that you want to get rid of, I would love to take them off your hands. I have an old Atari 400, and all I have for it are Pac-Man, Space Invaders, Missile Command, Centipede, BASIC, and the Assembler/Editor. I bought this machine back in '83 as a poor high school student and never did get all the great cartridges I wanted. Sure I'm a sentimental fool, but I sure loved playing Star Raiders among others.

Send me a list a name your price. The manuals for these would be greatly appreciated, as well as any additional "parts" that were included in the box. :-)

Also, I have a bad ROM in my 400. Anyone got a scrap set of ROMs? (OS ROMs)

Thanks.

Mark C. Lowe - KB5III

RDW2030@TAMVENUS.BITNET

3486. Bad 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-03 14:52:38 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1990Dec3.145238.29737@ncsuvx.ncsu.edu>
Source record: 114590

I have a 1050 disk drive that works only intermittently...
sometimes when you have the cover closed...and the computer
tries to access the drive..the drive light becomes a dim
red instead of the bright red...and sort of fluctuates
and at the same time the drive makes a slow whirring noise
like it is trying to read a bad sector of the disk...
does any one know how to fix the problem and where I can
get spare parts for low price...I don't think the drive is
worth more than $25 in working condition...so I probably don't
want to spend more than that

I appreciate any helpful responses

thanks
Saurabh
smisra@eos.ncsu.edu

3487. Re: Bad 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-04 02:13:30 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1990Dec4.021330.19310@uokmax.ecn.uoknor.edu>
Source record: 114591

smisra@eos.ncsu.edu writes:

>I have a 1050 disk drive that works only intermittently...
>sometimes when you have the cover closed...and the computer
>tries to access the drive..the drive light becomes a dim
>red instead of the bright red...and sort of fluctuates
>and at the same time the drive makes a slow whirring noise
>like it is trying to read a bad sector of the disk...
>does any one know how to fix the problem and where I can
>get spare parts for low price...I don't think the drive is
>worth more than $25 in working condition...so I probably don't
>want to spend more than that

This happened to my disk drive too. Upon disassembling it, I found that the band that drives the disk spindle (which appears to be some sort of cloth/rubber band) had gotten brittle over time and about 50% of it had actually gotten so hard that it had flaked off, leaving a large amount of blackish dusty particles strewn about the interior of the drive. After cleaning all this junk out, and refitting what was left of the band back into place, the drive still worked but on some cheaper/older diskettes (which I assume spin with more resistance within their jackets due to lack of lubrication or somesuch) the drive exhitibited exactly the same symptoms; a dim light, and a strained whir of the disk drive. My solution was to again open the drive and insert a small piece of folded paper on the door closing mechanism, so that the door wouldn't close all the way. My reason for this was that by not closing the door as far, the disk head wouldn't press so hard against the diskette, thus allowing slightly easier spinning of the drive with the reduced torque of the deteriorated band. The problem with this, of course, is increased errors in reading/writing, since the disk head is now not pressed so firmly and reliably against the magnetic medium. A tradeoff, but it seems the easiest solution. A better one would be to replace the band, but I don't know where you could obtain one.

>I appreciate any helpful responses

Hope this helps. I know that though my 1050 is old, I still don't want to junk it yet.

>thanks
>Saurabh
>smisra@eos.ncsu.edu

---|\-#-/_|-------/|-------,*.----||---Norman Lin, University of Oklahoma----
---|/-----|------/-|---,"--|---,"-||------norlin@uokmax.ecn.uoknor.edu-------
--/|------------/-*'---|/------|--||-----(IP addr: 129.15.[20|22|24].2)------
-|/|\---/_|-----|-----------------||-"I gazed in your eyes, and saw the moon-

```
--\|/-----|----*'-----------------||------------and the skies"---------------
```

3488. Atari computer system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-04 04:04:18 UTC
From: walk@mrcnext.cso.uiuc.edu
Message-ID: <1990Dec4.040418.9487@ux1.cso.uiuc.edu>
Source record: 114593

Atari Computer System for sale

Everything listed below is for sale by 12:00 (noon) Dec. 10.
Anyone interrested should place bids to walk@mrcnext.cso.uiuc.edu
(subject: atari)
I am also usually availible after 8pm by phone, 217-398-6380.

The minimum bid is $500 (This stuff really is worth more, but if this
is all I can get...)
For every bid you place, please give an email address, your actual address,
and a phone number with extention.
I will email you back notifing you that I have received your bid and if your
bid is the largest that I have received.

All equipment will be sold "as is" although everything except for the
things listed as inoperative worked the last time that I used them.

Pick up will be at either Champaign IL or Neoga IL (between Mattoon and
Effingham) or you pay shipping. If this is not all right with you,
then please don't place a bid. Also keep in mind that all the equipment
will fill up a normal sized trunk and most of your back seat.

After Dec. 10, I will email thank you notes to everyone who sent bids,
and I will then make pick up arragements with the person with the highest bid.

If I don't receive a bid of at least $500 by Dec. 10, I will post that I will
be will to sell pieces of the group.

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Atari 1025 printer, Atari 1020 printer, Atari 410 cassette recorder,
ICD P:R: Connection, assembled and working speech synthesiser w/spare parts,
Uninstalled Rambo XL, Atari 400 (16K), 1 Indus GT disk drive (3-4 months used),
1 reconditioned Indus GT disk drive (2-3 months used after reconditioning),
inoperative 800XL w/ Omnimon/FastchipXL installed, 5 Transformers,
2 sets of paddles, 1 computer to switchbox cable,
4 periphiral connection cables, 2 working Gemstick joysticks,
2 working Silkstik joysticks, 1 working Pointmaster joystick,
many non-working Atari joysticks

Books

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Your Atari Computer, Compute!'s First, Second, and Third Books of Atari,
Mapping the Atari, Games for the Atari, The Atari Basic Sourcebook,
Atari Sound and Graphics, Atari Basic, Compute!'s Guide to Adventure Games,
Machine Language for Beginners, The Second Book of Machine Language,

And Atari 8-bit Extra, The ANALOG Compendium, Compute!'s Best of Atari

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total first issue
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Antic 62 Vol. 1, Number 1
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Atari Explorer 1 March/April '88

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Gateway to Apshai, Lord of the Orb, Enchanter, O'Riley's Mine,
The Arcade Machine, Shamus Case II, The Eternal Dagger, The Pawn,
Wargame Construction Set, Pinball Construction Set, The Seven Cities of Gold,
Racing Destruction Set, Mail Order Monsters, Wizard's Crown, Auto Duel,
Boulder Dash Construction Kit, Spy vs. Spy I and II, One-on-One,
Archon, F-15 Strike Eagle, Top Gunner, Archon II: Adept,
Realm of Impossibility, Super Boulder Dash, Legionnaire, Lords of Conquest,
Dragonriders of Pern, Age of Adventure

Other Disks

P:R: Connection disk, Sparta Dos Construction Set (2.2?),
Basic XE extensions, Atari XL translator, Timewise, Superscript, Paperclip XE,
Dos XL 2.3, Indus GT spreadsheet, data manager, wordprocessor,
Compute!'s Best of Atari disk

Cassettes

Diggerbonk, O'Riley's Mine, Instedit, Eastern Front, Scram,
1020 printer sample programs

Cartriges

Basic XE, Basic rev. B, Hardball!, Boulders and Bombs, K-razy Shootout,
Astrochase, River Raid, Super Cobra, Donkey Kong, Pac-man, Galaxian, Pengo,
Shamus, Wizard of Wor, Qix, Buck Rogers, Submarine Commander, Robotron,
The Dreadnaught Factor, Kickback, Asteroids, Nightstrike, Defender, Soccer,
Major League Hockey, Joust, Star Raiders, Football, Gorf, Decathlon,
Missle Command, Ms. Pac-man, Pitfall, Caverns of Mars, K-razy Antics, Droids,
K-razy Kritters, Eastern Front, Dig Dug, Tennis

Todd Walk
walk@mrcnext.cso.uiuc.edu

3489. Re: Bad 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-04 04:06:53 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1990Dec4.040653.29670@maverick.ksu.ksu.edu>
Source record: 114592

If it is the belt. You can probably get a new one from B&C Computervisions or American Techna-Vision. I thought I saw the part listed in one of their catalogs.

Hope they are still in business.

B&C Computer Visions
3257 kifer Rd.
Santa Clara, CA 95051
(408) 749-1003

American Techna-Vision
2098 Pike Ave.
San Leandro, CA 94577
1 800 551-9995

--Scott Parish

No fancy signature. I can barely use this editor.

3490. Atari 800 help

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-04 21:33:15 UTC
From: sphaak@vela.acs.oakland.edu
Message-ID: <4113@vela.acs.oakland.edu>
Source record: 114594

My roommate has an 800, and has had it for 11 years. He has
wanted me to ask for help from the net for some time now.

His disk drive went on the bum, and he doesn't know what to do.
Where can he get it fixed/aligned. We called Atari, but they
don't care about the old machines; they are no help.

We live in the Detroit are, but are willing to ship it anywhere!

We use other computers for most things, nowadays, but there are
lots of REALLY fun things that we miss that are ONLY on the old,
best first and only, ATARI!

Thanks for any help! Please E-mail me for any responses to this. :-)

Steve Haak
Biochemistry Dept.

3491. Re: Atari 800 help

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-05 05:24:09 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <36565@cup.portal.com>
Source record: 114595

>
>My roommate has an 800, and has had it for 11 years. He has
>wanted me to ask for help from the net for some time now.
>
>His disk drive went on the bum, and he doesn't know what to do.
>Where can he get it fixed/aligned. We called Atari, but they
>don't care about the old machines; they are no help.
>

Call up Customer Service at Atari (sorry, I don't have the number) and
ask them what their current exchange rates are. The last time I checked
they were willing to take a 1027 printer and $75 and give you one of their
newer printers. They also did the same for broken 800xls, xes, etc.
I think they even do it for disk drives. In any case, give them a call
and ask about their exchange program. If they tell you that they have
no idea of what you are talking about, ask to speak to someone higher
up. They DID have this program, whether they still have it for the
8-bits (since they no longer manufacture them) or not, I don't know.

>
>Thanks for any help! Please E-mail me for any responses to this. :-)

I posted this because others on the net will probably be interested.

>
>Steve Haak
>Biochemistry Dept.

Charles_K_Hughes@cup.portal.com

3492. Re: Atari 800 help

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-05 13:19:07 UTC
From: smb@cs.purdue.EDU
Message-ID: <12671@medusa.cs.purdue.edu>
Source record: 114596

In article <4113@vela.acs.oakland.edu> sphaak@vela.acs.oakland.edu (sphaak) writes:
>
>My roommate has an 800, and has had it for 11 years. He has
>wanted me to ask for help from the net for some time now.
>
>His disk drive went on the bum, and he doesn't know what to do.
>Where can he get it fixed/aligned. We called Atari, but they
>don't care about the old machines; they are no help.
>
>We live in the Detroit are, but are willing to ship it anywhere!
>

Try Happy Computers in Ca. I don't have a phone number or address,
but any 8-bit or ST magazine should have an add for one or more of
their products. They used to have a service where they would clean,
fix, and align 8-bit drives for something like $45.00. This will
likely have changed somewhat, but they are good at what they do. Your
drive comes back from them purring like a kitten!

Scott Ballew

3493. Good Bye (Quite possibly my last posting from this site)

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-06 02:09:41 UTC
From: rfc@briar.Philips.Com
Message-ID: <114321@philabs.Philips.Com>
Source record: 114597
Cross-posted to: rec.ham-radio,rec.radio.shortwave,sci.astro,sci.space,comp.sys.atari.8bit,soc.culture.china

I'm afraid that this may be my last posting. Philips is having layoffs, and I might get canned. I liked having access to these newsgroups, and would like to regain access at some other site.

If anyone knows of anyone looking for a person who knows about HDTV, NTSC, video, digital signal processing, high speed digital logic design, have them call me at 201-261-4066. Also, point any and all headhunters my way. I have 11 patents.

3494. Atari Systems for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-06 03:31:38 UTC
From: res@cbnews.att.com
Message-ID: <1990Dec6.033138.22403@cbnews.att.com>
Source record: 114598

For Sale -- Atari 800 Computer Systems:

System 1: System 2:

Atari 800 Computer w/48K memory, Atari 800XL Computer,
Atari 1050 floppy disk drive, Atari 1050 floppy disk drive,
Atari 1027 printer, (*) Atari 1020 plotter, (*)
300 Baud modem, 300 Baud modem,
Basic cartridge, Action Cartridge,
Action cartridge, Atariwriter Cartridge, (*)
Assembler/Editor cartridge, (*) choice of several game cartridges,
choice of several game cartridges, comprehensive documenation.
comprehensive documentation.

Asking $125 Asking $145

(*) If you are first, you get to select the printer or the plotter, and
the Atariwriter or Assembler/Editor cartridges. If you are second,
you get what is left.

All systems are in good working order, and will be tested prior to
shipping if desired. Frankly, I just don't use them anymore. I also
have several flakey 410 cassette recorders if you would like one of those.

If interested, contact:

Rob Stampfli 614-864-9377 (home) 614-860-4268 (work)
kd8wk@n8jyv.oh (ham) osu-cis!kd8wk!res stampfli@att.com
--
Rob Stampfli / att.com!stampfli (uucp@work) / kd8wk@w8cqk (packet radio)
614-864-9377 / osu-cis.cis.ohio-state.edu!kd8wk!res (uucp@home)

3495. New catalog (PRESS RELEASE)

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-06 17:04:51 UTC
From: roger@tippy
Message-ID: <1990Dec06.170446.21097@tippy>
Source record: 114599

Sagamore Software's new catalog is ready to mail. It lists 500 double-sided disks full of public domain and shareware programs for all 8-bit Atari computers. Disks are only $3 each.
The catalog also describes our new Update monthly disk collection.

To receive a free copy, E-mail me your home address, or write to:

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905

Thanks - Roger

--
tippy!roger@newton.physics.purdue.edu

3496. Re: Good Bye (Quite possibly my last posting from this site)

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-06 20:43:18 UTC
From: jsd@spotted.rice.edu
Message-ID: <1990Dec6.204318.9557@rice.edu>
Source record: 114600
Cross-posted to: rec.ham-radio,rec.radio.shortwave,sci.astro,sci.space,comp.sys.atari.8bit,soc.culture.china

```
In article <1990Dec6.051731.23161@rice.edu>, jsd@boreal.rice.edu (Shawn Joel Dube) writes:
|> In article <114321@philabs.Philips.Com>, rfc@briar.Philips.Com (Robert Casey) writes:
|> |> I'm afraid that this may be my last posting. Philips is having layoffs, and I
|> |> might get canned.....
|>
|>
|> This brings up a question. How many people subscribe to this
|> newsgroup??? I'm curious to know.
|>
|> Just EMail a small letter and I'll post a total count in about a week.
|>

Sorry I ask!!!! It's well over 70 so......Please, no more mail :-)

--
rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr
r ___ _ "...but then there was the r
r /__ | \ possibility that they were r
r ___/hawn |__\ube LaRouche democrats which, of r
r jsd@owlnet.rice.edu course, were better off dead." r
rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr
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3497. Re: Good Bye (Quite possibly my last posting from this site)

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-06 20:50:20 UTC
From: jsd@spotted.rice.edu
Message-ID: <1990Dec6.205020.9837@rice.edu>
Source record: 114601
Cross-posted to: rec.ham-radio,rec.radio.shortwave,sci.astro,sci.space,comp.sys.atari.8bit,soc.culture.china

```
There was a small mis-understanding. I read the origanal article
in comp.sys.atari.8bit which isn't very active and when I posted
my request for a count, it not only went to the atari newsgroup, but
all the others mentioned in the heading. So I really didn't want
all your mail, just the people from comp.sys.atari.8bit. :-)
My mistake....

--
rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr
r ___ _ "...but then there was the r
r /__ | \ possibility that they were r
r ___/hawn |__\ube LaRouche democrats which, of r
r jsd@owlnet.rice.edu course, were better off dead." r
rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr
```

3498. FIXING A 1050

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-07 00:48:12 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1990Dec7.004812.10494@ncsuvx.ncsu.edu>
Source record: 114602

Is there any IBM floppy drive mechanism that will replace the one
on the 1050??

Saurabh
smisra@eos.ncsu.edu

3499. Z-Magazine, Issue #184

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-08 02:32:53 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1990Dec8.023253.14671@magnus.ircc.ohio-state.edu>
Source record: 114603

Ron Kovacs decided to start publishing Z-Magazines again. I am downloading them and will continue to post them to this newsgroup if anybody is reading them (e-mail me if you are).

```
========================================================================
ZMAG/A\ZINE - THE ORIGINAL ATARI ONLINE MAGAZINE - SEPTEMBER 4, 1990
========================================================================
"Your Weekly Atari and 8-Bit News Source" Issue #184
========================================================================
Published by Rovac Editor - Ron Kovacs Asst Editor - John Nagy
========================================================================
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|*|||||||||||||||||||||||||||||*|
|*| THE EDITORS DESK |*|
|*| by Ron Kovacs |*|
|*|||||||||||||||||||||||||||||*|
```

Well, here we go again. It has been nine months since we released an issue of ZMAG. There has been numerous requests for 8-bit coverage in Z*Net Online, but the focus there is ST, TT, and STacy, to name a few. The coverage for 8-bitters is fading fast and during this year you have seen the departure of your favorite magazines. The hard copy coverage may be gone but we are here and look forward to providing you the best possible support.

This publication will start where we left off in December 1989 with issue #184. We will start with a bi-weekly format until November and attempt a weekly release soon after. Weekly release will be determined by the articles we receive from the readers and other sources. Already being selected as a source for material is the Puget Sound Atari News and the JACG newsletter. Since our sister hard copy publication is currently distributed in some twenty newsletters, I am sure we will be able to collect more articles in the months ahead.

Each issue will contain the latest Z*Net Newswire especially edited for 8-bit owners. Of course there will be other news appearing from time to time that we hope you will find interesting. In a survey to be released shortly, we will poll you for coverage requests. This will help us

focus attention on issues and news that interestes you.

There are a few people already volunteering efforts, and I look forward to pooling the information and presenting here. If you want to donate articles, please leave email on the services and the BBS. Regular columns will be assigned in the next few weeks and a special area each week for previously released tips and information will appear.

BBS systems carrying the publication are encouraged to leave a message with their number. The old Z*Magazine list has been deleted along with the system numbers previously assigned. The revised 1990 edition of the official ZMAG BBS list will be released as soon as we can get some numbers on it.

Stay tuned to this page in the weeks ahead on plans and feedback on suggestions. This new attempot will be a bit more personalized and contain the latest Atari happenings.

Thanks go to everyone posting the positive messages. Best of luck to us on this return and hopes for a long life online!

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|*|||||||||||||||||||||||||||||*|
|*| Z*NET NEWSWIRE |*|
|*|||||||||||||||||||||||||||||*|
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GLENDALE SHOW SETS UP SURPRISES

September 15 & 16 will bring the largest collection of Atari exhibitors ever to Glendale, California. The vendor list is firming up, and next week in Z*Net Online, we will have a new all-confirmed compilation of those who are coming. The Southern California Atari Computer Faire, Version 4.0b, is being managed by John King Tarpinian, who can be reached for last minute bookings or other information at (818) 246-7286.

Atari has let it be known that they have some very special things planned for this show, and even Elie Kenan, new General Manager at Atari, has taken part in coordinating the advertising for the show in major papers and on radio. Bob Brodie and many other Atari employees will be attending.

A first for any show will be a LYNX-LINK PLAYOFF, similar in concept to the Midi-Maze competitions that have been popular at many events. Prizes for those competing in the continuous multi-player LYNX games will include, of course, Lynx game units and lots of game carts.

Late word says that Portfolio developer Xetoerix will display a remarkable 20 meg hard drive for the palm size Portfolio computer.

New seminars being planned include a hands-on HOTZ MIDI TRANSLATOR session and a pair of PORTFOLIO "classes".

FREE TICKETS TO GLENDALE SHOW

John King Tarpinian is offering FREE tickets to the Glendale Atari Show. Regular admission will be $5.00 each day and only $3.00 for any Atari user group members with membership identification. In the interests of helping to support a wide mix and representation of Atari users from other states, John will also send up to 10 pairs of FREE tickets ($60.00 worth), to any requesting user group based outside of the Southern California area. Requests should come from a club officer and tickets are not for resale except to members for the benefit of the club treasury. Act soon to allow mailing time.

Remember, the show is this September 15 and 16. Call John at (818) 246-7286 at reasonable times. (Pacific Time)

ATARI STE FIXED

Sources close to Atari have let it be known that the hard drive operation problem in the Atari STe computers has been eradicated completely in the new production machines now leaving Sunnyvale.

Since no official statement has as yet been made by Atari regarding the resolution of the nastyu DMA problem, Z*NET has asked Bob Brodie to investigate and make an official response to our inquiry about it. We hope to have the last word on this and on the handling of exisiting machines very soon.

ST-WORLD SENT THE FRAUDULENT FAX

A joint statement is expected shortly from Atari Corp and former ST-World Magazine owner Richard Tsukiji, explaining that investigation of the "Bob Brodie FAX" incident has determined that the fax was in fact sent from the ST-World offices, but from persons unknown. The FAX in question falsely purported to be from Atari Manager of User Group Services, Bob Brodie, and urged a boycott of World of Atari shows.

ST-World Magazine offices were closed and Tsukiji was allegedly out of the state on July 2, 1990, when the FAX was sent.

Tsukiji is said to suspect that disgruntled former ST-World employees sent the damaging FAX. Tsukiji transferred ownership of the magazine to several employees for the sum of $1.00, bypassing other employees and editors who had expected to take over the ST publication.

LYNX OWNERS UPDATE

Are you tired of scanning through page after page of Nintendo stuff in video game magazines just so you can find a little Lynx news? Don't you wish there was... oh, I don't know..a newsletter that was devoted solely to Lynx news and game tips. Well now there is.

APE (Atari Portable Entertainment) is a quarterly newsletter that covers the Lynx exclusively. The June Premiere issue features Summer Consumer Electronics Show news, Lynx Game Secrets, tips and hints for California Games, Blue Lightning, Chip's Challenge, Electrocop, Gates of Zendocon, and Gauntlet 3.

The editor of APE is Clinton Smith. Smith is an avid Atari game player and has written several reviews for Atari Explorer and has some coming up in STart. If you're interested in subscribing now, (you'll receive the free Premiere issue automatically) send your Check or money order payable to Clinton Smith for $6.00 to:

APE SUBSCRIPTION
2104 NORTH KOSTNER
CHICAGO,IL 60639

INK CARTRIDGE REBATE

The Haystack Company we will be offering $7.00 for your dispensed Desk Jet Ink Cartridges. Just send them the empty cartridge, being very careful not to damage it, and they'll send you a check for $7.00 immediately.

The units are needed for testing. This is a limited time offer since they are only looking for a fixed amount. Depending on the response, the offer could expire at any time. However, they will guarentee the offer until September 23, 1990. Send to:

The Haystack Co.
215 West 88th St.
Room 8G
New York, N.Y. 10024

HP TOLL-FREE HOTLINE

Hewlett-Packard now has a US only toll free telephone number (1-800-233-5153) that customers can call to determine if their HP LaserJet IIP printer is one of approx 70,000 manufactured during the early months of the printer's release that have faulty power supplies. HP will replace the power supply of affected HP LaserJet IIP printers at no charge.

Customers in Canada should contact their local HP-authorized dealer or HP customer-service center. The failures do not represent a safety hazard but will result in a front control panel message "50 NEEDS SERVICE" that halts operation of the printer.

Owners of this printer purchased before March 1990 are encouraged to call the toll-free number. Customers who have printers with faulty power supplies will be given the option to:

- contact their local HP authorized dealer or HP customer-service center to have the power supply replaced free of charge

- return the printer to HP and receive a remanufactured printer with a full one-year warranty in exchange

GENIE OFFERS FLAT MONTHLY RATE

The GEnie online service announced last week the introduction of a flat subscription rate of just $4.95 (US) per month including unlimited, non-prime time access to more than 100 products and services.

The rate for US access to those GEnie service products/services not covered under the flat monthly rate has been set at just $6 per hour during non-prime time for all three access speeds of (300, 1200 and 2400 baud).

The prime time rate will remain at $18 per hour for all three access speeds. In Canada, the monthly subscription rate is $5.95 (Canadian), with a non-prime time rate of $8 (Canadian) per hour for all three access speeds.

The $29.95 sign up fee for the GEnie service also has been eliminated for all new subscribers effective immediately. If a subscriber does not like the new service, they can cancel their membership and the GEnie service will refund the $4.95 subscription fee to them.

NINTENDO UPDATE

Nintendo has launched 3 television commercials which showcase Nintendo's creative philosophy: having fun through game play transcends all ages. Incorporating real-life scenarios in all 3 commercials, Nintendo demonstrates how its Game Boy portable video game system can play a role in the lifestyles of two disparate age groups: kids and teens, ages 6-17; and adult males, ages 18-49.

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|*|||||||||||||||||||||||||||||*|
|*| GLENDALE ATARIFEST |*|
|*| Press Release |*|
|*|||||||||||||||||||||||||||||*|

* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
* THE SOUTHERN CALIFORNIA ATARI COMPUTER FAIRE version 4.0b *
* ...also known as "THE GLENDALE SHOW" *
* *
* September 15 and 16, 1990, at the Glendale Civic Auditorium, *
* 1401 Verdugo Road, Glendale, California. Hours are 10 AM - *
* 6 PM Saturday, and 10 AM - 5 PM Sunday. Admission is $5.00, *
* or only $3.00 with any Atari User Group membership I.D. *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
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The Glendale Atari Faire is a User Group sponsored tradition in Southern California, the West Coast's Premier Atari event since 1986. This will be the fourth show in five years at the same large auditorium in Glendale, California, just a few minutes from Burbank Airport and convenient to all of the metropolitan Los Angeles area. An attendance of over 4,000 is realistically anticipated, considering previous year's performances. Last year's Glendale show was cancelled due to conflicting dates with another show, which was then itself cancelled.

With one month left before the show, organizer John King Tarpinian says that he is nearly sold out of the original floor space planned for use in the Glendale Civic Auditorium. He adds that if demand keeps up, convenient, quality additional space can be arranged. John says that the developers that appeared at the recent San Jose World of Atari show are booked for Glendale, plus lots more. Publicity for the Glendale

show, including the vendor list, has been low key until now to avoid drawing attention away from that San Jose show.

Here is the Glendale Show List of vendors, both of confirmed and unconfirmed "but likely" to attend. There are 45 of them so far, plus at least five user groups, making Glendale perhaps the biggest US Atari show of all time!

ATARI Corporation American Music
Best Electronics Bill Skurski Enterprises
Branch Always Software BRE
Beckmeyer Carter Graphics
CodeHead SoftWare Computer Network
C.O.P. D.A. Brumleve
Datel Double Click
FAST Technology Gadgets by Small
Gold Leaf Gribnif
Groves School of Music ICD
ISD King's Domain
Lexicor MegaMax
Michtron MicroCreations
Mid-Cities Migraph
Neocept Practical Solutions
Safari Fonts S.D.S.
Sierra Seymour-Radix
SliccWare STart
ST Informer ST Journal
Sprokits Supra Corp.
Talon WuzTek
XETOERIX Zubair Interfaces
Z*Net News Service ... and more to come!

Atari Corporation has promised major support including a very large display of the entire Atari Computer line of products. You can expect to see LOTS of the ST, STE, MEGA, STACY, PORTFOLIO, LYNX, and even the TT030 computers. Many of Atari's employees will be on hand to show and discuss the machines. Advertising and promotion of this user-group show is being provided through the generousity of Atari.

User Groups will include HACKS, ACES, ACAOC, NOCCC, SBACE, BACE, and more. Volunteers from the groups will be providing the support for the entire show, including setup, loading and unloading, security, and staffing. They will also be available for short periods to assist vendors in their booths. All volunteers will be given a custom Canvas Tote Bag and Sun Visor (this is California!) with the Atari emblem on each. These are limited production and will be for volunteers only, NOT for sale! There will also be three $100 drawings, one each day of the effort, for volunteers only.

Many seminars are already booked, including several with ATARI's BOB BRODIE, other officials, and technical support people. Other seminars that are planned at this time:

* Desktop Publishing with CALAMUS - Nathan Potechin of ISD
* Software Speeding up the ST/TT - Darek Mihocka of BRA-SOFT
* Int. Assoc. of Atari Developers - Nathan Potechin, Chairperson
* INTRODUCING NEODESK 3 - Rick Flashman of Gribnif
* DAVE SMALL TALKS/MAC EMULATION - Dave Small of Gadgets by Small
* NEW FROM CODEHEAD - Charles F. Johnson of CodeHead Software
* Kids and Atari Computers -
* PC Emulation -
* ST Magazines and Online Newsletters -

...with more to be added and announced at the show.

Door prizes, including a wide variety of software, accessories, and computer paraphanalia, will be awarded every hour, with some extra special drawings as well.

Lodging information: The Burbank Hilton weekend rate is $59 per day. This hotel is adjacent to the Burbank/Glendale/Pasadena Airport, and will be where the Atari Corporation employees will be staying. Contact the Burbank Hilton at 818-843-6000. The Glendale Holiday Inn is the closest hotel to the show itself, and the weekend rate is $89 per day. Contact the Holiday Inn at 818-965-0202. These rates and hotels are neither endorsed or guaranteed by the organizers. Neither hotel is within walking distance to the Auditorium. This is Los Angeles, folks.. expect to use CARS. Don't worry about traffic jams in this area, however.

Directions to the show (once you have found Glendale, which is a Northern central suburb of Los Angeles): Take the Mountain exit of the "2" freeway and go West (down the hill) one block. Or, from the "134" freeway, take the Glendale Avenue exit, and go North one mile (Glendale Ave will become Verdugo Road). The Glendale Civic Auditorium, 1401 Verdugo Road, is on the NORTH side of Verdugo. Large parking lots are on the WEST side of the building, with metered parking for TEN CENTS AN HOUR.

The final booth sales, seminar schedule, and advertising space in the program are being arranged now. More information is available from the show organizer, John King Tarpinian, 818-246-7286, or by mail at 246 North Brand #321, Glendale, California, 91203.

```
|*|||||||||||||||||||||||||||||||*|
|*| PRINTNIG 3 1/2" X 15/16" |*|
|*| LABELS WITH DAISY-DOT III |*|
|*|||||||||||||||||||||||||||||||*|
```
by Roy Goldman

(This document assumes familiarity with the Daisy-Dot III near letter quality printing system. For information about DD3 send a SASE to Roy Goldman, 2440 S Jasmine, Denver, CO 80222)

COPY THIS FILE TO YOUR PRINTER (P:)

INTRODUCTION

One of the new features of Daisy-Dot III is variable page length support, which allows the program to keep track of pages regardless of page size, font or line spacing combination used.

The DD3 Print Processor Customizer restricts the minimum page length to 288/72" (4") to avoid possible problems caused by top/bottom margin overlap and printing of large fonts with large line spacing. Unfortunately, this restriction makes it difficult to effectively print popular continuous form 3 1/2" X 15/16" labels (with 1/16" between labels).

The following suggested modifications set the page length to 1" for proper control of these labels. But as a price for this flexibility, the user must become responsible for setting both the top and bottom margins to zero and making sure that font and line spacing sizes aren't too large when creating the labels. I recommend that you apply these modifications to a copy of DD3PP to be used ONLY for labels and that you continue to use a copy of DD3PP configured by the unmodified customizer for every other printing application.

MODIFICATIONS

Enter BASIC in your system, and type:

LOAD "Dn:PPCUSTOM.BAS"

where n is the drive containing an unmodified copy of the Print Processor Customizer.

You need modify only two lines, 6010 and 6020, so type:

LIST 6010,6020

Change the 288 in line 6010 to 72 and press [RETURN].

Change the 287 in line 6020 to 71, change the 98 in line 6020 to 70, and press [RETURN].

To double check the changes, type:

LIST 6010,6020

again. They should look like this:

```
6010 POSITION 2,17:? "Page Length (72-1008/72";CHR$(34);"):";:INPUT TEMP
6020 IF TEMP>71 AND TEMP<1009 AND TOP+BOT+70<TEMP AND TEMP=INT(TEMP)THEN
LENGTH=TEMP
```

Next, save the file under a different name. Try:

SAVE "Dn:PPCLABEL.BAS"

where n is the destination drive.

Next, run the customizer by typing:

RUN [RETURN]

Make sure you change the following settings on the customizer menu, in the order listed:

Enter T, 0, and [RETURN].
Enter B, 0, and [RETURN].
Enter N, 72, and [RETURN].
Enter W, 120, and [RETURN].

You might as well also change the left and right margins; I suggest setting both to zero (a zero setting will still provide the "built-in" 1/4" inch margins):

Enter E, 0, and [RETURN].
Enter R, 0, and [RETURN].

Next, press [L] and specify the location of the DD3PP file to be modified.

(Any other settings not specified above may be changed as desired.)

Finally, press [SPACE] to customize the program.

MAKING A LABEL

Here's a sample session for creating and printing several copies of an address label.

Run your word processor and type:

\cRoy Goldman [RETURN]
2440 South Jasmine [RETURN]
Denver, CO 80222 [RETURN]

Save the file as LABEL. Use this basic technique for every label--experiment to see how many lines of your favorite font will fit on a label. Almost every DD3 feature can be used within a label.

WARNING: Never modify the top or bottom margins.
WARNING: Make sure that the combined height of a font and the line spacing is always less than an inch (i.e. avoid quadruple height fonts and avoid large line spacing values).

Run the copy of DD3PP modified earlier. Specify MADRID as the font (after inserting the appropriate disk) and LABEL as the text file.

Insert the label form into your printer and press [START] to print. If the address isn't vertically aligned correctly within the label, change the alignment manually and try again. Continue this process until it is vertically centered within the label. Once the first one is okay, press C, 5, [RETURN], and [START] to print five more copies.

CONCLUSION

By following the suggestions in this document, DD3 can be used to easily

print labels.

In most cases, the page control feature is very accurate. However, with some fonts, there may be very small alignment discrepancies between labels that could become apparent if too many labels are printed at one time.

```
|*|||||||||||||||||||||||||||||*|
|*| 8-BIT PUBLIC DOMAIN UPDATE |*|
|*| by Ron Kovacs |*|
|*|||||||||||||||||||||||||||||*|
```

* GEM.ARC - Printer utility to setup your printer from DOS. Uses Sparta command line with parameter passing or a menu with less capable DOS's. Written in ACTION! with source for easy reconfiguring with other printers.

* APACSHW2.OBJ - Latest version of APACSHOW, the slide show program. This version works correctly with DOS 2.0/2.5, displays in an interlaced mode, (gets rid of those annoying black lines in APAC), and fixes a few other bugs.

* APACVW20.ARC - Latest version of APACVIEW decodes and displays GIF images in APAC (256 color) mode. It also allows you to create color-separations (.R, .G, .B) for viewing with COLRVIEW in 80 x 192 resolution with 4096 colors. This version also has some additional fixes noted in the doc file.

* SPLIB12.ARC - Sparta Library 1.2. Disk cataloger program. Runs under SpartaDOS only. Reads SpartaDOS, DOS 2.x, maybe MYDOS, disks. Features automatic subdirectory reads, describes and sorts by volume name, subdirectory name, file name and file description. Fixes bugs in version 1.1 and contains support files.

* VT52100.DCM - This file is an update to an early version vt52/vt100 terminal emulator. A bug in the old version that affected the backspace (and a few other keys) in half duplex mode only. This program is 100% machine language, offers a very complete emulation of a VT100 as well as VT52 terminal, and has xmodem and ascii file transfer capabilities.

* MFD35.DCM - This file must be expanded using Diskcomm 3.2 or higher to create the MFD 3.5 disk. Atari DOS 3 and XL/XE machine required. This is the newest version of the Master File Directory also known as the File Organizer. It includes all features of older version plus more, like the ability to delete unwanted records and new ways to search records. If you use any one of the older versions (1.5 or 2.0) you need, along with this file, the upgrade kit. New users only need this one. You MUST read the docs before using the program because it can't be used as it comes from the archive. Some setup is needed before using the program for the first time. Due to a minor quirk related to screen handling (which DOES NOT affect program operation) you should hold OPTION during boot-up even though the docs tell you

this isn't necessary. Not doing this may produce annoying garbage in the screen when you search records. This can also be fixed by re-starting the program by pressing RESET once it has booted. Documentation is NOT included in this archive.

* MFD35DOC.ARC - This file contains the docs for the new Master File Directory 3.5. If you use any of the older versions be sure to get the upgrade kit.

* UPGRADEKIT.ARC - This is intended only for users of the older versions of the Master File Directory also known as the File Organizer. This archive contains a program that will convert the data files you use with your older version to the format used in the new 3.5 version. Included are the docs to this program. You need to have Atari DOS 3 and XL/XE machine with at least 64K.

* PSDEMO.ARC - ARC file with PS icon fonts and a text file demonstrates how to incorporate Print Shop icons (converted with PSTODD3B) into documents to be printed with Daisy-Dot III. Included are 4 Icon fonts and a total of over 50 fonts (fancy alphabet, Atari icons, horoscope and Bart Simpson). The demo itself doesn't require PSTODD3B but does require the registered version of DD3. You will need PSTODD3 to make your own icon fonts. From DD3, choose ROMAN2 as the initial font and TEST.TXT as the text file. Make sure all other font files in ARC file (*.NL?) are on the default drive. Demo prepared by John McGowan from Columbia, MO.

* SLOGRO.ARC - A model of diffusion limited aggregation: a particle is released from the edge of a circle and wanders on a random walk until it hits a central dot and becomes "stuck" in place. This continues with additional particles until a "dust-ball" of accumualted dots fills the screen. This program is released by the author to demonstrate one of the educational disks available from Bresnik Software.

* BASICMOD.COM - Change BASIC rev. B to C; quiet the noise during disk access; speed key repeat; increase screen contrast; autoload a program in BASIC that is named "HELLO" [no extension]. This program loads into memory on page 6 and is protected against "RESET".

* THEPLAYR.ARC - The Music Player plays AMS I or AMS II tunes. If you have a 2nd pokey installed it will play in 16-bit stereo, 8-bit stereo, or 8-bit mono. Up to 69 files can be seen on the screen. Autoplay, Tag, Untag, and Play Tagged are some of the options. You can switch modes (16-bit S, 8-bit S, or 8-bit M) while a tune is playing. The name of the song being played is displayed on the piano screen. This is a GOOD AMS player. If you haven't done Chuck's Gumby upgrade yet, this should give you a reason to.

These files are available on the services and locals BBS systems.

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|*|||||||||||||||||||||||||||||*|
|*| XF551 8-BIT HARDWARE MOD |*|
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|*| A Project by Mike Stevens |*|
|*|||||||||||||||||||||||||||||||*|
(Reprinted from the Puget Sound Atari News, April 1990)

Well, I think I've found the ultimate disk drive for the 8-bit computer. I'm the AUGIE 8-bit Librarian and that means I handle a lot of disks which takes a lot of time and disk space. Since time is money, as the saying goes, I am always on the look out for anything that will save me some of either. Well, when I heard about the XF35 kit from Innovative Concepts, I was a little skeptical. But I thought, "If it works, boy, oh boy, will I have it made!"

The IC ad said, "Now XF551 owners can convert their drive to the newer 3.5" format and have a massive 720K of storage! Works with MYDOS, SpartaDOS, and the SpartaDOS X cartridge. Excellent for BBS use, hard drive backup, or use as a mini-hard drive!" The kit includes an upgrade ROM chip, adapting cables and complete instructions. The 3.5" drive was not part of the kit nor did I need it to be. Here in Southern California we have a lot of electronic swap meets and the one I went to for my 3.5 drive is the "General Dynamics HAM Radio swap meet". At this swap meet you can find almost anything in the area of electronics, computers and accessories. I found a seller who had three Cannon 3.5" DD-DS disk drives that he was willing to just about give away. So I gave him $10.00 for all three. One worked perfectly, another one wouldn't format every time but otherwise worked fine, the last one will be good for parts.

Anyway, after a phone call to IC, and a week's wait, I had my kit and all the rest of the parts I needed to install the new 3.5" drive in my XF551. Everything went in just like it was supposed to. I'm sure glad that IBM parts are all pretty much standardized. One change I would recommend, however, is not desoldering the cable connector from the printed circuit board. You're just asking for problems if you aren't really good at that sort of thing. Instead, just pry the top clip off of the connector and firmly press the new cable (the one in the kit) into place. Then put the clip back on the connector. It is really that simple.

The kit instructions gives you the option of either leaving your 5.25" drive mechanism in the case and installing the 3.5" drive externally, or replacing the 5.25" drive mechanism with the 3.5" drive by use of an adapter. I chose the internal option because I already own an AMDEC with four IBM type 5.25" DD-DS disk drives attached to it. In fact the XF551's drive mechanism is now number one on the AMDEC.

The instructions were clear and easy to follow. I really appreciate someone who takes the time to write good directions, since it makes all the difference in the world between a project like this being a pleasure or a nightmare. In this case I'll brag about these instructions and say that they make this Mod 'a piece of cake'.

Now to the good stuff: Using the modified XF551 or XF35 as it's called. I can't say enough about the practical aspects of this drive setup. After some experimentation I decided to use SpartaDOS and DiskCom together for my software. What I wanted to do was have the club's library available anytime without having to carry three or four hundred disks around with me all the time. As it worked out I've been able to put four to five double-sided 5.25" disks on each 3.5" disk. The combination of SpartaDOS and Disk Com means that I can read and duplicate in virtually any density or DOS situation I come across. I love it! I now only need to keep sixty or so 3.5" disks handy and they are little disks at that. I ask you, can it get any better? It's easier than carrying around a hard drive. Let's see .... 737K times 60 plus disks, ummm, well I'm sure it's more than 30 megs.

Another really great application for the XF35 is in telecommunications. SpartaDOS plus the Express 212 program handles the XF35 drive like a dream. I can up- or down-load huge files (compressed ARCed or text) with the greatest of ease. By the way, Text Pro 3.2r also loves the XF35. I haven't begun to scratch the surface of the potential applications for this wondrous modification. "XF35" where have you been all my 8-bit life? I just love it!

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3500. Z-Magazines, Issue #185

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-08 02:34:15 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1990Dec8.023415.14729@magnus.ircc.ohio-state.edu>
Source record: 114604

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==========================================================================
ZMAG/A\ZINE - THE ORIGINAL ATARI ONLINE MAGAZINE - OCTOBER 15, 1990
==========================================================================
"Your Weekly Atari and 8-Bit News Source" Issue #185
==========================================================================
PUBLISHED/EDITED by Ron Kovacs
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/// EDITORS DESK
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by Ron Kovacs

Well, you can see that it has been awhile since the release of issue
#184. We have had a few problems relating to legal situations that are
yet to be resolved. For more information on the situation, please read
Issues #538-540 of Z*Net Online.

That situation is at a stand still until November. At that time we will
see what gets resolved. This matter did put a hold on my personal
participation and at the present time seems to be progressing in a
positive manner.

We are going to weekly releases effective with this issue. Each Sunday
evening/Monday evening, we will release material. It will be available
on the Z*Net BBS, GEnie and Compuserve and then on the Blank Page BBS
which, is the official 8-bit BBS for ZMagazine.

To support the 8-bit community, we need your help. Please write up
something and send it in. We can only search a limited area for
material and will be publishing reprints from user group newsletters.
If your 8-bit group is interested in publishing your material in ZMag,
send us a disk with your text files.

This weeks edition includes the latest Atari news, a WAACE show report,
reviews of BobTerm, Term80 and BBS Express! Professional. A new ZMag
feature will be included from time to time from our corrsepondents
Terry Schreiber in Canada and Jon Clarke in New Zealand.

We are slowly returning from our LONG vacation. Help us by spreading
the word we are back and send material when you can!

Thanks for reading!

/// Z*NET NEWSWIRE
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START MAGAZINE ADDS Z*NET NEWSWIRE
Beginning with the December, 1990 issue, the popular Z*NET NewsWire will be presented within STart Magazine each month. STart's Tom Byron and Z*Net's Ron Kovacs recently signed contracts that make Z*NET the exclusive news column in the well known monthly ST specific glossy magazine. STart features the largest circulation of any domestic Atari magazine, and has recently added the subscribers of ANALOG and ST-LOG to their rolls. Z*Net will provide about three pages of news bits and news stories for each issue of STart. Says Tom Byron, Editor of STart, "Its a natural progression. Z*Net has the reputation and track record for solid news reporting." Z*Net Publisher Ron Kovacs adds, "This is a chance for Z*Net to reach a wider audience, beyond the modem users and user-group members who already get the Z*Net News Services." It is expected that the added recognition and credibility that the merger of efforts will bring to both publications, will further increase the quality and quantity of Atari news presented in all media ventures of STart and Z*Net. Z*Net is already a regular part of the news coverage of a number of magazines worldwide, including PD JOURNAL of Germany and soon ST USER of Great Britain. The Z*Net User Group Newsletter Supplement also goes to nearly 4,000 readers in the USA, Canada, Panama, New Zealand, Australia, and England.

STEREO COLOR MONITOR
Released to dealers this week was a new color monitor to compliment the STE's stereo sound. The SC1435 is the latest edition to Atari's ever growing line-up of computer products. With the release of the STE line's stereo sound capabilities it was a natural to follow it up with the SC1435. The monitor is not a re-structured SC1224 as was first thought but of a completely different design.

CANADIAN COMPUTER SHOW
The Canadian Computer Show, November 12th thru 15th, International Centre of Commerce, Toronto Ontario. Judging from last years attendance records of 30,000 plus this is definitely Canada's largest computer show. If you couldn't make it to Comdex then plan on trying to make it to this one. Atari will again be attending this great event held each year in Toronto. They will be displaying their full product line (including TT) with staff on-hand to answer your questions. Check it out - Booth 3530 Atari Canada.

BRODIE PASSES 1 YEAR
Z*Net congratulates our former Z*NET correspondent who has just passed his one-year anniversary at Atari Corporation. Bob Brodie, Manager of User Group Services since September 1989, went to Atari after being both a staff writer for Z*Net and President of ACAOC, the Orange County, California user group. He was also instrumental in the organization of the original Glendale Atari Shows. In a year, Bob has become the most sought after public speaker for Atari, and the most respected source of information about Atari. Thanks for everything, Bob!

FOSTER LEAVES ATARI
Frank Foster, formerly Atari's music division head, left the company

early in September. Frank came to Atari from HYBRID ARTS, a respected software development company that lead the way for early MIDI applications on the Atari. Although there is no official statement from Atari regarding his departure, it is believed to have been a mutual decision of Frank and Atari. It is known that Foster did not agree with some of the new policies of the new administration at Atari, and had recently failed to follow through on sales appearances and other commitments. Friends of Foster have said that he has moved on to a graphics company, a field Foster has had considerable experience and success in even while at Atari. His departure leaves Atari with no individual directly in charge of MIDI development and music industry support.

ADVANTAGE PACKAGE TO TRY AGAIN AT COMDEX
As Atari prepares for COMDEX, November's big Computer Marketplace of the World, the ATARI ADVANTAGE is being once again prepared for presentation. The Las Vegas, Nevada, show draws hundreds of thousands of people, and thousands of vendors to show their wares. Atari has said that they will have the TT READY FOR SHIPPING by the November show, and now, the focus is widening to cover the 520ST system (or possibly an STe?) bundled with an array of software for a blockbuster price. This time for SURE...?

COMPUTER SHOPPER DROPS ATARI
The editor of the largest computer magazine in the world, COMPUTER SHOPPER MAGAZINE, told his writers and contributors this week that his magazine will end its regular Atari coverage with the November, 1990, issue. Editor in Chief, Bob Lindstrom, said that it was a hard decision, and one that was just made in the last 30 days after considerable market and supplier research. Earlier rumors of their dropping Atari were neither based on fact nor were they an influence on the final decision. Computer Shopper is moving more and more towards being MS-DOS only, with Amiga and even MAC coverage under careful scrutiny now. Shopper will probably continue to run major stories covering Atari products when it is warranted, such as when major new hardware is introduced.

COMMODORE INTRODUCES THE C64 GAMES CONSOLE
Commodore's UK subsidiary has introduced the C64 Games System, a C64-based games console for Western European markets. The C64GS comes with a joystick and a port for cartridge-based software. Cartridges will include four games, a feature designed to give the C64GS a competitive advantage against other game-only computers. The product will be sold in European countries, including the UK, which has become a new center for C64 software developers.

SIERRA ON-LINE UPDATE
Sierra On-Line announced that it will assume European distribution rights to Sierra and Dynamix products on Oct. 1, 1990. Sierra will also distribute more than 12 new titles for the 1990 Christmas season, with the much anticipated King's Quest V, Space Quest IV, Quest for Glory II,

Oil's Well, Jones in the Fast Lane and updated versions of King's Quest and Mixed-Up Mother Goose. Dynamix, a Sierra subsidiary, will offer a mixture of products including Stellar 7, Red Baron, Rise of the Dragon and Heart of China.

/// 1990 WAACE ATARIFEST REPORT
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by Jerry Cross

I want to begin by saying that the WAACE show was one of the best Atari Shows I have attended. And I have been involved in or attended a lot of them. One of the things I enjoy most about Atari shows is you can get a first look at many new products. This show had them in abundance.

Joppa Comptuer Products introduced "JuST the FAX!". This is a hardware/ software product that allows you to send FAX messages using 4800 baud, Group 3 FAX transmission. It also doubles as an excellent 2400 baud modem that will work with any communication program, such as FLASH. The software will allow you to convert IMG, Degas, and ASCII files into a FAX file for transmission. There are printer drivers to allow you to convert Pagestream and Calamus files to FAX, allowing you to produce your page and then FAX it to someone. The price for all of this is $169 suggest retail. It was sold at the show for $139. I did a few quick tests, and sent out a couple Pagestream pages to the FAX machine at work and it really works nice! There will be some upcoming upgrades that will allow both sending and receiving FAX messages at 9600 baud, and adds addtionals features to the modem. For more info contact Joppa at (301)679-4102.

Alpha Systems, had two new products. JamMaster is a powerful software program digital sampling synthesizer program loaded with features. It requires a cartridge based sound digitizer for output, such as Digisound Professional, and a MIDI compatible keyboard. You create your own sounds and assign them to your keyboard. You can have up to 32 different sounds and any number of octaves. Instead of using musical sounds, try some digitized voices or sound effects. It's great! Also introduced was an inexpensive clock card called Watchcart. This is a simple, bare bones cartridge that is just what I was looking for. I'm not sure what the retail price was (it wasn't in their flyer) but the show price was $12.

HiSoft was showing their line of products, including lattice C Version 5, and the new HARLEKIN program. Harlekin is a bunch of useful utilities rolled into one neat package. Just to name a few, there is a word processor, scrapbook, disk editor, terminal program, calendar, ascii table, RAMdisk, printer spooler...and on and on. It does require at least 1Mb of memory however. Hisoft is a British company, but I believe Michtron is a distributor of this product. (Sorry, I was reading my notes about this on the plane trip back, and it was too late to ask).

In the Gadgets by Small booth...well what can I say. All sorts of new toys over there! Spectre GCR was running on a TT. The 68030 was installed and strutting it's stuff. It was running next to a second ST running the same bouncing ball demo, at TWICE the speed! The 68030 upgrade is quite large, and will probably be offered as a Mega upgrade only, unless Dave can figure out a way to shrink it down. The Telsa coil was a real grin. Can't wait for that to go into mass production.

Sliccware introduced their new product SLICCTOP. WOW! This desktop replacement features multi-tasking, code swapping, process queuing, unlimited windows, data sharing, code sharing, dynamic memory, and too much other stuff to mention! Watch for a review of this product in the near future.

ICD introduced their new product, AdSpeed. This is an 68000 accelerator for all models of Atari ST's from the 520 through the STE. Using a multilayer, surface mount design, the chip is the side of the 68000 chip and will be no problem to install. Just unsolder the old chip, install a socket and install the AdSpeed. I ordered one at the show and will have more information once I can get it installed and play with it. The flyer gives the following features: No mouse, I/O or blitter conflicts, no jumper wires, software selectable true 68000 8 MHz mode for 100% compatibility (switches speeds on the fly without rebooting the computer), 32 kilobytes of high speed static RAM for 16k of data/ instruction cache and 16k of catche tag memory, full read and write-through caching for maximum speed, and supports 16 MHZ high speed ROM access.

Genie had a few surprises of their own. This month, Genie began their new price cutting rates. To help the user even more, they are introducing Aladin. This is a terminal program written by Tim Purvis of Michtron. You now have full featured program that lets you automate your online time by automatically capturing messages and download descriptions. You can then read and reply to messages while off line, and select files to download. The program will then automatically send your messages, and download the files. Full use of the GEM interface makes this program a must have for all Genie users. Best of all, it's FREE. It should be available for downloading sometime this week.

Add to all of these new products a number of upgrades for many other products, and this was a very enjoyable show. The exibition rooms featuring a number of topics were great also! I don't know how they lucked out and found a hotel that could fit in so many of these "classrooms" but I sure hope they can secure it for future WAACE shows.

But you didn't think I'd leave without complaining about something, did you? Will someone please explain the Dulles Toll road to me? You can travel from Dulles airport directly to Washington DC for free, but get off in the middle and you pay a toll? I smell a loophole in all of this!

/// TERM-80 REVIEW
==========

by Dennis Lukeman

Term-80 by Mark Gamber,
Rev.0.14(c)1988 Babarsoft, Inc.

Term-80, written by Mark Gamber, caught my eye, so I decided to try it, and here is my thoughts and observations:

The only feature worth mentioning as "fair", is that it's an 80 column term for the Atari. This is the main feature that convinced me to download and try it in the first place.

I rate it fair, simply because it's the best feature of the file. The screen was hard to understand until I fiddled with the brightness and contrast controls, but I was finally able to understand what was in front of me.

Another feature, which was really nice, but didn't impress me, was that the author's use of "windows" within the program, to help you fumble your way around.

The documentation that came with the term explained "The functions should be fairly self-explanatory if you've used any other terminal." The Documentation contained within the file was "semi" helpful, and could have been more detailed in spots.

A very disappointing part of the term was the up/download capabilities. I attempted both X and Y-modem downloads with no success. Downloads started out good, but after the buffer filled and was dumped to disk, the transfer aborted a few moments after the dump.

Uploading was no better, both protocols failed to handshake with several BBS's I attempted to send files to. Buffer up/downloads were no better.

The "autodial" list must be maintained by a seprate file that is run from basic, unlike other terms that can be edited, updated and saved while running the term. I found also that there were no provisions for storing "macros" for those finger-saving, auto logons.

Overall, I found Term-80 to be nothing more that an interesting toy, but having no other value as a term program. It's nice to see new software still being designed for the 8 bit, but here there were good intentions, but very disapointing results. Maybe later revisions will be more reliable.

/// BOBTERM 1.21 REVIEW
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by Joel Kennedy
(Reprinted from the Puget Sound Atari News, September 1990)

Well guess what the friendly UPS man had for me on August 9th? Yep, SpartaDOS X and the R-Time 8 cart from ICD! SDX is great! I love it!!! The R-Time 8 is just as good (never again will I set the clock! right? Well, almost. The cart was sitting on top of my XE and fell a whole 2

1/2 inches. I now have a piece of foam stuffed inside the R-Time 8 to keep the battery in contact. Don't set the cart on top of your computer!). Ok, stop laughing and read about BobTerm 1.21 from Bob Puff.

When you first boot up BobTerm (to be refered to throughout this article as BT) you see a well done title screen. What I find most impressive about it is its rather accurate depiction of the states. Good job, Bob!

Next, you see the Main Menu. The options are pretty self explanatory, but I thought I would mention a few of them in more depth.

A -- You can change between ASCII, ATARI (aka ATASCII), VT-52E, and VT-52O. VT-52 is a terminal emulator, the 'E' and 'O' denoting even and odd parity respectively.

B -- Baud rates go clear up to 19.2k!!

D -- Well, it seems self explanatory but Bob added an embellishment. If you press START while you press 'D' you will be switched into "echoplex." This is primarily used when modeming between two individuals. One sets 'echoplex' on and the other stays in full duplex. Normally both would have to switch to half duplex, but echoplex will echo back the characters - just like a BBS.

F&G -- For when you are talking to someone (voice) and want to go to the computer mode (data) without redialing. Very handy!

R&S -- You can set both the transfer protocol, as well as the drive and path, for uploads and downloads. For Downloads BT automatically adjusts to the senders protocol. Also, for both uploads and downloads BT eliminates the need to pad a transfer block by switching to smaller blocks, and therefore lower protocols, if the rest of a file won't fit in the size block in use. For example: You are transferring a file that is 2,176 bytes long. You select 1k x-modem and two complete blocks of 1k are transfered. BT will then switch to standard x-modem for the remaining 128 bytes of data.

K -- basically a standard menu of DOS 2.x/MYDOS commands. If you'd loaded the CP.BTM (as a module), it will give you an interface directly into Sparta's command processor.

The lower menu commands are mainly used when you are in the Term mode. You can activate word wrap, reset the online time clock, switch between realtime/online time, do a screen dump, save a snapshot of the screen to the buffer and even activate fine scrolling. The chat window is an interesting feature, it allows you to pre-edit what you type before you send it. It only has a three line capacity but it is still handy. I don't use it much anymore because of the delay it causes. Everything that's in the buffer is sent when you press RETURN. Most people don't like you using it because they can't tell if you are typing something or just sitting there 'twiddlin your thumbs.'

When "J" is selected from the Main Menu three options will replace the lower menu. This submenu is pretty straight forward. By selecting the first option you will be able to see what the system macros have been set to. You can change your screen colors here as well as alter the macros. By choosing the third option the BOBTERM.CNF file will be written. This saves things other than just the macros and screen colors - so make sure you have everything set the way you want it.

Selecting "E" from the Main Menu will put you in the Autodialer Menu. The options are clear. Something of note though to you people with 'call waiting'. You can use the long distance code feature to disable your call waiting. See the docs for the 'how to.'

As I mentioned under the 'DOS functions' selection you can activate modules wich will add different features to BT. This are external modules which are loaded at bootup. Two are included, these are CP.BTM and XEP80.BTM. As I already said, CP.BTM gives you an interface to Sparta. XEP80.BTM is the driver for the XEP80 80 column card from Atari. I don't have this as yet, so I can't say how well it works, though I have been told that the one included in the version 1.20 arc file is buggy so make sure you get 1.21.

Well that's all fine and well on how to use it, but what does it feel like to use it? Well, I like BobTerm 1.21! I have only one complaint - you abort an operation by pressing START and begin one by pressing SELECT. This seems reverse to me. Otherwise, to quote Dan Knauf from his 'Black Box vs. MIO' article, "pretty is as pretty does."

BT is very nice and user friendly (except for the use of the START key). I've used it for the past couple of months and the only time I had any problems was when the handler wouldn't load from my 850 (I have to shut EVERYTHING off and try again if this happens, not just the 850 and the computer. If I even leave the disk drive on it won't work. Is there something wrong with my 850? If you know please tell me.) or when I attempted certain operations from the command line interface to Sparta. Outside from the above mentioned things I have had no problems whatsoever with BT and enjoy it very much.

///BBS EXPRESS! PROFESSIONAL

As I was preparing this review a persistent rumor of the sale of Express Professional was running through the Pro SysOps network. On September 12th, 1990 Keith Ledbetter's Orion Micro Systems announced it had "sold the rights to Bbs Express! Professional to Robert Klaas's K-Products company." "Keith still plans to keep upgrading the shell if K-Products asks him to, and we will still do our occasional new command for Pro."

****

Okay folks lets face it, not much has been happening with the Atari 8 bit computers in the past few years. Sure, there has been some great stuff released as PD/ShareWare from the few remaining die hard 8 bit programmers. A few cartridge programs and some hardware. In that time

period, my expanded XL has only seen 3 new items pass through it. All were purchased just to give the XL something to do other than take up closet space and the occasional word processing duty. Discovering the modem in 1987 opened a whole new world to me.

Logging onto the few local boards I saw the 8 bit programs available were outdated and in need of some major help. A local IBM SysOp used to always bust my cookies about getting a real computer and a faster modem. He invited me over his place one day to show off his system and to enlist my help. He wanted me to play assistant systems operator on his board taking care of the 8 bit Atari area. My instructions were to take all his files, arc them, send them back, answer Atari related questions etc. Loaning me a spare 1200 baud modem I was hooked!

Another SysOp then asked for the same thing and for my troubles he gave me an old 20 meg hard drive. With the drive in my possession I figured what the heck and purchased ICD's MIO and a controller. Telling my wife that it would be easier for her and the kids when using the computer. All that searching through piles and piles of diskettes for the one program they wanted could be eliminated. Everything, right here in this one little spot. Little did she know that things would go as far as they did. I had a secret desire to start my own board.

With two teenage children in the house a second phone line became a necessity. A line just for the kids (she fell for that one too). Doing a bit of research I decided to buy a new software package from Orion Micro Systems called BBS Express! Professional. On June 15th 1988 I set the system up on "our phone line" just for a test. That was the last time I was ever able to pull one over on her.

Requirements: Atari 800XL or XE, Hard drive recommended, SpartaDos 3.2, MIO, Black Box, 850, PRC and a Hayes compatible rs232 modem.

The BBS can be run on a floppy system IF you have several of them. The message bases alone take up tremendous amounts of space. You can configure them as you like but you're locked into a fixed size once the base is made. For example a typical base containing a maximum of 100 messages with a byte count of 1130 requires 156,160k of space. Once it's filled, new messages start kicking out the oldest ones making maintenance a snap. You can make smaller bases but if you are going to Network with another Pro bbs the netted bases should be at least the same byte size.

That's right, your bbs can call other Pro boards in the middle of the night and exchange messages with them. All without your intervention.

The standard system features up to 32 message bases, 32 file areas with descriptions, 32 command security levels, the ability to have over 1/2 million files available for download and much more. Notice I said standard system. A few of those die-hard programmers have pushed the system way beyond that limit. Right now my board size is at 180 megs and I can think of another half dozen that are bigger still. Hard to

believe the old workhorse can be pushed so far eh?

The software comes on 2 SD diskettes formatted both sides with all the necessary files to get you up and running. Each package is assigned its own unique Node number for Network identification and access to the support bbs. The supplied users manual is well put together and takes you one step at a time through setting everything up correctly. Even the novice should have no problems following it through.

The software supports normal ASCII text, ANSI (IBM) color, VT52 color, VT52 Mono and of course ATASCII graphics. Some boards are just now starting to put in IG graphics just for the ST'ers. If you haven't seen that yet it is a treat. Mouse support, moving graphics and sound all via the modem to the ST. That is just an idea of how flexible this software really is. Because of the memory limitations on the little Atari, Orion took a modular approach in its programming. That makes it simple to add or update the system. The core or shell operates like a policeman loading each module into memory as the user calls for it. Each one of these modules are actually programs in themselves and can be called from the the systems dosshell for ease of maintenance.

An event scheduler is included to handle up to 30 maintenance items. Some can be set to run after every call, one or more times a week etc. These events include purging the userlog, preparing packets for networking, system back ups, and of course overseeing the different online games that are available.

For the programmer you also get the system routines and equates so you can program your own files for the bbs in either Action or Assembly language. There are also cross assemblers available for the ST and MS-Dozers.

Don't get the idea that the software is just a toy, my friends bbs is gone. It seems his 286 machine couldn't compete with my little Atari and its high speed modem. Yeah, that's right I begged a 14.4k baud modem to reach out and touch someone (something about saving money on long distance charges).

Operating a BBS can be an expensive proposition. I figure the XL and the MIO worth maybe $150 dollars used. The hard drives and modem can always be put to use in another system when I'm ready to graduate to a "real computer". Why spend mega bucks on the latest, soon to be obsolete technology just to run a bbs?

To order Pro send $39.95 plus $4.00 S&H to: K-Products, P.O. Box 22122 A.M.F., Salt Lake City Utah, 04120. Include another ten spot if you want the networking modules too.

/// GENIE FILE UPDATE

Ctsy Atari8 RT

File Number:5233
Filename: COLRVW25.ARC Uploader: JDPOTTER Size: 42840
Description: COLRVIEW 4096 color viewer V2.5

File Number:5231
Filename: DBSOURCE.ARC Uploader: T.TUCKER10 Size: 66780
Description: DISK BASE SOURCE CODE (ACTION)

File Number:5229
Filename: C_BBS.ARC Uploader: MARTY.A Size: 27720
Description: C Source Code For A BBS Program

File Number:5228
Filename: TETRA.ARC Uploader: S.KINSELLA Size: 20160
Description: Tetra: a Tetris clone demo

File Number:5224
Filename: DOSCMD.ARC Uploader: J.FULLER Size: 1260
Description: cc65 spartados execute function

File Number:5223
Filename: XIO.ARC Uploader: J.FULLER Size: 1260
Description: xio function for cc65

File Number:5222,5221,5220,5219,5218,5217,5216
Filename: BOOK5A.ARC,BOOK4B.ARC,BOOK4A.ARC,BOOK3B.ARC
BOOK3A.ARC,BOOK1A.ARC,README.1ST
Uploader: C.VANOOSTJ
Description: Daisy Dot III Manuals

File Number:5215
Filename: BATDOER3.ARC Uploader: MARTY.A Size: 13860
Description: Version 3.0 of BATDoer for SpartaDOS

File Number:5213
Filename: YATZ.BAS Uploader: M.EISSLER1 Size: 13860
Description: A Yahtzee game written in BASIC.

File Number:5202
Filename: ZMAG184.ARC Uploader: Z-NET Size: 20160
Description: Issue #184, September 4, 1990

/// Z*NET CANADA
---
by Terry Schreiber

ShareWares

Ever tried to get the latest version of a shareware program? Now where is that address, I'm sorry, we don't take credit cards! A quick trot to the bank or post office to get that U.S. or Canadian money order or maybe not so quick. There are other problems involved as well but I'm sure you know most of them.

Commercial software houses have distributors so why not the small independents? Dammed good idea? I thought so, thus along with our retail store we are opening an area called Sharewares, a one stop clearing house for Atari ST shareware software. Shareware will be taken on consignment and offered for sale through outlets in Vancouver and Seattle via Visa or Mastercard with royalties paid on sales at the end of each month.

We are also planning on advertising in Club newsletters and magazines, this should help those Authors on a small budget to get some exposure.

For more information contact me at (604) 278-2099 during business hours.

Service Facility Expanding

Atari Canada's General Manager Geoff Earle announced today a one hundred thousand dollar expansion to Atari Canada's service area. This includes new equipment and more staff to handle the service and shipping of repaired equipment. "We realize there have been some problems with the service department in the past" said Geoff, "but with this expansion and an inter-departmental network online we hope to become one of the elite that is know for their service as well as their product lines".

Recent marketing studies done by Atari in Canada have found the consumer is not buying on price but after market service. Atari is taking steps at this time to bring their service up to standards which will equal or surpass most in the consumer market. This will also reflect on dealer orders with a faster turn around on parts and supplies.

Atari in Business

The Pacific Rim Computer and Communications Show is Western Canada's answer to Comdex. This is held in Vancouver every year this year falling on January 14th to 16th and attracts the who's who of the computer manufacturers. Atari has attended this show before in conjunction with dealers but this year there are a few changes.

Atari is serious about business applications and this show will be the first in a line of a new business campaign. Atari users have long known the positive aspects of the computer and now with the new "Atari TT" they have a more serious contender for this market.

In attendance will be Jimmy Hotz (Hotz Box), Nathan Potechin (ISD Marketing), Geoff Earle (Cdn General Manager), Denise Carrol (Marketing Coordinator), Murray Brown (Western Canada Sales and Marketing Manager) as well as Tim Breck and Paul Garay, two notables in the MIDI field.

The Atari area will be a show within a show featuring demonstrations on Desktop Publishing, Desktop Music, MIDI, Networking, Educational and Research, Word Processing and more. The entire line of products, Stacy, Portfolio, and MS-DOS line as well as the Emulators for display and demonstrations and of course, the 68000 and 68030 line.

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at 71777,2140 and on GEnie at Z-NET.
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3501. Z-Magazines, Issue #186

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-08 02:35:32 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1990Dec8.023532.14787@magnus.ircc.ohio-state.edu>
Source record: 114455

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==((((((((((  == Z*MAG/A\ZINE ATARI ONLINE MAGAZINE
=========((  === October 29, 1990
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Publisher/Editor : Ron Kovacs
Contributing Editor: Stan Lowell

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CompuServe: 71777,2140 GEnie: Z-NET Z*NET BBS: (908) 968-8148
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EDITORS DESK
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by Ron Kovacs

Happy Halloween..... Hope you are ready for another winter, cold
temperatures, snow, ice and all those fun things we get ready for at
this time of year. I am looking at a yard full of leaves and get
sick thinking about all the work that has to be done. Just think, there
are only 7 weeks till Christmas....

News??? There isn't any worth reporting on. In our regular Z*Net
release two weeks ago, we reported on regular Atari happenings which
were not the most popular. As a matter of fact, that issue was the most
negative Atari issue I have ever published. Story after story left a
very bad taste.....like...Atari Taiwan Indicted for piracy, Atari's
Elie Kenan resigns and returns to Atari France, Apple takes in
revenues of 5.5 billion, and other news that would make you wonder why
Atari is still in business.

So, I searched through the ZMag Archives and found news items which
date back only to 1988. One of which was Neil Harris' resignation and
Sam Tramiels' very unpopular online conference. A year later, 1989, we
read again about promises not followed through and now in 1990, some of
us await more promises of glory. The 8-bit arena is dead, those that
choose to stay do so because of loyalty to ur machines. We run our
BBS's on them, use them for projects and play the games with them. I
occasionally sit down with my 8-bit and play and miss the day to day
applications I used to use.

I wonder where the 8-bit would be today if Atari were to have supported
it?? I know there are a handful of developers out there trying to
produce products for the machine, but it is really a sad affair that
the Atari ST/TT owners should take some time to review. It is slowly
```

happening all over again. The only question is how long does the ST have???

I do not want to drag you through the depression of Atari. The machines are decent and worthwhile owning. That alone is something to be happy about. Notice I didn't use the word "proud". I am not proud of Atari. I am disgusted that I am made to feel that I made a mistake purchasing all of the Atari products, from the Atari 800 through the MEGA series.

I will continue this commentary in the weeks ahead or when I have the time to sit and out my thoughts down. I welcome others comments on the past or future and would like to see some continuing dialog take place here. If you have something to add, please pass it along.

I want to also thank the few who have sent me letters. It is encouraging to read some mail that is positive about Z*Mag. I have taken some of the comments seriously and re-focused the contents and will continue to do so. So please keep the comments coming.

This week we welcome Stan Lowell to the staff as Contributing Editor. I have more comments on this at the start of Stan's column. Welcome and thanks for the support!!!!

So, on we go with Issue #186. Imagine... 186 issues of ZMagazine out there.... Sheesh!!! This publication is older then my children!

RUMBLES...RAMBLES...RUMORS...
==========
by Stan Lowell

Ever hear "There's nothing new for eight bits?" Maybe not mountains, but new hardware and software are still kicking! Refinements are being made to what is out already too! Not on as grandiose a scale as in the heydays of course, but they are out there!

The biggest problem as I see it: communications. Spreading the word around. I have seen messages from people who know NOTHING of ICD, SpartaDos, the Black Box, and on and on. These were not posted by new comers to the Atari arena, these were from people who have been using their machines for a few years! We still have the Antic "insert" in STart Magazine, but that is the last commercial stateside resource left.

This on-line magazine, ZM/A\gazine, is a good source. Where does ZMag get its material? From user groups and readers who submit articles, reviews, letters, or just information to it. In short, YOU the readers, help to support it.

There are other resources around. User Groups are a VERY GOOD resource for both problems you may be having and for information about new things which may be "out and around" someplace.

Bulletin Board Systems(BBS) are another good resource for information and help. Many ST Bulletin Boards feature message networking to some degree. Even 8-bit Bulletin Boards have message networking. My BBS,

FoReM-XE Professional, has had it for well over a year. Express Pro!, Carina][, and I believe Puff BBS have message networking.

Networked messages are a fantastic way to find out about new things, get help with problems, answers to questions, or just have a good conversation. Most of you probably know about a BBS. Otherwise, you wouldn't be reading this! <Grin> If you don't, then you are missing one heck of a good time! Get a modem, get a terminal program, and jump on-line!

Most new commercial software for the eight bit Ataris comes from overseas. I have heard of a place or two in the UK which will mail order to the U.S. Don't know of any stateside places which carry any kind of inventory for us 'old timers.' If you know of some, let me know!

Public Domain and Shareware programs are still alive and well. New revisions are out for TextPro and DaisyDot3. John McGowan in Saint Louis, Mo. has written several programs which will let you print icons in your text using DD3. New Versions of Snapshot are out. Snapshot allows you to have 2 different programs in an expanded XL or XE and switch between them. There is a version for hard disk owners which allows for up to ten programs on your hard disk. SUPPORT SHAREWARE!

On the hardware side, TransKey has been out for some time. TransKey allows you to hook up a standard PC type keyboard to your XL/XE, and includes keyboard macros! From all reports I have seen, it is an excellent product. The prolific support given by CSS' Bob Puff continues. Rumored to be in the works is a chip for an XF551 which will allow both the 5-1/4 and 3-1/2 drives to be on-line at the same time! Also coming is a controller for the Black Box which will allow reading, writing, and formating of PC, ST, and 8-bit formats!

WEll, that's about it for now. As I find out about, or remember new "things," I will pass them on in a future article. If you know of, or use a product or program, let me know about it. I can be reached on the Z*Net BBS, GEnie(S.Lowell), or on my BBS(Blank Page BBS - 908-805-3967, 3/12/2400). 'Til next time...

Editors Note: Stan Lowell is a long time friend and supporter of Z*Magazine. His guidance in the early days helped Z*Mag stay on course during rough times. Stan has also been a support sysop for Z*Magazine BBS systems during the past 5 years and his assistance with the new Z*Mag is greatly appreciated. Please leave Stan a message and encourage him to continue writing!!

PRINTER BASICS - PART ONE
==========
by John Picken

Everything You Wanted To Know About Using Your Printer!
(Reprinted from the Puget Sound Atari News, October 1990)

Many computer owners claim the "raison d'etre" for their system is productivity software - data base, word processor, etc. At least, that's how they justify the time and money spent to a disbelieving spouse; after all, Rule 1 of personal computing is: "Never admit to owning a joystick".

Assuming the owner is actually going to use the system for more than PacMan, the most important component becomes the printer. Application software is nearly worthless without a means of presenting permanent results. Unfortunately, the printer is often the most underutilized component in a system because it is the least understood.

Using a printer is not terribly complex though it sometimes seems so because of the instruction manual. Usually, all the information you need to learn to control any printer can be found in its manual, albeit with some errors. You often get better results by regarding the manual as a collection of hints to provide a basis for experimentation. Why this is so is anyone's guess, but you can add this to the collected wisdom of Murphy: "Quality of documentation varies inversely with printer sophistication."

Printers come in all shapes, sizes, and prices. They may be broadly categorized by the way they mark the paper. Laser machines produce superb results at a superb price. It is my understanding that they print using techniques similar to Xerography but I haven't really looked into them because of lack of opportunity (read "lack of dollars") to play with one.

"Letter Quality" printers produce characters by the single impact of a complete form, whether it be on a wheel, drum, ball or typewriter key. This category runs from top of the line "Daisy Wheel" machines down to the old Atari 1027. Prices range from high to low and, correspondingly, speeds from fast to dead slow. All however, have two common characteristics: First, if character size and style is changeable, it can only be accomplished by replacing the printing element. Second, they are mechanically complex and usually noisy.

"Dot Matrix", the most commonly used printers, produce images by patterns of dots similar to the way an image is drawn on a television. Dots may be formed by ink jets or thermal paper but most commonly, are produced by "pins" striking a ribbon over the paper. "Nine-Pin" dot matrix machines are the subject of this discussion.

While it is possible to find older models with fewer, the standard is nine pins, though only eight are normally used at any one time. The pins, also called "wires", are arranged in a vertical column. Images are produced by moving this column across the page while "firing" or "striking" the pins in various combinations. The difference from a television is that the printer does up to nine rows of pins at a time.

Why use only eight of nine, and why these numbers in the first place? Well, eight is the closest thing you will find to a "magic number" in the world of computing because a "byte", which is normally the smallest

usable amount of data, is always made up of eight bits. The printer is able to interpret the bits separately, so the bits of a single byte can be used to control firing of eight pins.

The ninth pin is there for things like underlining or descenders on lower case letters. The printer normally only uses eight pins but it may switch between the top or bottom eight. Try underlining on most printers and you'll notice that the underline runs into lower case descenders. There are nine-pin graphics modes but they are rarely used as a complete second data byte is required for the addition of only one more pin. Essentially, you can ignore the existence of the ninth pin unless you want to get into more advanced subjects like download characters.

"27-Pin", also called "24-Pin", printers are nearly identical, but have three such pin columns mounted closely side by side with a slight vertical offset between each. This arrangement produces much higher quality characters than is possible with nine pins. Once you get beyond simple text printing, these become more complex as you obviously need at least one byte to control eight of the pins in each of the three columns and the equivalent of the nine-pin mode would require a total of six data bytes.

The key to understanding how dot matrix printers work, and therefore, what is and is not possible, lies in the name. They cannot produce any image other than a "Dot" - everything they print is formed from dots. The "Matrix" part of the name describes something which, physically, does not exist. It is a human concept represented by a collection of bytes in the printer's memory. The printer's "Firmware" (program in ROM) interprets these as a pattern of pins to fire to form a particular character. Mechanically, that's it: the printer can produce only dots. Firmware and software control pin firing, paper feed, and carriage motion to arrange these on the paper.

While printer response to any particular byte is governed by firmware, this response can be modified. Sometimes this can be done by switches but many features are not controllable except by software. In other words, the computer must command the printer remotely.

Like any other kind of remote control, communication is required. A small part of this consists of actual electronic signals. Most, however, is exercised by the computer talking to the printer in a language it understands: patterns or sequences of data bytes. This is where the user enters the picture via a word processor or other program.

Getting what you want out of your system requires you to give both the printer and the word processor the proper commands. The word processor contains a block of data holding the information it needs to control your particular printer. This is changeable, normally by load from disk. There are numerous names used to describe these: "Printer Driver", "Printer Description", and "Configuration" files being some of the more common. No matter what they're called, they are functionally

bilingual dictionaries which the word processor uses to translate something like "underline from here to there" into language the printer understands.

If your system is not producing up to its capabilities, the source of the problem may very well be this file. Most word processors come with a utility program to allow you to change or customize the printer driver. The catch is you've got to read and understand the documentation, both for the word processor and the printer, and you have to know what is and is not possible. Understanding of a few terms and measurements aids in this task.

BUFFER

"Buffer" is commonly used but not always understood. A buffer is just a reserved area of memory for temporary storage of bytes. When dealing with printers, there are at least two buffers involved, one in the computer and one in the printer. Eight-bitters have a buffer in the interface as well which serves the same purposes as printer buffers.

Buffers allow transmission of multiple byte blocks of data. This decreases time lost on "Handshaking" signals and calculation of checksums. Also, since the printer can't print anywhere near as fast as the computer can send, it accepts and stores as many bytes as it can so that the computer is free to move on to other business sooner. Obviously the bigger the printer buffer, the sooner the transmission is completed.

The second purpose of the printer (and interface) buffer is to allow it to examine and modify the data before it is printed. It has to sort out printable data from commands, make any required conversions such as ATASCII to ASCII or addition of auto linefeeds, and possibly, calculate right justification, etc. Once this is done, it determines how, and at what point in the printout, to apply the commands.

Most printers actually have two buffers - everything that comes in goes to the "Receive Buffer". Printable stuff is then moved and held in the "Print Buffer". The importance of this distinction is that some commands affect only the print buffer - you have to read and decipher the book.

Part Two of the article will appear in Issue #187.

NORTH CENTRAL REGION EDUCATIONAL
LABORATORY'S TECH EXPO 1990 REPORT
==================================
by Mike Brown

One of the things that we, as Atari owners, are told should be done to assure the survival of Atari computers in the US, is to get Atari computers into the schools. Recently, I was invited to attend and participate in a very large educational "Tech Expo" sponsored by the North Central Regional Educational Laboratory, The Urban Education

Network, The Office of Educational Research and Improvement (US Department of Education), Chicago Public Schools, and Illinois Institute of Technology.

This show and conference was attended by representatives of the 13 largest urban school districts in the Midwest along with the State Departments of Education for the states of Illinois, Indiana, Iowa, Michigan, Minnesota, Ohio and Wisconsin. Doesn't this sound like a crowd that should be exposed to "Power without the price"?

My ticket into this exclusive gathering of educators and school system policy makers was my volunteer work with a Chicago Public Schools funded project to develop a "...conference conduit for users of all ages and background with any type of computer to share ideas. (the system) will erase the boundaries between schools and the greater community and provide support for classroom teachers...". If you guessed that this sounds like a multi-line BBS system, you win the star prize! Our BBS system currently has eight concurrent lines (with multichannel CHAT capability) on a UNIX minicomputer provided by Unisys. The system (which has just celebrated it's first birthday) is called the EIES (Electronic Information Exchange System) of the Chicago Public Schools. Give us a try at (312) 890-8512 1200/2400 and (312) 890-7828 9600. Visitors welcome!

NCREL asked me if I'd be available the opening day of the show to staff a booth with other technical volunteers, I offered (sneakily) to work Saturday if I could use equipment and software that I was already familiar with. The organizers said "no problem, you can bring in what you want to demo the system on". A neighbor, good friend, and LCACE guiding light, Dwight (J.J.) Johnson volunteered his new STacy for use at the show, this would be the hot show setup in a world of dull MS-DOS and Apple systems.

The gleaming new STacy was the star of the EIES booth- I drew a large number of comments from attendees about the STacy, and made some contacts with educators who use 8-bit Atari systems (most notably with LOGO) in classroom situations. A group of students (helping in the huge 5000 sq ft Apple "School of the Future" exhibit) stopped by to play with the STacy and had very favorable comments. Near the end of the day, the EIES sysop regretted the fact that I had chosen to set up so near the aisle, as the STacy could have drawn people "into" the booth (yes, but it was more visible at the end!).

At the show, I was surprised by the large outlay that IBM and Apple Computer made in equipment, staff, hospitality and outside exhibitors. Their presentations were easily as elaborate as what you might see at a COMDEX show. Zenith, Tandy and Pioneer America had more modest (but interesting) booths. While developers such as Advanced Voice Technologies, Inc., Computer Curriculum Corporation, The ERIC Clearinghouse on Urban Education, Ed Tech, Encyclopedia Britannica, and TI-IN Network each had "one table" booths swarming with interested educators. Over 60 different sessions were presented during the 3-day

conference. These sessions were held by exhibitors, software vendors, as well as educators themselves. There were ongoing sessions in the Faculty Club room sponsored by Apple, and IBM had constructed a "Decision Support Center" to privately hawk their multimedia products.

It was a very revealing experience shmoozing with educators and administrators, soft pedaling the Atari Advantage. One of the more frightening revelations of the conference, was the stranglehold that Apple Computer has on the US educational market, and the mind set of the educators. I constantly heard educators referring to computer labs as "Apple Labs". This seemed to make as much sense as calling Driver's Ed, "Chevrolet Training" or Home Economics, "Kraft Class". Before I was even in the show proper, an educator asked me "Is this the place where the Apple Expo is?"; my reply is not suited for a publication read by young persons, so it will remain unreported.

Anyway, thank you to Carole S. Fine, Dennis Tokoph, NCREL, and all of the others that made it possible for STacy and Myself to play a small part in the shaping of solutions to educational problems in urban schools.

For more information on future Tech Expos, or general information on High-Tech, High-Touch and High-Teach resources for your local schools, please contact NCREL at 295 Emroy Avenue, Elmhurst, IL 60126 (708) 941-7677.

Z*NET NEWSWIRE

SECOND "SIMPSONS" GAME
Acclaim announced this week that it will release its "Bartman: Avenger of Evil" hand-held in November. Under an exclusive licensing agreement with 20th Century Fox Licensing & Merchandising Corporation, Acclaim is publishing Nintendo Entertainment System and Game Boy video games as well as SuperPlay hand-helds based on the "Simpsons". "Bartman: Avenger of Evil" is expected to retail for approximately $19.95.

ATARI 8-BIT SURVEY

Courtesy GEnie Atari 8-Bit Roundtable

DataQue Software is currently developing a C programming language for Atari 8-bit computer systems. Your input on the following questions will allow us to shape the product to your needs. You may also ask any specific questions you may have in the Atari 8-bit BB area on GEnie, Category-3, Topic-15. Of course email to DataQue.1 is also accepted.

There are 25 total questions in this survey. Some questions require one answer, others allow multiple answers. You will have a chance to send comments following the survey.

1. What is the main programming language you use (if any) ?

A. Atari BASIC B. Turbo-BASIC XL C. BASIC XE, or XL
D. Pascal E. C F. Forth
G. Action! H. Assembly/Machine Language
I. Another language not listed above
J. I do not program at all currently

2. If there is another programming language you also use often, what is it?

A. Atari BASIC B. Turbo-BASIC XL C. BASIC XE, or XL
D. Pascal E. C F. Forth
G. Action! H. Assembly/Machine Language
I. Another language not listed above
J. I program only in one language
K. I do not program at all

3. Of the C languages you have used (if any) for the Atari 8-bit, which do you consider to be the most usable?

A. Deep Blue C B. Lightspeed C C. CC8
D. CC65 E. One not listed above
F. I have not programmed in C on the 8-bit Atari

4. What is the primary feature you would look for in a compiled language system?

A. Fast compile/link time B. Fast resulting code
C. Small resulting code D. A rich function library
E. Ease of use F. Unsure

5. What is the second most important feature you would look for in a compiled language system?

A. Fast compile/link time B. Fast resulting code
C. Small resulting code D. A rich function library
E. Ease of use F. Unsure

6. In your opinion, what has been the major fault in compiled languages on the Atari 8-bit computer system?

A. Total compile/link time B. Resulting code execution speed
C. Size of resulting code D. Function library not complete
E. Functions not fully developed F. Too complicated to use
G. Unsure

7. Because of the limitations of the standard 6502 stack, some limits or options have to be taken concerning stack use. Which of these options do you feel is the most acceptable?

A. Limit the number of bytes passed as parameters to 16 or so
B. Pass parameters on a pseudo-stack
C. Pass parameters in a fixed memory block
D. Unsure

8. Many people have requested larger variable types be offered, what do you feel is the most apropriate (non-floating point) type?

A. INTeger (16-bits) B. EXTended integer (24-bits)
C. LONG integer (32-bits) D. BOTH 2 and 3
E. Unsure

9. What do you feel about floating point support?

A. Support Atari 48-bit BCD format
B. Support ANSI 32-bit format (FLOAT)
C. Support ANSI 64-bit format (DOUBLE)
D. No floating point needed
E. Unsure

10. An overlay linker allows you to section off large programs into smaller blocks, which only one block is visable to the processor at a time. This requires disk caching, bank switching or other means to select an 'overlay' to use at any given moment. Which of the following do you feel is most apropriate?

A. Support XE type banked memory for overlays
B. Support disk caching for overlays
C. Allow the user to select either one
D. Overlays are not necessary
E. Unsure

11. What is the largest amount of memory on any single Atari 8-bit computer you currently own?

A. 16k B. 32-48k C. 64k D. 128k
E. 400/800 with over 48k F. XL/XE with over 128k

12. Do you normally use a RAMDisk when developing code?

A. Yes B. Not available on my machine
C. No D. Unsure

13. Do you own a Turbo-816 upgraded machine?

A. Yes, no expanded/explicit memory
B. Yes, with 32k-64k of expanded/explicit SRAM
C. Yes, with over 64k of expanded/explicit SRAM
D. No

14. If you own, or are considering owning a Turbo-816 upgrade, would you be interested in a native mode development package?

A. Yes, I would be interested
B. Would consider a T816 if there was such a package
C. No, not interested
D. Unsure

15. Do you own another type of computer system? If you own more than one, the system you use most often.

A. Atari ST B. Commodore 8-bit C. Amiga
D. Macintosh E. Apple // F. MS-DOS Compatible
G. No other system

16. What disk operating system would you normally expect to use with a C development system?

A. Atari DOS 2.x and Clones B. MYDOS
C. Disk Based SpartaDOS D. SpartaDOS-X
E. OSS DOS+ F. Other DOS
G. Unsure

17. What is the largest capacity drive (not counting any RAMdisks) on your system?

A. Floppy, under 175k B. Floppy, 175k to 199k
C. Floppy, 200k to 399k D. Floppy, 400k or more
E. Hard Drive F. Unsure

18. Do you use an 80 column screen device on your Atari 8-bit for editing text files?

A. Atari XEP-80 B. DataQue MV80
C. Other Hardware 80 column adapter
D. Software 80 column emulator E. No, only 40 column
F. Unsure

19. A source level debugger allows you to debug your executable program like other debuggers, but allows references to your original source code to be maintained. How should such a product be sold?

A. As a seperate product
B. As an integral part of the system
C. Both
D. Not needed at all
E. Unsure

20. A profiler allows you to optimize your code by providing information on how long various portions of your code take to execute, as well as how often they are executed. How should a product like this be sold?

A. As a seperate product B. As an integral part of the system
C. Both D. Not needed at all
E. Unsure

21. Many C compilers generate an intermediate assembly file which is assembled, rather than generating object code directly. What would your preference be?

A. Compiler generates assembly source
B. Compiler generates object code
C. User selectable at compile time
D. Offer two compilers, one for each type
E. Unsure

22. Would you prefer the C language system to contain an integrated editor?

A. Yes, include an editor B. No, it is not needed
C. Unsure

23. For a complete C language system containing a compiler, assembler, linker, debugger, profiler, and editor, what do feel would be a reasonable asking price for that product?

A. Free B. Shareware, under $20 C. $20-$30
D. $30-$50 E. over $50 F. unsure

24. What would be the media you would prefer a such a C language system to be offered on?

A. Cartridge B. Disk C. Either one
D. Unsure E. I would not be interested

25. Would you like to send written feedback at this time?

A. Yes
B. No

This concludes the survey. Thank you for taking time to reply.

USING 'USR'

8-Bit Programming Tutorial - Part 1
by John Picken
(Reprinted from the Puget Sound Atari News, August 1990)

When computer owners speak of "Machine Language" they usually mean "Assembly Language" (which is considerably simpler to learn). Though incorrect, I'll refer to Assembler as "ML" since it's common and convenient. Many people start learning it by reading a book on the subject, but all too often that's as far as they get. There are various reasons for this, one of the major ones being the perception that you have to start from scratch and write a complete and detailed ML program. ---- You don't.

ML is easier to learn than any other computer language because you can start by writing short routines for call from BASIC. The beauty of this approach is that your routines do not have to be long or complex to be useful. I hate learning a language by typing 10 PRINT "THIS IS A LINE"

Atari's USR function is one of the best ML interfaces among popular 8-bit BASICs. This article first covers the passing of data to and from a USR routine and how the routine can "find itself". Then it discusses and demonstrates programming and assembler techniques which can help you write USR routines that pack more power per byte.

One important pre-condition: a USR routine is not a stand-alone program but rather an extension to BASIC. This means that when writing one, you must keep BASIC's limitations and requirements in mind. For example, if

your routine is to be placed in a string, which is preferable, it must be relocatable and should not contain characters that require special treatment ([RETURN] and the quotation mark) -- remember the aim is to make life easier for the BASIC program.

HOW DO THINGS STACK DOWN?

Many BASIC's require a series of POKE's to pass values to a ML routine. Atari BASIC is much friendlier; you simply specify the variables, up to 26 of them, and BASIC pushes them onto the stack for you before entering the routine. The most important thing about these is that parameters are always numbers -- never strings. Since BASIC regards all numbers as floating point (FP) values, they get passed to the routines in ROM for conversion to two-byte integer. So no matter what value you pass, even 0, a parameter is always two bytes.

All these parameters must be cleared from the stack before the routine's exit to BASIC via RTS. Of course you don't pass variables just to clear them. To use them, you need to know that BASIC pushes the last one first. This means that parameters come off the stack in the order you put them in the USR statement. Equally important: BASIC pushes the least signifigant byte (LSB) first. This means parameters come off the stack MSB first. Note that this is the reverse of the order in which the 6502 pushes return addresses.

Finally, BASIC tells the ML routine how many arguments were passed. This value is the last item pushed onto the stack, is always a single byte, and is always there -- even if you passed no parameters. This accounts for the one disadvantage in the Atari BASIC USR implememtation: You can't call a ROM routine from BASIC, you always need at least one PLA which can only be done in ML.

A CRITICAL ADDRESS

The single, important address with USR is Floating Point Register Zero or FR0. It consists of six bytes starting at $D4 on Page Zero though we normally only need be concerned with the first two of them. FR0 is the primary address for passing data to and from the ROM FP package. It's always used when converting between ATASCII and integer. This means that if a value is to be passed back to BASIC, it would make sense to leave it at FR0 for ready conversion to floating point.

Not only does it make sense, it's what BASIC expects. BASIC always returns the floating point representation of whatever two-byte integer it finds at FR0 when you exit a USR routine. If you called the routine using X=USR(... then X will be assigned the value in FR0. If you programmed PRINT USR(... then the value in FR0 will be printed. Remember this is a two-byte value, so if you want the routine to return a meaningful value, you must store both bytes: FR0 and FR0+1. If you store neither, the address of the ML routine will be returned.

The other important aspect to FR0 is that to enter your USR routine, BASIC has to use FR0 to convert the address from FP to integer that can

be placed in the Program Counter. As it happens, the last value that BASIC converts, prior to entering a USR routine, is the routine's address. This neat little fact means that your routine can always know where it is -- the starting address is left in FR0.

EXIT BASIC

When BASIC encounters a USR statement within a program, it does a JSR to routines within the interpreter to handle it. This code, first, converts and pushes the variables and their count as outlined above. (Remember, the count is the number of two-byte values, so twice that many single bytes will have to be pulled.) After that, the routine's address is converted and left at FR0.

Finally, to enter the routine, BASIC executes a simple JMP (FR0). Since the routine is entered via JMP, the only return address on the stack is the original one buried under (above actually) the parameters. Once these are removed, RTS will take control back to the BASIC program.

As an example consider a routine held in ML$. Let RTB indicate the return address, and < and > indicate LSB and MSB. Assume also, the Stack Pointer is at $F2 when BASIC encounters X=USR(ADR(ML$),345,65500,7). Upon entry to the routine, the Stack Pointer will be at $E9 and low RAM will look like the following:

ADDRESS CONTENT COMMENT

$01FF ... Bottom of stack
$01FE ... Previous data on stack
... ... "
... ... "
$01F2 >RTB-1 <== Stack Pointer was here
$01F1 <RTB-1
$01F0 $07 <7 Param 3 LSB
$01EF $00 >7 " MSB
$01EE $DC <65500 Param 2 LSB
$01ED $FF >65500 " MSB
$01EC $59 <345 Param 1 LSB
$01EB $01 >345 " MSB
$01EA $03 3 parameters total
$01E9 ... <== Stack Pointer now here
... ...
$0100 ... Top of stack
$00FF ... Top of Page Zero
... ...
$00D5 >ADR(ML$) This is FR0+1
$00D4 <ADR(ML$) " " FR0

The routine has to pull seven bytes off the stack before getting to the return address. Keep in mind that the stack grows down from $01FF to $0100 and that the stack pointer indicates the next free spot in the stack. (This is different from some other microprocessors).

PROGRAMMING TECHNIQUES

Registers: Since you only have three internal registers, it shouldn't be hard to make use of all of them. If your routine is neglecting X or Y, it's probably wasting bytes. If you don't specifically need one, then keep it in a known state, such as one, zero, $FF, etc. Then you can use register transfers, increments and decrements to save bytes.

Direct Operations: Another important technique is operation directly on addresses (even hardware ones) using INC, DEC, ROL, etc. Direct address operations save time and space. For example, consider addition of one byte to a two byte total. Most programs use the method shown below left, but the code on the right uses fewer bytes and is faster, even if you need to add a CLC at the exit point.

```
CLC CLC
LDA TOTAL LDA TOTAL
ADC #VALUE ADC #VALUE
STA TOTAL STA TOTAL
LDA >TOTAL BCC EXIT
ADC #0 INC TOTAL+1
STA TOTAL+1 EXIT ...
EXIT ...
```

Page Zero: The 6502's treatment of Page Zero gives you, in effect, an additional 256 semi-internal registers. Consider the code below, assuming the labels define Page Zero addresses. The listing on the left uses ten bytes and 29 machine cycles while the code on the right achieves the same thing using two more bytes. The code on the right, however, uses only 18 machine cycles and has a major advantage -- you can access the saved values in any order, at any time.

```
PHA STA ASAVE
TXA
PHA STX XSAVE
TYA
PHA STY YSAVE
... ...
... ...
PLA
TAY LDY YSAVE
PLA
TAX LDX XSAVE
PLA LDA ASAVE
```

So to shorten and/or speed up your routines: use all internal registers, operate directly on addresses, and use Page Zero. And with Page Zero, don't limit yourself to the few bytes that BASIC doesn't need. You can usually appropriate all the FP Page Zero RAM and often, depending on the routine, the i/o RAM at $15-$4B. Both sample routines use large amounts of the FP area without any problems. These techniques allow packing a lot of features into very little space -- the second example (disk) routine fits into only 280 bytes.

Maximize your use of loops to minimize RAM use. Available RAM is usually not a problem especially if the routine is held in a string -- the object here is to shorten and simplify the BASIC program. If the routine can be fitted into a single BASIC statement, you save, not only space, but also use of a variable, so you can program X=USR(ADR("h etc."))

When using loops, don't be afraid to stuff garbage into addresses that don't matter. For example, to set up an IOCB, you normally store data in seven spots between ICCOM and ICAX2. Each address requires five bytes of code (a LDA #data followed by a STA $addr), so that's 35 bytes. Using a loop and a data table, you can accomplish the whole effort in 20 bytes. Simply put zero (or anything) into ICSTA and ICPTL/H -- no matter what you put there, the OS will put what it wants in them later!

Two BIT Tricks: In my opinion, the only valid use for macro's in USR routines is to enhance readability; any other use results in wasted bytes and duplication of code. In the sample routines, readability is the reason for definition of the SKIPWord macro (really a BIT instruction).

To understand the BIT tricks, consider an example where you want to change the X or Y register depending on your entry point to a common routine. If your code looks like the following, you achieve the desired result in very few bytes.

```
ADDR ACTUAL LINE LABEL MNEMONICS

6000 0100 *= $6000
6000 E8 0110 XUP.2 INX
6001 E8 0120 XUP.1 INX
6002 2C 0130 .BYTE $2C
6003 C8 0140 YUP.2 INY
6004 C8 0150 YUP.1 INY
6005 24 0160 .BYTE $24
6006 88 0170 YDOWN.1 DEY
6007 2C 0180 .BYTE $2C
6008 CA 0190 XDOWN.2 DEX
6009 CA 0200 XDOWN.1 DEX
600A 60 0210 EXIT RTS
```

If you enter at YUP.1 the following occurs: Y is incremented, a BIT test is performed on location $88 ($88 = DEY), another BIT test is done on $CACA ($CA = DEX), you exit having affected only the Y register and having saved several bytes for branches albeit at the cost of a little extra time. Remember always though, that BIT affects these flags: N Z V.

Beginning Stages: You will often find it easiest to program your routine in Turbo BASIC (using line labels) before putting it into ML. This way you can develop and test the algorithm before getting into the assembler. Remember you can include hex and bitwise logic with Turbo. When using this method, I suggest you restrict your code to one

statement per line, use line labels and avoid the use of IF. Since ML has no direct IF-THEN or IF-ENDIF equivalents, you should use ON-GOTO which translates more easily. Note that there is an advantage to ON-GOTO even in BASIC -- it can be used in multi-statement lines.

Comments: Comments don't cost anything in the assembled code, so don't be afraid to make ample use of them. The sample routines are extensively commented. This was not done for the sake of this article -- the comments were necessary to allow me to alter and add to the routines (in the case of the second one, over a couple of years). Remember that what seems obvious and clever today, can be incredibly obscure a month, or even a day, from now when you want to modify what you've done.

I suggest you keep your comments in lower case so they don't interfere when you want to use FIND or REPlace. If you keep the lines short (1 screen line), you can fit two columns of code on each page for printouts (use Elite print and a word processor to operate on an ASCII file). This makes debugging easier since you can examine twice as much code at a time.

Next Month: Part 2 will conclude with 'assembler techniques and tricks', and two example programs.

THE IDYLLIC LIFE OF A REVIEWER
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by David Plotkin

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I've been involved with Atari computers for a long time - longer than most. I got into them strictly by accident when I attended the SF Computer Faire in 1980 and was fascinated by the many Apple II's. What really caught my eye were the games - I'd never seen anything like them except in the arcades, but I couldn't afford the humongous number of quarters that arcade machines were designed to gobble. Also, I couldn't afford to pay over $2,000 for an Apple II and a disk drive. A local computer dealer sold Ataris (yes, they really did in those days), and so, in May 1980, I plunked down $800 for an Atari 400 with 32K of memory and a tape drive. The dealer later admitted that he really made me a better deal than he should have!

I also bought Star Raiders which, to this day, remains one of the premier computer games of all times. About a month later, when I came up for air, I started looking around for something else to play. There was very little. I had violated the prime rule for computer purchase - buy the machine that will run the software you want to use. I decided to attack this problem in two ways. The first was to learn to program. The results of that effort were not very satisfactory because I was

using the Atari Basic graphics, etc. The results ran but were so slow as to be useless.

Magazine connection

The second line of attack was to start buying magazines. In those days, there were two magazines that covered the Atari: Compute! and Softside. These were similar - each had a section devoted to the multiple machines they covered. Type-in listings were featured, along with tutorials, and I read these avidly, painfully, learning the tricks of programming, as I went along, and playing the games that I had laboriously typed in. There were also advertisements for quite an assortment of software on tape-cassettes. I was in heaven - I quickly ordered a large selection of the more interesting looking stuff and soon discovered two things. The first was that most of this software was abysmal - slow, not much fun, and, after only a very short time, boring. It needed to be reviewed so that people didn't buy "blind" based on frequently misleading ads. The second thing I learned was that software (whether good, bad, or indifferent) is expensive. I couldn't possibly afford everything I wanted. So how was I to get all I wanted without having to pay for it?

Writers wanted

Being a relatively honest sort, stealing it didn't appeal to me. What I did was set myself up in the reviewing business. I phoned the editors of the magazines and explained that I could review software. All they had to do was send it to me - or I would be willing to phone the software company and ask for it to be sent to me directly on the strength of the assignment. Believe it or not, the editors were delighted. Finding someone who was at all familiar with computers and also who could write was a rarity. (I'm told that it still is to some extent.)

In all the years I've been writing, I'm proud to say that I've never missed a deadline - and there have been some pretty tough ones. Editors love that. Running a magazine is tough, and knowing that they have people they can count on is priceless. I have had calls asking for some major piece of software to be reviewed - with a deadline only a week away - and have pulled it off. This policy of being dependable has served me well down through the years with Analog, ST Log, Antic, START, Video Games, and now ST Journal.

A lot of people have seen me getting all this wondrous software free and have become convinced that I have it made. Well, it is pretty nice - especially since I get paid for the reviews, as well. But it's also a lot of work and carries a fair burden of responsibility. You see, along with all the good stuff like WordUp and Touch-Up, LDW Power and Dungeon Master, there is some really awful stuff - the kind you wouldn't waste your time with; you'd either reject it, after a short trial in the store, return it to get your money back, or just reformat the disk and kiss your investment goodbye. I can't do that. I've been assigned to

review it and that's my job, as unpleasant as it sometimes can be. A good example is my currently working review of STEVE, the ST Event Editor. This is integrated software; word processor, database, desktop publishing, and a few other things all put together into one huge package with a 600 page manual. The software isn't bad, just huge and not particularly interesting. But I can't just put it aside for some other time - I've got to get a review out on deadline. If I don't, my credibility suffers.

Responsibility enters the picture because I am relatively well known. It has been a long time since I have called a software or hardware manufacturer to request a review copy and they haven't known who I am. When I write a review, people listen and make buying decisions based on what they read. Since ST Log folded, my review may be the only one they see. What this means is that a lot of care must be put into evaluating the product. If, at first glance, it appears really awful, I must keep digging and evaluating to make sure I don't say it's awful without giving the software every chance to prove itself. One product (an alternate desktop) completely defeated me. I couldn't even get it installed. The files that I was supposed to work with weren't on the disk, and others that were not mentioned in the manual were present. After struggling with it interminably, I finally gave up. But I really tried far harder than if the software had been for my own use. Had I purchased it for myself, I would have simply mailed it back and gotten a refund. (Always buy software with your credit card because you can get your money back if it turns out to be unsuitable.)

But I must remember that people are going to read what I say and factor this into their decisions. It's sort of daunting to realize that my single article may influence a substantial part of the income of a software or hardware vendor. So I have to be fair and impartial and do a thorough job with each review, and, on top of that, write well and provide interesting material for my readers.

So much for the idyllic life of a reviewer! As you can see, it's hard work and carries a lot of responsibility. See you next month. - DP

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Newsgroup: comp.sys.atari.8bit
Date: 1990-12-08 02:36:44 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1990Dec8.023644.14845@magnus.ircc.ohio-state.edu>
Source record: 114456

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EDITORS DESK
============
by Ron Kovacs

It has been a month since the last release and we blame this on a few
matters not worth going into details about. We are however, building
a library of informative articles, so we should be able to start a
regular release schedule.

We welcome the new systems who have joined the Z*Magazine crossnet
conference and look forward to some interesting conversation in the
weeks ahead. If your FoReM ST board is not carrying the Z*Mag
conference, tell your sysop to send email to node 593 and request
it. The conference code is 10593 and of course the lead node is 593.
Pass this information along so a quick sign-up can take place.

Special thanks to Bob Smith for the newsletters which have been the
source for some of the articles we are publishing this week.

Z*NET NEWSWIRE
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MICHTRON GOES EAST PRESS RELEASE
Michtron's operation has been purchased by a software group from Newark,
Delaware. The new president, James A. Dorsman, has taken over full
operation of all technical support, development, and publishing. Other
support staff includes Douglas E. Mackall, Curtis S. Wayne, Richard E.
Lamb, and Scott R. Lahteine. Gordon Monnier, former president of
Michtron, will be consulting with the new firm to help make the
transition as smooth as possible.

Under Michtron's new management team, an aggressive and exciting new
product launch is being formulated. Michtron's existing product line
will continue to be sold and serviced with the usual expertise.
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Michtron intends to continue distributing and servicing for the overseas publishers it has worked with in the past, and to seek out new products from home as well as abroad. For more information, or to be included on Michtron's mailing list, please call or write to: MICHTRON, INC., 3201 Drummond Plaza, Newark, DE 19711, 1-302-454-7946, 1-302-454-1403 (FAX).

At present we are working very hard to get things organized and working smoothly. Please bare with us a for a few weeks, until we have our customer support, BBS, and tech support put together. If at all possible, please submit any questions in writing to the above address for the next month or so. When we are completely operational, I will post another notice here giving the new BBS number. Thank you for your patience, and we look forward to serving you with the best customer support in the business in the near future. -- Doug Mackall, Michtron

MICHAEL KATZ LEAVES SEGA
ZNS (Dec 2) Michael Katz has stepped down as chief of game maker Sega of America Inc.'s consumer products division, a position he has held since joining a year ago. Katz was previously employed by Atari Corporation.

MOTOROLA SHIPPING 68040 CHIP
ZNS (Dec 2) Motorola recently announced that it has begun shipments of its 68040 microprocessor. Motorola introduced the state-of-the-art chip in March 1990 with expectations of large volume shipments by summer, bugs in the microprocessor forced the delay. The chip packs 1.2 million transistors on a tiny piece of silicon. The chip is expected to be in short supply for several months as Motorola attempts to fill a backlog of orders from several companies, including Apple, Unisys Corp. and NEC.

CONVICTED CRACKER APPEALING
ZNS (Dec 2) One of three Georgia men who pleaded guilty to illegally entrying BellSouth Corp.'s computers is appealing a portion of his sentence that prohibits him from using computers while serving his time. Robert Riggs was sentenced to 21 months in jail, while his associates, Franklin Darden Jr. and Adam Grant, were handed 14 month jail terms, half of which may be served in a halfway house. Parts of the sentence have some people concerned, Riggs, Darden and Grant were ordered to pay $233,000 each to compensate BellSouth for injury to network and to help pay for repairs.

NEW COMPUTER CHIP
ZNS (Dec 2) NMB Technologies announced the availability of its new AAA1M300 series 1-Mbit CMOS DRAM at 60ns. The high-speed design supports direct access with 16-MHz microprocessors, eliminating the need for cache memory and allowing designers to create true zero wait state systems. Pricing for the 1-Mbit 60ns DRAM is approximately $5 per unit for quantities of 10,000. For further technical and pricing data, contact Tony Takeshita, NMB Technologies, 9730 Independence Ave., Chatsworth, CA 91311, 818-341-3355.

Z*MAGAZINE SPECIAL REPORT
ATARI AT FALL COMDEX 1990
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by John Nagy

ZNS (NOV 26): Twice a year, the INTERFACE GROUP throws the biggest computer show the USA ever sees. It is COMDEX, with the Fall show in Las Vegas and the Spring show in Atlanta. This is where manufacturers meet the distributors and dealers who will buy the newest and best Computer products to put into their stores and catalogs. COMDEX is the computer re-sellers mecca. Atari was there, and so was the Z*NET NEWS SERVICE.

SUNDAY: November 11: It's setup time at the ever-more massive COMDEX computer exposition here in Las Vegas, Nevada. I visited the new show floor at the Sands Convention facility on Saturday afternoon to see the Atari exhibit being built. It is the largest floor area for a COMDEX that I have seen Atari have yet, with a mixed color scheme that clearly illustrated the differentiation of the Atari Personal/Home computer products from the Atari Business products. The Home area is accented by rainbow colored banners, rich in fluorescent oranges, while the Business area is a dignified Black and White.

Yes, the MEGA/STE is REAL, and I am writing this first report on one! The configuration is as predicted weeks ago in Z*Net, identical construction to the TT, although in Grey rather than off-White. It is NOT in production yet, and may see distribution in very early 1991.

At least five Mega/STe units are set up in the Atari booth, along with more than seven TT/030 units. All the Mega/STe units here on display are hooked to the new Phillips 14" color monitors, the STEREO SOUND units, model SC1435. This is VERY nice, large screen unit that will replace the SC1224 monitors completely, and should retail at or just above the current color monitor price (around $399 retail). It IS a step UP. The picture is every bit as good as the smaller screen units that preceded it, but comfortably larger. Full adjustments are offered (from the outside!) for picture size and centering. The internal sound is indeed stereo, but the amplifier and speakers are sadly no better than in the older mono units, leaving you to use external amps and speakers if you want the really clean, loud, distortion free sound that the new output of the STe series is capable of.

The TT's are almost old news by now after a year has passed from the COMDEX introduction in 1989. But today they are running the new SC1434 color monitors that offer the new TT resolutions ($450), and at least two are on the new Atari 19" monochrome monitors... VERRRRY impressive at under $1,000 each. The latest TT configuration, running at 32 Mhz with the new TOS and GEM NEWDESK, is expected to base price at nearly $3,000 (no monitor) for a four meg, fifty megabyte hard drive unit. Many developers are worried that this price is just too high to be competitive with the MAC II, available in similar (albeit slower) configurations for as little as $2,500. While "street price" of the TT may well match or barely beat the Mac II, there must be some additional

incentive for buyers to select against the MAC name and software base.

The REALLY bad news is... the TT has NOT passed the FCC testing, and so it is NOT ready for US distribution. Yes, Atari had promised that the TT would be shipping right after COMDEX, and the failure to have it ready is a major blow to both morale and sales impact at this pivotal show. There are now NO promises on WHEN the TT030 can be shipped, despite the hopeful words of "real soon now".

Attending third-party Atari vendors are quite dismayed, both to find that the TT will not be available, and also to find that a new machine has been "sprung" on them, as the Mega/STe was NOT announced even to developers. There are wide concerns that the new machine may cause new software compatibility headaches. Atari assures them that it will NOT.

In keeping with the business flavor of COMDEX, the "Home" part of the Atari booth is small... featuring twin setups of 1040STe units on modems for CompuServe and GEnie. It looks like the ONLY computer that Atari considers as a HOME unit now is the 1040STe. It may, in fact, become available to ALL dealers of any hardware or software if plans to place the 1040STe line with national distributors come to fruition.

Portfolios are all over the place, with hookups to a couple "alien" computers... a Mac SE and an IBM PS/2. It was a bit odd to see those computers in the Atari booth, but they are there to demonstrate connectivity with the palmtop Portfolio computer.

MONDAY: November 12: This Fall Comdex spans 2.2 MILLION square feet, and perhaps even MORE than 2.2 million SORE feet. The crowds are at least as large as ever, although there was much more traffic in the "established" convention halls than there was in the Sands Exposition and Convention Center (SECC), the brand new facility that helps make this Comdex 20% larger than any ever before. Unfortunately, Atari Corp is in the new SECC, and enjoyed less than throngs of people today. The traffic grew throughout the day, however, and most of us expect that the newness of the facility will wear off and that Comdex "regulars" will visit the hall later in the week.

The Atari exhibit looked even better today, with the last of the boxes and plastic carpet protectors put away, revealing further division between the "Home Computing" and "Business" areas of the booth. The Home area is about 20% of the booth, separated by a wide isle of burgundy carpet that exactly matches the regular isles. The visual impact is that Atari has two adjacent booths. I am told that at CES, the same concept will be used, with the proportions reversed.

Portfolio developers included XETORIX with their remarkable tiny hard drive, and IBP with PORTALOG, a mobile systems logging and analysis system for monitoring of environmental control systems, like huge plants or office buildings.

Atari itself showed their new FSM GDOS ("Font Scaling Module"), to be released this winter, perhaps as a freeware update to the world, perhaps

as a bundle with every new machine sold and some small fee to everyone else. This outline font technology updates the old and limited GDOS system to provide completely scalable and rotatable GDOS fonts. The outlines will be standard Ultrascript outlines, although from the IBM family of fonts rather than the Atari ST Ultrascript family. The added interchangability is probably worth the inconvenience to existing ST Ultrascript users. I played with the FMS system long enough to know that although it is even MORE complicated to install than the OLD GDOS, the power and versatility it adds to even simple printing programs is going to be worth every minute of effort.

On hand were Jack Tramiel, Sam Tramiel, Garry Tramiel, new General Manager Greg Pratt, and the Atari regulars including Bob Brodie, Art Morgan, Mel Stevens, Dan MacNamee, J.Patton, Don Thomas, Ceazar Dennis, Diana Goralcyzk, and the new guy, Bill Rehbock. Greg Pratt is younger than I expected, and is very approachable. His enthusiasm for Atari shows in every word... and Greg is no newcomer to Atari, having been head of the Financial division for some years. It looks like he must have reason for optimism. I remain ready to believe.

Yes, Atari looks GOOD at this COMDEX, and has more square footage in the largest hall of the convention than any vendor except JVC. While one developer observed that they wished some of the COMDEX show dollars were going to support the developer and dealer network, in a very real way, they ARE. Here at COMDEX, in the largest computer resellers convention in the world, ATARI is making sure that NO ONE thinks that ATARI is a second class manufacturer. THAT MATTERS, friends. Across the board.

WEDNESDAY: November 14: Tuesday brought larger numbers of visitors to the SANDS convention hall, the new facility that was comparatively lightly traveled on Monday. This brought crowds into the Atari booth, the largest and most central to the front doors in the entire hall.

Atari had some of the nicest literature on hand to date, fold-out color brochures for the "TT030 Graphics Workstation", the "Mega STe Business Computer", and the "1040STe Personal System". These were prepared by Marken and Associates, just recently re-signed with Atari after a less than dramatic stay with the advertising firm of Bob Thomas and Associates. Andy Marken was on hand throughout the show to help, talk, and learn more about what the users seem to want to know. That can only help in his efforts to promote Atari products.

While many of the passers-through were most intrigued by the rows of Portfolio palmtop computers, others were interested in what they perceived as a "more advanced Macintosh" environment. Still others knew of Atari "way back" and wanted to know what these new machines could do. We won't get a real report of the true effectiveness of the Atari presence at Comdex until (or IF) we hear what kind of numbers of dealer inquiries and distributor contracts are made.

Openly discussed by sales representatives and exhibitors was the possibility/likelihood of placing the 1040STe line into the major

distributor channels, making them as easy for any dealer anywhere to buy as any given software title. Pricing would become uniform for any quantity, and delivery would be out of Atari's hands. While this idea has a great deal going for it, Atari has concerns over possible abuses of the plan, such as distributors or dealers "unbundling" bundles of hardware and software for the purpose of selling it separately for more total income.

Bundles? Yes, there are at last approved Atari bundles for fourth-quarter distribution and promotion. There are still several to be approved, mostly including games and leisure software, but here are the ones that are a go so far. Remember, the prices here are SUGGESTED RETAIL.

520STFM HOME ENTERTAINMENT PACK: 520STFM, Missile Command, Star Raiders, Crack'd, Moon Patrol, NEOChrome, Joust. Retail: $579.65

520STFM COMMUNICATIONS PACK: Computer, SX212 modem, STALKER and STENO telecommunications software. Retail: $529.85

1040STE HOME PRINT SHOP BUNDLE: Computer, MIGRAPH HAND SCANNER, Touch-Up, Easy Draw 3.0. Retail: $1,398.90

1040STE DELUXE PAINT PACK: Computer, ELECTRONIC ARTS DELUXE PAINT ANIMATOR. Retail: $799.90

DTP PACKAGE #1: Mega 2 computer, SM124 Mono Monitor, Megafile 30 hard drive, SLM605 Laser Printer, CALAMUS. Retail: $2,199.00

DTP PACKAGE #2: Mega 2 Computer, SM124 Mono Monitor, Megafile 30 hard drive, SLM605 Laser Printer, DESKSET II. Retail: $2,099.00

PORTFOLIO PC TRAVELER: Portfolio computer, File Manager ROM card, PC CARD DRIVE, and 128K Memory Card. Retail: under $500.

New SC1435 COLOR MONITOR, 14" screen, STEREO SOUND, swivel/tilt stand. Retail: $399.00

If any of those prices sound a bit high, remember that Atari is now offering about a good markup in their retail prices, so dealers can either actually make some money OR offer great deals. Dealer costs tend to be about 66% of the retail, and street prices may be closer to 3/4 of the retail.

Late word is that the Portfolio may soon be in PRICE CLUB mass-marketing discount stores CHEAP. Dealers need not fear too much, since Price Club and other similar membership-oriented warehouse stores usually carry NO accessories, so dealers can pick up on the considerably more lucrative support market.

More promotion of the Atari Line came as a surprise to Bob Brodie, ISD's Nathan Potechin, and new Atari U.S. General Manager Greg Pratt on Tuesday night. The three attended the Beach Boys concert at Caesar's Palace as guests of the Beach Boys, longtime Atari MIDI users. During

the opening act, the comedian Andy Bumatai mentioned that he was a computer fan and that the Atari TT "just blew me away". He wasn't joking at the time, either. Later, during the Beach Boys set, Bruce Johnston of the band stopped the music and said that he had a dedication to make, despite dedications being "old stuff these days". He proceeded to explain that the little computer at the corner of the stage had performed flawlessly for three years, "saving their behinds" over and over. He finished by saying, "Atari, this one's for you", and the bad went into "Don't Worry Baby". The Atari table was totally surprised, and Greg asked Bob how he pulled that one off. Bob, as surprised as any of them, recovered enough to say "it was just a phone call..." Betcha Greg remembers Bob at Christmas...

WRAPUP

This is perhaps the longest review of a show I have ever assembled... and perhaps it should be. Although I left before the Friday close of the show, I know that I could have walked non-stop all week and NOT have seen MOST of the show. I did see the COMMODORE exhibit, a ways back in the same hall as Atari. It was perhaps 25% the size of Atari's area, but was filled with very dramatic video presentations on the Amiga machines. One, a real-time color video digitizer, was so good that it made our VIDI-ST pictures look like kids drawings. Of course, it was maybe 10 times the price... or more. But the crowds weren't there. Atari had lots more general interest. Much of it for the Portfolio.

There was LOTS of Atari to see and discuss at this COMDEX, although much of the discussion was less than a treat to participate in. The disappointments from Atari just keep coming. But the presence of Atari simply won't go away, either. Atari proves over and over that there is every reason to expect that the company can indeed produce the right machine at the right price. This time it is the Mega/STe. (My personal opinion of the TT030 is that it is too much money for what it delivers.)

The amount of money and effort that goes into a dramatic showing of best intent, as Atari has shown and spent at this COMDEX, once again has pulled many users and developers (and writers!) back from the brink of jumping ship. We hope that it will do the same for dealers and distributors of Atari hardware in the USA. That's what COMDEX is for.

SOUPING UP THE 1200XL

by Paul Smith

(Reprinted from the November 1990 Issue of the Mid-Florida Atari Computer Club Bulletin by permission.)

Those of you who like your 1200XL may have felt a little forlorn recently with all the nifty mods available for the other XL/XE machines. Well, help is on the way. I've had a chance to tear apart a 1200XL and "make it all it should have been." I'll describe the various mods available for those of you with enough know-how (or enough guts) to try.

PRINTER INTERFACES

Some of the "Apeface" style of printer interfaces won't work on the 1200XL. This is because they get their power from the computer. The power available from the 1200XL is not enough to drive these external devices. To fix this, short out R63. This is the 100 OHM resistor, (brown-black-brown), in series with the power supply and is located near the serial I/O connector (J1). Just solder a wire from one end of the resistor to the other. It is easiest to do this from the solder side of the board.

SERIAL I/O CONNECTOR

Connect together pin 4 and 6 of the serial I/O connector. These should be both connected together and then to ground. The 1200XL schematic shows these both connected, but on my machine only one was. As before, this is easiest to do on the solder side of te board.

CHROMA OUTPUT

As with the entire XL series, the chroma output has been left off of the monitor jack. This can be easily restored with the addition of a single 75 OHM resistor, (violet-green-black). Find the transistor Q7. Its emitter is soldered to the square pad, (the others are circular). On the solder side of the board, connect one end of the resistor to this square solder pad. Connect the other end of the resistor to the unused pin of the monitor jack (J2) through a wire of appropriate length.

XE-COMPATIBILITY

An XE-compatible 256K upgrade is possible. To perform this mod, remove R30 (near DRAM U5). Also lift up pin 12 and 13 of the PIA (U23) from the socket, (with this mod, you lose the use of the two LED's on the fromt panel). Remove the 8 DRAMs located along the front row of the PC board. Build up the circuit with the following parts:

UA - 74LS393
UB - 74LS153
UC - 74LS151
UD - 74LS10

Since the shield is low, the piggyback technique cannot be used. Nor is there much room for a small PC board. I hand wired the parts by placing the IC's upside down on the top side of the board and soldering from leg to leg. When connecting the circuit, pin 1 of the DRAM is the hole left by R30 nearest DRAM U5. Left pin 9 from U10. This is to be connected to one end of R97, the other end should be connected to pin 6 of the new 74LS151 (UC). To test this modification, run any of the programs written to utilize the 130XE extra memory. Better yet, try running one of the RAMdisk programs available for the 256K 800XL.

TRANSLATOR

It is possible to re-program the OS sockets to accept 2764 EPROMs. This will allow you to have built-in translators installed in your machine.

To perform this modification, locate jumpers W6 through W13. They must be set up according to the following label. Note: W10 is not used for this - it is used to program the GTIA for US or European TV standards.

JUMPER ROMS EPROMS
------ ---- ------
W6 IN OUT
W7 IN OUT
W8 IN OUT
W9 IN OUT
W11 OUT IN
W12 OUT IN
W13 OUT IN

With these modifications installed, you have brought your machine up to the state-of-art, (although it is still a little large). It should be able to take on all comers.

USING 'USR'
==========
8-Bit Programming Tutorial - Part 2 (Conclusion)
by John Picken of GCACE

(Reprinted from the Puget Sound Atari News, September 1990)

Editor's Note: Please refer to the August 1990 issue of PSAN and Issue #186 for Part 1 of this article.

ASSEMBLER TECHNIQUES AND TRICKS

This section is written with reference to MAC/65 and will obviously apply in only varying degrees to other assemblers.

Use some form of standard header which can be ENTERed before or after you start coding. It saves typing, ensures you don't forget things, and makes it easier to classify and file your code. You can include SAVE statements after semicolons and space the lines so the cursor ends up on the appropriate one each time you hit [RETURN]. Then just [SPACE] over the line number and semicolon and press [RETURN] to save. Note that's "tatement" with an "s" at both ends -- working out of RAMdisk is convenient BUT just kick the wrong cord when you've got an hour's worth of work saved to the RAMdisk only!

I follow the header with syntax and parameter instructions as well as a description of routine returns. These are started before coding, but are updated and revised as ideas occur or difficulties arise during the actual writing. In this way they serve as a kind of program specification to work toward and as "DOC's" when done. In the same area, when assigning variables, the *=*+ trick saves a lot of typing each time you want to insert or change one -- just be sure FR0 ends up where it's supposed to.

Don't overlook the flexibility offered by MAC's TEXT mode and the PRINT option. In TEXT mode, you can ENTER and edit anything including LISTed BASIC. You can also REPlace semicolons in ML with periods, LIST to disk, and then ENTER the lines as REM's directly into a BASIC program.

If you want to reorganize a program, it is often easiest to PRINT to disk to kill the line numbers and then reorganize using a word processor. Then you can use the ENTER #Dn:... ,A option to get it back into MAC/65 which will supply new line numbers. These techniques are so convenient that I often use a combination of TEXT mode, PaperClip and line labels to work on Turbo BASIC programs. Once done, either PC or MAC can replace the labels with line numbers for use with Atari BASIC.

If code exceeds 250 or so bytes, many assemblers produce compound files which cannot be used in a string. An easy way around this is to assemble to RAM (somewhere around $6000) and use BSAVE. This has the added advantage of allowing you to work on the file with a monitor. Check the last few lines of both examples. The percent sign in the BSAVE line is used to indicate a line delete character [ESC] [SHIFT] [DELETE]. This causes the line to appear on screen as a command after assembly so all you have to do is overtype "LAST" with the address which appears above it.

TWO EXAMPLES

The best way to demonstrate technique is with short programs that serve real and useful functions. The first sample listing obtains a key press from a list of allowable keyboard codes. To avoid a series of IF-THEN statements or conversions, the routine returns the position in the list of the key pressed. This means a calling program can use ON-GOTO(SUB) or variable line numbers; for example:

```
ON USR(ADR(K$),k1,k2,k3) GOTO 100,200,300 or
GOTO 100*USR(ADR(K$),k1,k2,k3)
```

The second routine is a flexible and powerful disk access tool. It can form the basis for any number of programs since it includes some functions normally found in DOS. The program I wrote it for, uses it to (among other things) read SpartaDOS directories from BASIC while working under any FMS. This routine is an example of what I call "one bit programming". This means making use of individual bits, several flags, and every possible known condition to save bytes. FR0 is used to find the routine's address, loops are started so as to leave an index register set for subsequent operations, etc. BIT is used for the trick mentionned above as well as for its true purpose and, in conjunction with that, both the N and V flags are used.

THE FAT LADY SINGS

The sample routines are complex but worth working through. You'll discover numerous byte saving tricks, especially in the second. Of course you don't start by writing anything so difficult. Consider, for example, a routine to set your system defaults. For screen color and keyboard defaults, all you need to use are load and store instructions

though this is an excellent spot for loop(s). Setting things up this way is considerably faster (and more satisfying) than using SETCOLOR and POKE and, if you skip the PLA, the same code can be used as a SpartaDOS COM.

Like any other language, you learn assembler by doing; and the best way to start doing is with short USR routines. BASIC programmers who don't want to "do" assembler can still use the two example routines; I've included both in the form of LISTed BASIC lines in the file USRTUTOR.ARC for your intrepid editor to stick on a BBS. (You'll still have to look at the source code for the "DOC's".) Up here, in The Great White North, the file is on The Pothole BBS at 604-642-6795.

EXAMPLE 1

```
.TITLE "Get Key"
; Programmed by John Picken
; last revision: 20 Sep 89
; Syntax
;K=USR(ADR(KEY$)[,k1,k2,...,kn])
; k1,.., etc. are Keyboard codes
;
; Gets a key press and compares
; its keyboard code with a list
; of target codes. When matched,
; the key's position in the list
; is returned. Maximum allowable
; keys is 26 in Atari Basic, 27
; with Turbo. Keys are checked
; in the order passed so, if a
; code is passed twice, the 1st
; match is reported.
;
; If called with no parameters,
; the routine supplies defaults
; as if called for RETURN only.
; ESC always exits and returns 0
; BREAK is disabled until the
; routine exits to Basic.
;
; Equates and macros
CH = $02FC Last key pressed
POKMSK = $10
IRQEN = $D20E
MASK = $3F
; Mask values for use with AND
; $3F = All converted to
; upper case
; $7F = Ctrl and Shft Ctrl
; converted to Shft
; $BF = Shft Ctrl
```

```
; converted to Ctrl
; $FF = No conversion
;
.MACRO SKIPW
.BYTE $2C
.ENDM
;
*= $CB
POKSAV *= *+1
COUNT *= *+1
UNUSED *= *+7
FR0 *= *+2 ; D4
TABLE
;
*= $6000 Relocatable
ENTRY LDA POKMSK Save <Break>
STA POKSAV key status.
AND #$7F Kill <Break>
STA IRQEN
STA POKMSK
LDX #0 x for later but
STX FR0+1 clear msb now.
;
PLA Get parameter
TAY count and branch
BNE BUILD if any. Else set
;
INY up a default of
LDA #12 one key <Return>
SKIPW and skip 2 PLA's
;
BUILD PLA msb Key codes
PLA lsb from Basic
;
STA TABLE,X Build key table
INX using x as index
DEY and y as param
BNE BUILD count.
;
STX COUNT x=table length.
DEY Keep $FF in y to
;
CLEAR STY CH clear key press.
;
KEY? LDA CH Loop til some
CMP #$FF key pressed.
BEQ KEY?
;
AND #MASK Upper case only.
LDX #0 Table index.
```

```
CMP #28 ESC pressed?
BEQ REPORT If so, exit.
;
MATCH? INX Next entry.
CMP TABLE-1,X Match found?
BEQ REPORT If so, exit.
;
CPX COUNT At table end?
BNE MATCH? No, try next.
;
BEQ CLEAR Yes, refuse key.
;
REPORT STX FR0 Report match.
STY CH Leave CH clear
LDA POKSAV and restore
STA POKMSK original status
STA IRQEN of <Break>.
;
RTS That's it
;
.OPT LIST
CODELEN = *-ENTRY
LAST = *-1
;%BSAVE #D1:GETKEY.OBJ <6000,LAST
;
.OPT NO LIST
.END
```

EXAMPLE 2

```
.TITLE "SIO Utility"
; Programmed by John Picken
; last revision: 05 Oct 89
;
; A USR routine to access SIO.
; Syntax
;Status only
; S=USR(rtn)
;
;Status or Format
; S=USR(rtn,cmd)
;
;Read or Put/Write ops
; single sector
; S=USR(rtn,cmd,sec,buf)
; consecutive sectors
; S=USR(rtn,cmd,sec,buf,lim)
; trace file links
; S=USR(rtn,cmd+$80,sec,buf,lim)
; follow list of sectors
; S=USR(rtn,cmd,adr,buf)
```

```
; follow offset list of sectors
; S=USR(rtn,cmd,adr,buf,off)
; ____________________________
; 1st param is command: !"PRSW
;
; No other parameter is needed
; or accepted for Format. Since
; the routine checks status when
; called, the Status command is
; not needed but will execute
; correctly if used.
;
; If cmd is passed with the high
; bit set (inverse P, R, or W),
; the routine reads or writes
; sectors by tracing Dos 2 type
; file links until a forward
; pointer less than 3 is found
; or until the limit in param 4.
; The trace assumes bits 2-7 of
; the forward pointer msb are a
; file number and ignores them
; (MyDos/TopDos style). This
; limits it to sectors 4-1023.
;
; The high bit of cmd is simply
; ignored on format or status.
; ____________________________
; 2nd param is sector number of
; the starting (or only) sector.
; or
; If greater than 1279 (msb 5+),
; this param is taken to be the
; address of a string of sector
; numbers in 6502 order. This
; string must end with two zero
; bytes. This is the format used
; by SpartaDos in map sectors
; from byte 4 on (bytes 0-3 are
; previous & next map pointers).
; ____________________________
; 3rd param is buffer address.
; ____________________________
; The msb of the 4th param is
; always ignored.
;
; This param is total number of
; consecutive sectors or maximum
; traced sectors to do. Since
; the longest possible buffer
```

```
; string is 32767, the routine
; will not allow more than 127
; double density sectors.
; or
; If operating on listed sectors
; this is the offset in sectors
; counting from 1. eg. to start
; with the ninth sector in the
; list, this param would be 9.
; The routine uses 2*(offset-1)
; for indexing so it is limited
; to 128 sectors. For greater
; offsets, adjust the string
; address in param 2.
; ----------------------------
; Default parameters
; Drive and timeout may be
; altered by string assignment:
; Sio$(8,8)=CHR$(DUnit)
; Sio$(13,13)=CHR$(DTimlo)
;
; The routine sets DBytlo/hi
; based on the status call but
; always uses single density
; with boot sectors.
; ----------------------------
; Returns
; The routine reports SIO status
; via FR0. Error 168 is used for
; a parameter error. Error 255
; indicates an attempt to access
; more than 127 DD sectors.
;
; Following sector operations,
; the number of successful ops
; is PEEK(208) and the final, or
; abort, sector number is left
; in Daux1/2 (778-779)
;
; The status frame is left in
; Dvstat (746-749).
;
.MACRO SKIPW
.BYTE $2C
.ENDM
;
; System equates
DVSTAT = $02EA
DDEVIC = $0300
DUNIT = $0301
```

```
DBYTLO = $0308
DBYTHI = $0309
SIOV = $E459
;
; Program variables.
*= $CB
LIMIT *= *+1 Not
OFFSET *= *+1 cleared
STRPTR *= *+2 on
*= *+1 entry
;
COUNT *= *+1 Bytes
TYPFLG *= *+1 cleared
*= *+1 on
*= *+1 entry
FR0 *= *+2 ; D4
;
*= $E0
ZDEVIC *= *+1 Shadow DCB cuts
ZUNIT *= *+1 3-byte ops to 8
ZCOMND *= *+1 total. Aside
ZSTATS *= *+1 from speed and
ZBUFLO *= *+1 length benefits,
ZBUFHI *= *+1 this simplifies
ZTIMLO *= *+2 setting defaults
ZBYTLO *= *+1 and lessens the
ZBYTHI *= *+1 chance of a 155
ZAUX1 *= *+1 or 34 character
ZAUX2 *= *+1 in a string.
;
*= $6000
START LDX #INIT-DATA ; x=count
LDY #INIT-1-START ; y=index
BNE INIT Go always
;
DATA .BYTE '1 Dcb defaults
.BYTE 1 DUnit
.BYTE 'S DComnd
.BYTE $40 DStats
.WORD DVSTAT DBuflo/hi
.WORD 3 DTimlo/hi
.WORD 4 DBytlo/hi
;
INIT LDA (FR0),Y
STA DDEVIC-1,X Set up DCB
STA ZDEVIC-1,X and shadow
DEY
DEX
BNE INIT On exit x=0 y=5
;
```

```
ZLOOP STX COUNT,Y Clear FR0
DEY down to COUNT
BPL ZLOOP inclusive
;
JSR SIOV Execute and
STY FR0 save status
;
PLA Done if no
BEQ EXIT parameters
;
TAX Else keep count
;
PLA Msb Command
PLA Lsb "
DEX Stack count
;
ASL A Bit 7 to carry.
ROR TYPFLG To bit 7 of flag
LSR A Restore Cmd with
STA ZCOMND bit 7 stripped
;
CPX #1 Params left?
BEQ CLRSTK Error if only 1
BCS SETZST Branch if more
;
CMP #'S Status already
BEQ EXIT done
;
CMP #'! BCC/BCS avoids
BCC ERR168 quote in string
;
CMP #'# when checking
BCS ERR168 for format cmd
;
STX ZSTATS Use 0 for format
STA ZTIMLO Allow 33" or 34"
BCC GOTALL Go always
;
CLRSTK PLA Error handler
PLA to clear stack
DEX
BNE CLRSTK
;
ERR168 LDY #168 Syntax error
;
YEXIT STY FR0 Final report
EXIT RTS to Basic
;
SETZST CMP #'R
BEQ GETSEC If not read
```

```
;
ASL ZSTATS make Zstats=$80
CMP #'P
BEQ GETSEC
;
CMP #'W If not Write, an
BNE CLRSTK invalid command
;
GETSEC PLA Msb of start
TAY sector number
PLA Lsb
DEX Stack count
;
CPY #5 For carry only
ROR TYPFLG B7=Str B6=Trc
;
STA STRPTR Strptr ignored
STY STRPTR+1 by consec/trc.
STA ZAUX1 If string, zaux
STY ZAUX2 is re-set later
;
PLA Msb
STA ZBUFHI Buffer address
PLA Lsb
STA ZBUFLO
DEX Stack count
BEQ GOTALL Go if got last
;
PLA Limit: keep lsb
PLA only (max DIM)
DEX Last param?
BNE CLRSTK If not, too many
;
TAX Error if Limit=0
BEQ ERR168 Else, DEX now to
; offset default;
DEX or, if a string,
; to index from 0.
GOTALL LDY FR0 Check status
JMIYEX BMI YEXIT Abort if bad
;
DEY Else
STY ZBYTLO clear ZBytlo
SEC
LDA #$20 Check DD bit in
AND DVSTAT drive status
BEQ SINGLE
;
ROL ZBYTHI Carry to bit 0
SKIPW
```

```
;
SINGLE ROR ZBYTLO Carry to bit 7
;
BIT TYPFLG Doing string?
BMI STRING
;
INX Else add default
STX LIMIT Any limit less
BPL EXEC than $80 is OK
;
TAX If no DD bit
BEQ EXEC max limit OK
;
DEY Else error #255
BMI YEXIT Go always
JVS168
STRING BVS ERR168 No trace if str.
;
STX OFFSET Two bytes per
ASL OFFSET sector number
;
NEXT LDY OFFSET Get next sector
LDA (STRPTR),Y ; number lsb
STA ZAUX1 from string
INY
LDA (STRPTR),Y ; and msb
INY Adjust offset
STY OFFSET for next pass
;
DOAUX2 STA ZAUX2
ORA ZAUX1 Next sector=0?
JEQEXI BEQ EXIT
;
EXEC LDX #11
EXLOOP LDA ZUNIT-1,X Copy shadow
STA DUNIT-1,X to real DCB
DEX
BNE EXLOOP
;
LDA ZAUX2 Boot sector?
BNE GOSIO No, got an msb
;
LDY #3 Check lsb. Leave
CPY ZAUX1 set carry for
BCC GOSIO Force SD below
;
BIT TYPFLG Can't trace
BVS JVS168 without links
;
STA DBYTHI Force SD for one
```

```
ROR A sector but don't
STA DBYTLO alter shadow DCB
;
GOSIO JSR SIOV Execute
BMI JMIYEX Oops
;
INC COUNT Good one!
BIT TYPFLG If trace, get FP
BVC BUFADJ before Bufadj
;
LDY ZBYTLO Set Y to index
DEY forward pointer
DEY lsb in last sec
LDA (ZBUFLO),Y Get lsb of
STA ZAUX1 next sector
DEY
LDA (ZBUFLO),Y Filenum+msb
AND #$07 Ignore filenum
TAX Save msb
;
BUFADJ LDA DBYTLO Add real sector
BEQ DOBUFH length to bufptr
;
CLC
ADC ZBUFLO
STA ZBUFLO
BCC BFDONE
;
DOBUFH INC ZBUFHI
;
BFDONE BIT TYPFLG If string go
BMI NEXT get next secnum
;
DEC LIMIT Else count
BEQ JEQEXI down to 0
;
TXA Recover fwd ptr
BVS DOAUX2 Go if tracing
;
INC ZAUX1 Else point to
BNE EXEC next sector
;
INC ZAUX2 Bump high byte
BNE EXEC Go always
;
.OPT LIST
CODELEN = *-START
LAST = *-1
;%BSAVE #D1:SIOUSR.OBJ<6000,LAST
.OPT NO LIST
```

.END

FILENAME EXTENSIONS
==========

.1ST Text file, read this first

.ACT Action file
.ACC ST accessory
.AMS Advanced Music System file
.AMP Antic Music Processor
.ARC ARC compressed file
.ASC Ascii text file

.BAK Back-up data file
.BAS Saved BASIC file
.BAT Batch file
.BIN Binary file
.BXL BASIC XL program
.BXE BASIC XE program

.C C language data file
.COM SpartaDos Command file
.COM Compiled Object code file
.CZ Casio MIDI data file

.DAT Data file
.DCM Diskcomm compressed file
.DIS Diskcomm compressed file
.DOC Wordprocessor, text file

.EXE Executable file

.FNT Font

.GIF Graphics Interchangeable Format picture
.GRx Graphic screen mode x

.H ST resource data file
.HAM Amiga picture format

.IFF Amiga picture format
.INF Information file

.KOA Koala format picture

.LGO Logo data file
.LST Listed BASIC
.LZH LHarc compressed file

.M ST Michtron BBS data file
.ME Read me extention, text file
.M65 MAC-65 source code
.MAC MacIntosh picture file
.MPT Micropainter picture file

.OBJ Object file

.PAS Pascal data file
.PC1 ST Degas Low resolution picture (compressed)
.PC2 ST Degas Med resolution picture (compressed)
.PC3 ST Degas Hi resolution picture (compressed)
.PCX IBM picture format
.PI1 ST Degas Low resolution picture (uncompressed)
.PI2 ST Degas Med resolution picture (umcompressed)
.PI3 ST Degas Hi resolution picture (umcompressed)
.PIC Koala, Micropainter picture file
.PIT MacIntosh Pit compressed file
.PRG ST executable file

.RSC ST resource file

.SCR Scrunch compressed file
.SHR Shrink compressed file
.SPB Superboot compressed file
.SPC ST Spectrum compressed picture
.SPU ST Spectrum uncompressed picture
.SRC Source code
.SUP SuperArc compressed file
.SYN Synassembler source code
.SYS System file

.TOS Executable ST program
.TTP ST application program
.TXT Text file

.V Pokey player music file

.WP ST WordPerfect data file

.ZIP Zip compressed file

==========
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3503. Atari in a PC Case (Hardware Mod.)

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-08 02:39:10 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1990Dec8.023910.14904@magnus.ircc.ohio-state.edu>
Source record: 114457

This is another text file I had laying around.. If you'd like to see more, please E-Mail me. I think this file is formatted to be output to a printer.

ATARI---->PC Conversion Page 1

THE FOLLOWING INFORMATION IS PRESENTED TO ASSIST THOSE INTERESTED IN CREATING A CUSTOM ATARI COMPUTER SYSTEM IN AN IBM 'PC' CASE. IT IS BY NO MEANS MEANT TO SERVE AS A COMPLETE DESCRIPTION OR 'HOW-TO-BOOK' ON THE SUBJECT AND IT IS ASSUMED THAT THE PERSON WHO UNDERTAKES THIS PROJECT IS WELL VERSED IN BUILDING ELECTRONIC PROJECTS. THIS INFORMATION IS PRESENTED BY MICRO SOLUTIONS FOR USE IN THE PUBLIC DOMAIN.

>>>SPECIAL NOTE:MICRO SOLUTIONS WILL NOT BE HELD RESPONSIBLE FOR SPONTANEOUS MELTDOWN OF YOUR COMPUTER OR PERIPHERAL EQUIPMENT DUE TO THE UNDERTAKING THIS PROJECT.

So you want to put you're ATARI into a 'PC' CASE....

Basically what's needed is: A thorough understanding of basic electrical circuits, soldering skills, some mechanical ability, and of course an IBM style case to your liking. These cases have become quite popular and are offered in numerous configurations. The main thing to remember when selecting one of these is, will your motherboard fit inside it without TOO MUCH modification? (Let's try to keep the SKIL saw in the closet for this project.) Another consideration, is whether or not you wish to have a HardDrive as part of this All-In-One system. Choosing an XL or XE computer makes this a much more viable possibility, because of the parallel expansion buss and the various HardDrive interfaces designed for this buss. Last, but not least, is the very likely addition of a TransKey board to enable the use of an external IBM style keyboard (well.... you know I had to say something about my product in this article).

Most of these 'PC' computer cases on the market also come with a fairly beefy switching power supply capable of running the Computer, extra RAM, Disk Drives, and various hardware enhancements. To fully take advantage of this built-in power supply requires some rewiring of many of the stock Atari power plugs and devices. To minimize some of this and to better utilize your storage media, it is recommended that XF551 drives be used in this project. The nice thing about these drives is the fact that they are really IBM type drive mechanisms in disguise, this allows for a simple bolt-in, no modification installation. The power connection on these drives will readly accept the supplied power connectors on the switching supply and the drives will give you 360K storage per disk with a suitable DOS (ie: MYDOS or

SPARTADOS). The XF controller (the PCB included with the XF551 drive) will need some slight modifications as follows:

1) After seperating the two halfs of the original XF551 plastic enclosure, unscrew the 4 screws holding the drive in place.

2) Unplug both the 34pin and 4pin connectors from the drive, then lift it out of the enclosure and set it to the side.

3) You will now find a couple of screws holding the PCB to the bottom of the enclosure. Remove these and lift the PCB straight up and

out.

4) Desolder the 34pin header (w/cable) from the PCB and replace it with an IDC style male header.

5) Clip off the 4pin female molex type power plug while leaving the connection wiring intact. Now replace this with a male 4pin IBM floppy power connector, being sure to matchup the PCB silkscreen designations with the proper pin numbers (pin1=+12vdc pin2=GND pin3=GND pin4=+5vdc).

6) Use a standard IBM drive cable to connect the drive to the controller card. These cables normally have two edge card connectors on one end, the END one is the one to use.

7) Now plug in power connectors from the switching power supply to the Disk Drive and also to the controller. The drive is now ready to use (be sure to set the drive select switches on the controller to the desired SIO #).

If you wish to use a 3.5" drive(s) in your system and wish to have them be capable of 720K storage, a complete kit and instructions are available from Innovative Concepts. If you don't require the full capacity, but would still like to use one of these smaller drives then the following instructions are for you.

3.5" Drive Conversion:

Using the controller as first modified, connect a 3.5" IBM drive in place of the 5.25" drive (this will usually require adapter plugs that normally come with the drive when purchased). No further modifications required.

Dual Media Drives from one Controller:

1) After performing the controller modifications already listed, turn over the PCB and locate pins 10&16 on the 34pin header. You will notice a trace connecting these pins together and another trace leading towards the center of the board from pin16. Cut the trace between pins 10&16 with an XACTO knife or razor blade, being sure to leave the other trace on pin16 intact (this is the drive select line

from the floppy controller chip).

2) Solder a wire from pin16 to the center of a SPDT toggle
switch.

3) Solder a wire from pin10 to one side of the switch and solder
a wire from pin12 to the other side of this same switch.

4) Plug the other unused 34pin edge card connector on the floppy
drive cable into the 3.5" IBM drive (this may require an adapter).

ATARI---->PC Conversion Page 3

Also, plug in a power connector from the switching power supply (this
may require an adapter as well).

5) The SPDT toggle switch will now select which drive will
respond off of this controller (either the 5.25" or the 3.5").
Pin10=Drive 1 Select, Pin12=Drive 2 Select, 34pin edge card END
connector=Drive 1, middle connector=Drive 2.

With this setup you will be able to use either the 5.25" or 3.5"
drive with but one controller. Both drives will be capable of 360K of
storage. Only one drive is usable at any given time from the one
controller (Disk duplication and/or copying between the two drives is
not possible). A second controller and drive will still be needed for
disk duplication and/or copying.

Computer Power Connection:

For simplicity, a 600/800XL or XE are the computers of choice in
this situation. The reason; only a single +5vdc supply is needed,
where as the earlier 400/800 models and the 1200XL required either
9vac or if bypassed; +5vdc, +12vdc, -5vdc. The +5 and +12vdc is readly
available off of the IBM switching supply, but the -5vdc or 9vac
isn't. You could of course kludge up some sort of supply to handle
this, but in the long run, the XL/XE's are better for other reasons as
well (parallel buss & built-in BASIC to name a few).

The 600/800XL and XE's use the same power connection plug, this
is a 7pin DIN (an 8pin DIN can be subsituted by removing it's center
pin). On this plug pins 1,4,6=+5vdc and pins 2,3,5,7=GND. Either cut
off one of the provided power connectors on the switching power supply
and subsitute a DIN plug or better yet, make up a 4 pin male floppy
power pigtail with a DIN on the other end. Only +5vdc and GND are
required on this connection.

Hard Drive Installation:

To install a HardDrive with high speed access will require an XL
or XE computer having the External Parallel Buss (often times called
PBI or ECI). It is through this parallel buss that a special drive
controller will be connected, offering an industry standard HardDrive
interface referred to as SASI or SCSI. To the best of my knowledge

there are currently three such devices available, the CSS Black Box, ICD's MIO, and Supra's Hard Disk Interface. Any of these is suitable for putting a HardDrive in your system, merely requiring the appropriate SASI or SCSI controller and drive.

If you're willing to sacrifice speed and if you can find it, there is an SIO connectable device that will give you HardDrive interfacing. It was called the ATR8000, actually a complete computer on it's own, which used the Atari as a terminal link. With the right

options, this Co-Processor board was capable of accessing HardDrives. Even without extra options, the ATR8000 would allow for connection of up to 4 IBM style Floppy disk drives, looking for the most part, as 4 Atari drives on the SIO port. It is also my understanding that higher capacity drives were possible through special configuration, allowing up to 1.2 MEG with the proper drive and DOS. There will be some problems with this interface, such as not 100% compatibility with all Boot Disks and/or DOS'es and very slow HardDrive access, otherwise it is a good alternative for 400/800 users especially.

Some of the other advantages to the parallel buss devices, is that they usually do more than just allow for HardDrive connection. To name a few; extra expansion RAM usable as a RAMDISK, RAM for Print Spooling, RS232 Port, Parallel Printer Port, and built-in Machine Language Monitor. Not all features are offered or are all available from any one device. The CSS Black Box is slated for a floppy drive interface enhancement, possibly similar in nature to the ATR8000,s floppy interface. This would give you an all in one drive controller that's also fast.

Most of the parallel interfaces will require some relocation in order to fit inside your 'PC' case. This amounts to fabrication of ribbon cable extensions in some cases, which may be as simple as using crimp-on connectors or as difficult as point-to-point wiring depending on the interface and computer choosen. My actual experience was with a Black Box and a 800XL computer. This was relatively simple, amounting to building a cable from one 50pin edgecard connector, one 50pin female IDC plug, and about 12" of ribbon cable. Both connectors were of the crimp-on variety, making for a no solder installation. When making your own cables, be sure to always line-up the pin#1's on both sides.

With the flexability of the interconnecting ribbon cable, you should be able to fit both the computer motherboard and the parallel interface board into most any 'PC' case. A little imagination is most useful in this task and good mechanical know how is imperative. Boards can be stood on end or stacked, just depends on the particular situation and alot on what you perfer to do. Find yourself a good supplier of mechanical spacers, fasteners, and PCB guides, because you'll be knee deep in them before your'e done with this project.

Power for your parallel interface can most likely be derived from one of the floppy power connectors on your 'PC' switching power supply. Once again it will require some rewiring of connectors and some good electrical sense. Power for the HardDrive and it's associated SASI/SCSI controller, will normally be as simple as plugging straight into one or two of the leftover floppy power connectors (by this time we may have exhausted all the available connectors, have no fear there are 'Y' adapters available).

Now comes a problem, most HardDrives need a few seconds to rev-up to full speed when first powered up. During this time they are not accesable from the controller and many times this can result in bootup

errors. One possible solution would be to provide a seperate power switch on the front panel for the Atari computer, switching it on after the HardDrive was up to speed. Another solution is something I came up with on my system, a computer power delay timer. This consisted of a 555 timer with it's trigger line tied to it's timing capacitors positive side, a 5vdc SPST relay on the output of the 555 with the common of it's coil and switch going to +5vdc, and the entire affair wired in series with the computer power line. Basically what happens is, that upon power-up, the timer's output will immediately go positive, thereby causing the relay to do absolutely nothing. After the timer times out (depends on the RC network used), the output will drop to GND causing power to flow through the relay's coil, pulling the switch closed, and allow power to go to the computer.

```
555
pin #s

+5VDC---[:::]--2-6--+)(---GND
220 47uf
K
1--------GND
+5VDC----------4
" ----------8
*RELAY*
+5VDC--[COIL]--3

*RELAY*
*SWITCH*
+5VDC----o/o-----[ATARI]--GND

+5VDC----[<]---3
1N4004
```

The idea is to pick an RC network that gives sufficient time for the HardDrive to rev-up, I found 220K for the timing resister and 47uf for the timing capacitor to be quite good for my Seagate drive (this gives about a 15 second delay). Increasing the resister's value will result in a longer time delay and decreasing it, will produce a shorter delay. It is also advisable to use a relay who's contacts are

rated for 1.5 amps, and for protection against arcing, solder a .01uf capacitor across the contact connections. Also, to protect the 555 timer from high EMF voltages that may be generated by the relay's coil, solder a 1N4004 diode across the coil with it's cathode (marked with a line) going to the +5vdc side.

Another rather nifty feature of this power-up delay timer, is that it offers an easy way to perform a ColdStart Reset for owners of the TransKey board (there I go again). To do this, take the Gray wire from the TransKey board, and instead of attaching it as suggested in it's original instructions, solder it to pin2 of the 555 timer instead. Now everytime you do a RESET from the IBM keyboard (attached to TransKey), you will shutdown the power to the Atari computer for

the duration of the time delay. This will of course result in a ColdStart Reset, just as if you had reached around back and shut off the computer's power switch and then turned it back on again. The main advantage is that you don't need a special O.S. or software routine to provide this keyboard coldstart reset.

Cartridge Port:

This is where things get alittle tricky....

How do you get access to the Cartridge Port once your Atari is tucked inside the 'PC' case? Well the best solution I have seen, is something that Bob Woolley from San Leandro Computer Club (SLCC) came up with.

Essentially what he did was to take one of those 34pin IDC edge card connectors (yes, the same one used for the IBM floppy drive cables) and with a little filing on the ends, he was able to insert this inside the plastic cartridge shrouding that came with the Atari motherboard (that's right you have to remove it from the board first). He then had a ribbon cable extending from this connector about 10-12 inches connecting to the Atari motherboard via a 34pin connector (this required desoldering the original cartridge socket & replacing it with wirewrap pins extending out the backside of the board). The completed assembly was then meant to be mounted behind a 3.5" drive bezel for insertion of the cartridge from the frontside of the 'PC' case. For more complete information with pictures on this modification, consult the May 1990 issue of the SLCC Journal. ***HINT: keep the ribbon as short as possible for reliable cartridge operation***

Conclusion:

There are of course many other things that can be put inside your new 'PC' case, but only you can decide what's best for you. Most importantly, plan out this project carefully before you purchase your 'PC' case and be sure to leave yourself sufficient room for future additions. (This will keep you from having to start all over again...

Yuck!) Most of all, have fun with your new ATARI PC and enjoy the looks of approval you'll get from those unsuspecting IBM'ers out there.

Sources for Items Mentioned:

BLACK BOX
Computer Software Services
P.O. Box 17660
Rochester,NY 14617
(716)586-5545

MULTI-IO (MIO)

ATARI---->PC Conversion Page 7

ICD
1220 Rock Street
Rockford,IL 61101
(815)968-2228

SUPRA HARDDRIVE INTERFACE
BEST Electronics
2021 The Alameda STE 290
San Jose, CA 95126
(408) 243-6950

XF35 KIT
Innovative Concepts
31172 Shawn Drive
Warren,MI 48093
(313) 293-0730

TRANSKEY (IBM keyboard interface)
Micro Solutions
P.O. Box 750396
Petaluma,CA 94975
Genie M.ST.PIERRE1

3504. MODEM PROBLEM <can you help?>

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-09 06:17:54 UTC
From: slcjm@cc.usu.edu
Message-ID: <1990Dec9.001755.44279@cc.usu.edu>
Source record: 114458

SUB: XE 300 MODEM

Well- I have this 300 Baud modem (I don't know why) and I haven't used it
for a while. Tonight I booted up my XE-TERM and when I tried to dial, I
got nothing, or rather a buzz. When I tried to use the voice phone, I heard
something unlike a normal dial tone AND our line was busy while the modem
was hooked up, even though it wasn't on-line.
The first thing I thought of was a short so I checked resistance on
the four conductor input of the phone line and found nothing peculiar.
Does any body else have any ideas.

D. L. Barton
Utah State University
EE-CEE Lab Consultant

3505. Re: Carts wanted

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-09 19:35:29 UTC
From: hong@garfield.cs.mun.ca
Message-ID: <1990Dec9.193529.3519@stretch.cs.mun.ca>
Source record: 114459

```
TESTING
```

3506. Hard Drive < > Boot Disks

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-09 23:19:09 UTC
From: nin15b0b@merrimack.edu
Message-ID: <20757.2762c66d@merrimack.edu>
Source record: 114460

Is there any program out there that will allow you to turn a boot disk into dos Loadable file. I have quite a few programs that I would like to put on my hard drive, but have yet to find a program that will do this.

I'm using Sparta 3.2d with a Supra Hard Disk

Thanks for any info

David E. Sheafer

nin15b0b@merrimack.edu

3507. Re: Hard Drive < > Boot Disks

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-10 13:17:55 UTC
From: gdtltr@brahms.udel.edu
Message-ID: <16663@brahms.udel.edu>
Source record: 114461

In article <20757.2762c66d@merrimack.edu> nin15b0b@merrimack.edu (David E. Sheafer, Class of 1989) writes:
=>
=>
=> Is there any program out there that will allow you to turn a boot disk into
=>dos Loadable file. I have quite a few programs that I would like to put on my
=>hard drive, but have yet to find a program that will do this.
=>
=> I'm using Sparta 3.2d with a Supra Hard Disk
=>
=> Thanks for any info
=>
=> David E. Sheafer
=>
=> nin15b0b@merrimack.edu

That depends on the HD interface. I believe the Black Box was supposed to let you put boot disks on partitions. If you are using the MIO, you might try keeping the Boot disk on the HD in .DCM format or something and then uncompressing it to a RAMdisk. Either way, there is a fair chance it isn't going to work. If a program doesn't even want to use DOS, there is a fair chance they will do other nasty things (like direct SIO calls or something.) I have managed to get some programs to boot from MIO RAMdisk, though. The PaperClip Spell Checker fits on there nicely, and a PD game or two work.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3508. Atari Archive News: Bart Changes

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-10 18:27:51 UTC
From: brode@math.lsa.umich.edu
Message-ID: <1990Dec10.182751.1410@math.lsa.umich.edu>
Source record: 114462
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Those of you who use the mail server, Bart, to access atari.archive.umich.edu will notice a few changes.

There is a new line in the message headers to identify whom a request come from. The X-Requested-By: line is useful for preventing some abuses of the path command.

The other change is in the Subject lines. They used to read "filename.arc.uxx". Now they ready "filename.arc - part uxx of uyy". This is to help people retrieve large files by parts.

I also made a few changes to make Bart friendlier to the host machine, but that's not of much direct concert to y'all.

The most frequent request for a new feature is to have Bart is to handle requests for large files differently. Currently, Bart rejects requests for files that would exceed the quota. Many feel that it would be useful for Bart to send out as many parts as possible.

Just a reminder, we don't have quotas to cause you grief, we have them to placate our system administrator. Please don't try to subvert our quota system. I know it isn't tough to do, but don't do it anyway. We've caught a few people doing it and sent them (and their Postmaster) a message on net.etiquette.

BTW, for those of you who are used to mailing me at "dyer@math.lsa.umich.edu" should take note that my account name has changed.

Jon Brode -- brode@math.lsa.umich.edu

3509. peeks and pokes

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-11 03:44:22 UTC
From: brpleshek@miavx0.ham.muohio.edu
Message-ID: <1990Dec10.234422.331@miavx0.ham.muohio.edu>
Source record: 114463

does any out there have a list of peeks and pokes for atari basic

e-mailing it to me would be appreciated

thanx in advance

brian

{signature on strike}

3510. Build a light sensor

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-11 23:17:13 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1990Dec11.231713.9465@magnus.ircc.ohio-state.edu>
Source record: 114464

How to make a Light Sensor
for the 8-bits

Kevin Jones

Atari Exchange of Louisville (AEL)

This is the first of a series of articles that will teach the average user a little more about his computer and the lesser known talents of the Atari computers. If this article meets with any interest then there will be more "How to" articles following this one. Each file will describe how to make a new hardware project for the Atari computers. If you like this article, have any questions, or just want to complain, you can reach me at The Atari Scene! (502-456-4292).

In this file I will describe how to make a Light Sensor. Before I get down to the details, I will tell you how it works. The joystick port for the Atari computer consists of 4 joystick input pins, 2 paddle input pins,1 negative ground pin, and 1 +5 volt pin. Right now we are only concerned with the paddle input and the +5 volt pin. The paddle works by a potentiometer that changes its resistance when the knob is turned. The ATARI measures this resistance and converts it to a number between 0 and 255. The light sensor will consist of a plug for the computer port, a potentiometer and a photocell. The Current will flow through the potentiometer,which is used to tune the potentiometer to a desired number,and into the photocell which will further change the resistance. From the eye, the current will go back into the paddle input pin on the computer. The photocell eye will change its resistance when light shines on its surface. It works somewhat like the pot but does not have a knob to turn.

Now that you have a minimal understanding of what you are making, we can begin to construct the sensor.

Here is a description of the port configuration on the computer.

1 2 3 4 5

6 7 8 9

1 to 4 Joystick input pins
5 Paddle B input
6 Fire button
7 +5 volts
8 Ground -
9 Paddle A input

Parts: (1) 9 pin Female connector 276-1538 2.49
(1) CdS photocell 276-116 1.79
(1) 100k potentiometer 271-1721 1.09
Wire-about Six feet

Step One: Cut the wire into two (2) strands of two feet each. Solder one end of the first wire to pin 9 and the end of the other wire to pin 7.

Step Two: Take the free end of the wire attached to pin 9 and solder it to one lead of the photocell. Next, solder a wire (new wire) to the other lead of the photocell and solder the end of that wire to an outside pin of the potentiometer (there will be three pins on the potentiometer).

Step Three: Take the wire from pin 7 and solder it to the inside pin of the potentiometer.

Step Four: Basically the sensor is finished. You can either mount it in a box or pc board, or you can tape the connections with electrical tape and let if flop around. I would tape it and mount it in a box to be neat and safe.

Making it work

All you have to do is plug the female plug into port one and run the below program. This program will print out the value (0-255) of the port. All that has to be done to measure the light is to obstruct the photocell and watch the readings. That is it!!

```
10 Rem Light Sensor Program
20 x=paddle(0)
30 print x
40 goto 20
```

That's about as simple as it gets.

Editor's Note: There are several potential uses for such a light sensor. Two ideas for BBS sysops come to mind immediately; one is immediate carrier loss detection (stick the photocell behind the CD light inside your modem). A second idea is to poll the photocell when a user types chat; if there is light in the room, the sysop is awake, so the BBS should ring the bell. Otherwise the BBS should display a message that the sysop is out/asleep.

3511. Re: Wanted: access to DataQue via e-mail, us-mail, ...

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-12 00:48:12 UTC
From: gdtltr@brahms.udel.edu
Message-ID: <16742@brahms.udel.edu>
Source record: 114465

In article <1990Dec11.231514.24261@groucho> tribe@ted.cs.uidaho.edu (Duane Tribe) writes:
=>Anybody know how to send e-mail to DataQue Software *via Internet* ?
=>Like a Compuserve number (thru compuserve.com), or to GEnie (somehow...)
=>
=>I would like to respond to the survey reproduced in the October 29th
=>Z-Mag (#186) regarding a C compiler under development by DataQue.
=>
No can do. They aren't connected. They do run a BBS, but the number
escapes be at the moment.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3512. MODEM PROBLEM <Here's how I fixed it>

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-12 02:29:50 UTC
From: slcjm@cc.usu.edu
Message-ID: <1990Dec11.202950.44570@cc.usu.edu>
Source record: 114466

I found out what was wrong with my xm 301 modem. The cable tv system was feeding back signals through my computer-through the modem- and to the phone line. It was a long process of taking the modem apart, taking the computer apart, and tracing the problem down to the back of my television.
Something to consider. I guess the ATARI switch boxes are only SPDT. If they were DPDT then the intereference from the cable line would not get through.

Fozziliny Moo **********
Utah State University * "Mules are neat." *
EE-CEE Lab Consultant * -Dr. William Campbell *
slcjm@cc.usu.edu **********

3513. Looking for weaving CAD programs for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-12 19:43:29 UTC
From: marcotte@tdw231.ed.ray.com
Message-ID: <3618@sud509.ed.ray.com>
Source record: 114467

I would like to buy my wife a program for my XE computer to assist her in developing weaving "drawdown" designs for her loom. One that I know of is called "Weavemaster" from Macomber Looms in York, Maine. However, they used to sell a driver for the 1020 color plotter so the patterns could be printed out in color. Macomber Looms no longer sells this driver program and the guy who wrote it seems to have disappeared (Micheal Broos, last known address in N.J.).

Does anyone have any information on this plotting program, or weaving programs in general for the Atari 8-bits? I would really like to be able to get color printouts on my 1020.

Thanks for any help you can offer me.

Lou Marcotte

3514. Re: Viewing .GIF files

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-13 13:28:07 UTC
From: potter@speedway.DAB.GE.COM
Message-ID: <7747@ge-dab.ge.com>
Source record: 114468

Brian,

I wrote a GIF viewer called APACVIEW. It's on GEnie and CompuServe,
and I've tried to get it uploaded here (are you there Ray?). It can
accept files as large as you can fit on your disk, as it doesn't need
to store the entire GIF file in RAM all at once. Let me know if you
can't find it anywhere. Be sure to get version 2.2.

--
==========
Jeff Potter
..potter@ge-dab.ge.com
..mcnc!codas!ge-dab.GE.COM!potter

3515. Re: Carts wanted

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-14 15:38:56 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <36923@cup.portal.com>
Source record: 114469

Raquel, I've got some carts I would consider parting with, but I can't email you right now because a) Portal's mailer is mucked up, and b) I don't have the list of carts right here.

I'm busier than all get-out this month, so write me a line after Xmas and I'll see what I can do for you.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

509 Shelford Rd. <-- real address, ooh.
Rochester, NY 14609

(716) 482-9573 __> This is all HOME address/phone, BTW...

3516. <None>

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-14 17:34:14 UTC
From: jsd@spotted.rice.edu
Message-ID: <1990Dec14.173414.1185@rice.edu>
Source record: 114470

Concerning the posting of machine-language programs. Just exactly
what is the posting? Machine-language. A binary DOS file?

```
--
rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr
r ___ _ "...but then there was the r
r /__ | \ possibility that they were r
r ___/hawn |__\ube LaRouche democrats which, of r
r jsd@owlnet.rice.edu course, were better off dead." r
rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr
```

3517. Re: Cave Lords

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-14 17:54:26 UTC
From: gdtltr@brahms.udel.edu
Message-ID: <16834@brahms.udel.edu>
Source record: 114471

Make sure you change the line:

begin 0666 /dev/stdout

to:

begin 0666 CAVELORD.COM

before uudecoding it.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3518. 80-col S:/E: driver source?

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-17 01:42:23 UTC
From: rrwood@contact.uucp
Message-ID: <1990Dec17.014223.1225@contact.uucp>
Source record: 114472

Hi all.

I'm just tidying up a homegrown word processor that supports 80 columns (via the XEP80) and FULL XE MEMORY SEAMLESSLY. Eventually I'll throw in mouse support and a lot of other stuff to make it the first really decent word processor for the XE/XL (sorry, but Textpro sucks). Anyway, I've got partial source for a sotware 80 column screen driver, but I'm looking for complete source or object code. I'd like to include a software driver when I release this as shareware, and I'd prefer not to have to write it all myself.

So, if you can direct me to the source for such a beast, I'd appreciate it.

Thanks,

-Roy Wood (rrwood@contact.ca)

3519. Old COMPUTE! Article

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-18 16:54:58 UTC
From: dstrombe@ucqais.uc.edu
Message-ID: <2578@ucqais.uc.edu>
Source record: 114473

I've a favor to ask.

Back in 1984, two of my submissions to COMPUTE! were accepted for publication. I got the reference for one (which appeared in the regular magazine), but never did get the reference for the other (which apparently came out on something called "COMPUTE!'s Disk").

Now it's resume time, and I'd like to say something more than "Publication data unavailable" for that other article.

Does anyone have that reference? Did anyone even *see* it? It was called "Undelete for Atari", and ran on (early?) 8 bit machines. It simply read a deleted file from disk (with the standard FMS) into memory, waited for you to swap disks, and wrote that file onto the new one, properly allocated. (I *know*, no good for big files, but...)

BTW, the article I *did* see, which was accepted at the same time, appeared January of 1986, so that might be near the time I'd expect to see this other.

Many thanks, to anyone who can provide even a little help on this.

- Dan Stromberg

3520. RS-232 adapter needed

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-18 17:02:53 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1990Dec18.170253.12980@d.cs.okstate.edu>
Source record: 114474

I need one of the following:

Atari 850
R: connection (if such exists)
P:R: connection

or any other hardware/software connection that is 850 compatable
as far as R: handling goes. Thanks a bunch!

cummins@d.cs.okstate.edu

3521. Interfacing Atari joysticks to macs

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-19 05:28:59 UTC
From: rcnelson@icaen.uiowa.edu
Message-ID: <3655@ns-mx.uiowa.edu>
Source record: 114475
Cross-posted to: comp.sys.atari.8bit,comp.sys.mac.hardware

Hi, netfolk...

Just wondering if anyone has ever seen instructions telling how to make a
Macintosh look at an Atari-type joystick.

I've noticed that most mac programs assume we don't have a joystick, and
that we hate the mouse for gaming. (point, yes....shoot aliens, no way.)
Thus, they use the keyboard. But never more then a few keys. I'd like
to do any or all of the following:

o Use my atari-type joystick thru any of the mac ports to emulate a mouse
This also includes the atari-trakball I got for ten bucks.

o realising that's asking a lot, I'd like to use my mac to look at the
joystick, findout which of the nine buttons are being pushed and then
using software, convert this to a keypress. Anyone know how to write
a cdev for this kind of thing?

o Finally, before I got the mac, I hardware hacked the hell out of my
trusty Atari 800. I REALLY miss the ability to look at a resistor
(disguised as a 'paddle') as easily as it was on that machine.
How can I hook up paddles to my mac? I want a $3000 etch-a-sketch! :)

If anyone tells me anything interesting, I'll post it to the net.
Better yet.....post it yourself! I'm not greedy. I can read off the wall.

Thanks for any help you've got.

Ryan Nelson
rcnelson@icaen.uiowa.edu Iowa computer aided engineering network

3522. Fast Print -- an E: accelerator

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-19 16:59:25 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1990Dec19.165925.1391@magnus.ircc.ohio-state.edu>
Source record: 114476

Uuencoded on the Unix; type uudecode <source> dest and download. Rename resultant .OBJ file as AUTORUN.SYS on your Atari disk. This program speeds up output to your screen by about 300%. To disable, use POKE 846,0. To disable the "HIT ANY KEY TO CONTINUE" prompt which is displayed at the end of each page of screen output, POKE 847,0. To enable either of these features, POKE the respective location with 1; the program defaults to turning both on. Some notes: POSITION x,y no longer works after loading this routine. Although it puts the cursor on the proper y location, the x coordinate is always zero. Also it will not improve speed with some programs -- most notably, those that write to screen memory directly, such as Action! and many popular word processors. It will work with Basic. There is no need to load it before Bobterm because Bobterm already has a screen accelerator. Finally, since the program resides on page 6 it is not compatible with many other programs.

```
-----------------------------cut here----------------------------------------
begin 0666 FASTPRNT.OBJ
M__\ !6@%K0D"R0;P58W;!JT( HW:!GBIKHT( JD&C0D"6* /N0#DF<H&B!#W
MJ?^-T :I!8W1!JG*C2$#J0:-(@.B *D,G4(#(%;DJ0.=0@.I#)U* ZEGG40#
MJ06=10,@5N2I 8U. ZD!C4\#8$4Z ;)!JQ. ] #3((&I%?0^:01\$FL_P+0
M]ZQ/ _!2R7W0!Z C,D&\.#)F_ &IE7D4Y ][LD&(((&KLD&X!60+Z C,D&
MN;@&D5[(P!'0]JG_C?P"S?P"T FF$=#WH("$$6"-_ *@ )B17LC $=#Y8*95
MY%.P$*HI?\E]L C)(+ 0R1N0#(JHK0?D2*T&Y$B88,E@"(HHL ,XZ2"@ )%>
MYE7F8^9>T +F7[%>A5U)@)%>8$BI (W)!FALV@8 )SP\N7S\X#A[OF Z^7Y
MG@#B N," 4 &AH:&AH:&AH:&AH:&AH:&AH:&AH:&AH:
8&AH:&AH:&AH:&AH:&AH:&AH:&AH:&AH:

end
```

3523. Re: Second call for discussion copmp.org.Boston Computer Society

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-20 00:41:01 UTC
From: BPorter@world.std.com
Message-ID: <1990Dec20.004101.23780@world.std.com>
Source record: 114477
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit

This is the second call for discussion on creating a newsgroup for the Boston computer Society. The name of the group was tentitively to be comp.org.bcs, but the name is up in the air so the group will not be confused with the British Computer Society. The group will be unmoderated, and will serve as a focal point for the BCS to communicate with computer users world wide. The BCS has interest groups for most PCs (both current and orphan) and many other special interest groups covering topics like ham radio to database to email.
It would be
a place for meeting notices, meeting transcripts, minutes of important committee meetings and on line newsletters to be sent and shared with all interested. In February, if the group gets created, we will possibly be able to take on line membership info....There are many other interesting things, like live meetings on line that can be done on internet and discussed in this group. If you are interested and would like to support this effort, please post your comments to news.groups with a copy to BPorter @ world.std.com thanks!

3524. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-21 10:36:52 UTC
From: nin15b0b@merrimack.edu
Message-ID: <20879.2771e5c4@merrimack.edu>
Source record: 114478

For Sale:

Atari 400 with 48k - make me an offer (include shipping)

Supra 1200 AT modem - again make me an offer (include shipping)
- has a subset of the AT command set

any questions on either item, send to one of the addresses below

--
David E. Sheafer

nin15b0b@merrimack.edu

or

samsung!hubdub!nin15b0b

3525. Re: desperately need vt100 comm program!

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-22 23:06:12 UTC
From: nin15b0b@merrimack.edu
Message-ID: <20881.2773e6e4@merrimack.edu>
Source record: 114480

In article <AD901822.90Dec22163214@crestone.longs.lance.Colostate.Edu>,
ad901822@longs.lance.Colostate.Edu (Austin Dieckmann) writes:
> We've got an Atari XE at home that we want to use to call our local
> terminal server, but we don't have any software that supports vt100.
> Could somebody please tell me where I can get such a program
> (preferably public domain of course)?
> thanks in advance!
>
> Austin

There are a few vt100 emulators out there. The best one I have come
across is Kermit65 by John R. Dunning. It is public domain and is availabl
at Atari.Archive.Umich.Edu. If you don't know how to access the Atari Archive
post a message or email and I'll tell you to do it.

Out of curiosity, what type of system do you want to call into (unix,vax)
and what kind of modem are you using.

--
David E. Sheafer

nin15b0b@merrimack.edu

or

samsung!hubdub!nin15b0b

3526. desperately need vt100 comm program!

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-22 23:32:14 UTC
From: ad901822@longs.lance.Colostate.Edu
Message-ID: <AD901822.90Dec22163214@crestone.longs.lance.Colostate.Edu>
Source record: 114479

We've got an Atari XE at home that we want to use to call our local
terminal server, but we don't have any software that supports vt100.
Could somebody please tell me where I can get such a program
(preferably public domain of course)?
thanks in advance!

Austin

3527. 800xl for sale

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-24 01:02:58 UTC
From: wilmott@u2.rutgers.edu
Message-ID: <Dec.23.20.02.56.1990.10850@u2.rutgers.edu>
Source record: 114481

Brand new, in-the-box 800xl for sale. This machine was only used
for a couple of days when first bought in order to test that it
was in good working condition - after that it was packed away as
a "spare" in case my other machine ever died. I now find it unlikely
that I'll ever need that spare machine, so I've decided to sell
it. Highest bid of at least $50 takes it.

-Ray

wilmott@remus.rutgers.edu

3528. Atari Archive Help File

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-26 16:56:18 UTC
From: nin15b0b@merrimack.edu
Message-ID: <20887.2778d632@merrimack.edu>
Source record: 114483

The Terminator Atari Archive Help File

Welcome to BART, Brode's Archive Retrieval Thang, Terminator's Atari mail server. To use the server, send a message to atari@atari.archive.umich.edu. The subject line is ignored. The body of the message should contain, one per line, any of the following commands. Each of the commands sends its output back to you via mail.

"help"
This command tells BART to send you this file.

"index"
This command tells BART to send you the Index. Currently, the index is a listing of all the files int the Atari area. Descriptions of various files can sometimes be found in the Index file of each directory. These must be requested individually with the send command. They are currently incomplete, but it's all we have for now.

"path mail-address"
This command tells BART where to send the requested files. This is useful for specifying a mail path.

"send directory/filename"
This is the command that sends out files from the archive. The server only lets you get files from the ~atari hierarchy so you only have to specify the subdirectories in the atari tree. You can determine the path and filename from the Index file. For example, if you wanted to get arc, you'd send a message with a line in the body that looked like
send archivers/arc.ttp
to get the index file, use
send Index
Binary programs are uuencoded before they are sent out. If you miss parts of a file, rather than re-request the whole thing, you can give BART a comma separated list of the parts you are missing and it will send you those parts. For example...
send languages/gcc.arc aa,ac,af
This is the only way to get files larger than 400K. You must request the file by parts until you have the whole thing.
Note: BART does not accept wildcards such as ? or *.

"sendb directory/filename"
This is similar to the send command except that it
always uuencodes the files that it sends out. Send
tries to determine whether it is sending a binary
or ascii file and only sends uuencoded messages when
necessary.

While the commands are not case sensitive, the filenames are, so be
careful you are using the correct case before complaining that the server
is broken.

You are limited to 400k and/or 5 files per day. It takes 24 hours from
the time that bart received your last message to clear your quota
records. BART does not queue requests that went over quota and send them
out later. You have to re-request them 24 hours later.

BART tends to ignore your mistakes. You will not receive a message back
if you gave an illegimate command or specified a bad file name. This was
a deliberate design decision. It may not be user friendly, but it keeps
the mail queues short and prevents a couple other nasty things.

Submissions are always welcome. Please mail them to
weiner@atari.archive.umich.edu

Jon Brode -- jon@atari.archive.umich.edu dyer@math.lsa.umich.edu
Terminator Atari Archive Moderator
------------ End Forwarded Messages ------------
--
David E. Sheafer

nin15b0b@merrimack.edu

or

samsung!hubdub!nin15b0b

3529. Re: desperately need vt100 comm program!

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-26 17:49:50 UTC
From: jtmorgan@brahms.udel.edu
Message-ID: <17075@brahms.udel.edu>
Source record: 114482

Please post here houw to access the archive to get the vt100
emulation program.

Thanks in advance.

3530. Re: desperately need vt100 comm program!

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-27 04:24:57 UTC
From: rts@polari.UUCP
Message-ID: <3002@polari.UUCP>
Source record: 114484

Couldnt someone uuencode a term prog. here? It wouldnt be that large.
There are a few good vt100/52 emulators, vt10sq/Chemilion/Kermit65 etc..

I would suggest kermit 65, or Chemilion. Good luck...

3531. Question on Atari power supply

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-28 12:52:57 UTC
From: nin15b0b@merrimack.edu
Message-ID: <20892.277b4029@merrimack.edu>
Source record: 114485

I have a power supply for a 1050 that isn't supplying any power. I've tested it on a couple of disk drives and know that the power supply is the culprit. Is there any easy way I can fix this myself

thanks
--
David E. Sheafer

nin15b0b@merrimack.edu

or

samsung!hubdub!nin15b0b

3532. Re: Question on Atari power supply

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-28 21:52:43 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <37328@cup.portal.com>
Source record: 114486

Don't know for absolute certain on the "1050 power supply," per se, but if it is like all preceding Atari power supplies there is a fuse inside the "black box" that is USUALLY the cause of death. This can be fixed yourself IF you can crack (literally) the case open; Atari made no provision for field replacement of this fuse, so the only way to get the case open is to literally squeeze it til it pops. A large workbench-type vise or clamp should be just about perfect for the job; my Dad for instance has one of those big wooden carpenters' clamps, and you just pop the power supply in there and screw down til it gives.

One thing you should do before and in addition to replacing that fuse (if it does in fact turn out to be the problem) is finding out why it blew and correcting the overall problem. Otherwise it's just going to blow again.

Chris

3533. Two Questions

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-28 22:00:21 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <37329@cup.portal.com>
Source record: 114487

1) What's the most likely reason that a single-sided, single-density, Atari-DOS-2.0S-format autoboot diskette, which works on several different Atari 1050 drives, would NOT work on a SS/SD Percom AT88 drive? The Percom makes valiant but unsuccessful attempts to read the disk, whereas the 1050's boot right into the software. I expect you to say that the most likely culprit is "head alignment in the Percom," but YOU tell ME.

2) Lately I have been experiencing "disappearance" of all peripheral devices beyond the first one (D1:) on my SIO daisy-chain. D2:, for example, will start its motor in response to a DIR D2: command from SDX, but no directory (or any other disk-read) data ever reaches the computer. After a while I get only "device not present" and "device NAK" statuses no matter what operation I attempt. The problem goes away if I reseat the SIO cable coming OUT of D1:, but occurs regardless of actual cable swapping. I hypothesize that it is the SIO _CONNECTOR ITSELF_ on D1: that is the culprit. Can someone tell me if I've overlooked something, or whether I seem to be on the right track?

Thanks for any and all responses; hope you all had a good holiday and everything!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3534. Re: Two Questions

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-29 00:31:20 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1990Dec29.003120.345@maverick.ksu.ksu.edu>
Source record: 114488

Chris_F_Chiesa@cup.portal.com writes:

>1) What's the most likely reason that a single-sided, single-density,
> Atari-DOS-2.0S-format autoboot diskette, which works on several dif-
> ferent Atari 1050 drives, would NOT work on a SS/SD Percom AT88 drive?

My guess is the RPM's. Either too fast or too slow. But hey, what do I
know, it's just a guess.

>2) Lately I have been experiencing "disappearance" of all peripheral

You are on your own here.

>Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

--Scott Parish

parsons@matt.ksu.ksu.edu

3535. Re: Two Questions

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-29 02:37:44 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <37340@cup.portal.com>
Source record: 114490

Chris asks about 1050 vs Percom autobooting and about SIO problems...

The Percom (to my knowledge) does not work with "Enhanced" density disks. These are the disks that hold 128k (1000+ sectors) instead of the 90K of single density. I know you said the disk was single density, but you might want to check again to make absolutely sure. The easiest way to check is to use a disk editor program and try to read/write sector 721 - don't just look at the DOS structure on the disk, this isn't reliable. If the disk absolutely, positively is single density, then my next guess is that you are using a commercial software disk of some kind that has a nasty form of copy protection on it. The Percom does not act exactly like a 1050, 810, or XF551 and might fail copy protection checks.

SIO problems are a bitch. If swapping cables doesn't have any effect, swap positions of the SIO units. So, connect computer to D2: to D1: to (something else) and test the something else. If the something else fails then the SIO connector is indeed at fault. To find out which connector is at fault just swap the incoming SIO cable on D1: to the outgoing SIO connector on D1:. If D1: fails, then the incoming SIO connector is bad, if it doesn't fail AND the something else does fail, then the outgoing connector is bad OR both connectors are bad. In some Atari peripherals the SIO connectors were only soldered in and not screwed down. Check inside the drive, and if this is the case, replace both SIO connectors just to be on the safe side.

Charles_K_Hughes@cup.portal.com

3536. Re: Two Questions

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-29 04:31:09 UTC
From: zielke@unssun.nevada.edu
Message-ID: <5183@tahoe.unr.edu>
Source record: 114489

Organization: University of Nevada-Reno
Keywords:drives, indus, atari, good luck!

Concerning your first question, I use to own an Indus GT it had the same type of problem at times. What it was (an some else eluded to this) that certian software was written to use the speed/timing hole(oops atari never used this) and other sector read techniques that did not always work on all drives.

I had a original copy of Rescue of Fractalas and it didnt work on my indus but a friend brought over the same program but the copy protection was broken on it, and guess what... IT WORKED! probably didnt suprise ya.

No easy solutions on this one, get a different drive I guess.

john zielke

3537. Re: Two Questions

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-30 12:47:05 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1990Dec30.124705.3216@d.cs.okstate.edu>
Source record: 114491

About the disappering devices after D1:

We had a pin break off in a SIO cable. I guess if we had pressed it
(the cable) into the drive the broken pin's stubbs may have made contact
and worked for a bit... Could be a bad connection from the connector
to the board also... (in the disk drive...)

john cummins
cummins@d.cs.okstate.edu
(not an 8-bitter at present...)

3538. My last posting from this site (Philips)

Newsgroup: comp.sys.atari.8bit
Date: 1990-12-31 17:13:29 UTC
From: rfc@briar.Philips.Com
Message-ID: <116450@philabs.Philips.Com>
Source record: 114492
Cross-posted to: rec.ham-radio,rec.ham-radio.packet,rec.radio.shortwave,sci.space,sci.astro,sci.space.shuttle,comp.sys.atari.8bit,soc.culture.china,alt.tv.simpsons

Goodbye. Philips is having layoffs, and they did it at my site. Only reason that I haven't got told officially yet is that I'm out sick on disability (eye trouble). But several reliable sources tell me that I'm to be canned when I return to work (Jan 2). My normal remote dial-up computer access code no longer works, I'm using a friend's code, at his house. Don't think they can tell whose.

The kind of work I did is television R&D, including HDTV (high defination TV, regular NTSC television, developing patents (I have 11) in this field. Also have done DSP, & high speed digital logic design, up to 114MHz clock speeds. I posted my resume on misc.jobs.resumes Or call me up and I'll mail anyone interested a copy of it, and a list of my patents. Will consider anywhere in USA. Corporations, and colleges (someone at a college called me about 2 weeks ago, call again).
Also give my name and number to any and all headhunters.

Robert Casey Amateur radio WA2ISE
855 Oradell Ave Amateur radio packet: WA2ISE@KD6TH
Oradell, NJ 07649
201-261-4066

Don't try to use e-mail, as Philips is going to delete my computer account the day I get officially canned. I don't expect to be able to log on again.

This is the dark side of American life. But getting layed off is better than getting killed in or near Tianamen Square.

3539. Atari 800XL ...

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-01 17:28:49 UTC
From: mayer@iuvax.cs.indiana.edu
Message-ID: <1991Jan1.122901.22959@news.cs.indiana.edu>
Source record: 114493

This might be an old question/issue, so please respond to me personally at "mayer@iuvax.cs.indiana.edu" ...

I have an Atari 800XL and did a bit of Basic/Pascal/6502 programming on it ages ago, but I'd like to return to playing with it. The following questions come up:

(1) Can I still get a modem for the 800xl? What would its baud rate be? Would something like Kermit65 be the appropriate software for connecting to bboards and getting software?

(2) Is there a C compiler available for the 800XL? I once heard of a pretty good subset of C which didn't support reals, etc. Does anyone know about it? Is it worth bothering with?

(3) I have a cartridge called MAC65 which has a pretty nice Macro Assembler. I heard the same company made another programming lang. for the 800XL which came in a cartridge, and came with a compiler that would produce standalone code. Does anyone know anything about that language? Is it worth pursuing in terms of what the 800xl can do?

(4) If I can manage to get a modem, where could I get software from?

(5) How can I get more memory on the 6502, and what would be the procedure for accessing that memory?

Thanks, Mayer.

3540. re: Pcxfer

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-01 20:47:16 UTC
From: detobin@vax1.tcd.ie
Message-ID: <1991Jan1.204716.7411@vax1.tcd.ie>
Source record: 114494

There was a recent posting of source which allowed a pc to read and write
to disks formated by MyDos double density , is there any similar tool that
uses dos 2/3 and does not require hardware modification of the drive.
Thanks a 1M in advance.

the ZIG..

--
o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o
| detobin@vax1.tcd.ie | An ode to BEZ: |
| @unix2.tcd.ie | 'Pills,'n' Trills and Bellyaches' |
o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o
--
disclaimer of the year:
1 My opinions are dictated to me by a 23 year old
telepathic Chilean aardvark living in my closet.
2 I said it, not the big M
3 #include <std.random.opinions.disclaimer>

3541. re: Vt100 emulator needed

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-02 11:14:12 UTC
From: nin15b0b@merrimack.edu
Message-ID: <20904.2781c085@merrimack.edu>
Source record: 114495

To the person who was looking for a vt100 emulator, if you haven't been able to get one yet, mail me a message and I'll send you a uuencoded copy of K65. Also let me know what kind of modem your using, so I can make sure what I have is compatible.

--
David E. Sheafer

nin15b0b@merrimack.edu

or

samsung!hubdub!nin15b0b

3542. Re: Two Questions

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-03 19:49:41 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <37531@cup.portal.com>
Source record: 114496

Thanks to all who've responded to my disk problems, both here and in
e-mail. Haven't had time to follow up on any of the suggestions yet,
but I sure have a healthy list of possibilities!

BTW, several people have suggested copy-protection on the boot disk;
I guess I neglected to mention that I made this one MYSELF, from scratch.
Just DOS 2.0 and my own AUTORUN.SYS file.

Chris
Chris_F_Chiesa@cup.portal.com

3543. Atari equipment and software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-07 18:16:46 UTC
From: pwork@blackbird.afit.af.mil
Message-ID: <1850@blackbird.afit.af.mil>
Source record: 114497
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

Howdy everyone,

Its finally time to clear out the closet once and for all. Too much
space is being wasted. All items must go!

For Sale: Asking

2 - Atari 1050 disk drives both with $120 ea
Happy upgrades (allows double
density, the ablility to back
up many programs, and to read
and write IBM disks from your
Atari!)

1 - Atari 835 modem (300 baud) $ 10

5 - Atari SIO cables $ 1 ea

2 - Atari joysticks $ 1 ea

1 - Spectravideo Autofire joystick $ 1.50

1 - Printer cable (Atari SIO directly $ 2.00
to a Centronics connector)

Software

Cartridges all $ 2.00 ea

Atari BASIC Star Raiders
Frogger Telelink II
Congo Bongo Linking Logic

Tapes all $ 1.00 ea

Microcomputer games by Avalon Hill
Forbidden Forest
Temple of Apshai Trilogy

Disks all $ 5.00 ea

Silent Service
M.U.L.E
Mortgage and Loan Analysis
Caverns of Mars

Books all $ 5.00 ea

The Atari Assembler
Advanced Programming Techniques for Your Atari Home Computer
Survival on Planet X with the Atari Computer
Master Memory Map
Atari System Reference Manual
800XL Computer Field Service Manual
Compute's Third Book of Atari
Compute's Second Book of Atari Graphics
Atari DOS 2.5
Mapping the Atari (Revised Edition)
The Visicalc Book (Atari Edition)

All prices subject to negotiation (in other words, they could go down). I will be happy to accept the highest offer below my asking price.

Profanity is a feeble attempt to express oneself forcibly

Paul R Work aka "The Studebaker Kid" pwork@blackbird.afit.af.mil
---

3544. KWEST Atari User Group - ST meeting - Wed Jan 9/91

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-07 19:49:28 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991Jan7.194928.17428@watmath.waterloo.edu>
Source record: 114498
Cross-posted to: uw.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

The Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari user group,
has a separate 8-bit meeting and 16-bit meeting.
We meet monthly, have special interest groups (SIGs), associated bulletin
boards, public domain libraries, and a newsletter "The Hard Copy".

I am on the executive of the group
so I should be able to handle most questions or
get replies from the rest of executive.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Rooms open at 7:00 pm. Meetings start at 7:30 pm.

Call 579-3695 for details.

Next Meetings
****

16-bit (ST) - Wednesday, Jan 9, 1991
DCS Course Room, Room 2009 (2nd floor)

Hope to see you there,
Dani Roloson

3545. BASIC programming

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-07 21:05:36 UTC
From: ebm@zinn.MV.COM
Message-ID: <1098@zinn.MV.COM>
Source record: 114499

I've lost my manual for programming in BASIC on the Atari 800XL, and I was wondering if someone could tell me how to make sounds on this computer in BASIC. The BASIC language comes already in the computer.

3546. Re: BASIC programming

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-08 16:00:57 UTC
From: gdtltr@brahms.udel.edu
Message-ID: <17369@brahms.udel.edu>
Source record: 114501

In article <1098@zinn.MV.COM> ebm@zinn.MV.COM (Eric Mallett) writes:
=>I've lost my manual for programming in BASIC on the Atari 800XL, and I
=>was wondering if someone could tell me how to make sounds on this
=>computer in BASIC. The BASIC language comes already in the computer.

SOUND <register 0-3>,<tone value>,<distortion (10=pure)>,<volume>

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3547. Trak Ball programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-08 16:41:23 UTC
From: jorgy@boulder.Colorado.EDU
Message-ID: <1991Jan8.164123.5099@csn.org>
Source record: 114500

Hello.

I was wondering if anyone knows of any games that take advantage of
Atari's Trak Ball in Trak Ball mode.

I already know about Missile Command (the archaic undocumented CTRL-T
feature). Are there any others? I would die for trak ball mode in
Millipede...

Eric "My atari isn't collecting dust" Jorgensen

Eric R. Jorgensen internet: jorgy@boulder.colorado.edu
University of Colorado, Boulder uucp: ...!{ncar|nbires}!boulder!jorgy
Unixops/Distributed Computing Services bitnet: jorgy@colorado.BITNET
"Women. Can't live with 'em, pass the beer nuts." -- Norm on Cheers

3548. ZMAGAZINE, Issue #188

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-08 21:12:11 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1991Jan8.211211.8033@magnus.ircc.ohio-state.edu>
Source record: 114502

```
==((((((((((  == Z*MAG/A\ZINE ATARI ONLINE MAGAZINE
=========((  === December 18, 1990
=======((  ===== Issue #188
=====((  ======= ---------------------------------
==((((((((((  == Copyright (c)1990, Rovac Ind Inc..

Publisher/Editor : Ron Kovacs
Contributing Editor: Stan Lowell

------------------------------------------------------------------------
CompuServe: 71777,2140 GEnie: Z-NET Z*NET BBS: (908) 968-8148
------------------------------------------------------------------------

** EDITORS DESK
by Ron Kovacs

The staff extends best wishes for a Happy Holiday! Merry Christmas!

The next edition will appear in about 10 days or shortly before the end
of the year with a special year in review edition.

Z*Magazine will enter six years in 1991 and our continued publishing of
this online magazine is up to you. Please send interesting articles
and information our way so that we can continue on a regular basis.

Thanks for reading!

** Z*NET NEWSWIRE
=================

MEGA/STE PASSES FCC TESTING
Last week, Atari learned that the MEGA/STe had passed the FCC testing as
a Type B (Consumer) product, and may begin US distribution as soon as
production is ready. That is expected to be in mid-January. This marks
the first time in memory that ANY Atari product has been approved for
consumer release within 30 days of the first product announcement...
(except perhaps for the $29 plastic monitor stand offered last year).

TT BEGINS SHIPPING TO USA DEALERS
Yes, the TT030 machine has in fact begun shipping to US dealers as a
TYPE A COMMERCIAL USE device. The price for the base unit, a 2 MEG RAM,
50 MEG hard drive device, is still $2,995. Only VARs (Value Added
Resellers) and "qualified dealers" can get the TT, and must send Atari
a letter assuring that the machines will not be sold to consumer,
residential users. The FCC is getting concerned with improper sales of
Type A devices, such as the STacy and the TT, and is considering
slapping a $5,000 per machine fine on those sold for improper use.
```

SALERNO LEAVES ATARI
Antonio Salerno, Vice President - Applications for Atari Corporation, resigned last Thursday, December 6. Salerno had been in charge of efforts to persuade major software companies to bring their well known products to the Atari line, and had less than dramatic success. Antonio reportedly will return to school to complete a Masters degree at Stanford University. Atari has no immediate plans for a replacement, as Leonard Tramiel and Atari USA staff members are taking over most of the duties of the position.

BEACH BOY JOINS ATARI
James Grunke, technical man for the super group BEACH BOYS, is leaving the band to replace Frank Foster at Atari as the Music Industry Representative and MIDI promoter. James will begin work on January 1, 1991. Foster left in early September.

FULTON JOINS ATARI
Formerly of NEOCEPT, makers of the powerful WORD UP graphic word processor for the Atari, programmer Mike Fulton has been hired and has begun work in Atari's customer and developer support area. This fuels earlier speculation that Atari may eventually buy and support Word Up as an Atari brand product.

LYNX AT THE MOVIES
A promotion running in 20 premier locations of Cineplex Odeon motion picture theaters across the USA includes an Atari LYNX game kiosk and a sweepstakes for the show-goers. Visitors to the theaters can play the hand-held games, mounted on the display stands. Companion advertising for the LYNX appears in MOVIES USA, a magazine available in most movie houses. The promotion runs throughout December, and Atari thanks a number of user groups who helped set up and are maintaining the displays in areas where local Atari representation needed a hand. Kudos to: MAST (Minnesota Atari ST Users); HACKS (Hooked on Atari Computer Keyboards Society, Glendale CA); HASTE (Houston Atari ST Enthusiasts); SPACE (Seattle/Puget Atari Computer Enthusiasts); NOVATARI (Virginia); Mid-Florida Atari Computer Club. For their efforts, the clubs will get to keep the LYNX machines and the display kiosk.

FLEETWOOD MAC TOUR ENDS; ATARI IS THERE
As a sponsor of the famous FLEETWOOD MAC tour, Atari provided complimentary seats at the final evening of their 1990 tour for several club officials, dealers, and the press. Friday, December 7, the music group that has been pressing hit albums since 1967 visited Los Angeles as the last stop on their tour in support of the latest LP, "Behind the Mask". Fleetwood Mac uses Atari computers to control MIDI keyboards and effects. Drummer and group leader Mick Fleetwood dazzled the sold-out Forum stadium with an extended solo on his MIDI drum-vest, which enables Mick to perform by touching, tapping, or slapping sensors in his clothing. This is the same technology that Fleetwood and Jimmy Hotz use in the HOTZ BOX, which is finally becoming available commercially. This performance is to be the final tour date that singers Stevie Nicks and Christine McVie participate in, although they may continue to be on

Fleetwood Mac albums. Z*NET thanks Atari for being included in this event, and thanks Fleetwood Mac for a great show.

PIRATE GETS 5 YEARS
Dennis Hayes, the Cincinnati resident who pleaded guilty in late October to selling more then 5,000 copies of pirates MacIntosh ROMS was sentenced to 5 years in prison this week. In the original half million dollar chip bust, Hayes sold copied MacIntosh ROM chips for between 130 and 195 dollars per set. Atari users were said to have purchased many of the ROMs for the Spectre Mac Emulator for the ST. Dave Small of Gadget's By Small stated in October that there were many legitimate sources for Mac ROMs and that the marketplace should not be affected by this event.

ATARI ELITE VS ROVAC
Repeated attempts this week to contact Atari Elite's legal representation were unsuccessful and at the present time we still do not have a clear picture of the situation. Rovac's Ron Kovacs received a writ of summons in late November stating that action had commenced on the matter, but to date no further information or summons has been received. Z*Net Online continues to offer the Atari Elite response space to articles we ran earlier in the year.

ATARI EXPLORER UPDATE
The Atari in-house publication Explorer is still around. Production delays seem to be the problem and we have been told to expect release in January 1991.

FIRST VDT SAFETY MEASURES ADOPTED
San Francisco California's Board of Supervisors tentatively adopted on the nation's first active VDT safety regulations. The new regulations would require employers with 15 or more workers to provide a mandatory 15 minute break. Also, adjustable swivel chairs, document holders and computer terminals with detachable keyboards and adjustable, non-glare screens must be supplied. Private and government offices would have two years to comply with the VDT safety rules if the ordinance is approved a second time by the supervisors and signed by San Fransisco Mayor Art Agnos. Late NewsUpdate: This regulation was passed this week and signed by the Mayor.

EUROPE ADOPTS SOFTWARE PIRACY MEASURES
European Community ministers have unanimously adopted new measures to fight software piracy. The measures would grant software the same treatment as literary works, which are protected under the international Berne Convention on copyrights. Copyright holders would have exclusive rights to authorize the reproduction, adaptation, translation or rental of their works.

** ATARI 8 RUMBLES - RAMBLES - RUMORS
==========
by Stan Lowell

It has been much longer than I planned since my last article! Why, you ask? The exact reason seems to have slipped my mind...something to do with formatting a disk(THREE times!). At any rate, here I am again!

Many thanks to those of you who sent me information on GEnie, my BBS, and elsewhere. Your input is a great resource for all Atari 8-bitters!

Among the more interesting messages which I have encountered was the following capture from the ACUTE BBS(215-261-0620). This message was in their networked NEAR-US message base.

Message: 194 (#4903)
Title: 8 Bit Software
Author: Randy Constan
To: All
Posted: Fri 26-Oct-90 at 2:12:00am
Origin: Nest BBS, Long Island, New York

Hi! I just want to tell all 8 Bit users that Elfin Magic Software is still business, and still supports the 8 Bit! While the changing market has made it impractical for me to continue advertising in major publications, I still receive dozens of calls anually from interested users. There's still quite a stock of SUPER 3D PLOTTER II, CIRCUIT DATABASE v.2.3, and CHECKING ACCOUNT MANAGER, on Hand. It's a shame when good software is available, but totally unknown to so many users that could really put it to good use. Our address is:

Elfin Magic Co.
23 Brook Place
E. Islip, NY, 11730
Phone: 516 - 581-7657

Free information on all products is available for the asking, with a SASE. Or, you can leave a message or personal EMAIL, or call any evening after 6:30PM (eastern time), if you need specific questions answered. The revolution lives on! -Randy

After this message there was a discussion of Ads on a BBS. I brought the idea to my Network SysOps. They liked the idea. As a result, we are encouraging 8-bit developers to post information about their 8-bit software on any of our FoReM-XEP boards, in the 8-bit Networked base. Our wish is to get the users & developers together. The current list of FoReM-XEP Network boards follows:

Blank Page BBS - S. Bound Brook, NJ (My Board) 908-805-3967
Gateway City - St.Louis, MO (Support Board) 314-647-3290
Cheers BBS - St.Louis, MO 314-351-2837
Atarian Domain - Orlando, FL 407-855-1317
The Oasis - Kissimmee, FL 407-846-1765
Final Frontier - Philadelphia, PA (Support Board) 215-624-6347
The Boss BBS - Houston, TX 713-479-1967
Manitou BBS - Rochester, IN 219-223-8107
The Magic Dragon - Milwaukee, WI 414-482-2635
The Outhouse BBS - Belleville, IL

The Road to Damascus BBS-Sacramento, CA 916-929-4389

In my last article, I asked for overseas sources for sofware, and I received feedback from Ray Wilmott on my BBS about an overseas source with which he has done business. Their catalog is NOT a slick copy, but a computer printout. Much of the newer sofware is on cassette. According to Ray, their prices are good, and the catalog is free for the asking. Thanks for passing on the information, Ray...

Stan,

Was reading your intro piece in Zmag. You mentioned European mail-order software. Here's the address of the one I've used before in case you want to list it in a future Z-Mag. Please let me know of any others you find...

Miles Better Software
219/221 Cannock Road
Chadsmoor, WS11 2DD
England

-Ray

Several people left me the same names of Businesses carrying software and/or hardware for Atari 8-bits. For simplicity, I have included some messages from my BBS' Networked bases.

Msg# : 1243 - For Sale/Wanted
Sent : 11/06/90 at 11:48 AM
To : BOB WINNETT
From : Tom Spencer
C-net: Final Frontier-Philadelphia PA

BOB, you can get 3 I/O cables for $10 (or 1 for $4.50 get the three!) from American Techna-Vision 1-800-551-9995.

I just got 3 and they're good. They ship UPS "land" and it takes 7 to 10 days to receive. Also there is a $4 shipping and handling charge on all orders under all orders under $150. They also have a decent selection of software an reasonable prices and some hardware-parts, i.e. power packs, 1050 mechanisms, keyboards, upgrade kits etc. but no actual computers or drives.

TOM SPENCER

Msg# : 2156 - Msgs 8-Bit - Net
Sent : 11/26/90 at 10:45 PM
To : Nick at Night
From : LARRY CHARPIAT
C-net: The Oasis BBS - Kissimmee, FL.
Subj : LOOKIN' FOR GAUNTLET

B & C Computer Visions, 3257 Kifer Rd., Santa Clara, California 95051, (408)749-1003 has the commercial version of Gauntlet 64K disk $31.50 &

the Gauntlet Deeper Dungeons disk $22.50. You need the Gaunlet disk in order to use the Deeper Dungeons disk. They are open Tuesday - Friday 10AM to 6 PM, Saturday 10AM to 5PM Pacific time. Closed Sundays & Mondays. Also available for the ST, Gauntlet $44.95 & Gaunlet II $44.95

Msg# : 1831 - Msgs 8-Bit - Net
Sent : 10/28/90 at 5:32 PM
To : Nick at Night
From : LEN SPENCER
C-net: Oasis BBS - Kissimmee, FL.
Subj : LOOKIN' FOR GAUNTLET

The game he is referring to is NOT PD. I bought it new last spring for $16.95. Yes, that was the price, NOT a typo. The place is called Software Plus 'n' Stuff, in Columbus, Ohio. Their BBS number is (614) 239-0349. When I was there they had a lot of good stuff at good prices. Give the board a call, they even have online price lists.

Another long time 8-bit Atari software source is:

San Jose Computer
640 Blossom Hill Rd.
San Jose, CA 95123
408-224-8575

Another message gives us a hint of the next shareware terminal program to come from the prolific Bob Puff:

Msg# : 2129 - Msgs 8-Bit - Net
Sent : 11/20/90 at 4:38 AM
To : Richard Welter
From : Terroc
C-net: Magic Dragon BBS-Milwaukee, WI
Subj : Bobterm 1.22

...
BTW: Bob Puff is taking suggestions from people regarding what you'd like to see in BobTerm XE, the next release of BobTerm. So if you have any suggestions you'd like to convey him here are the BBS' that he's involved with:

Computer World Jr.
Bob Puff's BBS
(716) 247-8355

Computer Software Services
Support BBS
(716) 247-7157

If you call CSS' BBS address messages to Bob Puff as SysOp Bob.

-=*]Terroc[*=-

Well, that about does it for this time. Once again, many thanks to those of you who have helped me with information. If you should call the mentioned places, please mention that you saw it here in ZMag. Let them know that somebody still cares and appreciates their continued support.

If you should have some useful input, I can be reached on my BBS (908-805-3967), GEnie(S.LOWELL), and on Z*Net Online BBS(908-968-8148).

SUPPORT YOUR LOCAL USERS GROUP! Support those who support US!

** THE BLACKBOX VERSUS THE MIO
==============================

This article originally appeared in the June 1990 issue of PSAN.

PSAN (Puget Sound Atari News) is the official newsletter of several participating non-profit Atari user groups. Approximate circulation - 800. Please send any inquiries to: PSAN, P.O. Box 110576, Tacoma, WA 98411-0576

BlackBox vs. MIO
by Dan Knauf of S*P*A*C*E

Having had the opportunity to use both the BlackBox from CSS and the MIO from ICD, I thought I would share what I have learned about these two unique pieces of hardware for the 8-bit Atari.

The systems I have used include: 130XE computers (upgraded to 512k), 1-meg MIO, 256k MIO, BlackBox, Supra Modem 2400, Seikosha MP-1300AI printer, 2 Happy 1050 floppy drives, an Adaptec 4000a hard drive controller, 2 Adaptec 5500 hard drive controllers, a Seagate ST225 20 meg hard drive, a ATASI 3046 40 meg hard drive, and a CMI 5616 13 meg hard drive.

An explanation of just what the MIO and BlackBox are is in order. Both include a SASI/SCSI hard disk interface, a printer port, an RS232 port, and some type of printer buffer. The MIO comes with either 256k or 1 megabyte of dynamic ram on board which can be used as any combination of ramdisk(s) and/or printer spooler. The BlackBox comes either with no user ram or 64k of static ram which can be used only as a printer buffer. The BlackBox can also use the standard extended banks of a 130XE as a 64k printer buffer. The RS232 and/or printer ports can be disabled in both units to allow an external device such as an Atari 850 interface to be used.

Both come with clear manuals printed on 8 1/2 by 11 inch unbound paper. The pinouts for all ports are clearly shown in the manuals and there are examples showing how to set up a hard disk system. The BB manual includes several short assembler listings showing some methods of accessing the BB from machine language.

Appearance:

The MIO comes in a nice gray case with the SCSI connector and printer

port on one end. The other end has the RS232 port, on/off switch, power plug, and two LED's - one is a power indicator the other lights up when the MIO is busy. My 1-meg MIO has a second 9 pin plug on this end for a planned 80 column adapter which never happened. The 50 conductor ribbon cable which plugs into the computer is on one side.

The BB comes with no case. Cases are available for it for $39.95 (and they are even black!). On the front edge is the connector which plugs into the 130XE. The other side has the SCSI connector, the floppy controller connector (see below), and the power plug. The printer plugs onto one end and the modem on the other. The BB also has two LED's which serve the same functions as the ones on the MIO.

Plugging it in:

The MIO has a 50 pin connector which plugs in to the parallel expansion port on a 600XL or 800XL. An XE adapter must be purchased for $16.95 to plug the MIO into a 130XE computer. This adapter plugs into both the ECI port and the cartridge port on the 130XE and has sockets for two cartridges on it. The second cartridge plug is primarily for the Rtime-8 cartridge from ICD.

The BlackBox is built to plug directly into the 130XE. It comes with a short 50 pin cable for plugging into an XL machine. No extra adapter is needed. For my own system, I use the XE adapter from ICD and plug the 50 pin cable on the BB into it. (I use the Rtime-8 and this keeps the cartridge stack shorter.)

The MIO has the expected 9 pin and 15 pin d-connectors for plugging in your printer and modem. The BB comes with 34 pin card edges for use with 34 conductor ribbon cable. You can use standard crimp-on connectors for both cables (use 25 conductor ribbon cable for the modem cable) or you can buy the cables you need from CSS.

There is also an unused 34 connection card edge on the BB. This is for the floppy controller that CSS is planning to release. This floppy controller will allow the user to attach industry standard disk drives - up to 80 track 720k - to the BB.

The MIO comes with a heavy duty 9v power supply. The BlackBox comes with a power supply which has +12v, -12v and +5v output. All three voltages are used by the BB.

Menus:

Both the MIO and the BlackBox have menus. Here is a list of options available from the main menu of both:

1) Assign drives as floppy disks, or hard drive partitions. When assigning floppy drives, you can assign any physical floppy drive respond as any drive from D1: to D8: (and D9: on the BlackBox).

Note: On the MIO ramdisks can also be defined. These ramdisks refer to MIO memory only - not memory available inside the computer. Use a DOS ramdisk handler for the extended memory in the computer.

2) Swap Drives - shows up as 'Exchange Drives' on the BlackBox and allows you to swap the drive assignments of two drives. For example, you could swap drives 1 and 4. The drive assigned to D4: would then become logical drive #1 and you could boot from it while the drive that was drive 1 would then be addressable as D4:. I am writing this using PaperClip which I booted from my hard drive using this method.

3) Lock Drive - Write locks a drive if it is a hard drive partition or a ramdisk.

4) Save Congfiguration - this writes the current configuration to the first sector of device 0,0 (the first Hard drive on your system). If no hard drive is present this option does nothing.

The other options available from these menus are different enough to need separate descriptions.

The MIO Menu:

The MIO menu is entered by holding down the SELECT button and pressing RESET. This loads the menu into the computers program ram starting at address $3000. This destroys whatever was there, so it is best to re-boot the computer after accessing the menu. The main menu is the drive configuration menu. This is where you set up your hard drive partitions, partition the MIO ram into ramdisks, and assign floppy drives. The printer and RS232 menus are also accessed from here.

Available from the printer menu:

1 - Pause/Resume Printing.
2 - Clear Spooler.
3 - Print Repeat Copies.
4 - Set Port Type.
5 - Set Spooler Size.
6 - Set Port Number.

The 'Repeat Copies' option allows you to print copies of any text currently in the MIO print spooler. Setting the port type allows printing to either parallel and serial printers. This function is also used to turn line feeds on/off. Spooler size is adjustable in 32k byte increments from 0 (OFF) up to the maximum ram available on the MIO. Maximum available ram includes all ram on the MIO not already assigned to ramdisks. The port number can be set to P1:, P2:, or OFF.

Available from the RS232 menu:

1 - Set Baud Rate.
2 - Set Stop Bits.
3 - Set Parity.
4 - Assign Port Number.

Baud rate can be set from 110 to 19,200 baud. Stop bits can be set to either 1 or 2. Parity can be set to none, odd, even, or space. Since most terminal software handles these items, I am not sure why they are on the menu. Maybe it looked empty without some extra options... :-). R1:, R2:, or NONE are the allowable port assignments.

The BlackBox Menu:

The BlackBox menu is entered by pressing a button on the BlackBox. This menu does not use any programming ram and is therefore non-destructive. You can enter the menu and usually exit with no effect on the program you are running. Available from the BlackBox menu are:

1 - Drive Configuration Menu.
2 - Port Status Menu.
3 - 6502 Monitor.

From the Drive configuration menu you can partition your hard drive, assign floppies, add hard drive partitions to the partition list (explained below), enter the controller menu, or enter the partition list menu.

The controller menu allows you to add up to 8 different hard drives to your system.

The BlackBox allows you to have up to 96 hard drive partitions.

The information on these partitions (size, start sector, controller and drive number, etc) is kept in the partition list. You are allowed to name each partition with any name of up to 11 characters 10 of which show up in the menu. The main configuration table of the BlackBox has room for nine drives (and/or partitions). You can load any partition from the partition list into the main configuration table by going to the partition list, moving the cursor to the partition you want and pressing RETURN. You will then be returned to the main configuration table and asked what drive you want the partition loaded as.

Options on the port status menu are:

1 - I/O Sound On/Off.
2 - RS232 Port On/Off.
3 - Printer Port Number.
4 - Printer Line Feeds On/Off.
5 - Spooler Status.
6 - HD Partition List Start Sector.
7 - Save Configuration.

Yes, I/O sound with a hard drive, heh. The RS232 port can only be turned on/off with no option to be assigned as anything other than R1:. The printer port can be assigned as any one of P1: through P8:, ALL, or NONE. Spooler status cycles between off, XE extended banks, and BlackBox ram (if the ram is available on the BB). This is also where you tell the BB where to look for the partition list which takes up to 14 sectors and can be located anywhere on the first hard disk on the

system. You can save the configuration here as well as from the drive configuration menu.

The 6502 monitor is the best I have seen for the 8-bit Atari. It doesn't have as many features as others but it is transparent to the system and does a MUCH better job of interupting a program than either DDT or Omnimon. I have retired my Omnimon and never used DDT much anyway. With the BB monitor you can interupt a program, examine/change memory, and usually resume right where you left off. Ever had a lockup you couldn't get out of by pressing RESET? With the BB monitor you can change the program counter to point to E477 (the cold start vector) and when you exit the BB the computer will cold start. This is nice for saving the files in your ramdisks.

Note: While snooping in the BB ROM I discovered that holding the HELP key and pressing RESET causes a cold start. Holding SHIFT-HELP does not cause the cold start. This feature was not mentioned in the documentation.

Software:

Other than programs to format hard drives, the only software I am aware of for these devices requires SpartaDOS. There are programs to:

1) swap drive assigns.
2) Lock/Unlock drives/partitions.
3) Load/Save configuration tables from/to disk files.
4) Load/Save BB partition lists from/to disk files.
5) Print info contained in config files and partition list files.
6) Load a partition from the partition list into the configuration table of the BB.

There are also some .CMD files used by BBS Express Pro! sysops to work with the MIO. I am sure there is software available that I don't know about or forgot to mention here.

Miscellaneous:

There are two buttons, two switches, and a bank of eight dip switches on the BlackBox. One of the buttons is used to access the menu. The other dumps the screen to the printer. This can be done at any time. One of the switches allows you to select either text or graphics mode for the screen dump. In graphics mode all Atari graphics characters appear on paper just like they do on your screen. In graphics mode, screen dumps take the full width of 8 1/2 by 11 inch paper. This makes a graphics 0 screen look like graphics 2 on the print-out.

The other toggle switch write protects ALL hard drives. This is handy when you want to try out a new program and don't want it to mess with the hard drives.

The dip switches are used as follows:

1) Force printer fault line to NO FAULT. This causes the BB to not send any data to the printer. You could have another printer interface (and printer) attached to your computer and control which printer prints with this switch.

2) Enable hard disk port/high speed floppy SIO. This allows you to disable access to your hard drives and disable the BB's high speed SIO code for floppy disks.

*3) Enable parallel printer port.

*4) Enable RS232 port.

*5) Enable printer line feeds.

6) Printer is a Prowriter. (Used by graphics dump routine.)

7) MIO compatibility mode where hard drives are concerned. The MIO inverts all data as it writes to the hard drive. In normal mode, the BlackBox doesn't to this. Flipping this switch to the MIO mode allows a hard drive to be used by either the MIO or the BlackBox. Note: this affects ALL hard drives that are online.

8) unused.

* Switches 3-5 are mainly for systems with no hard drives online. If a hard drive is present this info is contained on the configuration sector.

The BB gives more storage capacity on hard drives than does the MIO. It is able to format a drive using 512 byte sectors. These are accessed as 256 byte sectors after formatting. (Each 512 byte physical sector contains two 256 byte logical sectors). CSS claims that using 512 byte sector format can add up to 20% to the storage available on a hard drive. I gained a little over 10% formatting my 40 meg hard drive in this mode. I have a 40 meg drive that formats out as follows:

Format type sectors
MIO - 256 byte sectors 146685.
BB - 256 byte sectors 148994.
BB - 512 byte sectors *162530.

* This is the number of logical (256 byte) sectors.

The only way I have found to empty the printer buffer on the BlackBox is to enter the port status menu and cycle the buffer off/on.

Printing through the Printer buffer with either the BlackBox or the MIO slows down both the printing process and the computer (especially when accessing other devices like disk drives).

Reliability:

The MIO has been plagued by problems and rumors of problems since it was released. I personally know of at least 11 MIO's that had to be sent in for repairs at one time or another. (And I only know 8 people who own

MIO's.) I bought my MIO's second hand and both had been sent back by the original owners to be fixed. Here are some problems I have experienced when using the MIO:

1) Wierd things have happened when I used the printer buffer. Everything from wierd flickering and characters showing up on the screen to garabage being sent to the printer.

2) I could not use my Mac/65 cartridge and the ram in the MIO at the same time. When I tried, the ramdisk(s) formatted themselves whenever they felt like it and I had to use a sector editor to recover anything important. To my knowledge no one else has had this particular problem.

3) When using terminal programs the MIO frequently locked up on me while I was online. I suspect that this is a problem when the MIO is the originator of a call because I know of many BBS's using the MIO that have been online for a long time with no such problem.

Note: BobTerm 1.20 claims to solve this lockup problem by supplying it's own handler for the MIO which also allows it to transfer at a true 19200 baud rate.

I have had no problems with the BlackBox except when I wired it into my 230 watt power supply. I reversed the +12v and -12v lines and fried a couple of chips. A normal person would not have done this.

Product Support:

ICD has apparently lost interest in the Atari 8-bit machines. At this time they offer little support for the MIO. If anything goes wrong, they are not likely to offer any help to the user at all beyond fixing them for $40.00+parts+shipping. My own experience with ICD has left a lot to be desired. I have been using ICD products since about 1984. I use the SpartaDOS X-cartridge and when I first got my MIO, I couldn't exit the menu without the computer doing a cold-start. Thinking something was wrong with the MIO, I called ICD for help. My call was forwarded to to a technical assistance person. I explained my system and the problem to him and he told me that the MIO was faulty and to send it in for repairs. He informed me that the repairs would cost $40.00+parts+shipping. Well, it turns out that exiting the MIO menu with a cartridge plugged in causes a cold-start with all MIO's. So much for getting good help from ICD for their 8-bit products. (In fairness to ICD, I hear that they do a better job supporting their ST product line.)

CSS, on the other hand has proved to be a gold mine for Atari 8-bitters. As I mentioned above, I fried a couple of chips on my BlackBox. I called CSS and (with some embarassment) told Ron exactly what I did. Instead of saying 'Send it in with your wallet, checkbook, and credit cards' he told me exactly what chips I had probably fried. I found the chips at Radio Shack (for about $2.00) and fixed my BlackBox. These

folks really do care!

The people at CSS have answered some pretty dumb questions for me (one or two intelligent ones too). They have even helped people with their ICD products. They have also given me any technical information I needed - or thought I needed - to write programs for the BlackBox.

Trivia:

BB really stands for BobBox. (For creator Bob Puff.)

Conclusion:

The MIO has been plagued with reliability problems. The RS232 handler has been known to cause lockups when online and drops the carrier (hangs up the modem) when RESET is pressed. The print spooler sometimes does wierd things and is only semi-reliable. I have been told that the spooler sometimes writes to hard drives instead of the printer. I kept the spooler turned off when my hard drive was attached. I just didn't want to verify this the hard way. Thee MIO is also known to have (electronic) noise problems, especially when used with 130XE's. The result is loss of ramdisk configuration and/or contents. I have only heard a few complaints about the hard disk interface on the MIO. I have experienced no problems with the hd interface.

Pretty is as pretty does. I have found the BB to be a far more reliable tool than the MIO. It is more flexible in most areas, offers more options, and product support is just fantastic. And it costs less too. The only problem I have heard of regarding the BB had to do with printer dumps when an older Gemini-10X printer was used. A ROM upgrade has fixed this problem. The RS232 handler doesn't cause lockups, and you can press RESET without losing the carrier. I have never had any wierd stuff happen when using the printer handler. I don't have the 64k spooler on the BB but am sure it meets up to the standards of the rest of this fine product. The screen dump feature works well. It will dump any graphics 0-2 screen with no problem and has no problem with most other graphics modes. The hard disk interface works flawlessly and allows use of 512 byte as well as 256 byte sector formats.

The BB also has an MIO compatible mode so that you can use hard drives that have been written to by an MIO. CSS claims that the BB is up to 20% faster than the MIO depending on the brand of controller and drive used. I noticed only a slight increase in speed after converting to BB format using my Adaptec controllers with 3 different brands of hard drives.

I really like the BlackBox. I heartily recommend the BB over the MIO and encourage all 8-bit Atari users to support CSS. After all, they are supporting us.

Now if they would only get that floppy controller out...

The BlackBox - $199.95
w/64k ram $249.95
BB Case $ 39.95

Available from: Computer Software Services
P.O Box 17660
Rochester, NY 14617
Phone: (716) 586-5545
BBS (716) 247-7157

The MIO w/256k ram $239.95
w/1 meg ram $469.95
XE adapter $ 16.95

Available from: ICD, Inc
1220 Rock Street
Rockford, IL 61101
Phone (815) 968-2228
BBS (815) 968-2229

** REVOLUTIONARY CONCEPTS
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PART 34 - "The Transportable Computer"

by Donald A. Thomas, Jr.
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The Atari Portfolio is a stick of dynamite that has explosive power. For less than three hundred dollars, an individual can obtain a fully functional and programmable MS-DOS command compatible computer that fits in the palm of their hand. Even adding the cost of peripherals, the Portfolio is more than a thousand dollars less than the its nearest competitor- The Poquet computer (retailing at $1999). This is NOT meant to be a sales pitch, it's pure fact. Anyone who has the need for a portable computer can link the Portfolio and quickly transfer compatible data within seconds. Not hours, not minutes, but seconds. And this link is not limited to MS-DOS platforms. Virtually any computer in the world can exchange data with the Portfolio.

The secret lies in two areas. The most significant of the two is the ASCII character set standard. A pure ASCII text file on one computer means exactly the same thing on another. Therefore, the files that are

transmitted between two incompatible computers are 100% compatible. This has always been true, but is now being better understood by more and more people. The second part of this secret is the ease of the physical link.

There is an energy department in Canada which is looking at Portfolios as a remote, unmanned environmental data collecting device. Reporters and photographers are discovering the Portfolios' ideal design for notetaking and scheduling. Salespeople are providing customers with quotes and receipts instantly. Marketing people are compiling statistics with up to a 15 pound lighter load than the laptop alternatives. Hackers like the uninterrupted on-line time since the desktop is difficult to take on vacation. Executives keep in touch with their E-mail and appointments all in one machine. Students find the Portfolio easy to carry between classes. The Portfolio has already proven its broad potential and is fast becoming a trusted tool.

I think the most amazing phenomenon I have encountered in regard to the Portfolio, is how well every platform is quickly learning to make the connection. The Portfolio has already been advertised as "the Portable Mac". Of course MS-DOS users get along fine with it and have since the beginning. Just about every category is covered. Well, except for the Atari ST market. I am simply dumbfounded at how many Atari 16-bit computer users struggle with the Portfolio. Now before you all start writing and telling me you get along fine with it, I am talking general terms here. It seems that the Atari 16-bit community has the most difficult time exchanging files with the Portfolio. Of course, you are probably an exception.

I personally feel that the Atari ST and MEGA computer user should investigate the Portfolio closely, even if it is not purchased. For those who are committed to help spread the Atari namesake around, the Portfolio is the easiest advertisement Atari has ever produced. One of those users referred to above is a broadcaster in the Los Angeles area. I spoke to him one day and he told me he was ready to buy a desktop. He said Memory Cards were beginning to cost as much as one anyway and the Portfolio inspired a confidence in computers. Since he was so pleased with the Portfolio, he wanted advice as to what desktop to buy. I sent him to our friends in Bellflower (Mid-Cities Comp Soft) and this broadcaster is now a proud owner of an ST. The Portfolio is CLEARLY THE MISSING LINK BETWEEN THE REST OF THE WORLD'S COMPUTERS AND THE ENTIRE ATARI LINE.

When I first learned of the Portfolio, I resented Atari's apparent departure from the ST/MEGA environment. I still cringe from time to time to think that Atari could ever decide to abandon their traditional line of computers. It is obvious they will not as they have now the new STEs and TTs being introduced in the United States. As I learned more about the Portfolio, I was amazed at its total function abilities. The Portfolio is enhanced even more by optional software and hardware. I use mine for light spreadsheets, but mostly for writing my thoughts as I

commute to work each day.

I also take it along on business trips for the address book functions. And everywhere I go someone stops and asks about it. If they heard about it, they are amazed that it is exactly as advertised. If they didn't, then they are simply amazed.

If you have been considering to link the Portfolio to an ST/MEGA computer, then read on. It's easy, inexpensive and some fun too. What you will need is the optional Serial Interface and a "DB9 (female) to a DB25 (male) null-modem serial cable". If that sounds like a lot, just know it is a rather standard cable and your computer dealer will know what all that means. The cable should not cost more than $20.

You will also need communications software on the host computer (the ST/MEGA). One popular title is FLASH, but there are many good ones. You will not need a communications program on the Portfolio. Read my lips ... you will not need a communications program on the Portfolio. Make the connections between serial ports using the interface and cable. Run your communications software on the host and designate a TEXT receive. When that is set up, then go to the Portfolio and type COPY FILENAME.EXT AUX. This will issue a copy of your file out through the serial port. To receive a file on the Portfolio, type COPY AUX FILENAME.EXT. Please replace FILENAME.EXT with the true filename.

If you have problems, it may be because you have not initialized the serial interface through the SETUP menu or some parameters are mismatched. The only parameter you will probably need to set is the baud rate on the host computer. 9600 baud is the default on the Portfolio and the suggested speed.

As you become more sophisticated with the Portfolio, you may discover that your file transfer needs have grown. You will need a communication program on the Portfolio if you wish to do non-ASCII file transfers, for instance, ARTISAN SOFTWARE has just released TRANSPORT for the ST/MEGA computers to help you through the confusion. It is written specifically to link traditional Atari computers to the Portfolio. For beginners, an express menu system will enable fast file transfers and display exactly what and when to type the commands you need. Advanced users will learn to access two advanced menu option screens. Included is the ability to generate non-transferrable file reports, strip files on non-ASCII code characters, Xmodem file transfers and much more. It will work on color or monochrome systems and sells for $24.95. You may obtain TRANSPORT from your local Atari computer dealer or you may order direct from Artisan Software. Direct orders must add $1.50 shipping/handling and California must add 6.25% sales tax.

If you desire more information about the Portfolio, consider one of the many Atari publications, visit some users' groups meetings and subscribe to GENIE or COMPUSERVE.

For information on how you can "JOIN THE REVOLUTION" and actively support the exposure of Atari computers, write: ARTISAN SOFTWARE, P.O. Box 849, Manteca, California 95336.

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Newsgroup: comp.sys.atari.8bit
Date: 1991-01-08 21:13:43 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1991Jan8.211343.8092@magnus.ircc.ohio-state.edu>
Source record: 114503

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EDITORS DESK
------------> by Ron Kovacs

Well, you couldn't get any closer to the last issue of the year then
this one. 1990 was a busy year for most of us and we continued to watch
the continued shrinking of the Atari 8-bit user base. Strange as it may
seem, we are going to continue for atleast another year with this
publication and hope for the best.

There are a number of topics and directions we are going to embark on in
1991 and we are really going to be looking for your support. The KIDS-
91 project is a new idea which we recently learned about and it is
discussed in this edition. Also, the phone company wants more of your
money and if you are a BBS sysop, you should read with great interest,
the developing story about the Indiana and Michigan Sysops in this
issue.

This is issue #189, we start 1991 and begin our 6th year of Atari
online publishing. For those of you who don't know, our first local
Z*Magazine issue appeared and was published in May 1986 on the Syndicate
BBS now called Z*Net Online. Our regularity has been cut way back
because of the lack of Atari 8-Bit specific news, but we hope to provide
more in the year to come.

In this edition, a full year in review of Atari appears. I know it is
NOT Atari 8-Bit exclusive, but it does give a good retrospect into the
past year. Also, this is a large edition which will present and use all
of the material we have saved so that we can start the new year with
fresh material.

Stan Lowell and myself will continue to peruse the message bases and
networked areas we are involved in. For the latest when it happens, you
can always read Z*Net Online Magazine, get involved with the FoReM XEP
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network that Stan is involved in, the FoReM/Turbo Crossnet (FNET) areas I am involved in and the pay services. We are going to focus some of January on the ST and 8-Bit BBS Networks available.

As in the past, I want to thank everyone who has assisted ZMAG throughout the year. Although we only returned in September, there are many to thank for the support and information presented here in each issue. Special thanks go to Stan Lowell for his continued enthusiasm and support of the Atari 8-Bit computer.

Happy 1991 everyone!

1990: THE OF ATARI IN REVIEW
============================> by John Nagy

1990... was it the year of Atari? It was a year filled with hope and with disappointment. It was a year of promises and some fulfillment. Lets look at the highlights and the lowlights together.

Computer years tend to be measured from Fall Comdex to Fall Comdex rather than from the more traditional calendar. So here is a chronology of Atari since the Comdex last November 1989, up through the recent Comdex, to the end of 1990.

I've focussed on Atari and added only a few major third-party announcements. While I know some folks will feel slighted by being omitted, sorry. I'll be blaming it on the editor. (Grin!)

NOVEMBER 1989:

Sig Hartmann retires after 5 years as front man for Atari.

Comdex - the US marketplace of computers, attended by the industry bigwigs, dealers, and distributors who are deciding what lines they will buy and sell in the coming year. In the Las Vegas convention facilities Atari Corporation occupies a spot near the main entrance where they seem to sit as a foothill to the towering ZENITH and IBM exhibits just behind it. Atari has perhaps their best looking booth ever, in light colors with open feeling displays. "A Computer For Everyone" declares the overhead sign, and from the brand new palmtop Portfolio and STe to the TT (being shown in production prototypes), Atari draws lots of attention. Carrel after carrel of major third party developers each show their own lines to thousands of intrigued visitors. The STacy and Portfolio are the clear eye catchers. Over 1,000 potential distribution contacts are made for the Portfolio alone. Bob Brodie is popular already in his second month at Atari. Charles Cherry, only two weeks with Atari after leaving ANTIC Software, begins his effort to support developers in new and attractive ways, including SOFTSOURCE and distribution of dealer and user data. The mood is very up - this seems to signal a new and forward moving atmosphere at and for Atari.

The Independent Association of Atari Developers (IAAD) is formed by 40 developers at the WAACE Atari show outside Washington, DC. Nathan

Potechin of ISD is the first Chairperson.

ST-LOG and ANALOG magazines merge, then announce that the November 1989 issue will be the last of any Atari magazines from Flynt Publications. START magazine loses Andrew Reese and editor and Tom Byron takes over, and ST-XPRESS closes altogether.

GADGETS BY SMALL begins distribution of the GCR Mac Emulator, enabling the Atari ST to not only run MACINTOSH software faster thana MAC, but read and write real MAC disks... faster than a MAC.

PC-SPEED, an internal IBM emulator board from Germany, is in distribution by MICHTRON, while AVANT-GARDE is unable to meet release promises with PCDITTO II, a hardware PC emulator first shown in April, 1989.

DECEMBER 1989:

Mike Morand, President at Atari for only two months, resigns. David Harris in named as his successor.

Greg Pratt, Atari's Chief Financial Officer, continues the search for a buy for the FEDERATED GROUP store chain that has drained Atari's working capitol.

The FCC passes the STACY laptop ST as a "TYPE A" device, meaning that it can only be sold as a commercial device, not in outlets for the home users. Battery operation time is admitted to be about 15 minutes for units with hard drives.

JANUARY 1990:

The LYNX is a major hit at the Winter Consumer Electronics Show in Las Vegas. Nintendo is the clear winner in volume and promotion with the Game Boy, but the LYNX wins hearts with astounding color graphics in a hand held machine. Private showing of a prototype portable machine from NEC causes worry that the LYNX will be passed up by this newer unit by Christmas 1990.

QUICK ST goes from shareware to commercial, as Darek Mihocka begins a trend in small developer success stories.

ZMAGAZINE and ST*ZMAGAZINE merge to become Z*NET ONLINE, a single weekly electronic publication covering the entire Atari computer lineup. So begins the fifth year of the continuing, volunteer, non-profit Z*NET project.

Avant-Garde's PCDITTO II begins actual shipment, but less than 10% of the users can make it work, and it turns out to be so large that only MEGA machines have room inside for it.

TALON announces that they will begin importing the SUPERCHARGER external IBM emulator that will require no installation at all.

FEBRUARY 1990:

Jack Tramiel, "retired" controlling stock owner of Atari and chair of the Board of Directors, takes a more active hand in Atari policy and management.

A $5,000,000.00 backorder backlog that has had some items (like Monochrome Monitors) unavailable for five months begins to ease as Atari hardware shipments arrive at dealers.

Rumors begin to circulate about a new version of the MEGA computer that may be based on the STe and card-compatible with the TT.

Atari makes an impression at the National Association of Music Merchandisers (NAMM) show as the only major computer display. The Hotz Box and the STacy are featured, and a concert is sponsored by Atari.

MIDI-TASKING is released to developers as a BETA-TEST version, offering a multitasking environment under GEM, tailored for MIDI applications.

MARCH 1990:

Layoffs of 15% of the Sunnyvale Atari employees affect mostly warehouse and accounting departments, but are felt by all.

After some angry power plays and short-scheduled events by commercial promoters that appear to be trying to squeeze user groups out of show production, Atari announces that they will not support Atari Fests that are not scheduled at least 120 days ahead of time and that are closer than 30 days to any other show.

Charles Cherry's SoftSource system of cataloging and promoting third-party developers nears readiness on GEnie telecommunication system.

FEDERATED is finally sold, the last parts going to SILO's chain of stores in a deal that gives Atari a large block of the huge UK company's stock.

Avant-Garde releases a series of fixes and chip replacements that make PCDITTO II work... for as many as 80% of the owners.

CALAMUS OUTLINE ART begins shipping from ISD. It comes with a conversion program to turn Outline format graphics into PostScript files.

APRIL 1990:

ATARI EXPLORER MAGAZINE editors David Ahl and Betsy Staples are fired by Atari, the publisher, for their critical commentary in the "Spring" issue. The issue is recalled before distribution and reworked.

The second Disneyland World Of Atari is a moderate success, with showings of some new products. Gadgets's 68030 upgrade board is shown - working - and might even be faster than Atari's own TT.

The STe finally passes the FCC testing and can begin distribution in the USA.

MICHTRON releases FLEET STREET PUBLISHER 3.0 without fanfare, as Michtron begins winding down operations and discussing a possible sale. They continue to appear at shows with great deals.

The Business Software Alliance (BSA) raids an Atari Taiwan plant and finds several pirate copies of LOTUS on employee machines. Atari denies responsibility and criticizes BSA priorities.

A two-day Atarifest in Pittsburgh, PA sponsored by PACE is a resounding flop, with well under 500 attending. Worse, comments from many visitors cause fears about the rampant and apparently accepted level of piracy in the area. Discussion of the situation online and in media reports infuriate local groups.

MAY 1990:

At Atari's annual meeting, shareholders learn that the company has earned $1.5 million in the most recent quarter, and sees the TT.

Jim Fisher is announced as the new editor of Atari Explorer, adding to Jim's duties as Vice President of Marketing. Production will be handled by Jon Jainschigg, formerly the technical editor of Explorer under Staples and Ahl.

World of Atari Manager Richard Tsukiji relights old fires by announcing a WOA in San Jose less than a month before the Glendale Atari Faire, defying Atari's guidelines for show scheduling. A similar announcement in 1989 caused cancellation of BOTH shows. This year, neither plan to back down.

ST JOURNAL, from Steve Lesh and Quill Publications, begins distribution of their first issue. The new ST specific magazine attempts to provide a serious user's journal of news and reviews, avoiding the "game" image entirely.

JUNE 1990:

The Summer CES in Chicago was attended by Atari but no new hardware or packages were offered. The long talked about "Atari Advantage" package (a bundle of LOTS of game and productivity software with a 520ST ad a very low price) was prepped then pulled out of the CES show at the last moment. The Tramiels are rethinking the contents and pricing of the bundle(s).

ELIE KENAN comes to Atari from his position as Manager of Atari France, to begin preparations for his takeover of Atari USA, Canada, and France.

The STacy and STe begin shipping to Atari dealers in the USA.

Atari co-sponsors the "Silicon Summit", trade talks with the Soviets concerning a trade of computers for RAM CHIP production in the USSR.

WOA promoter Richard Tsukiji is informed by Atari that Atari will not participate or support his San Jose show in any way, due to his late and conflicting scheduling of the show.

GRIBNIF shows their NEODESK 3 for the first time, offering lots of remarkable advancements in their ST desktop replacement.

ICD Inc. offers new driver software for their hard drives and host adapters that resolves a major incompatibility with Talon's Supercharger IBM emulator.

JULY 1990:

Dealer information from New Zealand and the Netherlands indicate that the Atari TT030 machine is being redesigned to be 32 Mhz rather than the 16 Mhz as announced. Atari USA and Atari Corp both deny the story.

Atari USA is said to be looking at relocation sites in BOSTON as a place to move to from Sunnyvale, CA. Incoming manager Elie Kenan is being offered a free hand by the Tramiels, and is thought to be looking for a way to separate Atari USA and Atari Corp, now both based out of the same Sunnyvale building.

Additional layoffs occur at the line level at Atari, fueling relocation rumors.

A replacement for the SLM804 Atari laser printer is expected shortly. It will be a essentially a standard Epson unit, customized for Atari.

The old SLM804 unit can no longer be obtained from the manufacturer.

The STe is troubled by recurring reports of loss of data when used with a hard drive. Some stores test and find their entire shipments will not operate with hard drives. Atari denies that it is a systematic or design problem, but agree to replace any units found to be inoperative regardless of age or having been opened for inspection.

A fraudulent FAX message purporting to be from Bob Brodie is received by MICHTRON and GADGETS BY SMALL, urging them to join a "boycott" of the WOA shows. Meanwhile, Atari reverses its decision and agrees to provide equipment as possible for the August WOA in San Jose.

AUGUST 1990:

San Jose WOA succeeds with a small but happy turnout of 1,500 people. Many Atari officials attend, including Sam and Leonard Tramiel and Elie Kenan. Atari supplies free equipment, but WOA refuses to participate in its safe return. Bob Brodie personally picks up the equipment and overhears promoter Richard Tsukiji discussing his plans to "have Brodie fired" from Atari.

Second quarter net income for Atari: $1.5 million.

Charles Cherry resigns from Atari. Developer projects are left partially on hold, and SoftSource is stalled while many developers ask for extensions of time to get the required submissions. Meanwhile, other developers complain that they got their materials to Atari on schedule and don't want the project delayed.

START MAGAZINE announces that they will skip their September issue, then join with ANTIC into a single, larger publication for October 1990 in a major redesign and rededication of the magazine.

Gordon Monnier of Michtron confirms that he has his company for sale. George Miller, Michtron's #2 man, leaves to join ABACUS, a book and software house in Michigan.

B. N. GENIUS, an upscale gadget store with a major mail order following, features the Portfolio on the cover of their national catalog. Atari dealers are concerned about losing business.

Atari attends GENCON in Milwaukee and provides major equipment and floor presence. About 10,000 visitors witness Atari as a major "player" in the gaming convention.

Frank Foster resigns from Atari in a mutual decision that leaves Atari without a leader of its MIDI support section.

42,000 visitors attend an all-Atari show in Duesseldorf, Germany. The TT and ATW are major features, and developers from all over the world convene to maximize their sales potential.

Hong Kong's largest English magazine, the "NEW STRAITS TIMES", conducted a reader survey and 41.8% of the votes declared the Atari ST to be their choice for "Computer of the Decade". Second place went to the Commodore Amiga with only 5.2%, third was the Macintosh with 5.1%, tied with the IBM.

SEPTEMBER 1990:

Glendale has the largest Atari Show ever in the US measured by number of vendors, but turnout is a somewhat disappointing 2,500. The user-group show is supported by over $20,000 of advertising by Atari Corp, extensive equipment supplies, and a full house of Atari executives and employees visiting and hosting the Atari area of the floor. Leonard Tramiel personally participates in two seminars. New Manger of Atari USA, Canada, and France Elie Kenan meets and shares his plans for Atari in private meetings with each developer during the show and gets a unanimous if cautious "thumbs up" from them.

Atari formally announces new specs for the TT030 - it will be 32 Mhz after all, despite the denials, and will feature a new GEM desktop that looks similar to Gribnif's NEODESK 2 but is not related to it.

After a multi-party investigation, Richard Tsukiji is forced to admit in writing that the fraudulent FAX message that defamed WOA and ST World Magazine in Bob Brodie's name did in fact come from his own office at ST WORLD. Tsukiji adds it was sent by persons unknown at a time when he himself was out of the country. Dave Small resigns from ST WORLD staff in protest. ST WORLD magazine is announced to have been sold in mid summer to its staff for the sum of $1.00, but not to its editors who had expected to be given the magazine. They leave in protest.

The STe hard drive problem is fixed. Any existing STe computers should be checked for proper operation with a hard drive and returned for repair or exchange if they fail. Atari does not formally announce this event, as they do not concede to the fact that the problem existed in the first place.

ICD Inc. introduces ADSPEED, a 16 Mhz accelerator board for ST and MEGA computers that features faster operation and 100% compatibility with existing software. $300.

Gribnif starts sales of NEODESK 3, selling out at Glendale.

TALON is rumored to be considering the purchase of MICHTRON.

The Atari Elite, an organization of Atari owners in Pittsburgh, PA, threatens to sue as many as 33 persons, developers, and publications for allegedly defaming their group in news coverage and commentary about the PACE show in April. Z*NET and editor Ron Kovacs is among them. Elite's commercial software rental library is a major discussion point in allegations of organized or permissive piracy.

OCTOBER 1990:

WAACE holds its third DC ATARIFEST and attracts 2,000 people to a wide display of Atari and third party developers. Sales are in record numbers for attending vendors, and Atari provides similar backing to that of the Glendale show a month earlier. Elie Kenan again attends and meets with developers.

Bob Brodie meets with ELITE members at WAACE to attempt to resolve their concerns and stem their threatened lawsuits. No immediate solution seems at hand as the parties assume a standoff position.

Elie Kenan leaves Atari USA and Canada to return to Atari France. In the single most devastating blow to Atari morale in years, the departure of Kenan is met with disbelief and denial in the Atari community. Details are of course not released, but Kenan left after a meeting with Jack Tramiel immediately upon Kenan's return from Boston, where it is thought that he was choosing a relocation site for Atari. Greg Pratt, formerly in the Atari financial division, is named General Manager of Atari USA.

Jim Fisher, Atari's VP of Advertising and Marketing as well as the official editor for Atari Explorer Magazine, resigns in an decision unrelated to Kenan's departure.

Atari Canada now includes Neodesk 3.0 with every ST or STE sold.

A new color monitor to compliment the STE's stereo sound is released in Canada, tagged the SC1435. The monitor is not a re-structured SC1224 as was first thought but of a completely different design with a larger screen.

Both Fast Technology (Jim Allen) and Gadgets by Small (Dave Small) show 68030 boards INDEPENDENT from one another at WAACE since a splitup this

summer. The COMPLETED Gadgets 030 board contained 8 megs of on-board RAM (boosting a Mega 4 to 12 megs of RAM total) as well as a 68882 math co-processor, all running at 18.4 mhz (it can run it up to a max of 33 Mhz). The board has TOS 1.6 on board, with Atari committed to licensing TOS 1.6 to Gadgets for use in the board. It can run 10.66 times the speed of the standard ST at 16 mhz - using most existing ST software. Price and availability cannot be set until Gadgets get quantity pricing on parts.

NOVEMBER 1990:

Atari Stock trades at prices as low as $1.75 on the American Exchange. This is down from a peak of nearly $20, only 18 months ago.

After a five year-long effort the Software Protection Association was pleased to see the passage of a bill that makes software rental (other than non- profit library loans) programs illegal. One hour and a half before Congress recessed to start campaigning for reelection, the so-called "software rental bill" was finally passed. The bill makes it illegal for companies to rent software in a manner that allows users to copy and keep the program then return the original disks and documentation for re-rental.

Computer Shopper Magazine, a 800 page monthly magazine that once covered all computers, drops regular Atari coverage. Amiga, Mac, and IBM remain.

START magazine announces that beginning in December, the Z*NET News Service will be included in every issue. START ONLINE replaces the dormant ANTIC ONLINE on CompuServe, offering reprints of articles and featured software.

A file called "TOS 2" circulates on private bulletin boards. The program provides an early version of the new TT Desktop which will operate on an ST. Atari reminds users both that the file is a STOLEN, PIRATED file that belongs to Atari, and that it is an early version that is known to be incomplete and unstable.

Atari says they will have the TT READY FOR SHIPPING by COMDEX, with retail pricing for the base TT030 (2 meg RAM and a 50 megabyte hard drive) of $2,995 plus either $450 for a multiresolution color monitor, or $999 for the new 19" monochrome monitor.

COMDEX arrives at Las Vegas, and Atari has the biggest booth yet. The MEGA/STe is introduced, featuring the TT look, LAN ports, 16 MHZ, built in hard drive, and the new TT desktop. Availability is planned for January, with new retail prices basing around $1,700 for 2meg RAM, 40 meg HD. The new monitors are shown, and a Scalable GDOS is demonstrated for imminent release. The TT030 is still shown but not available due to engineering changes that have prevented FCC testing. Most of the crowds pass up the ST line to see the Portfolio. MANY dealers ask to carry it, and some agree to offer the entire line. Eight bundles are announced, offering a variety of software with computers at savings over retail.

MICHTRON is sold to a Newark, Delaware company, who will take over support and sales for the remaining Michtron products. PC-SPEED and AT-SPEED are taken over by TALON, and the HIGHSOFT line is apparently being marketed by GoldLeaf.

MIGRAPH announces a Color Hand Scanner, to be available for the ST line in early 1991. It will require a minimum of 2 meg of RAM, and will benefit by the added speed of the Mega/STe or TT.

DECEMBER 1990:

Atari Corporation reports a third-quarter (ending Sept. 30, 1990) net income of barely over three million dollars on sales of $89 million, compared to a loss of $5 million on sales of $81 million for the same period last year. This year would have been a $3 million loss except for an offset of a $6 million gain from Atari repurchasing debentures at a favorable term. Net income per share is $.05.

Downscaling hits Atari magazines overseas as well as in the USA. ST WORLD (UK) drops its publishing schedule back to QUARTERLY releases.

An Atari emulator for the Amiga computer continues to draw comment and fire as it develops. Purporting to be "public domain", the file "ATARI1" (now in general BBS distribution worldwide) includes illegal copies of TOS and GEM internally. Reports are that the thing actually works, at speeds up to half of that of an Atari, although desk accessories do not work, and many, even most common programs do not operate. Screen appearance is also said to be very poor. Atari's stance continues to be that this file is a violation of Atari's copyrights, and that distribution will not be permitted.

Atari's new MEGA/STe passes the FCC testing as a Type B (Consumer) product, and will begin US distribution as soon as mid-January. This marks the first time in memory that ANY Atari product has been approved for consumer release within 30 days of the first product announcement.

The TT030 machine begins shipping to US dealers as a TYPE A COMMERCIAL USE device. The price for the base unit, a 2 MEG RAM, 50 MEG hard drive device, is still $2,995. Only VARs (Value Added Resellers) and "qualified dealers" can get the TT, and must send Atari a letter assuring that the machines will not be sold to consumer, residential users.

Antonio Salerno, Vice President - Applications for Atari Corporation, resigns. Salerno had been in charge of efforts to persuade major software companies to bring their well known products to the Atari line, and had less than dramatic success.

James Grunke, technical man for the super group BEACH BOYS, is to leave the band to replace Frank Foster at Atari as the Music Industry Representative and MIDI promoter. James will begin work on January 1, 1991.

Formerly of NEOCEPT, makers of the powerful WORD UP graphic word processor for the Atari, programmer Mike Fulton is hired and begins work in Atari's customer and developer support area. This fuels earlier speculation that Atari may eventually buy and support Word Up as an Atari brand product.

Dennis Hayes, the Cincinnati resident who pleaded guilty in late October to selling more then 5,000 copies of pirates MacIntosh ROMS, many of them to Atari users for MAC emulation, is sentenced to 5 years in prison.

Until December 31, 1990, Atari Canada offers a $450.00 trade in on any 520 or 1040 towards a new Atari TT. Trade in machines will be refurbished and given to charity or used in an educational program. U.S. customers wishing more information can call (604) 275-7944.

THE FUTURE...

If 1990 was the Year of Atari, what will 1991 be? While there is reason for optimism in the new products and new staff at Atari, users and developers continue to leave the fold for apparently greener fields of MACs and 386 clones. Others are holding the course, hoping for better days ahead within the Atari line.

What will come next for or from Atari? It is clear that the most outside interest is now being generated by the Portfolio and the LYNX. While we ST types may feel left out, it is just as clear by recent events that Atari intends to build and support the ST/TT platform for some years to come... and if that support is funded in part by sales of the MS-DOS style Portfolio and the game consoles, so be it.

New products to come? There is considerable talk about a new 68000 based game machine called the PANTHER. This is NOT expected to be an ST compatible or any derivation of the existing lineup. When? Maybe mid-'91. And what about the Unix-compatible TT with multiple slots? This was known as the TT/X (eXpandable) as compared to the TT/D (Desktop) machine in press information gone by... but has the concept also gone by? A smaller, cheaper version of the LYNX handheld game unit is also still being promised... for SOMETIME. A new remodeled STacy is also rumoured in 1991.

We have no firm predictions to offer for what will or will not eventually come in 1991. But here's hoping that we will all be here a year from now, wondering about '92!

Z*NET NEWSWIRE
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PRODIGY AGREES TO REFUNDS
Prodigy, a computer information service, agreed this week to refund four months of fees to Texas subscribers who want to cancel the service. Prodigy was accussed by the Texas attorney general's office, of misleading customers about its costs and services. In an agreement, Prodigy said it would "clearly and conspicuously" disclose all fees in

future advertisements.

VENTURA PUBLISHER SHIPS
Ventura Software announced late this week that it has begun shipment of Ventura Publisher, OS/2 Presentation Manager Edition, a new version of the company's desktop publishing software running under IBM's OS/2 version 1.3 Presentation Manager operating environment. This new product will be distributed to major resellers nationwide.

NEW 908 AREA CODE
New Jersey's new area code (908) will make its debut on customer bills next month. Beginning with bills mailed Jan. 3, customers who are located in the 908 area or those who make calls to 908 numbers will see the new area code on their bills. Customers who dial incorrectly after the new code becomes mandatory on June 8, 1991 will hear a recording with dialing instructions. The 908 area includes all of Warren County and almost all of Union County. The parts of Hunterdon, Middlesex, Monmouth, Ocean and Somerset counties that currently are 201 will become 908, as well as small portions of Sussex and Morris counties. The 609 area remains unchanged.

SAN FRANCISCO PASSES VDT BILL
Last week we reported that San Francisco California's city supervisors had been deciding upon a measure to protect users of video display terminals, (VDT). The bill, approved over the protests of business leaders, now goes to Mayor Art Agnos for signature. The measure mandates adjustable chairs, special lighting and rest breaks. Affecting all city government and businesses with 15 or more employees, the bill also requires glare shields, detachable keyboards and tables with sufficient leg space. If signed, companies have two years to implement the provision, after which violators could be fined up to $500 per day. The Mayor has ten days to decide and sign the provision.

FCC LEVIES FINES
The FCC has levied fines totalling $200,000 against computer equipment vendors who attended last month's Comdex trade show in Las Vegas found violating FCC rules. The FCC made 300 inspections affecting sale of personal computers and peripherals that violated FCC marketing rules. Violations cited were vendors who didn't display FCC ID numbers and others who allegedly rushed new uncertified products to market while competitors were waiting for FCC certifications of their products. A list of those fined is not available.

COMPUTER RULE CHANGES
A proposed FCC rule change could affect the cost and availability of motherboards for personal computers. The FCC is involved with certification programs for computers because the devices can emit radiation that cause electronic interference. The FCC requires that computer systems marketed for home use must meet Class B certification requirements. Class B specifies that emissions have to be of an intensity low enough not to disrupt communications on a wide range of frequencies. Currently, complete systems and some peripherals such as

accelerator cards and video boards must be certified. However, the FCC is considering a change in the classification of motherboards to require they be certified individually. Under current regulations the boards are considered subassemblies not subject to certification. The FCC invites comments on the proposed rule change. Those interested who want to submit comments to the FCC should do so now since the first round of hearings were held last week. Comments on the proposed certification of RCPU boards (motherboards) should refer to RGen Docket No. 90-413S and should be sent to: Office of the Secretary, FCC, Gen. Docket No. 90-413, Washington, DC 20554.

NEW VIRUS UNCOVERED
A new computer virus has been found in the Apple Mac. The virus, called ZUC B, forces the computer's cursor to drift across the screen. When the virus finally reaches the Mac's Finder software, cursor control becomes impossible.

HOTZ GETS RIGHTS TO MARKET BOX
Atari has reportedly given Jimmy Hotz the rights to marketing for his full-size Hotz Midi Translator, also known as the Hotz Box. This $5,000 and up unit is designed for professional studio and tour use, and it is expected that Jimmy will be better able to promote and sell it at on his own to fellow musicians. Atari will retain the rights to marketing any consumer version of the controversial device that allows anyone, even a child, to free-style solo with or accompany pre-recorded music without a sour note... sort of the ultimate in a chord organ. Jimmy will once again join Atari at NAMM, the National Association of Music Merchandisers show this coming January 18-21.

FLEET LEAVES THE STREET
MIRRORSOFT of the UK has announced that FLEETSTREET PUBLISHER is being pulled off the market due to poor sales. Most other Mirrorsoft productivity titles were transferred to other lines, like MICRODEAL, but Fleetstreet was not, and has an uncertain future. Fleetstreet Publisher, recently in version 3, was marketed in the USA by MICHTRON, which also recently changed hands.

YET ANOTHER REPLAY
MICRODEAL, one of Michtron's main import lines, has announced REPLAY 8, replacing Replay 4 as an amateur musician's sound sampler and editor. It will feature some of the enhancements of Replay Professional. USA availability is not yet known.

ST WORLD GOES QUARTERLY
Downscaling has hit Atari magazines overseas as well as in the USA. ST WORLD (UK) has dropped its publishing schedule back to QUARTERLY releases.

BRODIE WRITES FOR START MAGAZINE
Atari's Manager of User Group Services Bob Brodie will begin a continuing column for STart Magazine, the largest US Atari specific magazine, in early 1991. His articles will be general interest items,

with accent on user groups and how they help owners get more from their Ataris.

MIGRAPH NEW TOUCHUP VERSION FOR TT/STE
Mentioned in earlier issues of Z*NET, the Migraph Hand Scanner, Touch-Up, and Easy Draw are parts of one of the new STe bundles. We didn't mention that TOUCH-UP is going up to version 1.6, and features new abilities to save a true grey-scale image in TIFF format. However, the new features require the extended palette of the STe or TT for full use. Older ST units will not have access to all the new features of the upgraded TOUCH-UP software.

REVOLTUIONARY CONCEPTS - 1991
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Press Release

IT'S HERE!

Manteca, CA -- Just Released! The REVOLUTION HANDBOOK is now available in paperback. Designed to appeal to two distinct markets, the new REVOLUTION HANDBOOK creatively appeals to potential new computer buyers and the powerful existing base of enthusiastic Atari computer users. The book combines the best aspects of the 16-bit disk-based version released in the second half of 1989. In addition, 7 new informative chapters have been added to assist computer buyers in their efforts to shop for the optimum computer.

Author, Donald A. Thomas, Jr. indicates that the time has come to offer a printed version which can benefit everyone... not just 16-bit Atari computer users. Now it is easier than ever for 8-bit and non-Atari computer users to appreciate the swelling movement designed to improve the public awareness of one of the best computer alternatives available in the U.S. marketplace. The illustrated book was entirely published using the Calamus desktop publishing system and artwork was scanned using the Migraph hand scanner... providing a formal testimonial to the impact of a low-cost, yet powerful computer configuration.

Beyond the offering of a user-friendly guide to computer shopping, the latter portion of the book offers numerous suggestions and ideas that existing Atari users can economically implement to show their endorsement of their favored computer choice. Such ideas specifically address teachers, users' groups, individuals, publications, sysops, celebrities, dealers and more. A helpful index references key words throughout the book to help newcomers learn to understand the terms many of us take for granted.

Noteworthy contributions include a Forward by Robert G. Brodie, Manager of User Group Services of Atari Computer Corporation. D.A. Brumleve, San Jose Computers, Atari Explorer, ISD Marketing, Shareware Connection and Computer Studio also helped by contributing advertisements to help offset initial expenses of producing the book. In addition, the publisher wishes to thank the many patient pre-orders, all of whom

helped to make the book possible.

Dedicated to the Atari Computer Users of North America, The REVOLUTION HANDBOOK is one more statement of Artisan Software's commitment to the Atari line of computers. Its use as a multifaceted tool will help to fuel the energetic forces targeted for productive use of the Atari computer.

Look for The REVOLUTION HANDBOOK at better Atari Computer dealers or order a personally signed copy direct from Artisan Software. Send $14.95 (U.S. funds plus $1.50 shipping and handling) to Artisan Software, P.O. Box 849, Manteca, California 95336. California, add 6% sales tax. One Dollar of each book sold will be contributed to Atari to purchase Atari computers for schools.

Look for REVOLUTIONARY CONCEPTS, a continuing series of articles in support of The REVOLUTION, distributed through GEnie on-line services and picked up by Atari journals and bulletin boards everywhere!

Z*NET NEWSWIRE - PART 2
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ATARI YEAR END SPECIAL
Atari is presently running a "Year End Special" through midnight, December 31, 1990. If you purchase six 1040 STe's, you will receive either one free SC1435 Color Monitor, or TWO free SM124 Mono monitors, dealers choice. In addition, if you purchase six 520 STs, you will receive a free SM124 mono monitor. This special is exclusive of all other promo's currently in place. You have the option to either purchase existing promos, or the above mentioned year end special or any combination. For further information, contact Sales Administration, or your local rep.

CHICAGO ATARIFEST UPDATE: ERRATA
In Issue #546 of Z*Net Online, we listed vendors and developers who attended the Gurnee Atarifest. We failed to list others in attendance who assisted in making the event a success. Those omitted were:] Namely Computer Cellar, Mars Merchandising, Kolputer Systems, and Paper Express. We apologize for the omission.

Z*NET GERMANY
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by Michael Schuetz, Contributing Editor

As Z*NET reported this fall in a totally surprising newsbreak, Elie Kenan, who had stirred so many hopes in North America left the US in October to go back to France. Up until now no official confirmation or comment has been made by Atari USA. Now just before Christmas there comes another newsflash - this time out of Atari's stronghold in Europe, GERMANY!

Word is being spread in Germany that the head of Atari Germany, Alwin Stumpf, will pick up the work where Kenan has stopped. It is said that

he will leave Europe in a few weeks to go to North America. At first he is supposed to stay there approximately a year. Again - no official comment or confirmation is available from Atari, but one of Germany's most reputated newspapers, the Frankfurter Allgemeine Zeitung (FAZ), had a big article about Atari in its issue from Thursday, December 20th, 1990. The article covered several aspects about Atari in Germany, among them the story about the KAOS TOS 1.4.2 and last but not least it was mentioned that Alwin Stumpf will move to Canada shortly to steer the matters of Atari in North America from there.

Stumpf switched from Commodore Germany to become the head of Atari Germany shortly after Jack Tramiel had taken over Atari in the middle of the 80ies. May be he will be able to turn around the situation in North America to Ataris favour. It is no secret that Germany is one of the best, if not THE best, Atari subsidary. Atari has done things in Germany that most US Atarians have just been dreaming of ever since 1985: They have and still are heavely advertising their computers.

Since 1985 several TV commercials could be seen at prime time in the major TV stations for the ST. Radio commercials are constantly praising Atari computers and since the TT is selling here in Germany, several ads for it have been placed both in magazines and newspapers.

Let's hope that the spring of 1991 will see a new blossoming of Atari in North America with it's new line of Mega STEs and TTs. By the way - as reported two weeks ago, Atari held the press conference in Munich, Germany, on December 12th. Just as expected they showed off the Mega STE. It was said there, that a limited number of Mega STEs is already on its way to Germany. The first units are believed to arrive at dealers shelves shortly after Christmas. At first only one configuration of the Mega STE will be available in Germany. It will be the Mega STE 4 with a 48 MB harddrive. The official retail price for this unit will be DM 3.000 (approx. US$ 2000) including the SM124 monochrome monitor.

Z*NET NEW ZEALAND
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by Jon Clarke, Contributing Editor

SUPER PRE XMAS ADVERTISING
Atari-NZ has started its pre-christmans advertising campain with avengence. Television adverts promoting the $NZ999 Atari Discovery Pack. When asked why the Discovery Pack was being promoted, Mr. Alex Davidson said, "The reason for this is the low retail demand in the economy, making purchasers more concerned about value for money than the lastest technology. We believe that offering the STFM with the Discovery Pack at $NZ999 does indeed give buyers value for money-its an excellent computer at a very attractive price.

STACY NOW AVAILABLE
In a dealer release Atari-NZ have advised its retailers the long awaited Stacy portable ST is now shipping to New Zealand. The first shipment

will be in the stores for Christmas. With a RRP of $NZ6995 it comes with 4 megs of memory, 40 meg hard disk, and a power source, power adaptor.

ATARI-NZ HAS A GOOD YEAR
During the course of 1990 Atari-NZ has sold more units than the last 12 months to date. When asked if Atari-NZ was happy with the results, Mr. Alex Davidson replied, "In the current state of New Zealands economy we are more than happy with the result." When asked if Atari-NZ had a commitment to the New Zeland Atari users, Davidson said, "We certainly do and you will see this by the current advertising campain, and the great dealer pricing we are giving. Further to this I would like to state that we are over the moon with the response to the introduction of the STe and the other new products we released this year."

ATARI BBS GET NATIONWIDE NETWORK
A company in New Zeland offering a free noding service to System Operators of BBS's, now has three Atari BBS's noding from it. They are Harbour Board BBS in Wellington, STarlight Express in Auckland and also STaTus in Auckland. Users from all around the country are flocking to the new service. Increased activity has been seen by users of all computers as they now see what Atari BBS's have to offer. The three BBS systems mentioned all run different software from FoReM to Express to MichTron V3. To quote a comment from a promenant person from IBM at a recent All SYSOP function, "It looks like Atari has finally grown up". (We did not have the heart to tell him Atari ST's have been doing this for over five years now)

BELL VERSUS BBS SYSOPS
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Compiled by Jerry Cross
Text downloaded from GEnie ST Roundtable

GTE TAKES ON INDIANA SYSOPS
BBS operators in Indiana complain that GTE is forcing them to accept extra-cost business rates rather than the residential rates they have been paying. Derry Nelson, sysop of the 1149 BBS in Elkhart, Ind., says that the changes were a surprise. The worst part of the surprise seems to be the large jump in monthly rates. A typical BBS would find its monthly bill increased by almost 200 percent.

The new tariff appears to give GTE wide-ranging control over its customers. As an example, the company can limit the length of calls "when in [GTE's] judgement such action is necessary." GTE claims authority to change a BBS to business rates because the service is provided "for use [of] the general public." Additional information is available from the Utility Consumer Counselor at 317/232-2494. The 1149 BBS can be reached at 219/293-1149.

FROM: Mike Marotta
TO: Bbs Users MSG # 130, Apr-7-90 0:31am
SUBJECT: Why Business Rates

These excerpts are from MPSC documents. It is established in regulatory commission administrative law that the PROVIDER files a tariff. For instance, it is a principle of regulatory law that a tariff cannot be effective prior to its filing date. A tariff that allowed this would "jump out" at a regulator who read it. Generally, however, the regulators ACCEPT the filing of the carrier and leave it to competing carriers or clients to file a complaint.

Michigan Bell Telephone Company Tariff MPSC No. 7 was issued on November 21, 1966. Its age alone speaks volumes.

<quote> "Original Sheet 11.
GENERAL REGULATIONS - CLASSIFICATION AND USE OF TELEPHONE SERVICES

A. APPLICATION IS BUSINESS AND RESIDENCE RATES (Formerly Sheet 15)

1. The determination as to whether telephone service is Business or Residence is based on the character of the Use to be made of the service. Service is classified as business service where the use is primarily or substantially of a business, professional, institutional, or otherwise occupational nature. Where the business use, if any, is incidental and where the major use is of a social or domestic nature, service is classified as residence service if installed in a residence.

2. Business rates apply at the following locations, among others:

a. In offices, stores and factories, and in quarters occupied by clubs, lodges, fraternal societies, schools, colleges, libraries, hospitals and other business establishments.

b. In residence locations where the place of residence is in the immediate proximity to a place of business and it is evident that the telephone in the residence is or will be used for business purposes; and in the residence locations where an extension is located at a place where business rates would apply.

c. In the residence of a practicing physician, dentist, veterinary, surgeon or other medical practioner who has no service at business rates at another location.

d. In any residence location where there is substantial business use of the service and the customer has no service elsewhere at business rates.

B.1.a.(2). A customer engaged in furnishing services of a secretarial nature may not use Telephone Company facilities to receive messages for one party to be forwarded to another party, unless such forwarding is of a temporary or occasional nature." <end quote>

FROM: Mike Marotta
TO: All Bbs users MSG # 131, Apr-7-90 0:32am
SUBJECT: more on rates - 2

As a result of the "Variety and Spice BBS" incident of March 1990, the MPSC issued a statement. Excepts follow:

<quote>"FORM LETTER FOR COMPUTER BULLETIN BOARDS

If bulletin boards or access to bulletin boards is provided to calling parties at no charge other than that which may be associated with the telephone call, and are not provided in conjunction with a business, a profession, an institution or other occupation, then it would appear that the service should not be classified as a business. If, however, there is a charge associated with any level of access to the bulletin board, whether the charge is rendered to cover costs or produce a profit, then the service would be considered a business or classification as such. This would also apply if any of the previous conditions mentioned were not met." <END QUOTE>

FROM: Mike Marotta
TO: All Users MSG # 134, Apr-7-90 0:25am
SUBJECT: Michigan Bell and You

04/06/1990 This statement was specially prepared by Michigan Bell to explain to the bulletin board user community their position on the question of business rates. The statement was given to me at my request by Michigan Bell's district manager for state government.
-- Mike Marotta.

<quote>"Telephone Service Classifications

Recently the question has arisen whether Michigan Bell is attempting to charge commercial rates to all computer bulletin boards in the state. Michigan Bell has not instituted a "program" to impose a specific class of service on any group of customers, i.e., computer bulletin boards. In fact, the decision on which class of service is required for computer bulletin boards is no different than it is for any other service. In making the decision, Michigan Bell is required to comply with tariffs approved by the Michigan Public Service Commission, which cover the matter of appropriate classification of telephone service.

The applicable tariffs require Michigan Bell to classify service primarily in accordance with the use that is to be made of the service. The tariffs specify the conditions under which a service is classified, for rate purposes, as business or residence service. For example, service is classified as business where the use is primarily that of a business. In the case of computer bulletin boards, for instance, is there is a charge associated with any level of access to the board, or money is solicited in conjunction with the board, that is considered conducting a business within the meaning of Michigan Bell's tariffs. The service, therefore, would be classified as business and business rates would apply. On the other hand, service that is used primarly for domestic purposes is classified as residence service. Again, using the example of computer bulletin boards, if the board is not associated with a business and no charge is assessed or solicited for access to the board, then service may be classified as residence in accordance with the application tariffs." <quote>

STATE OF INDIANA
INDIANA UTILITY REGULATORY COMMISSION

IN THE MATTER OF THE COMPLAINT OF)
TEN INDIVIDUALS AGAINST GTE NORTH) CAUSE NO. 39005
INCORPORATED PERTINENT TO CERTAIN)
CHARGES FOR TELEPHONE SERVICE)
RENDERED BY GTE NORTH INCORPORATED)

BY THE COMMISSION:

James R. Monk, Chairman
Mark W. Cooper, Chief Administrative Law Judge

On June 4, 1990, Randy Wilson, Derald A. Nelson, Clamies J. Lambright, David A. Reynolds, Thomas Battler, Don Billey, Jeff Jacobs, Jean Ludwig, George Himebaugh, Jr., and Delmar Mineard, Jr. (Complainants") filed a complaint with the Commission pursuant to IC 8-1-2-54 against GTE North Incorporated ("Respondent"). By their complaint, the Complainants state that certain of the provisions of the Respondent's tariffs on file with this Commission are unjustly discriminatory and unreasonable to the Complainants" detriment.

Pursuant to notice duly published as required by law, a Prehearing Conference was held in this Cause on July 27, 1990 at 1:30 P.M., EST, in Room 908, State Office Building, Indianapolis, Indiana. At the Prehearing Conference, the parties informally agreed as to procedural and scheduling matters to be operative in this Cause. However, counsel for the Respondent indicated that it would be subsequently submitting a motion to dismiss herein and the Commission withheld the issuance of the Prehearing Conference Order pending the submission and ruling upon Respondent's Motion to Dismiss.

On August 10, 1990, the Respondent filed its Answer and Motion to Dismiss, which filing appears in the following words and figures, to-wit:

(H.I.)

Based upon the applicable law and the filings of the parties, the Commission now finds as follows:

1. Commission Jurisdiction. The Respondent is a "public utility" within the meaning of the Public Service Commission Act, as amended. IC 8-1-2-54 provides the complaints may be filed against public utilities with the Commission pertinent to the practices and acts of those utilities. The complaint initiating this Cause was filed under the provisions of IC 8-1-2-54 and appears to satisfy the requirements thereof. The Prehearing Conference was conducted pursuant to notice duly published as required by law. IC 8-1-2 et seq. and the Commission's Rules and Regulations of Practice provide the Commission with the authority to appropriatley adjudicate and dispose of cases pending before it. Therefore, the Commission has jurisdiction over the parties and subject matter herein.

2. Commission Discussion and Findings. The Complainants allege that certain provisions of Respondent's tariffs are unjustly discriminatory and unreasonable and the Complainants have been caused harm thereby. The Complainants state that they are customers of the Respondent and are engaged in the hobby of operating a Computer Bulletin Board System ("BBS"). The Complainants allege that pursuant to these tariff provisions the Respondent is billing them at a business rate rather that a residential rate whic is inappropriate and to their detriment. The Complainants contend that the operation of a BBS is a hobby and not a business venture. The Complainants also contend that applying a business rate to them consititutes a rate change which must be subjected to public hearing prior to the application thereof. Respondent points out that the tariff complained of by the Complainants was approved by the Commission on January 31, 1990 pursuant to IC 8-1-2-42. Respondent also points out there is no dispute between the parties as to whether this is the appropriate tariff under which the Complaintant's service should be provided. Complainant citees certain language set forth at Section 6.5 of the tariff which reads, as follows:

The Company shall determine if business or residence rates apply to a customer service.

Respondent goes on to set forth additional language from the tariif which set forth situations under which a business reate is properly applied. Respondent concludes that BBS clearly fits the categories set forth by the tariff under which a business rate applies

Respondent goes on to set forth additional language from the tariif which set forth situations under which a business reate is properly applied. Respondent concludes that BBS clearly fits the categories set forth by the tariff under which a business rate applies and the fact that Complainants allege that BBS is a hobby does not remove it from the categories as defined within the tariff.

Respondent's Motion to Dismis does not clearly set forth the authority or rule under which the Motion is brought. Therefore, we must first determine the precise character of the Motion that we may know the criteria under which its propriety is to be considered. Although Respondent's filing is denominated as a "Motion to Dismiss", a review of that Motion reveals that it does not clearly fall within the parameters of the familiar request for involuntary dimissal under T.R. 41 or matters properly raised under T.R. 12 (B). It appears that Respondent's filing is most akin to a Motion for Judgement on the Pleadings as provided by T.R. 12(C) or a Motion for Summary Judgement pursuant to t.R. 56. In any event, a review of T.R. 12(C) directs that a motion brought under that rule in circumstances such as these should be treated as one for summary judgement and be disposed of as provided by T.R. 56. T.R. 56(C) sets forth the standard under which a moving party may prevail on motion for summary judgement. The Rule provides that the judgement sought shall be rendered if there is no genuine issue as to any material fact and that the moving party is entitled to a judgement as a matter of law. This standard appears to be applicable in this

situation. A review of the Complaint and Respondent's filing indicates that the parties agree upn the operative facts and that there exist no genuine dispute as to any material fact. The question remaining to the Commission is no then fact sensitive but whether Respondent's tariif provisions which allows the Respondent to bill the Complainants under a business rate constitutes the improper charging of a reate without prior Commission approval and/or whether that tariff provision is unjust and discriminatory. Both of which are conclusions of law for the Commission as contemplated by T.R. 56 (C).

The Complainants allege that the Respondent's application of a business rate to the Complainants constitutes a rate change for which prior Commission approval must be obtained after holding a public hearing. The cleand and unambiguous terminology of Respondent's tarriff which was approved by this Commission allows the Respondent to determine wheter a particular service is appropriatley billed under a residence rate or a business rate. Clearly the tariff approved by the Commission authorizes the appropriate rate. The Complainants have not alleged that Respondent acted in a fashion inconsistent with the tariff. Therefore, when information comes to the Respondent that leads it to believe that a particular customer's situation has changed it is authorized under the tariff to impose a rate change consistent with the terms of the tariff. The Respondent's review of circumstances and decision to impose a different rate authorized under the tariff clearly does not constitute a rate change as contemplated by IC 8-1-2-42. Therefore, considering the undisputed facts the Complainants would not be entitled to prevail on this issue.

The Complainants next allege, without specifically stating the reasons therefor, that Respondents tariff in question is unreasonably discriminatory. This Commission has for many decades been charged with the duty to review utility tariffs under the mandate that utility services should not be discriminator and must serve puble interest. A review of the official files of the Commission disclosed the provisions of Respondent's tariff in question are of a standard type and kind for local exchange telephone service. Further, we note that such tariff provisons were reviewed by the Commission's Engineering Division which was properly delegated with the authority to consider the propriety of that tariff and make ultimate approval or rejection thereof. Base upon a review of Respondent's tariff, we find that the tariff provisions are not unreasonable and discriminatory either as written or by their application. Therefore, we find that the Complainants are not entitled to prevail upon this issue as a matter of law.

Based on forgoing, we find that Summary Judgement should be granted in favor of the Respondent and the Complaintants request to investigate the acts, practices and rates of the Respondent and for the holding of public hearing on the matter of the imposition of a business rate to the Complainants should be DENIED.

IT IS THEREFORE ORDERED BY THE INDIANA UTILITY REGULATORY COMMISSION THAT:

1. The Respondent shall be deemed to have prevailed on the matters at issue herein and that Complaintants request for an investigation into the acts, practices and rates of the Respondent and the holding of public hearing upon the Respondent's imposition of a business rate upon the Complainants shall be, and hereby DENIED.

2. This Order shall be effective on and after the date of its approval.

NOV 21, 1990

WHERE DOES IT GO FROM HERE?

On January 29th and 31st, a hearing will be held before an administrative law judge concerning the case of the Variety & Spice BBS (Gross Point, MI) and Michigan Bell. In March, Michigan Bell informed the sysop that they would begin charging him business rates for his phone lines because they determined that his charging for access does not qualify him for residencial rates.

Several cases of this nature have, or are currently being faught around the country. These files are being circulated to inform those who use or run BBS's of pending legislation in Michigan and Indiana.

For more information, or if you would like to testify before the MPSC on the above date, please contact one of the following sources.

Jerry Cross (voice)313-736-4544
(bbs) 313-736-3920

Variety & Spice BBS
313-885-8377

or check out one of the many Michigan BBS's that carry the Michigan ECHO message system.

Please send comments or questions to
G.Cross (Genie)
JERRYCROSS (DELPHI)
75046,467 (CompuServe)
Thanks for your support!

BBS EXPRESS! ST UPDATE
==========

/\
/ / 2 Presenting BBS Express! ST v1.41
/ \ Copyright (c) 1987,1990
/\/\ \ Ltd. by T2 Ltd.
\/\ \/
\/ (Formerly an ICD Inc. product)

T2 Ltd BBS Express! Support 714-357-6806 (PC Pursuit "CACOL" node)

December 24, 1990

If you are upgrading from version 1.30, you'll need to update your file DESCRIPTION format with a utility called CNVTDESC.PRG that is online at the support boards. It is recommended that you direct the program to write out your descriptions to a temporary folder, so as not to write over your existing descriptions should a problem occur. The program is very simple to use, just follow the prompts.

What's New In v1.41?

NEW Six new '&' variables have been added! Five of these are prompting variables (which you can use to control paging of files, etc.) and the sixth displays whether the SysOp is in or out, depending on the status of your F5 key.

NEW Color in the message bases! If you or your users are in VT52 Color mode, you may now enter control commands to bring color and inverse into your messages. VT52 Mono users will be able to enter and see inverse text. ASCII users will see the messages normally.

NEW Another setting has been added to the [P]arameters menu. A user may now set his high message number, and it can be saved or used on that session only. This can enable users who haven't been online in a long time to instantly bring their message pointers up to date so that they don't have to go through a lot of messages on a QuickScan. Or if a user has a need to restore an old setting, now he can do so.

NEW During a message read function, you can now (ta da) [M]ove messages! Simply press 'M' when you see a message that you would like to move and the BBS will prompt you <M>ove Or <C>opy? Select the desired action and the BBS does the rest. You can move/copy messages from Email or any base to any other _valid_ message base. A lengthy message will be truncated to fit into a base which is predefined as having a shorter length than that of the message being moved.

NEW [M]oving messages is great, but how about files? You guessed it, you can now move files from the [B]rowse mode! But that is just part of the story -- in fact, [M]ove files is part of a sub-menu called...

NEW [F]ile Utilities! During browse mode in the file areas, a Sysop may press 'F' and bring up a sub-menu which looks like this:

[C]opy File And Description
[M]ove File And Description
[S]pace Left On Drive 'x'
[T]ouch Time/Datestamp

Command (Or [Return]):

So while browsing you can automate your maintenance duties instead of going into SysOp mode and typing MS-DOS style commands. The first two commands allow you to enter a SIG number for destination or view your list of file areas. Note that the time/datestamp is updated when moving /copying files, as in the SysOp Shell. [S]pace simply shows you free

space on a drive (which you will be prompted for), and touch just updates the files time/datestamp, which makes the file appear as new to your callers.

NEW The READSUB.HLP menu has a new entry: 'O'ptions. This will allow a user to set his parameters (such as translation, continuous scroll and clear screen ON/OFF) during a message scan function. Think about the advantage of being able to turn on continuous scroll mode while in a QuickScan on a busy long distance board...

NEW The main command prompt now displays the actual time remaining for the user online. This takes into account the users time on previously for that day, and shows the actual logical time allowed for that call. The status lines on the SysOp screen also display the same way now.

NEW Along the same lines as above, the '&' variable &33 now properly returns the logical time left per call as it should. For the last three years it has been returning the same value as &13, so was fairly useless. Now it may come in handy!

NEW The call log will now show you what protocol was used for each ul/dl a user made.

NEW A couple of minor things: The Idle Timeout has been cleaned up some, and the ability to search for a string when selecting someone to send mail to has been made optional.

NEW Two more minor things: When changing SIGs, the BBS hotkeys any two-digit number (ie, it isn't necessary to press [Return] if entering file area 10 and above, but it is when entering a 0-9.) The pad last block option is gone (and has been for a while now) since it is outdated and confusing to most.

NEW [P]arameter updates: A user may no longer change his real name via the parameter menu. It is not needed, since when logging on as new, they have the option to change any information then. After that, why should anyone need to change their real name? Also the menu option that allows the user to change his protocol has been updated so that the current protocol is displayed when listing parms (so you don't have to select it to view your current setting).

KIDS-91 PROJECT
==========
Compiled by Jon Clarke

Date: Mon, 24 Dec 1990 15:01:26 +0100
X-To: GOLLUM::"stt@kcbbs.gen.nz"
Subject: The KIDS-91 discussion list
To: stt@kcbbs.gen.nz

Dear friend of the KIDS-91 project,

We have set up a Listserv discussion group called "KIDS-91" to serve our global project. It's meant to be a central meeting place for ALL

interested persons. This is where we can

* post announcements of local KIDS-91 activities.
* exchange experiences, ideas and information.
* upload student's responses.

TO SUBSCRIBE
You can subscribe to KIDS-91 by sending mail to listserv@vm1.nodak.edu
(or LISTSERV@NDSUVM1 on BITNET) with the BODY or TEXT of the mail
containing the command

SUB KIDS-91 yourfirstname yourlastname
For example:
SUB KIDS-91 Chen Wei

Please be sure to send the command to LISTSERV and NOT to the list.
Also note that the command should be in the body of the mail (in other
words after the blank line following the headers) and not in the
subject.

The LISTSERV will receive a message which would look like this:

Date: ...
From: someuser@somehost
To: listserv@vm1.nodak.edu

SUB KIDS-91 Chen Wei

and you will automatically become a member.

See you there,
Odd de Presno
KIDS-91 Project Director

Date: Mon, 24 Dec 1990 15:00:58 +0100
X-To: GOLLUM::"stt@kcbbs.gen.nz"
Subject: Newsletter #4
To: stt@kcbbs.gen.nz

The KIDS-91 Newsletter
A Global Dialog for Children 10-15 Years
****
Issue number 4, October 26 1990.

IN THIS ISSUE
1. The KIDS-91 project
2. The Newsletter
3. Progress report
4. How teachers can participate in KIDS-91
5. For more information about KIDS-91.

1. KIDS-91
The aim is to get as many children in the age group 10 -15 as possible
involved in a GLOBAL dialog continuing until May 12th 1991. We would

like their responses to these questions:

1) Who am I?
2) What do I want to be when I grow up?
3) How do I want the world to be better when I grow up?
4) What can I do now to make this happen?

We would also like the children to illustrate their future vision, for example in a drawing, a video tape, or something else.

On May 12th, 1991, the children will be invited to "chat" with each other in a global electronic dialog. Exhibitions of selected parts of the responses will be shipped back to the children of the world for them to see and enjoy.

2. THE NEWSLETTER
is an information bulletin for participants, sponsors, teachers, mediators, promoters, and other interested persons.

Suggestions and contributions to the next issue are more than welcome. We hope to port it within 45 days or so. Write the Editor to receive future issues of the newsletter.

Editor: Odd de Presno, Saltrod, Norway.
Online addresses:
Internet: opresno@coma.uio.no
UUCP/EUnet: uunet!coma.uio.no!opresno
S.H.S. BBS: SYSOP (Phone: +47 41 31378)

3. PROGRESS REPORT
KIDS-91 is now available through Internet/BITNET through the list KIDS-91@VM1.NODAK.EDU and KIDCAFE@VM1.NODAK.EDU (see under "Level 3: Online - Participative" below". Here are some recent responses in the data base:

Question #1: Who Am I?
I am Arvind Howarth. I am an eleven-year-old girl. I love dolphins and hate the killing of them (pollution, tuna nets etc). I like drawing, reading, swimming and basic outdoor sport. I hope that someone will save the world, and stop the wars. Wars and the thought of them scare me. (from London, England)

My name is Lucy and I am 15 years old. I enjoy acting, reading and playing the saxaphone. I am concerned with the welfare of our planet. I find myself feeling very exasperated when my careers teacher asks the class what we want to become when we grow up! As if we actually have a choice! The way the planet is going, there is only one thing left to work towards, and thats saving ours and many other creatures world! (from Australia)

Question #2: What Do I Want To Be When I Grow Up?
I would like to go to art school and become an artist. I'm not that bothered about money, but I would love to have a job that I enjoy and

that I look forward to. (Arvind)

I find myself feeling very exasperated when my careers teacher asks the class what we want to become when we grow up! As if we actually have a choice! The way the planet is going, there is only one thing left to work towards, and thats saving ours and many other creatures world! As you may have guessed, I am of the opinion that there is only one thing to grow up for! Our planet! So I intend to become an activest (hopefully in theatre). (Lucy)

Question #3: How Do I Want The World To Be Better When I Grow Up?
I think everyone should ride a bicycle. No pollution, no petrol, and you get fit. I also think there should be no wars. Why don't the prime ministers battle it out themselves? Instead of killing the rest of the world. But it would be better if no-one had to improve anything. If everything was satisfactory without modernising. But that's too idealistic I suppose. (Arvind)

By the time I am an adult, I would like the world to be like one big peaceful commune, with no seperate countries, no need or abuse of anything and a loving bond between all things. I think this may take a little time, so maybe our children will experience such peace! (Lucy)

Question #4: What Can I Do Now To Make This Happen?
I honestly don't think I can do anything (on my own). If everyone did the right thing - recycling, composting, demonstrating and basically living contentedly - then there would be no problem. But on my own I can't help the world. So I'll do my bit and hope everyone does their's. (Arvind)

If this dream is to become reality, we will have to begin now by treating each other with love and care, and then all things around us! Peace can only be achieved by each person taking the initiative! For my part, I am in the process of starting an action group in the Byron Bay for young caring people. (Lucy)

4. How teachers can participate in KIDS-91
We assume that a copy of the KIDS-91 "Letter to Teachers" and the other material is available. If not, please ask for copies. The guidelines below is just meant to give additional details about how teachers can participate.

Here are the different ways you can choose to participate in KIDS-91 with your class:

Level 1: Ordinary Mail!
Level 2: One-Way Electronic Mail
Level 3: Online - Participative
Level 4: Online - Full Interactive Communications
Level 5: Online - Interactive and Planning.

These different levels of teacher involvement have the following meaning:

Level 1: Ordinary Mail!
Have the students respond to the four questions.

Responses to question 1:
Each response should contain the child's name, age and city/place (as the last phrase of the response).

Responses to question number 2-4:
After each child's responses, add his or her name. Like this:
(Alberto Blanco).

Save the responses on computer diskettes (MS-DOS 5.25" or 3.5" or Macintosh) as an ordinary DOS or ASCII text file (text written with Word Perfect is also acceptable). Write the text with left margin 0 and right margin 60.

You may want to let the students enter it themselves as part of the exercise. - If the school does not have computer equipment, perhaps the class could use one owned by a parent or local business for this project.

Sort the student's responses by question, e.g. first all the responses to question number 1, then all responses to question number 2, etc.

On the top of the file, write the teacher(s) names, the class name, the school name and mailing address. Add the electronic address, if any. (Don't forget this, if you want the school to be added to the mailing list for the final exhibition.)

Note: We strongly urge you to send us the responses in electronic form (on diskette). This is the only way that we can be sure to enter the student's names correctly. Also, in this way only can we guarantee that their responses will end up in the global data base. We may be able to input hand-written responses, but can give no guarantees.

Mail the diskette(s) to:
KIDS-91, c/o SciNet, 131 Bloor Street West, Suite 200,
Box 326, Toronto, Ontario, M5S 1R8, Canada.

The next step is to let the students make the drawings/paintings. Remember to have the students write their name, age and place/school CLEARLY on the front page. If the contribution is selected to be exhibited, then the audience should be able to see the name of the artist.

Challenge them to find more creative ways of 'drawing themselves as adults in their desired future world'. Ref. the "Letter to Teachers" for ideas. Tell them that there is a competition going on with prizes for the most innovative creators.

Mail the Creative Contributions to:
KIDS-91, c/o Odd de Presno, 4815 Saltrod, Norway.

We will add your school to our mailing list for the final exhibition, that we plan to send back to the world after the conclusion of the

project's phase 1.

Level 2: Online - One-Way Electronic Mail
Prepare responses to the four questions as above. Here we'll only
comment on the differences.

Send the responses as electronic mail to the following electronic
address:

jonno@scinet.UUCP (if it fails, try: opresno@coma.uio.no)

Here are some backup solutions:
* upload the file to my BBS at +47 41 31378
* if your network is connected to DASnet, send to [DEZNDP]opresno
* send a fax to Odd de Presno at +47 41 27111 and ask how to send it.

Remember: tell what electronic mailbox(es) that you are currently using.

Level 3: Online - Participative
Locate a suitable, participating networking system, and access the
'local' KIDS-91 area. Here are some alternatives:

* SciNet in Canada and USA (upload to items 11-14 in the "KIDS-91" con).
* Internet/BITNET etc. Upload to KIDS-91@vm1.NoDak.EDU

Join this LISTSERV by sending the command SUB KIDS-91 yourname to
LISTSERV@vm1.NoDak.EDU (for example: SUB KIDS-91 Ole Olsen). The
command should be in the BODY of the text. Keep the subject blank.

Another list called KIDCAFE is established for dialog between
participating children (SUB KIDCAFE yourname).

* TWICS (Tokyo): use the "KIDS91" conference in PARTIcipate.
* Compuserve: upload to library 10 in the Education Forum.

If you want the children to upload their responses personally, use
library 0 (or messages sent to section 0) in the Student's Forum.
Children acting on their own should upload their responses to library 15
of the IBM Special Needs Forum. You can also use section 1 (Getting
Started) of the HamNet Forum for interactive participation.

* The "KIDS.91" conference on Pegasus (Australia),
* The "KIDS-91" folder under "Classroom Projects" in the AGE folder on
AppleLink.
* The "KIDS91" conference on IRIS.
* The "KIDS91" topic on MetaNet (in Salon).
* GreenNet (England),
* The "KIDS.91" conference on The Web (Canada).
* The "KIDS.91" conference on FredsNaetet (Sweden)
* The "KIDS.91" conference on PeaceNet/EcoNet (US)
* The "KIDS91" conference on SHS BBS in Norway (Phone: +47 41 31378)
* The KIDS-91 area on Merlin BBS (Maryland, USA).

Download other childrens' responses and use them in your classes. You may want your students to upload their responses individual.

Level 4: Online - Full Interactive and Communications
Read and respond to all KIDS-91 topics online. Read and enter responses to the four questions directly. Send private electronic mail to other participants - form 'keypals' relationships with new friends.

Let the students participate in regular online 'chats' with other children. For example, through KIDCAFE with Krystal on SciNet or Kid to Kid in IBMSPECIAL forum on CompuServe. Encourage them to explore the world with new tools.

Regularly download and print out new responses from the global data base on SciNet. Use the information in geography, environmental studies, history, etc.

Encourage and prepare the students to participate in the global electronic "chat" that will take place on May 12, 1991.

Level 5: Online - Interactive and Planning
Access SciNet in Canada (from anywhere), ask to be a member of KIDPLAN, and join the KIDS-91 staff of volunteers to help pull this here thing off.

Send e-mail to jonno@scinet.UUCP about how to get access to SciNet and KIDPLAN.

5. FOR INFORMATION
about KIDS-91 or if you want to help out or participate, contact the editor or one of the following persons:

Nancy Stefanik: MetaNet=stefanik, PeaceNet=nstefanik, AppleLink=x0447, TCN=tcn145
Jonn Ord/SciNet: jonno@scinet.UUCP

You can also write to:

KIDS-91, c/o SciNet, 131 Bloor Street West, Suite 200,
Box 326, Toronto, Ontario, M5S 1R8, Canada

OPERATION DESERT SHIELD
==========

ATARI COMPUTER DONATES PORTABLE
COLOR VIDEO GAME SYSTEMS TO OPERATION DESERT SHIELD

SUNNYVALE, CA (November 30, 1990) -- To give military personnel participating in Operation Desert Shield a healthy way to release pent-up energy and to alleviate some of their boredom, Atari Corporation has made arrangements with the Defense Logistics Agency (DLA) and the USO to supply Lynx portable color video game system kiosks and video game cartridges to military recreation centers in Saudi Arabia.

The display kiosks that are being shipped have four Lynx systems installed as well as complete libraries of game cards. "We've packed

the Lynx kiosks so they can be taken right from the palettes, plugged in and used by the men and women who are temporarily stationed in Saudi Arabia," said Meade Ames-Klein, president of the consumer products game division. "We're confident that the game systems will be in the recreation centers before the Christmas holidays."

Requests from the Field

Ames-Klein said that the idea of shipping Lynx systems to Operation Desert Shield was discussed shortly after the first group of troops arrived in Saudi Arabia. "Our military personnel hadn't been there a month when we received a letter from an Army sergeant requesting that we ship him a sun visor/screen guard for his Lynx so he could play his system more easily when he was off duty," Ames-Klein recalled.

"Since then," he noted, "we've received dozens of letters from military personnel who have told us about endless hours of having nothing to do. They've requested accessories such as sun visors, carrying pouches and additional game cartridges. Others, have seen someone else stationed there with a Lynx and have wanted to buy their own system and games."

"When it became obvious that our troops were going to be in the Middle East for some time," he continued, "we thought the Lynx systems and game cartridges would help improve morale and would provide the men and women stationed there with a little entertainment. Perhaps, for at least a short period of time, the Lynx will let them escape from the reality of their surroundings."

Variety of Game Cartridges

Ames-Klein said that with the exception of "Blue Lighting," a combat jet fighter game, the games are not war-oriented and have been designed to test an individual's skills and agility. With a number of the game cards, players in the recreation centers will be able to connect the Lynx game systems with ComLynx cables and enjoy multi-player competition.

Game cards that are being shipped with the Kiosks include "California Games," a one- or two-player game that includes BMX biking, skateboarding, surfing and foot bag juggling; "Gates of Zendocon," a 30-level game where players conquer hostile aliens in order to return home; and "Electrocop," where the player must rescue the President's daughter. Games also include "Chip's Challenge," with 144 puzzles; "Gauntlet," where up to four players can search for the Star Gem; "Slime World" where up to eight players travel deep into the gooiest, most slippery mire in the world; "Klax,"which challenges players to stack tiles and create a klax; "Paperboy;" "Ms. PackMan" and others.

Second-Generation Players

Ames-Klein pointed out that many of the men and women stationed in Saudi Arabia are second-generation video game players ... they grew up playing Atari's early game systems and have returned to playing the new

advanced games. "Back in 1984/85, they lost interest in video games because the software was boring," he noted. "But the new generation of video games feature dynamite graphics and color, as well as exceptional complexity and depth of play. Today's games are much more difficult to master because the game developers have taken maximum advantage of the advanced microprocessor used in the Lynx system."

Ames-Klein valued the initial shipment of Lynx video game kiosks and game cartridges at $50,000. He added that, depending upon how long U.S. military are stationed in the area and the feedback they receive from USO officials, additional Lynx systems may be sent to the area.

First Color Portable System

Lynx, which was introduced in several test markets for Christmas last year was the video game industry's first color hand-held video entertainment system. Slightly larger than a video cassette, the system features a backlit LCD screen that displays up to 16 colors from a palette of 4,096. The Lynx screen can be rotated 180 degrees for right- or left-handed play. Powered by six "AA" batteries, the system uses credit card-sized game cartridges so players can enjoy any of the more than 15 games that are currently available.

Priced at $179.95, the Lynx portable color entertainment system, accessories and game cartridges are available at major retailers across the country.

For complete information on Lynx, Atari's home video game systems and growing family of video game software call or write Ron Beltramo, Vice President of Marketing, Atari Computer, 1196 Borregas Avenue, Sunnyvale, CA 94088, (408) 745-2000, FAX (408) 745-2088.

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Z*Magazine Atari 8-Bit Online Magazine
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3550. Track ball

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-09 05:56:06 UTC
From: asgardia@unixland.uucp
Message-ID: <8ZsHV3w163w@unixland.uucp>
Source record: 114514

What do you mean about missile command and track balls?
Is there a secret command to make itwork better with one?
Ive got the track ball, and would be interested in this.

-craig
BITNET: Obsidia@rcn.bitnet

3551. Re: BASIC programming

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-09 17:20:38 UTC
From: techno@lime.in-berlin.de
Message-ID: <X02MRVE@lime.in-berlin.de>
Source record: 114504

ebm@zinn.MV.COM (Eric Mallett) writes:

>I've lost my manual for programming in BASIC on the Atari 800XL, and I
>was wondering if someone could tell me how to make sounds on this
>computer in BASIC. The BASIC language comes already in the computer.

The command used is SOUND.

Syntax:

SOUND <voice>,<pitch>,<distortion>,<volume>

Ranges:

voice: 0-3
pitch: 0-255
distortion: 0-15
volume: 0-15

Example:

```
10 FOR I=0 TO 255
20 SOUND 1,I,10,12 : REM pure tone using voice #1
30 NEXT I
40 SOUND 1,0,0,0 : REM turn off voice #1, NOTE: only volume must be set to 0
50 END
```

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

3552. Atari 800/XL/XE benchmarks

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-10 00:16:35 UTC
From: darekm@microsoft.UUCP
Message-ID: <60383@microsoft.UUCP>
Source record: 114506

This may seem like a silly request, but I need some benchmarks for various 8-bit computers. For example, the Atari 800, the 800XL, the 130XE, with Atari BASIC, with various processors (6502, 65816, etc).

For each benchmark, please use regular Atari BASIC. Please indicate which revision of the operating system you are using (A through D), which version of Atari BASIC (A through C), whether you are using the FASTCHIP floating point chip or maybe a RAM based operating system (Translator disk, etc), and whether you are running the standard 6502 or the Turbo 816 upgrade.

Also, type in NEW before running each program. Run each program in GR.0. Do not use Basic XL or Basic XE.

When timing these programs, please use a watch with accuracy to at least one second, and time from the time you press Return to the time you see the READY prompt again.

Program #1:

```
10 FOR X = 1 TO 10000
20 ?X,SQR(X)
30 NEXT X
```

Program #2:

```
10 FOR X = 1 TO 10000:NEXT X
```

Program #3:

```
10 S = PEEK(88)+PEEK(89)*256
20 FOR X = 0 TO 959
30 POKE S+X,X/4
40 NEXT X
50 GR.0
```

Program #4:

```
10 GR.8+16
20 CO.1
30 FOR X = 0 TO 319
40 PLOT X,0
50 DRAWTO 319,191
60 NEXT X
70 GR.0
```

Please send replies to by email, or better yet, reply to me on my Compuserve account (73657,2714) or my GEnie account (BRASOFT).

- Darek

Darek Mihocka All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007

3553. C compiler wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-10 00:28:22 UTC
From: twmanino@eos.ncsu.edu
Message-ID: <1991Jan10.002822.4290@ncsuvx.ncsu.edu>
Source record: 114507

Hi all!

I would like to find the Deep Blue C compiler (formerly offered through the Atari Program Exchange, APX) and/or any other usable C compiler for the 8-bits. Help would be greatly appreciated!!!!

Thanks,
Tony

3554. <None>

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-10 04:58:17 UTC
From: spam@IASTATE.EDU
Message-ID: <1991Jan9.225817@IASTATE.EDU>
Source record: 114505

Does anyone out there have a copy of the game 'The Seven Cities of Gold'?
My copy seems to be lost. I'm looking for an original disk, not a pirited
version. By chance, is this game still available from Electronic Arts or
any other retailer?

thanks,

-mike begley
spam@iastate.edu

3555. 2600

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-10 05:38:57 UTC
From: asgardia@unixland.uucp
Message-ID: <mVmJV2w163w@unixland.uucp>
Source record: 114508

WELL, A new 2600 costs just $30 and even less in some places.
Why bother to repair it.
why would you want to anyways?
Colecovision (a step up from that but by no means a nintendo) had an
atari 2600 external adaptor and im sure that you could get one for about
the same price or thereabouts.

3556. Re: C compiler wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-10 10:08:46 UTC
From: nin15b0b@merrimack.edu
Message-ID: <20931.278c3d2f@merrimack.edu>
Source record: 114510

In article <1991Jan10.002822.4290@ncsuvx.ncsu.edu>, twmanino@eos.ncsu.edu (TONY W MANINO) writes:
> Hi all!
>
> I would like to find the Deep Blue C compiler (formerly offered through the
> Atari Program Exchange, APX) and/or any other usable C compiler for the
> 8-bits. Help would be greatly appreciated!!!!
>
>
> Thanks,
> Tony

Theres at least one C compiler availabe through The Atari Archive.
I believe its cc65, along with other programs for it.

David E. Sheafer

nin15b0b@merrimack.edu or

samsung!hubdub!nin15b0b

3557. Re: C compiler wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-10 15:33:20 UTC
From: gdtltr@chopin.udel.edu
Message-ID: <16179@chopin.udel.edu>
Source record: 114512

In article <1991Jan10.002822.4290@ncsuvx.ncsu.edu> twmanino@eos.ncsu.edu (TONY W MANINO) writes:
=>
=>Hi all!
=>
=>I would like to find the Deep Blue C compiler (formerly offered through the
=>Atari Program Exchange, APX) and/or any other usable C compiler for the
=>8-bits. Help would be greatly appreciated!!!!
=>
=>
=>Thanks,
=>Tony

DBC was slow & generated pseudo-code. CC8/Ace C was faster & generated pseudo-code. CC65 is fast and generates real 6502 assembly. Get CC65. It should be available from the FTP archive @ atari.archive.umich.edu.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3558. Epson RX-80 printer w/ Atari interface for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-11 06:03:09 UTC
From: ez002644@castor.ucdavis.edu
Message-ID: <10242@aggie.ucdavis.edu>
Source record: 114509

I have an Epson RX-80 printer for sale. It is about
three years old, and has had very light use. I just
put in a new ribbon, and have another new one that
is still in the box.

I will include the interface box for the atari 8-bit
computers for free.

I am asking $100, shipping with UPS blue label included.

I will accept payment by Visa, MC, AmEx, Disc.

	internet: ericd@csufres.csufresno.edu
Eric W. Douglas	ez002644@castor.ucdavis.edu
Dept. of Computer Science,	AOL: E DOUGLAS
California State Univ., Fresno	"The right half of the brain controls
	the left side of the body, so only left
	handers are in their right mind!"

3559. ATARI EQUIPMENT FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-11 15:12:43 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Jan11.151243.6136@ncsuvx.ncsu.edu>
Source record: 114511

I have some ATARI stuff for sale:

800XL computer w/ power supply, video cable, manuals & others
1050 Disk Drive w/ power supply, manual, I/O cable & others
XM301 Modem w/ software
P:R: Connection w/ disk RS232 serial and centronics parallel cables
and manuals
Magnovox Amber 12 inch monitor w/ video cable (can be used
with almost any computer)

GE Program Recorder w/ cables for use with either ATARI or Commodore
AND other odds and ends, like cartridges and diskettes w/ disk box

Let me know what you want, and how much you are willing to
pay for each item(s) or a package deal.

Also available a Panasonic dot matrix printer w/ printer cable for
use with P:R: Connection

Saurabh
smisra@eos.ncsu.edu

3560. Game Machine

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-11 21:00:15 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59428@aurs01.UUCP>
Source record: 114513

I have been browsing this group for a while, and I'm starting to get interested in an 8-bit machine for games. I currently have a Mega ST2 that I use for MIDI and applications, but I know next to nothing about 8-bit machines. I have read about an 8-bit emulator for the ST, but I don't have much information about it. So...

1. Is the Xformer emulator a satisfactory replacement for a real 800? If so, what sort of hardware do I need to read 8-bit disks? Can the emulator read 8-bit cartridges via the ST cartidge port? Is there a list of games that will run on it?

2. If the Xformer is not satisfactory, what is the minimum (read "cheapest") 8-bit configuration suitable for game playing? Does it have a built-in disk drive? Can I use my ST color monitor or my TV with it?

Please excuse my 8-bit ignorance, but there doesn't seem to be much information around here.

Thanks,

Jonathan

**********||||**********
Jonathan Whitcomb ||| UUCP: <...!mcnc!aurgate!whitcomb>
(919) 850-6231 / | \
Raleigh, NC / | \ ******Save the ST!!!******

3561. Re: Track ball

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-12 03:37:15 UTC
From: art@casbah.acns.nwu.edu
Message-ID: <2536@casbah.acns.nwu.edu>
Source record: 114515

In article <8ZsHV3w163w@unixland.uucp> asgardia@unixland.uucp (Craig Rothman) writes:
>What do you mean about missile command and track balls?
>Is there a secret command to make itwork better with one?
>Ive got the track ball, and would be interested in this.

On Missile Command, you can type Ctrl-T immed. after startup to switch
into Trak-Ball mode. It really grooves with a trak-ball! Unfortunately,
I think MC is the only game that really utilized the trak-ball's abilities--
no other game I have offers the same result.

Maybe it's Shift-T or something else with a T; it's been awhile.
Hope this works for you...

Art

3562. WANTED: Source for replacement drive mech

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-13 15:13:29 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Jan13151329@zappa.FtCollins.NCR.com>
Source record: 114520

The drive mech of my old Percom AT-88 (SS/SD) is hosed and I need a
replacement for it. The drive mech looks like a 'standard' IBM 5 1/4
floppy with the 4pin power supply interface and 34 pin edge connector.
It says Tandon TM1000-1A on it.

So, my question is, where can I get a replacement for this unit? Does
anyone still sell SS/SD drive mechs? And will any IBM type SS/SD do?

Does anyone know if I could just use a 5 1/4 Double Density drive with
instead? They're easy to find and pretty cheap anyway...

Any help/info would be appreciated.
--
```
/*************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/*************************************************************************/
```

3563. Atari 400 & Supra 1200AT modem for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-14 11:22:22 UTC
From: nin15b0b@merrimack.edu
Message-ID: <20940.2791946f@merrimack.edu>
Source record: 114516
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers

For Sale:

Atari 400 computer (make me an offer)

Supra 1200AT (Avatex 1200) Modem with a subset of the AT command set.
(again make me an offer)

Please be aware that you will have to supply the necessary modem cable
to make the Modem work with your computer type (e.g. IBM-standard rs-232
Atari 8-bit - modem interface, Atari ST-standard rs-232)

--
David E. Sheafer

nin15b0b@merrimack.edu

or

samsung!hubdub!nin15b0b

3564. Re: Track ball

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-14 19:18:52 UTC
From: whoffman@jato.jpl.nasa.gov
Message-ID: <1991Jan14.191852.25771@jato.jpl.nasa.gov>
Source record: 114517

In article <2536@casbah.acns.nwu.edu> art@casbah.acns.nwu.edu (Arthur L Miller) writes:
>
>On Missile Command, you can type Ctrl-T immed. after startup to switch
>into Trak-Ball mode. It really grooves with a trak-ball! Unfortunately,
>I think MC is the only game that really utilized the trak-ball's abilities--
>no other game I have offers the same result.
>
You can also use the ST mouse as well as a trak ball for Missle Command. I
don't of any other games that use the trak ball mode either. Millipede works
surprisingly well though in the joystick mode of the trak ball..

--
Walt Hoffman -- Jet Propulsion Laboratory
whoffman@jato.jpl.nasa.gov or elroy!jato!whoffman@csvax.caltech.edu
Galileo Orbiter Engineering Team -- Real-Time Analyst
"Jupiter...it's not just a goal, it's an adventure."

3565. Re: Track ball

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-14 19:27:14 UTC
From: jorgy@boulder.Colorado.EDU
Message-ID: <1991Jan14.192714.26059@csn.org>
Source record: 114518

In article <8ZsHV3w163w@unixland.uucp> asgardia@unixland.uucp (Craig Rothman) writes:
>What do you mean about missile command and track balls?
>Is there a secret command to make itwork better with one?
>Ive got the track ball, and would be interested in this.
>
>-craig
>BITNET: Obsidia@rcn.bitnet

Yes. By hitting CTRL-T and setting your trak ball to Trak Ball mode.

jorgy

Eric R. Jorgensen internet: jorgy@boulder.colorado.edu
University of Colorado, Boulder uucp: ...!{ncar|nbires}!boulder!jorgy
Unixops/Distributed Computing Services bitnet: jorgy@colorado.BITNET
"Women. Can't live with 'em, pass the beer nuts." -- Norm on Cheers

3566. FOR SALE: Atari 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-15 16:17:40 UTC
From: gt7601a@prism.gatech.EDU
Message-ID: <19708@hydra.gatech.EDU>
Source record: 114519

I still have the following computer equipment for sale:

Atari 800 Computer (the original) w/ 48K
complete with power supplies, manuals, etc.

Atari 810 Disk Drive 5 1/4" w/ Happy Enhancement
Atari 835 Modem
ComputerEyes Video Digitizer
Commodore CM-141 Color Monitor

I also have about 20 diskettes with games
and utilities (includes MAC-65 Assembler, terminal emulation software, etc.).

$150 or best offer (I will consider just about any offer at this point).
Will sell individually or as package.

Please email to gt7601a@prism.gatech.edu

CROWDER,GLEN SACHIO
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{allegra,amd,hplabs,seismo,ut-ngp}!gatech!prism!gt7601a
ARPA: gt7601a@prism.gatech.edu

3567. Re: WANTED: Source for replacement drive mech

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-19 01:33:57 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <38198@cup.portal.com>
Source record: 114521

Kent Dalton asks:
>
>The drive mech of my old Percom AT-88 (SS/SD) is hosed and I need a
>replacement for it. The drive mech looks like a 'standard' IBM 5 1/4
>floppy with the 4pin power supply interface and 34 pin edge connector.
>It says Tandon TM1000-1A on it.
>
>So, my question is, where can I get a replacement for this unit? Does
>anyone still sell SS/SD drive mechs? And will any IBM type SS/SD do?
>
>Does anyone know if I could just use a 5 1/4 Double Density drive with
>instead? They're easy to find and pretty cheap anyway...
>

I doubt you'll be able to find a SSSD drive mech, but any standard IBM
drive should work. Of course, you'll still only get single density unless
the trak was made to use double density drives.
Go ahead and try it and let the net know how it works out.

>Any help/info would be appreciated.

Charles_K_Hughes@cup.portal.com

3568. Need information on Atari 5200 game

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-20 02:19:47 UTC
From: dpalermo@aludra.usc.edu
Message-ID: <14255@chaph.usc.edu>
Source record: 114522

Hello,

I have picked up a surplus 5200 to use the motherboard as an example
to an introduction to computer hardware course for art students. Anyway,
I was wondering if someone could help me identify the four largest chips
on the board. They are all 40 pin chips and we would like to be able
to point out the CPU, MMU(?), etc. The chips are:

OKI (Atari) C012294-22 M3981
Rockwell C014806-12 8302
AMI C014805-1 8308MDL C03069
AMI C012296D-01 8249MBQ C04473

Any other details anyone may have of the layout of the board would
also be appreciated (amount of RAM, clock speed, etc).

Thanks for your help,
Dan Palermo
dpalermo@usc.edu

3569. Re: Need information on Atari 5200 game

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-22 00:11:37 UTC
From: whoffman@jato.jpl.nasa.gov
Message-ID: <1991Jan22.001137.26717@jato.jpl.nasa.gov>
Source record: 114523

In article <14255@chaph.usc.edu> dpalermo@aludra.usc.edu (Dan Palermo) writes:
> I have picked up a surplus 5200 ...
>...(what) are all 40 pin chips ..able
>
> OKI (Atari) C012294-22 M3981
> Rockwell C014806-12 8302
> AMI C014805-1 8308MDL C03069
> AMI C012296D-01 8249MBQ C04473

CO12294 is a custom Atari chip nicknamed POKEY. It stands for POt/KEYboard.
It is used for I/O, sounds, paddle inputs, and internal timing.

CO14806 is a slightly modified 6502 microprocessor. Atari added some circuitry
internally to cut down on the parts count to syncronize operation with the
custom graphics chip. This had the nickname CPU SALLY.

CO14805 is the GTIA chip used for graphics. It stands for Graphic Television
Interface Adapter. Its primary task is to generate color and luminance signals
from the ANTIC display processor. It also monitors the joystick trigger
buttons.

CO12296 is the ANTIC chip which is the display processor. It stands for
Alphanumeric Television Interface Controller. It is a custom display
microprocessor with an instruction set customized for graphics generation.
It also has the ability to control the address and data bus and RAM refresh.

--
Walt Hoffman -- Jet Propulsion Laboratory
whoffman@jato.jpl.nasa.gov or elroy!jato!whoffman@csvax.caltech.edu
Galileo Orbiter Engineering Team -- Real-Time Analyst
"Jupiter...it's not just a goal, it's an adventure."

3570. Re: Need information on Atari 5200 game

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-22 00:43:03 UTC
From: jsd@boreal.rice.edu
Message-ID: <1991Jan22.004303.9281@rice.edu>
Source record: 114524

In article <1991Jan22.001137.26717@jato.jpl.nasa.gov>, whoffman@jato.jpl.nasa.gov (Walt Hoffman) writes:

[[Stuff about the chips inside of the 5200. They were POKEY, ANTIC, GTIA, and and modified 6502]]

So the 5200 was pretty much the same as the 8bit?

--
rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr
r ___ _ r
r /__ | \ N U K E I R A Q ! ! ! r
r ___/hawn |__\ube ---------------------- r
r jsd@owlnet.rice.edu r
rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr

3571. cc65

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-22 01:10:42 UTC
From: mwoodwar@eecs.wsu.edu
Message-ID: <1991Jan22.011042.19430@eecs.wsu.edu>
Source record: 114525

Lately, I have been trying to get CC65 and it's related stuff for my
old 800. I ftp'd (binary mode) to an ATT 386 unix workstation, and used
it's simul-task system with the util utility (writes an atari DD disk from
an IBM compatible system), and brought it home happily (I used the /b(inary))
switch on util... None of the execs I have gotten will run, is there some
translation going on somewhere that I have missed, or are other people finding
that the com files don't work. I tried it with dos xl 2.35I, mydos 4.2c, and
atari dos 2.5, and none of them work. Just wondering if anyone has had similar
problems. I unarced cc65 arc on an IBM, but supunarc.com, which I got via
the same path did not work either. Hmmmmm....Anyone have a suggestion?

Matt Woodward

3572. Seeking CX85 numeric keypad

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-22 19:29:03 UTC
From: kelly@jupiter.nmt.edu
Message-ID: <1991Jan22.192903.27911@nmt.edu>
Source record: 114527
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Remember those old Atari CX85 numeric keypads? Some electronics
company had those selling for about $7 a pad some time ago ...
but I suddenly need one now! Does anyone know what happened to
all the CX85 keypads? Does anyone have a used keypad for sale?

Please mail replies and I'll summarize. Honest.

--
kelly (sean) `Did you get your precious photos?'
kelly@nmt.edu `Someone was there.'
Std disclaimers apply `Men? ... Police men?'
--

3573. Re: Need information on Atari 5200 game

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-22 21:05:38 UTC
From: dave@interlan.Interlan.COM
Message-ID: <DAVE.91Jan22160538@slam.InterLan.COM>
Source record: 114528

In article <1991Jan22.004303.9281@rice.edu> jsd@boreal.rice.edu (Shawn Joel Dube) writes:

So the 5200 was pretty much the same as the 8bit?

Yup. In fact, I had a couple of 5200 games someone dunped onto the 800.

-dg-
--
"Dan Rather? NOT!" * Dave Goldblatt [dave@interlan.com]
- Wayne Campbell, * Diagnostic Engineering
"Wayne's World" * Racal InterLan
SNL * Boxborough MA (508) 263-9929

3574. Re: cc65

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-23 01:09:35 UTC
From: apc@cellar.UUCP
Message-ID: <o3c8V1w163w@cellar.UUCP>
Source record: 114533

mwoodwar@eecs.wsu.edu (woodward matthew d - CS350) writes:

> Lately, I have been trying to get CC65 and it's related stuff for my
> old 800. I ftp'd (binary mode) to an ATT 386 unix workstation, and used
> it's simul-task system with the util utility (writes an atari DD disk from
> an IBM compatible system), and brought it home happily (I used the /b(inary))
> switch on util... None of the execs I have gotten will run, is there some
> translation going on somewhere that I have missed, or are other people findin
> that the com files don't work. I tried it with dos xl 2.35I, mydos 4.2c, and
> atari dos 2.5, and none of them work. Just wondering if anyone has had simil
> problems. I unarced cc65 arc on an IBM, but supunarc.com, which I got via
> the same path did not work either. Hmmmmm....Anyone have a suggestion?
>

Yeah, that Util file doesn't write binary files that well. I've
looked at the source code, but not knowing C that well, couldn't see the
problem. Your best bet would be to write the ARC file to the Atari DD disk--
if something's wrong with the file, you'll get a CRC error from the DeArcer
on the 8-bit, but in my experience, ARC files transfer over pretty well.
It occurs to me, in fact, that my own copy of supunarc.com was
transferred from my AT clone to my 130XE via modem-- the fault, after all,
is with util. So, if you have access to a modem for your 8-bit, that might be
the best way of getting supunarc.com over. (Or, you could transfer everything
over via modem or null modem, but that would defeat the purpose of util,
wouldn't it :)) Stick to util for text or stuff that the non-Atari can
recognize, like ARC.

EMail to: uunet!cellar!apc

3575. Re: Need information on Atari 5200 game

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-23 01:19:02 UTC
From: apc@cellar.UUCP
Message-ID: <FiD8V2w163w@cellar.UUCP>
Source record: 114526

jsd@boreal.rice.edu (Shawn Joel Dube) writes:

> In article <1991Jan22.001137.26717@jato.jpl.nasa.gov>, whoffman@jato.jpl.nasa
>
> [[Stuff about the chips inside of the 5200. They were POKEY, ANTIC, GTIA, a
> and modified 6502]]
>
> So the 5200 was pretty much the same as the 8bit?
>

Yep, the 5200 is almost exactly the same as an XL. In fact, most cartridges
for the 5200 can run on an XL/XE machine (or even a 400 or 800, if there
are no funny OS calls) with little or no modification if you have them in a
proper format. (I've never seen a 5200 cartridge, so I don't know if they're
the same size, but I've seen various binary files that were transferred over
by pirates and/or people who wanted to continue to play their favorite games
once their 5200 broke down, so I assume it can't be that much of a feat.)

EMail to: uunet!cellar!apc

3576. 8-bit system wanted

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-23 21:21:43 UTC
From: koreth@panarthea.EBay.Sun.COM
Message-ID: <783@grapevine.EBay.Sun.COM>
Source record: 114534

There are still a couple of spare electrical outlets at my house, so I'd like to fill them with 8-bit Atari plugs.

I'm looking for, ideally, an 800 with a good drive and tons of software. Anyone interested in parting with an old computer? Name me a reasonable price...

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

3577. Atari computer system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-23 22:03:26 UTC
From: walk@ux1.cso.uiuc.edu
Message-ID: <1991Jan23.220326.15610@ux1.cso.uiuc.edu>
Source record: 114532

~ratari

3578. Trouble with old disks...

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-24 01:26:15 UTC
From: yoshida@eniac.seas.upenn.edu
Message-ID: <36189@netnews.upenn.edu>
Source record: 114529

Recently I've been attempting to backup some of my atari disks (some
of which were originally written to in the early 80's). On some of the
disks I've been getting sector read errors (I was using Copymate sector
copier from ANTIC) that generate a "G4" error on my Indus GT drive.
It seems that the drive tries to read the sector several times, but
only sometimes can it eventually read the information (ie, it's NOT a
bad sector).
Does anyone know of a utility that will allow me to specify a certain
sector to be continually looked at until the information is successfully
read? Will cleaning my drive read/write head help?

--dan

BTW - The disks are regular DOS 2 formatted disks with binary files
on them (in case someone thought that the errors were from
the drive encountering tricky copy-protection).

--
_-_-_-_-_-_-_-_-__--__--__--

3579. DOS 3 --> DOS 2 ????

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-24 01:29:06 UTC
From: yoshida@eniac.seas.upenn.edu
Message-ID: <36190@netnews.upenn.edu>
Source record: 114530

I discovered that I have two disks that are in the DOS 3
"double-density" format. Is there a simple way to convert
the binary files that they contain into DOS 2?

--dan

--
_-_-_-_-_-_-_-_-_-__--__--__--

3580. Re: DOS 3 --> DOS 2 ????

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-24 05:34:34 UTC
From: hooverb@h.cs.wvu.wvnet.edu
Message-ID: <1218@h.cs.wvu.wvnet.edu>
Source record: 114531

From article <36190@netnews.upenn.edu>, by yoshida@eniac.seas.upenn.edu (Dan P. Yoshida):
> I discovered that I have two disks that are in the DOS 3
> "double-density" format. Is there a simple way to convert
> the binary files that they contain into DOS 2?
>
> --dan
>
>
> --
> _-_-_-_-_-_-_-_-__--__--__--__--__--__--__--__--__--__--__-------------------------
> Dan P. Yoshida yoshida@eniac.seas.upenn.edu -------------------------
> -------------- dyoshida@next.sas.upenn.edu University of PENNsylvania
> (215) 387-6548 dyoshida@pennsas (BITNET) -------------------------

3581. Atari computer system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-24 17:27:12 UTC
From: walk@ux1.cso.uiuc.edu
Message-ID: <1991Jan24.172712.22608@ux1.cso.uiuc.edu>
Source record: 114536

Atari Computer System for sale

All of this stuff is availiable to the best offer.
I am willing to sell pieces of the system, but would much rather sell
the system as a whole.
All equipment will be sold "as is" although everything except for the
things listed as inoperative worked the last time that I used them.
Keep in mind that all the equipment will fill up a normal sized trunk
and most of your back seat if you wish to pick it up.

Pickup will be at Neoga, IL (between Mattoon and Effingham, IL on
Interstate 57; also about 70-80 miles south of Champaign, IL).
Otherwise I'll ship it to you (you pay for shipping).

Contact:

Todd Walk
RR 1 BOX 386
Neoga, IL 62447
217-895-3286 (best after 8pm)
walk@mrcnext.cso.uiuc.edu

Note on email: I don't check my email very often anymore, so you may have
to wait a few days for replies (but I prefer email).

(Note: you sent me messages before, if you are still interrested, please
email me again. My mailer died, killing the addresses I had saved.)

Hardware

Atari 1025 printer, Atari 1020 printer w/pens,
Atari 410 cassette recorder, ICD P:R: Connection,
assembled and working speech synthesiser w/spare parts, Uninstalled Rambo XL, Atari 400
(16K), 1 Indus GT disk drive (3-4 months used),
1 reconditioned Indus GT disk drive (2-3 months used after reconditioning),
inoperative 800XL w/ Omnimon/FastchipXL installed, 5 Transformers,
2 sets of paddles, 1 computer to switchbox cable,
4 periphiral connection cables, 2 working Gemstick joysticks,
2 working Silkstik joysticks, 1 working Pointmaster joystick,
many non-working Atari joysticks

Books

Atari Basic Reference Guide, Basic Reference Manual, De Re Atari,
Your Atari Computer, Compute!'s First, Second, and Third Books of Atari,
Mapping the Atari, Games for the Atari, The Atari Basic Sourcebook,
Atari Sound and Graphics, Atari Basic, Compute!'s Guide to Adventure Games,

Machine Language for Beginners, The Second Book of Machine Language,
And Atari 8-bit Extra, The ANALOG Compendium, Compute!'s Best of Atari

Magazines

total first issue
ANALOG 58 #9
Antic 62 Vol. 1, Number 1
Compute! 61 Vol. 5, Number 1
Atari Explorer 1 March/April '88

Disks: Games

Ultima I, II, III, and IV, King Tut's Tomb, Galahad and the Holy Grail,
Gateway to Apshai, Lord of the Orb, Enchanter, O'Riley's Mine,
The Arcade Machine, Shamus Case II, The Eternal Dagger, The Pawn,
Wargame Construction Set, Pinball Construction Set, The Seven Cities of Gold,
Racing Destruction Set, Mail Order Monsters, Wizard's Crown, Auto Duel,
Boulder Dash Construction Kit, Spy vs. Spy I and II, One-on-One,
Archon, F-15 Strike Eagle, Top Gunner, Archon II: Adept,
Realm of Impossibility, Super Boulder Dash, Legionnaire, Lords of Conquest,
Dragonriders of Pern, Age of Adventure

Other Disks

P:R: Connection disk, Sparta Dos Construction Set (2.2?),
Basic XE extensions, Atari XL translator, Timewise, Superscript, Paperclip XE,
Dos XL 2.3, Indus GT spreadsheet, data manager, wordprocessor,
Compute!'s Best of Atari disk

Cassettes

Diggerbonk, O'Riley's Mine, Instedit, Eastern Front, Scram,
1020 printer sample programs

Cartriges

Basic XE, Basic rev. B, Hardball!, Boulders and Bombs, K-razy Shootout,
Astrochase, River Raid, Super Cobra, Donkey Kong, Pac-man, Galaxian, Pengo,
Shamus, Wizard of Wor, Qix, Buck Rogers, Submarine Commander, Robotron,
The Dreadnaught Factor, Kickback, Asteroids, Nightstrike, Defender, Soccer,
Major League Hockey, Joust, Star Raiders, Football, Gorf, Decathlon,
Missle Command, Ms. Pac-man, Pitfall, Caverns of Mars, K-razy Antics, Droids,
K-razy Kritters, Eastern Front, Dig Dug, Tennis

Todd Walk
walk@mrcnext.cso.uiuc.edu

3582. Re: Trouble with old disks...

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-25 01:59:13 UTC
From: ajbennett@miavx1.acs.muohio.edu
Message-ID: <3511.279f4aa1@miavx1.acs.muohio.edu>
Source record: 114535

In article <36189@netnews.upenn.edu>, yoshida@eniac.seas.upenn.edu (Dan P. Yoshida) writes:
> Recently I've been attempting to backup some of my atari disks (some
> of which were originally written to in the early 80's). On some of the
> disks I've been getting sector read errors (I was using Copymate sector
> copier from ANTIC) that generate a "G4" error on my Indus GT drive.
> It seems that the drive tries to read the sector several times, but
> only sometimes can it eventually read the information (ie, it's NOT a
> bad sector).
> Does anyone know of a utility that will allow me to specify a certain
> sector to be continually looked at until the information is successfully
> read? Will cleaning my drive read/write head help?
>
> BTW - The disks are regular DOS 2 formatted disks with binary files
> on them (in case someone thought that the errors were from
> the drive encountering tricky copy-protection).
>

SmartDOS 6.1 (and higher) has a nifty function that you can reset the retry times to read a sector. If you think 9 times could do it, then see if you can get yourself a copy. SmartDOS will work in SD and DD. I thought I heard a rumor of a version working in HD, but never saw it.

Andrew

****
** Andrew Bennett ajbennett@miavx1.bitnet [MIAVX1::AJBENNETT] **
** Miami University ajbennett@miavx1.acs.muohio.edu **
** Oxford, Ohio ab55sanu@miamiu.bitnet **
** (not in Florida) ab55sanu@miamiu.acs.muohio.edu **
****

3583. Keypad

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-25 03:05:08 UTC
From: asgardia@unixland.uucp
Message-ID: <0q8aw2w163w@unixland.uucp>
Source record: 114538

Ive got a keypad here that I dont use.
I dont use it because I was given this pad without the bookkeeper software..

Id love to get ahold of the software for the bookkeeper..

someone posted here that they wanted to buy this thing..
Its silly to want to buy a used one because they are sold for $19.99 in ads.

To mail something like that it would cost a few bux and then theres a cost of paying the owner the $10 or so that a used one goes for.

its best to go for a new one.

Plus with that 19.99 you get 4 disks...

3584. How can I keep Kermit65 from losing Chars?

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-25 03:15:10 UTC
From: rmartin@remus.rutgers.edu
Message-ID: <Jan.24.22.15.10.1991.14116@remus.rutgers.edu>
Source record: 114537

I am trying to use my 8-bit as a 9600 baud terminal, but Kermit 65 drops
characters at an annoying rate. Does anyone know a way (other than
clearing the sceen) to keep kermit from losing characters? I would
like to keep using kermit because the 80-column vt00 emulation is
alot easier to use with unix machines. Thanks-
-Rich
rmartin@remus.rutgers.edu

3585. Re: How can I keep Kermit65 from losing Chars?

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-25 08:47:16 UTC
From: nin15b0b@merrimack.edu
Message-ID: <21023.279ff094@merrimack.edu>
Source record: 114540

In article <Jan.24.22.15.10.1991.14116@remus.rutgers.edu>, rmartin@remus.rutgers.edu (Rich Martin) writes:
> I am trying to use my 8-bit as a 9600 baud terminal, but Kermit 65 drops
> characters at an annoying rate. Does anyone know a way (other than
> clearing the sceen) to keep kermit from losing characters? I would
> like to keep using kermit because the 80-column vt00 emulation is
> alot easier to use with unix machines. Thanks-
> -Rich
> rmartin@remus.rutgers.edu

One possible solution that may or may not work is pressing the Atari Inverse key on and off I believe that this starts and stops flow control.

--
David E. Sheafer

internet: nin15b0b@merrimack.edu
or
uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER
Bitnet: Sheafer_davi@bentley

3586. Re: How can I keep Kermit65 from losing Chars?

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-25 14:48:49 UTC
From: gdtltr@chopin.udel.edu
Message-ID: <16286@chopin.udel.edu>
Source record: 114539

In article <Jan.24.22.15.10.1991.14116@remus.rutgers.edu> rmartin@remus.rutgers.edu (Rich Martin) writes:
=>
=>I am trying to use my 8-bit as a 9600 baud terminal, but Kermit 65 drops
=>characters at an annoying rate. Does anyone know a way (other than
=>clearing the sceen) to keep kermit from losing characters? I would
=>like to keep using kermit because the 80-column vt00 emulation is
=>alot easier to use with unix machines. Thanks-
=> -Rich
=> rmartin@remus.rutgers.edu

Try turning on flow control; that should do it. It seems that the
Kermit-65 screen handler is too slow (especially at scrolling) to handle
even 2400 bps. I have seen proposed improvements on the scrolling
algorithm which I imagine would speed things up a bit, but I doubt
that it could ever handle a steady stream at 9600 bps. An increase in
input buffer size would help most cases, though.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3587. Re: How can I keep Kermit65 from losing Chars?

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-25 17:18:36 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.91Jan25171837@tweezers.esd.sgi.com>
Source record: 114546

>>>>> On 25 Jan 91 14:48:49 GMT, gdtltr@chopin.udel.edu (root@research.bdi.com (Systems Research Supervisor)) said:

> In article <Jan.24.22.15.10.1991.14116@remus.rutgers.edu> rmartin@remus.rutgers.edu (Rich Martin) writes:
> => Does anyone know a way (other than
> =>clearing the sceen) to keep kermit from losing characters?

> I have seen proposed improvements on the scrolling
> algorithm which I imagine would speed things up a bit, but I doubt
> that it could ever handle a steady stream at 9600 bps.

I'll bet that you could make a screen scrolling algorithm that keeps up at 9600 bps by using a custom display list, with every line of text mapped to a different location in memory. Then, to scroll the screen up a line, you merely rewrite the pointers in the display list instead of copying data. The memory holding the line which scrolled off the top of the screen is then used to hold the next line of text at the bottom of the screen.

m.
--

--
\/ Michael Portuesi Silicon Graphics, Inc. portuesi@sgi.com

"Long before one is anything like drunk, the tongue is loosened, and words may slip out which should never have been said. Watch this particularly when it's all girls together. That femimine urge to confide may trick you into repeating what your husband said about the president and the boss's wife and how that had a lot to do with the boss's promotion -- words one of the women present is sure to make you regret some day."

--Nina Fischer, "How to Help Your Husband Get Ahead"
part of the Amy Vanderbilt Success Program for Women

3588. Help using a 400 with cassette as a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-26 04:09:46 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3526.27a0baba@miavx1.acs.muohio.edu>
Source record: 114545

I'm trying to get my girlfriend set up so she can go online to be able to send me E-mail. (She goes to Ohio State, and I go to Miami Univerisity, E-mail is a lot cheaper than phone!!)

Anyway, I've got an Atari 400 with 48K and a xm301 modem, and a cassette drive. I would like to use Chameleon, but I don't know if I can transfer it to tape and it still run. what I'm asking is:

What would be the best prg for her to use that would run off of Cassette. She will be connecting to a Unix box, and I can put stuff onto tape for her.

Thanks.......

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

3589. BBS Express

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-26 04:47:38 UTC
From: craigs@garfield.cs.mun.ca
Message-ID: <1991Jan26.044738.17697@garfield.cs.mun.ca>
Source record: 114542

Can anyone give me some info on how to change BBS Express to 80 columns?

Any help would be appreciated.

```
_____________________________________________________________________________
/'`'`'`
```

3590. an Atari 410 problem

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-26 17:40:58 UTC
From: r3jjs@VAX1.CC.UAKRON.EDU
Message-ID: <985@VAX1.CC.UAKRON.EDU>
Source record: 114541

I understand there was a mod for the Atari 410 to make it work
a bit better that involved changing two resisters to a 1% tolornace

Does anyone know which two resistors?

--
---------------------------+--
Jeremy J Starcher ! No programmer programs in LOGO after reaching
r3jjs@vax1.cc.uakron.edu ! age 14...
r3jjs@akronvm.bitnet !

3591. Re: How can I keep Kermit65 from losing Chars?

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-27 04:16:29 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <38513@cup.portal.com>
Source record: 114548

Odd, I've never seen Kermit65 drop characters at 2400 baud, Gary... That's using it with a VAX/VMS system, with all the screen-control that goes on in the EDT text editor and similar applications... And I know I never did anything about Flow Control, because it comes as a total surprise to me to hear that there's even a way to influence it. Any comments?

3592. Re: How can I keep Kermit65 from losing Chars?

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-27 04:24:46 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <38515@cup.portal.com>
Source record: 114544

Michael,

This isn't an Atari-related message, but I noticed you work for SGI...

I work for a company which sells turnkey Digital Image Recorder systems, based on the DEC MicroVAX computer. Some of the systems we've placed in the field are configured to connect, via Ethernet, to SGI-based turnkey graphics workstations, and we've had some incompatibility problems. Evidence suggests it may be a TCP/IP "tuning" problem, either on the VAX or on the SGI box; I have software tools for manipulating the VAX side but there appears to be NOTHING on the SGI system(s) for examining or tweaking Ethernet interface parameters.

I don't presume that you, yourself, necessarily know ANYTHING about this -- but I wonder if you could recommend anyone I could talk to about it? I've found it impossible to approach SGI on the "authority" of my customer's SGI service contract, because THAT expired before SGI had even gotten my customer's system up-and-running, and my customer is loath to pay by the hour for out-of-contract assistance. I am hoping that as a "fellow vendor" I might bypass this bottleneck. Any suggestions?

Thanks in advance for anything you can suggest.

Chris Chiesa
Software Engineer
Light Valve Technology, A Kodak Company
Chris_F_Chiesa@cup.portal.com <-- account NOT related to employment!

3593. Looking for Jose Manuel Menendez Garcia

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-27 04:28:34 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <38516@cup.portal.com>
Source record: 114547

Sorry to post "personal" quests here, but I "met" Jose here, so perhaps
he is still reading this...

Am trying to reach Jose Manuel Menendez Garcia, last heard from by me via
e-mail to this username on or about November 12, 1990. Jose's username/
mail path at that time was

jmm@gti.upm.es

and it appears that some machine between me and he has since crapped out
as I can apparently no longer reach him via e-mail using that address.

I would like to hear from either Jose himself (with a working e-mail
address) or anyone who might shed any light on the sudden disruption of
e-mail contact with him after several prior exchanges...

Thanks in advance
Chris

Chris_F_Chiesa@cup.portal.com

3594. Re:How can I keep Kermit65 from losing Chars?

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-27 10:18:32 UTC
From: nin15b0b@merrimack.edu
Message-ID: <21039.27a2a8f9@merrimack.edu>
Source record: 114550

To keep Kermit 65 from losing characters type Set Flow On before connecting,
I tried this and it works at 2400 baud, yet if you don't do this you may lose
characters at 24 depending on your application.

--
David E. Sheafer

internet: nin15b0b@merrimack.edu
or
uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER
Bitnet: Sheafer_davi@bentley

3595. PC <-> Atari DOS 3.0 conversion ?

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-27 12:02:01 UTC
From: jbuhl@daimi.aau.dk
Message-ID: <1991Jan27.120201.20899@daimi.aau.dk>
Source record: 114543

Hi there,

A few questions:

Does anyone 'out there' know if its possible to make an IBM PC/AT read/write
diskettes in atari DOS 3.0 format - and how (strictly in software) ?
- I would very much like to download cc65, but I'm only connected to
USEnet by PCs, SUNs, and HPs.

In '89 I wrote a small ANTIC/6502 program for the 130xe, expanding it's
hi-res mode to 8 colours/greyscales. Is anyone interested in a posting of
this ? It's written to support the PAL-version, but I'm pretty sure no
problems will arise, using it with NTSC.

I wrote a screen-editor, allowing wysiwyg sub/superscript, underline, etc.
on a 80chrs/line display, allowing text and graphics to be mixed. If its
posible to tranfer this to a HP9000s300, would there be any interest in
a copy of this ?

--

Jesper Buhl/ jbuhl@daimi.aau.dk
Computer Science Department,
University of Aarhus, Denmark

3596. Re: How can I keep Kermit65 from losing Chars?

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-28 16:38:34 UTC
From: gdtltr@chopin.udel.edu
Message-ID: <16303@chopin.udel.edu>
Source record: 114549

In article <38513@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
=>Odd, I've never seen Kermit65 drop characters at 2400 baud, Gary... That's
=>using it with a VAX/VMS system, with all the screen-control that goes on in
=>the EDT text editor and similar applications... And I know I never did
=>anything about Flow Control, because it comes as a total surprise to me to
=>hear that there's even a way to influence it. Any comments?

It tends to lose stuff when scrolling. Cursor movement and such aren't
really as much a problem.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3597. Putting a term prg onto cartridge.

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-29 02:59:28 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3559.27a49ec0@miavx1.acs.muohio.edu>
Source record: 114551

Well, after receiving numerous replies to my request about using a 400 for
a terminal, I've come up with another idea.

What would it take to burn a term prg with my handler for my modem appended
to it onto ROMS to make my own cartridge? At atari.archive I've gotten the
source for a vt52 emulator with its source code in Action!, is it possible
to make a rommable prg with Action! ?

Any help would be appreciated.............

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~~

3598. Atari 8bit freaks hello

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-29 11:16:58 UTC
From: wolfram@cip-s07.informatik.rwth-aachen.de
Message-ID: <wolfram.665147818@cip-s07>
Source record: 114552

Hello 8bit-freaks,

I am very glad to see that there are still some people around who care for
the old Ataris. I had the fortune to obtain a 400, 800 and 410 for an apple
and an egg and are now looking for anything to enhance my collection. I am
especially looking for:

program cartridges and
memory modules for the 800.

Does anybody have the lightpen or original paddle?

Thanx in advance...

Okami-san

3599. Re: Putting a term prg onto cartridge.

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-29 18:10:13 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1991Jan29.181013.20613@cbnewsc.att.com>
Source record: 114553

From article <3559.27a49ec0@miavx1.acs.muohio.edu>, by (Ryan 'Gozar' Collins):
> Well, after receiving numerous replies to my request about using a 400 for
> a terminal, I've come up with another idea.
>
> What would it take to burn a term prg with my handler for my modem appended
> to it onto ROMS to make my own cartridge? At atari.archive I've gotten the
> source for a vt52 emulator with its source code in Action!, is it possible
> to make a rommable prg with Action! ?
>
> Any help would be appreciated.............

Ok, lets try this answer for the second time. This stupid netnews software
is the most unforgiving piece of garbage I have ever seen.

This will be abreviated from what you would have seen if I had been able
to post my first answer. There is a cartridge based Terminal emulator
called EXPRESS!. American Techna-Vision lists it in there ads for $67.95.
I have seen it reviewed but have never actually seen it for sale anywhere
locally. Call and see if they really have it for sale. The number in
CA is (415)-352-3787. Why not report back to the net what you find out?
Be sure to ask if it will work with your computer. Since it is a recent
development, it may only work with the XL/XE series.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3600. Re: Putting a term prg onto cartridge.

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-29 21:21:17 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3573.27a5a0fe@miavx1.acs.muohio.edu>
Source record: 114554

In article <1991Jan29.181013.20613@cbnewsc.att.com>, kimes@cbnewsc.att.com (Kit Kimes) writes:
> From article <3559.27a49ec0@miavx1.acs.muohio.edu>, by (Ryan 'Gozar' Collins):
>> Well, after receiving numerous replies to my request about using a 400 for
>> a terminal, I've come up with another idea.
>>
>> What would it take to burn a term prg with my handler for my modem appended
>> to it onto ROMS to make my own cartridge? At atari.archive I've gotten the
>> source for a vt52 emulator with its source code in Action!, is it possible
>> to make a rommable prg with Action! ?
>>
>> Any help would be appreciated.............
> This will be abreviated from what you would have seen if I had been able
> to post my first answer. There is a cartridge based Terminal emulator
> called EXPRESS!. American Techna-Vision lists it in there ads for $67.95.

I've heard of it too, but I don't want to spend nearly that much money!!
(Since I got the 400 for $20, and I already had the xm301 modem. I only
need use of it till June.)

Frank Seipel recommended finding on of the old Telelink cartridges, so this
may be a start. Does anyone have any information about them, like, will
they work with a 400 with 48K with a xm301. The 1030 modem had the handler
built in, but the xm301 doesn't. Or better yet, does anyone have one of the
Telelink cartridges they would like to sell?!?

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

3601. Atari computer system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-29 23:49:07 UTC
From: walk@ux1.cso.uiuc.edu
Message-ID: <1991Jan29.234907.10698@ux1.cso.uiuc.edu>
Source record: 114406

I've changed my mind about how I'm selling this.
Give me an offer for anything that looks good.
I will post new updates as stuff is sold.

Note: to the person at sumax.seattleu.edu
My mailer dies sending to your address, so is it all right for me
to make my replies to your inquires on comp.sys.atari.8bit?

Atari Computer System for sale

All of this stuff is availiable to the best offer.
All equipment will be sold "as is" although everything except for the
things listed as inoperative worked the last time that I used them.

Pickup will be at Neoga, IL (between Mattoon and Effingham, IL on
Interstate 57; also about 70-80 miles south of Champaign, IL).
Otherwise I'll ship it to you (you pay for shipping).

Contact:

Todd Walk
RR 1 BOX 386
Neoga, IL 62447
217-895-3286 (best after 8pm)
walk@mrcnext.cso.uiuc.edu

Note on email: I don't check my email very often anymore, so you may have
to wait a few days for replies (but I prefer email).

(Note: you sent me messages before, if you are still interrested, please
email me again. My mailer died, killing the addresses I had saved.)

Hardware

Atari 1025 printer, Atari 1020 printer w/pens,
Atari 410 cassette recorder, ICD P:R: Connection,
assembled and working speech synthesiser w/spare parts, Uninstalled Rambo XL, Atari 400
(16K), 1 Indus GT disk drive (3-4 months used),
1 reconditioned Indus GT disk drive (2-3 months used after reconditioning),
inoperative 800XL w/ Omnimon/FastchipXL installed, 5 Transformers,
2 sets of paddles, 1 computer to switchbox cable,
4 periphiral connection cables, 2 working Gemstick joysticks,
2 working Silkstik joysticks, 1 working Pointmaster joystick,
many non-working Atari joysticks

Books

Atari Basic Reference Guide, Basic Reference Manual, De Re Atari,
Your Atari Computer, Compute!'s First, Second, and Third Books of Atari,
Mapping the Atari, Games for the Atari, The Atari Basic Sourcebook,
Atari Sound and Graphics, Atari Basic, Compute!'s Guide to Adventure Games,
Machine Language for Beginners, The Second Book of Machine Language,
And Atari 8-bit Extra, The ANALOG Compendium, Compute!'s Best of Atari

Magazines

total first issue
ANALOG 58 #9
Antic 62 Vol. 1, Number 1
Compute! 61 Vol. 5, Number 1
Atari Explorer 1 March/April '88

Disks: Games

Ultima I, II, III, and IV, King Tut's Tomb, Galahad and the Holy Grail,
Gateway to Apshai, Lord of the Orb, Enchanter, O'Riley's Mine,
The Arcade Machine, Shamus Case II, The Eternal Dagger, The Pawn,
Wargame Construction Set, Pinball Construction Set, The Seven Cities of Gold,
Racing Destruction Set, Mail Order Monsters, Wizard's Crown, Auto Duel,
Boulder Dash Construction Kit, Spy vs. Spy I and II, One-on-One,
Archon, F-15 Strike Eagle, Top Gunner, Archon II: Adept,
Realm of Impossibility, Super Boulder Dash, Legionnaire, Lords of Conquest,
Dragonriders of Pern, Age of Adventure

Other Disks

P:R: Connection disk, Sparta Dos Construction Set (2.2?),
Basic XE extensions, Atari XL translator, Timewise, Superscript, Paperclip XE,
Dos XL 2.3, Indus GT spreadsheet, data manager, wordprocessor,
Compute!'s Best of Atari disk

Cassettes

Diggerbonk, O'Riley's Mine, Instedit, Eastern Front, Scram,
1020 printer sample programs

Cartriges

Basic XE, Basic rev. B, Hardball!, Boulders and Bombs, K-razy Shootout,
Astrochase, River Raid, Super Cobra, Donkey Kong, Pac-man, Galaxian,
Shamus, Wizard of Wor, Qix, Buck Rogers, Submarine Commander, Robotron,
The Dreadnaught Factor, Kickback, Asteroids, Nightstrike, Defender, Soccer,
Major League Hockey, Joust, Star Raiders, Football, Gorf, Decathlon,
Ms. Pac-man, Pitfall, K-razy Antics, Droids,
K-razy Kritters, Dig Dug, Tennis

Todd Walk
walk@mrcnext.cso.uiuc.edu

3602. Re: Putting a term prg onto cartridge.

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-30 00:02:22 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1991Jan30.000222.7118@magnus.ircc.ohio-state.edu>
Source record: 114405

Another option would be either a Telenet I or Telenet II cartridge, from Atari. While these programs are very limited, they do provide the ability to log-in and probably could be found for under $10 (if you could find one, that is). These had the interesting ability to have data WRITTEN to them; one could store commonly dialed numbers on the cartridge.

3603. ST Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-31 16:58:46 UTC
From: dh108@cssol.cs.city.ac.uk
Message-ID: <1991Jan31.165846.18873@cs.city.ac.uk>
Source record: 114411
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Reply To: dh108@cssol.cs.city.ac.uk (KEATES M G)
Organization: City University, London

Can anyone send me details of this useful thing. Specifically I
would like to know the connector types, pin to pin connections,
and the wire colours for each pin (if I'm disecting existing cables),
so that I can knock one together instead of mail ordering it.

While I'm at it, can anyone in the States tell me whether the following
were ever released by Epyx for the 8-bit Atari :-

Summer Games II
Winter Games
Impossible Mission.

Did Microprose release Gunship?

Finally, can someone give the address of what they consider the best
international mail-order firm for 8-bit stuff in America.

Thanks in advance for any help,
Mark Keates.

3604. Atari computer system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-31 17:46:36 UTC
From: walk@ux1.cso.uiuc.edu
Message-ID: <1991Jan31.174636.26443@ux1.cso.uiuc.edu>
Source record: 114407

I've changed my mind about how I'm selling this.
Give me an offer for anything that looks good.
I will post new updates as stuff is sold.

Atari Computer System for sale

All of this stuff is availiable to the best offer.
All equipment will be sold "as is" although everything except for the
things listed as inoperative worked the last time that I used them.

Pickup will be at Neoga, IL (between Mattoon and Effingham, IL on
Interstate 57; also about 70-80 miles south of Champaign, IL).
Otherwise I'll ship it to you (you pay for shipping).

Contact:

Todd Walk
RR 1 BOX 386
Neoga, IL 62447
217-895-3286 (best after 8pm)
walk@mrcnext.cso.uiuc.edu

Note on email: I don't check my email very often anymore, so you may have
to wait a few days for replies (but I prefer email).

Hardware

Atari 1020 printer w/pens,
Atari 410 cassette recorder,
assembled and working speech synthesiser w/spare parts, Uninstalled Rambo XL,
Atari 400 (16K), 1 Indus GT disk drive (3-4 months used),
1 reconditioned Indus GT disk drive (2-3 months used after reconditioning),
inoperative 800XL w/ Omnimon/FastchipXL installed, 5 Transformers,
2 sets of paddles, 1 computer to switchbox cable,
4 periphiral connection cables, 2 working Gemstick joysticks,
2 working Silkstik joysticks, 1 working Pointmaster joystick,
many non-working Atari joysticks

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Your Atari Computer, Compute!'s First, Second, and Third Books of Atari,
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Atari Sound and Graphics, Atari Basic, Compute!'s Guide to Adventure Games,
Machine Language for Beginners, The Second Book of Machine Language,
And Atari 8-bit Extra, The ANALOG Compendium, Compute!'s Best of Atari

Magazines

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Gateway to Apshai, Lord of the Orb, Enchanter, O'Riley's Mine,
The Arcade Machine, Shamus Case II, The Eternal Dagger, The Pawn,
Wargame Construction Set, Pinball Construction Set, The Seven Cities of Gold,
Racing Destruction Set, Mail Order Monsters, Wizard's Crown, Auto Duel,
Boulder Dash Construction Kit, Spy vs. Spy I and II, One-on-One,
Archon, F-15 Strike Eagle, Top Gunner, Archon II: Adept,
Realm of Impossibility, Super Boulder Dash, Legionnaire, Lords of Conquest,
Dragonriders of Pern, Age of Adventure

Other Disks

Sparta Dos Construction Set (2.2?),
Basic XE extensions, Atari XL translator, Timewise, Superscript, Paperclip XE,
Dos XL 2.3, Indus GT spreadsheet, data manager, wordprocessor,
Compute!'s Best of Atari disk

Cassettes

Diggerbonk, O'Riley's Mine, Instedit, Scram,
1020 printer sample programs

Cartriges

Basic XE, Basic rev. B, Hardball!, Boulders and Bombs, K-razy Shootout,
Astrochase, River Raid, Super Cobra, Donkey Kong, Pac-man, Galaxian,
Shamus, Wizard of Wor, Qix, Buck Rogers, Submarine Commander, Robotron,
The Dreadnaught Factor, Kickback, Asteroids, Nightstrike, Defender, Soccer,
Major League Hockey, Joust, Star Raiders, Football, Gorf, Decathlon,
Ms. Pac-man, Pitfall, K-razy Antics, Droids,
K-razy Kritters, Dig Dug, Tennis

Todd Walk
walk@mrcnext.cso.uiuc.edu

3605. Re: Trouble with old disks...

Newsgroup: comp.sys.atari.8bit
Date: 1991-01-31 23:27:31 UTC
From: esok@ohs.uucp
Message-ID: <1991Jan31.232731.6273@ohs.uucp>
Source record: 114408

In DOS 2.x, I believe that there is a memory location that contains the
number of times that DOS will retry reading/writing a disk.
I will check for this and post another letter later.

--
*******Eric Sokolowsky (ohs!ohs-cs!esok@uunet.UU.NET)
People will buy anything that's one to a customer.

3606. Adding a Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-01 02:29:36 UTC
From: robby@brahms.udel.edu
Message-ID: <18364@brahms.udel.edu>
Source record: 114409

I recently salvaged a 10M Tandon FH Hard Drive. I really don't
know to much about this particalar modal, but I would like
to use as a hard drive for my 800XL. Is this possible?

I imagine I need to build or acquire some sort of interface & acquire
some sort of DOS to handle hard drives. Does MYDOS?

Any info is appreciated!

Rob

3607. Re: Adding a Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-01 03:30:19 UTC
From: gdtltr@chopin.udel.edu
Message-ID: <16344@chopin.udel.edu>
Source record: 114410

In article <18364@brahms.udel.edu> robby@brahms.udel.edu (Robert Spotts) writes:
=>
=> I recently salvaged a 10M Tandon FH Hard Drive. I really don't
=> know to much about this particalar modal, but I would like
=> to use as a hard drive for my 800XL. Is this possible?
=>
Yes.

=> I imagine I need to build or acquire some sort of interface & acquire
=> some sort of DOS to handle hard drives. Does MYDOS?
=>
The ICD Multi I/O & Black Box will both do this for you. There is
some other interface, but I don't recall the name. If you just want
to run a hard disk, the BB is probably what you want.
MyDOS & SpartaDOS (3.2d & X) will both handle it. Others might as
well, but I haven't heard of them being used.

Gary Duzan
Time Lord
Third Regeneration

=> Any info is appreciated!
=>
=> Rob
=>

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3608. MULE for Atari800

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-01 23:04:54 UTC
From: clp@gumby.Altos.COM
Message-ID: <4674@gumby.Altos.COM>
Source record: 114412

I just picked up an Atari 800 and a bunch of game cartridges.
I've heard a little about a game called MULE, and I want to
get it. Does anyone know anything about this? Does this game
only come on floppy? Any info will be received with great joy.

Chuck L. Peterson
clp@altos.com

3609. Re: Adding a Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-01 23:37:33 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1991Feb1.233733.16044@d.cs.okstate.edu>
Source record: 114414

In article <18364@brahms.udel.edu> robby@brahms.udel.edu (Robert Spotts) writes:
>
> I recently salvaged a 10M Tandon FH Hard Drive. I really don't
> know to much about this particalar modal, but I would like
> to use as a hard drive for my 800XL. Is this possible?
>
> I imagine I need to build or acquire some sort of interface & acquire
> some sort of DOS to handle hard drives. Does MYDOS?
>

I'd go with ICD's MIO if one is available, and Sparta-Dos is ICD's companion
dos for odd hardware on the 8-bit. Lessee... I think the MIO has a SCSI
interface... so a SCSI controller would be a neccessity also.

Lotsa bux the way I see it. Anyone got any of this USED for sale?

(for him.... not)

3610. Re: Adding a Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-02 00:36:14 UTC
From: asgardia@unixland.uucp
Message-ID: <47TPw1w163w@unixland.uucp>
Source record: 114413

robby@brahms.udel.edu (Robert Spotts) writes:

>
> I recently salvaged a 10M Tandon FH Hard Drive. I really don't
> know to much about this particalar modal, but I would like
> to use as a hard drive for my 800XL. Is this possible?
>
> I imagine I need to build or acquire some sort of interface & acquire
> some sort of DOS to handle hard drives. Does MYDOS?
>
> Any info is appreciated!
>
> Rob

Well, Actually you CAN use the Hard drive with a 800xl..
Was that an MFM??

What youll need to do is to get either a black box, or MIO..
I reccommend the MIO, but some do prefer the box.
The Mio is a costly gadget though try to get one used..
Its avaliable from ICD..
Then youll need a controller board, and also youll need a case and
power supply...
Then theres the need for cords to hook everything up.
All this is attainable from ICD..
And its very costly as Ive said.
However, once you do all of it, you can order pro and run a great bbs.

3611. BBS Express

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-02 14:55:54 UTC
From: craigs@garfield.cs.mun.ca
Message-ID: <1991Feb2.145554.22754@garfield.cs.mun.ca>
Source record: 114418

I think I asked this here before, but it's been a while since I logged in
and probably missed the answer.

Could any 8 bit users out there give me the fix for changing Keith Ledbetter's
BBS Express into 80 columns? I'd really appreciate it.

```
_______________________________________________________________________________
/'`'`'`
```

3612. Re: ST Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-02 17:07:20 UTC
From: wilmott@u2.rutgers.edu
Message-ID: <Feb.2.12.07.18.1991.4736@u2.rutgers.edu>
Source record: 114415
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm not sure if Gunship was ever released for the 8-bit. Winter Games wasn't released by Epyx, but some other company did make a clone of it, though I forget who it was (Winter Olympics I think the game was called). Not very good anyway. Summer Games II - nope.

As for the best mail order Atari place in the US, for selection and price, I think I'd have to nominate:

B&C ComputerVisions
3256 Kifer Road
Santa Clara, CA 95051

Write and ask for their free catalog (or call 408-749-1003). A good selection of software, both commercial (even a few NEW things from independent developers/enthusiasts) and PD, and lots of hardware (refurbished systems, upgrades, cables, power supplies, repair parts, accessories, peripherals, etc)

-Ray

3613. subscribing

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-02 17:09:45 UTC
From: wilmott@u2.rutgers.edu
Message-ID: <Feb.2.12.09.44.1991.4743@u2.rutgers.edu>
Source record: 114416

I'll apologize in advance for asking a question that's been
asked here many times before, but...

How does one subscribe to this newsgroup?

Thanks.

3614. ATARI stuff for sale: cheap!!

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-02 19:09:45 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Feb2.190945.9764@ncsuvx.ncsu.edu>
Source record: 114417

I want to sell the remainig stuff:

P:R: Connection, probably the most useful device to hook
up ATARI to the outside world..allows use of hayes compatible
RS-232 modems, parallel printers.. I will sell it for $35/obo
it includes shipping.

P:R: Connection: $35/obo shipping incld
Cables for P:R: $10 for both 6feet cables (modem and printer)

Software:

Print Master publishing program, prints banners, cards
anything $5 with shipping incld.

Vidtex: original copy with all nice compuserve Manuals
has macros that allow automated loggging on and more

$15 shipping incld/obo

Chess Master: $5/obo shipping incld

Please direct inquires, purchase requests to smisra@eos.ncsu.edu

3615. Selling your Atari 8-bit computer? Read this.

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-03 21:27:57 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Feb3.212757.28557@maverick.ksu.ksu.edu>
Source record: 114419
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers,comp.sys.atari.st

```
Innovative Concepts (I.C.)
31172 Shawn Drive
Warren, MI 48093 USA

Phone: (313) 293-0730
BBS: (313) 978-1685
GEnie: I.C.
CompuServe: 76004,1764

Wanted * Wanted * Wanted
------------------------
We at I.C. are looking for the following Atari 8-bit computers:

Atari 130XE
Atari 65XE
Atari XE Game System
Atari 800XL
Atari 600XL
Atari 1200XL

Notes: We need LOTS of these computers! So, wether you have 1, 5 or more, we
can use them! The computer(s) can be in working or non-working order!

Call today for a price quote, or more information.

This text file may be freely distributed, as long as it remains intact and
unchanged.

--
==============================================================================
Scott Parish Internet: parsons@matt.ksu.ksu.edu
(I have nothing to say.) Bitnet: parsons@ksuvm
==============================================================================
```

3616. 130 Xe for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-03 22:12:05 UTC
From: ma20+@andrew.cmu.edu
Message-ID: <Ubf8ep200WBN03DmI3@andrew.cmu.edu>
Source record: 114423

I am considering selling my Atari 130xe, 2 1050 Disk drives, Atari Xmm801 printer, 1 xmm301 300 baud modem, and another disk drive that I cannot recall the model number of right now. Give me an offer and I will consider it.

-ma20@andrew.cmu.edu

3617. Re: MULE for Atari800

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-03 22:23:48 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <Ibf8poa00Uh783YxBO@andrew.cmu.edu>
Source record: 114422

MULE is an (awesome) Electronic Arts game. I had it for my 800 when I had an 800, before I got an ST. I don't think MULE is out for the ST... it's kind of "Out of Print". It only comes on disk, I'm pretty sure, and requires 48K (wow!)

Get a disk drive from somewhere, and a copy of MULE too. It's funny, detailed, and you can play it hundreds of times without getting bored.

BTW, cartridge games can be only <16K due to the 8-bit's architecture... pretty wimpy, considering some ST games require 1Mb (that's 1024K!)

____
|\ /|
| \/ | ike Greelish
Carnegie Mellon U. undergrad, professional writing major
quote: "Everything is broken." ---Bob Dylan
stupid disclaimer: My opinions are.

3618. Adaptec controller

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-03 23:49:16 UTC
From: asgardia@unixland.uucp
Message-ID: <TcHTw1w163w@unixland.uucp>
Source record: 114420

Does anyone know where the best (and cheapest) place is to get an
adaptec controller for a MFM hard drive/MIO system???
I Killed the adaptec I have here and so I need to get one.
Someone post me where to order it.
Ill also need a few of the cords, but ICD still sells those..

3619. HiRes+8Colours for the 130(65)xe ...

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-04 13:53:22 UTC
From: jbuhl@daimi.aau.dk
Message-ID: <1991Feb4.135322.29809@daimi.aau.dk>
Source record: 114421

Okay, upon an infinity number of request, here's the first program,
supplying the Atari 130xe with 8 colours/greyshades in 320x192 pixels
resolution (or 4096 in 80x192).

I made a little interface, allowing the routines to be called from
BASIC, but those of you who can see what's going on, shouldn't need it.
Anyway, IF you want to use BASIC at the same time, do not use the normal
graphics-statements, and do not press the 'Reset' key, since the fast &
efficent Atari BASIC will overwrite both image- and mcl-storage.

To activate the utility, run "RUNME.480", and when ready, use
DUMMY = USR(19984).
Hereafter you can switch back to the normal screen by typing
DUMMY = USR(20018), or plot a point with the (constant!) function
DUMMY = USR(20040, X, Y, C), 0 <= X <= 319, 0 <= Y <= 191, 0 <= C <= 7,
where 'C' is given by

```
C | color | R | G | B
---------------------
0 | black | | |
1 | blue | | | +
2 | green | | + |
3 | cyan | | + | +
4 | red | + | |
5 | violet| + | | +
6 | yellow| + | + |
7 | white | + | + | +
```

The colors R, G, B are located at 12290, 12289, 12291, and will
have to be changed on a NTSC TV set (I believe).
If you want more colors (= less resolution) try POKE 623, 64*N,
0 <= N <= 3, but note that this takes no effect on the plot-
routine.

> RUNME.480:

```
0 POKE 742, 47
1 POKE 741, 255
2 CLR
3 PRINT "<CLR> Booting VISUAL480 ..."
4 RUN "D:VIDEO480.L"
```

> VIDEO480.L:

```
100 ? "<CLR 4DOWN> VISUAL 480II videogenerator"
110 ? "<3DOWN>For quadruple colored hires-graphics."
120 ? "<2DOWN>Idea and implementation: Jesper Buhl."
```

```
130 POS. 2,34:? "Generating videocontroller II ... ";
200 REM v2.0, released 9102041409, jbuhl@daimi.aau.dk
500 REM PLACE DATA IN BLOCK #0
510 CLR : RESTORE 1020
520 FOR A=12288 TO 12297:READ B:POKE A,B:NEXT A
600 REM PLACE PRGS IN BLOCK #1
610 FOR A=19984 TO 20172:READ B:POKE A,B:NEXT A
700 FOR A=20224 TO 20264:READ B:POKE A,B:NEXT A
800 READ B:IF 0<=B THEN POKE A,B:A=A+1:GOTO 800
810 IF B=-1 THEN ? "<LINEDEL 5UP>File presumed ok.":END
820 C=-B:READB
830 FOR D=1TOB:POKE A+D-1,C:NEXT D
840 A=A+D-1:GOTO 800

1000 REM COUNT, COLOURS & MSB'S
1010 REM (12288, BLOCK#0)
1020 DATA 0,182,52,132,80,112,48,96,128,64
1030 REM
2000 REM DISPLAY/CANCEL/PLOT,
2010 REM DLI/DLIST
2020 REM (19984/20018/20040, 20224 BLOCK#1)
2030 DATA 104,141,47,2,141,197,2,141,0,2,169,79,141,1,2,141,49,2,169,41,141,48,
2,161,192,141,14,212,169,34,141,47,2,96
2040 REM
2050 DATA 104,169,64,141,14,212,169,32,141,48,2,169,156,141,49,2,169,10,141,
197,2,96
2060 REM
2070 DATA 104,104,133,204,104,133,203,41,7,133,207,162,3,70,204,102,203,202,
208,249,24,165,203,105,16,133,203,165,204
2080 DATA 105,48,133,204,104,133,206,133,208,104,72,162,5,10,38,206,202,208,
250,133,205,104,162,3,10,38,208,202,208,250
2090 DATA 24,101,205,133,205,165,206,101,208,133,206,24,165,203,101,205,133,
203,165,204,101,206,133,204,169,128,166,207
2100 DATA 240,4,74,202,208,252,133,207,73,255,133,208,104,162,3,160,0,177,203,
37,208,145,203,104,74,72,144,6,177,203
2110 DATA 5,207,145,203,165,204,24,105,32,133,204,202,208,229,104,96
2120 REM
2130 DATA 141,10,212,72,138,72,174,0,48,189,1,48,141,198,2,189,4,48,141,46,79,
189,7,48,141,150,79,232,224,3,208,2
2130 DATA 162,0,142,0,48,104,170,104,64
2150 REM
2160 DATA -112,3,79,16,80,-15,101,79,0,96,-15,88,143,65,41,79,-1
```

- Happy typing (-:

By the way: It seems that americans HAVE to have the prior written permission before copying anything - this is hereby granted.

When I get a little sparetime, I'll post the 80-column screen-editor.

Jesper Buhl/ jbuhl@daimi.aau.dk
Computer Science Department,

University of Aarhus, Denmark

3620. P:R: Connection For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-04 18:12:21 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Feb4.181221.6172@ncsuvx.ncsu.edu>
Source record: 114424

P:R: Connection for sale with both cables (printer and modem)
IN perfect condition, with complete manuals.

P:R: $35
Cables $10 for both

All prices include shipping.

PS: If you are the one who wanted it shipped to Europe my
system can't mail to you...please send me mail again, and
give me an internet address.

Saurabh
smisra@eos.ncsu.edu

3621. Monitors for the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-04 18:17:43 UTC
From: cfleck@SRC.Honeywell.COM
Message-ID: <1991Feb4.181743.25459@src.honeywell.com>
Source record: 114425

Can a standard PC monitor be connected to an 800XL ?
If so, describe how and how much ?

If not, I am looking for a color monitor to connect to an 800XL.
I want to be able to utilize 80 columns via XEP80 or software.

Thanks

Chuck
cfleck@src.honeywell.com

3622. Re: Monitors for the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-04 20:05:31 UTC
From: gdtltr@chopin.udel.edu
Message-ID: <16360@chopin.udel.edu>
Source record: 114426

In article <1991Feb4.181743.25459@src.honeywell.com> cfleck@SRC.Honeywell.COM (Chuck Fleckentein) writes:
=>Can a standard PC monitor be connected to an 800XL ?
=>If so, describe how and how much ?
=>
=>If not, I am looking for a color monitor to connect to an 800XL.
=>I want to be able to utilize 80 columns via XEP80 or software.
=>
=>Thanks
=>
=>Chuck
=>cfleck@src.honeywell.com

I believe there is a hardware hack to get a TTL monitor output from the XEP80. You might want to look into it. As for 80 columns via software, you are probably better off going with monochrome. A good Chroma/Luma split monitor (e.g. Commie 1702) works fairly well. I don't have the XEP80, so I can't comment on it.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3623. Re: MULE for Atari800

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-04 21:02:55 UTC
From: kurt@ritcsh.csh.rit.edu
Message-ID: <1991Feb4.210255.10471@ritcsh.csh.rit.edu>
Source record: 114427

In article <Ibf8poa00Uh783YxBO@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>MULE is an (awesome) Electronic Arts game. I had it for my 800 when I
>had an 800, before I got an ST. I don't think MULE is out for the ST...
>it's kind of "Out of Print". It only comes on disk, I'm pretty sure, and
>requires 48K (wow!)
Scores of ST owners wanted Electronic Arts to do a conversion for the ST
but EA refused, even when Atari intervened personally, go figure...
>
>Get a disk drive from somewhere, and a copy of MULE too. It's funny,
>detailed, and you can play it hundreds of times without getting bored.
>
>BTW, cartridge games can be only <16K due to the 8-bit's architecture...
>pretty wimpy, considering some ST games require 1Mb (that's 1024K!)
Actually, cartridges from the past few years have been much more than 16k,
they use bank switching now and I have even heard of 1 meg cartridges...

Kurt Mosiejczuk kurt@nick.csh.rit.edu

3624. Re: 16K carts (used to be Re: MULE for Atari800)

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-04 21:53:36 UTC
From: Tom_Klok@mindlink.UUCP
Message-ID: <4688@mindlink.UUCP>
Source record: 114428

> umhild11@ccu.umanitoba.ca writes:
>
> This isn't really true. Many years back OSS (does ANYONE remember these guys
> besides me?) put out several language carts and such that were 20 or 24k
> even. Best of all, none of those carts took up more than 8k of address space.
>
> Lately, developers have taken this even farther. SpartaDOS X is a 64k cart
> that also consumes 8k at most (when it uses anything at all). Even Atari
> finally acknowledged that this could be done and produced several games
> cartridges. The largest one I ever heard of was Flight Simulator II, which
> was put on a 128k cartridge. Supposedly the maximum is 256k. Maybe I don't
> know all the restrictions, but it seems to me that they should be able to
> make a 1M cart.
> Of course, what do you do with a Meg on this machine?

Use it as a ROMdisk, of course. :) Like Sparta X's CAR: device, for example.
Files that rarely change, like executables, would be quite happy (and fast)
loading from ROM.

A cardridge can't span more than 16K of address space, but by using bank
selection the size is unlimited. The only practical limit is the ROM
technology and how many chips you can cram into a cardridge case.

Executing from bank selected memory can involve a few little tricks. Switching
banks while running in a bank can cause very interesting results. Either some
sort of ladder-like flipper is coded in the cardridge, or (better) a bank flip
dispatcher is copied down into RAM.

Flipping usually involves writing to a memory location. It's clean to decode
the cart's own address space for this, or some use the (I believe) $D5xx select
line. Say, for argument, you've got an 8-bit latch on the cardridge. Writing
to $A000 (the bottom of the 8k cart) writes into the latch. The cardridge sits
in an 8k address space, so it must use A0-A12. The latch supplies A21-A13,
which gives us an easy 2MB of space. Make that a 16-bit latch, and the limit
suddenly becomes 512MB. You want a BIG cardridge? :)

Tom Klok
a344@mindlink.UUCP

3625. Re: MULE for Atari800

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-04 22:52:18 UTC
From: dddean@bluemoon.uucp
Message-ID: <VD0uw1w163w@bluemoon.uucp>
Source record: 114429

mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:

> BTW, cartridge games can be only <16K due to the 8-bit's architecture...
> pretty wimpy, considering some ST games require 1Mb (that's 1024K!)
>
>

I thought that the cartridges could be more than 16k, after all, how would you explain some of the DISK-> Cartridge conversions like "Ace of Aces", "Leader Board", and some of the newer (but still old) releases?

I think that the 65 xe enables the use of these, but I have used the xe cartridges with my 800xl..

David D. Dean, President
Explorer Post 891
AT&T Bell Laboratories
dddean@bluemoon.uucp

3626. Re: 16K carts (used to be Re: MULE for Atari800)

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-05 04:11:09 UTC
From: umhild11@ccu.umanitoba.ca
Message-ID: <1991Feb5.041109.25030@ccu.umanitoba.ca>
Source record: 114430

In article <Ibf8poa00Uh783YxBO@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>
>[stuff about mule that I'm not interested in right now...]
>
>BTW, cartridge games can be only <16K due to the 8-bit's architecture...
>pretty wimpy, considering some ST games require 1Mb (that's 1024K!)
>
This isn't really true. Many years back OSS (does ANYONE remember these guys besides me?) put out several language carts and such that were 20 or 24k even. Best of all, none of those carts took up more than 8k of address space.

Lately, developers have taken this even farther. SpartaDOS X is a 64k cart that also consumes 8k at most (when it uses anything at all). Even Atari finally acknowledged that this could be done and produced several games cartridges. The largest one I ever heard of was Flight Simulator II, which was put on a 128k cartridge. Supposedly the maximum is 256k. Maybe I don't know all the restrictions, but it seems to me that they should be able to make a 1M cart. Of course, what do you do with a Meg on this machine?
>
>____
>|\ /|
>| \/ | ike Greelish
>Carnegie Mellon U. undergrad, professional writing major
>quote: "Everything is broken." ---Bob Dylan
>stupid disclaimer: My opinions are.

Jeff
--
+---------------------------------+---+
|"I am not *temporarily* insane." | umhild11@ccu.umanitoba.ca |
+---------------------------------+---+

3627. Re: 16K carts (used to be Re: MULE for Atari800)

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-05 17:15:19 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Feb5.171519.17437@maverick.ksu.ksu.edu>
Source record: 114431

umhild11@ccu.umanitoba.ca (Jeff 'Zar' Hildebrand) writes:

>cartridge. Supposedly the maximum is 256k. Maybe I don't know all the
>restrictions, but it seems to me that they should be able to make a 1M cart.
>Of course, what do you do with a Meg on this machine?

The real trick with having a 1M cart would be arrainging the code so that
only 8/16k would be 'visible' at one time. But (sigh) we'll never know if
it can/will be done as there is hardly anyone left to do it.

--
==
Scott Parish Internet: parsons@matt.ksu.ksu.edu
(I have nothing to say.) Bitnet: parsons@ksuvm
==

3628. Wanted: Joust

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-05 21:22:14 UTC
From: esok@ohs.uucp
Message-ID: <1991Feb5.212214.17300@ohs.uucp>
Source record: 114432

I desperately want the Joust cartridge. Any help would be appreciated.

--
*******Eric Sokolowsky (ohs!ohs-cs!esok@uunet.UU.NET)
November, n.:
The eleventh twelfth of a weariness.
-- Ambrose Bierce, "The Devil's Dictionary"

3629. Re: Where to get CC65...

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-05 22:10:47 UTC
From: nin15b0b@merrimack.edu
Message-ID: <21115.27af2d67@merrimack.edu>
Source record: 114433

In article <1035@ra.MsState.Edu>, dam1@ra.MsState.Edu (DAMned One) writes:
> I would appreciate it if someone would post the name or address of the
> FTP Site where I can get CC65...
>
> Thank you

The ftp site is atari.archive.umich.edu

the server address is Atari@atari.archive.umich.edu

--
David E. Sheafer

internet: nin15b0b@merrimack.edu
or
uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER
Bitnet: Sheafer_davi@bentley

3630. Re: MULE for Atari800

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-05 23:37:14 UTC
From: potter@speedway.DAB.GE.COM
Message-ID: <10800@ge-dab.ge.com>
Source record: 114434

Mike,

I've just seen that Electronic Arts has released MULE for the (gasp) Nintendo. From the packaging, it appears to be much the same game, with the graphics enhanced a little. You're right, it (IMHO) is the best multi-player strategy game yet produced.

Jeff

--
Jeff Potter
...potter@ge-dab.ge.com
...uunet!ge-dab.GE.COM!potter
...uunet!sunny.dab.ge.com!potter

3631. Adaptec 5500

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-06 01:52:03 UTC
From: asgardia@unixland.uucp
Message-ID: <gDcXw1w163w@unixland.uucp>
Source record: 114435

DOes anyone know if an adaptec 5500 controller will work with an MIO?
Its supposed to be a 4 port scsi to mfm controller..
Someone find out for me?

3632. Bitnet/internet

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-06 18:01:38 UTC
From: asgardia@unixland.uucp
Message-ID: <F0kyw1w163w@unixland.uucp>
Source record: 114453

Is there an 8 bit user accessable via bitnet/internet??
Im talking about accessing this group from a mail-only site. (no FTP)

3633. Looking for Atari Parts

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-06 18:53:14 UTC
From: md432151@longs.LANCE.ColoState.EDU
Message-ID: <12592@ccncsu.ColoState.EDU>
Source record: 114436

Hi.

I am searching for any information on how I may obtain a 16K ram card
and an OS card
for my Atari 800. I have been unable to locate any advertisments about
these cards.

Any tips on where I might locate these cards would be most appreciated.

Thanks in advance.

Mike

```
/-------------------------------------------------------------------------\
| | |
| "I didn't do it...nobody saw me do it... | Disclaimer: |
| you can't prove anything!" | |
| | My alter-ego made |
| - The Bartman | me do it!! |
| | |
|-------------------------------------------------------------------------|
| |
| Thought for the day: To err is human....to really mess things up |
| takes a computer! |
| |
| -- md432151@longs.LANCE.ColoState.Edu |
| |
\-------------------------------------------------------------------------/
```

3634. znews

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-06 22:36:47 UTC
From: msymiste@cuc1.UUCP
Message-ID: <2274@cuc1.UUCP>
Source record: 114437

Could somebody tell me the email of address you use to subscribe
to znews.

Thanks,

Milton Symister

3635. Re: Looking for Atari Parts

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-06 23:44:49 UTC
From: md432151@longs.LANCE.ColoState.EDU
Message-ID: <12602@ccncsu.ColoState.EDU>
Source record: 114438

I would like to thank everyone who responded to my search for the 800 boards. I have found
a solution to my problem.

Again, thanks to all who responded.

Mike.

```
/-----------------------------------------------------------------------\
| | |
| "I didn't do it...nobody saw me do it... | Disclaimer: |
| you can't prove anything!" | |
| | My alter-ego made |
| - The Bartman | me do it!! |
| | |
|-----------------------------------------------------------------------|
| |
| Thought for the day: To err is human....to really mess things up |
| takes a computer! |
| |
| -- md432151@longs.LANCE.ColoState.Edu |
| |
\-----------------------------------------------------------------------/
```

3636. Re: Bitnet/internet

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-07 00:08:46 UTC
From: nin15b0b@merrimack.edu
Message-ID: <21124.27b09a8e@merrimack.edu>
Source record: 114439

In article <F0kyw1w163w@unixland.uucp>, asgardia@unixland.uucp (Craig Rothman) writes:
> Is there an 8 bit user accessable via bitnet/internet??
> Im talking about accessing this group from a mail-only site. (no FTP)

Are you talking about files or the newsgroup.

I don't know if the newsgroup is available to a mail only site.

Files are availabe from Atari@atari.archive.umich.edu

Send to that address and in the body type: Send Help

and it will send you the help file. If you have any trouble let me know
and I'll forward the help file to you.

--
David E. Sheafer

internet: nin15b0b@merrimack.edu
or
uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER
Bitnet: Sheafer_davi@bentley

3637. Atari computer system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-07 19:32:12 UTC
From: walk@ux1.cso.uiuc.edu
Message-ID: <1991Feb7.193212.17831@ux1.cso.uiuc.edu>
Source record: 114440

Atari Computer System for sale

All of this stuff is availiable to the best offer.
All equipment will be sold "as is" although everything except for the
things listed as inoperative worked the last time that I used them.

Pickup will be at Neoga, IL (between Mattoon and Effingham, IL on
Interstate 57; also about 70-80 miles south of Champaign, IL).
Otherwise I'll ship it to you (you pay for shipping).

Contact:

Todd Walk
RR 1 BOX 386
Neoga, IL 62447
217-895-3286 (best after 8pm)
walk@mrcnext.cso.uiuc.edu

Note on email: I don't check my email very often anymore, so you may have
to wait a few days for replies (but I prefer email).

Hardware

Atari 1020 printer w/pens,
Atari 410 cassette recorder,
assembled and working speech synthesiser w/spare parts, Uninstalled Rambo XL,
Atari 400 (16K),
inoperative 800XL w/ Omnimon/FastchipXL installed, 3 Transformers,
1 sets of paddles, 1 computer to switchbox cable,
1 periphiral connection cables, 2 working Gemstick joysticks,
2 working Silkstik joysticks, 1 working Pointmaster joystick,
many non-working Atari joysticks

Books

Atari Basic Reference Guide, Basic Reference Manual, De Re Atari,
Your Atari Computer, Compute!'s First, Second, and Third Books of Atari,
Mapping the Atari, Games for the Atari, The Atari Basic Sourcebook,
Atari Sound and Graphics, Atari Basic, Compute!'s Guide to Adventure Games,
Machine Language for Beginners, The Second Book of Machine Language,
And Atari 8-bit Extra, The ANALOG Compendium, Compute!'s Best of Atari

Magazines

total first issue
Antic 62 Vol. 1, Number 1
Compute! 61 Vol. 5, Number 1
Atari Explorer 1 March/April '88

Disks: Games

Ultima I, II, III, and IV, Galahad and the Holy Grail,
Gateway to Apshai, Lord of the Orb, Enchanter, O'Riley's Mine,
The Arcade Machine, The Eternal Dagger, The Pawn,
Wargame Construction Set, Pinball Construction Set, The Seven Cities of Gold,
Racing Destruction Set, Mail Order Monsters, Wizard's Crown, Auto Duel,
Boulder Dash Construction Kit, One-on-One,
Archon, F-15 Strike Eagle, Top Gunner, Archon II: Adept,
Super Boulder Dash, Legionnaire, Lords of Conquest,
Dragonriders of Pern

Other Disks

Basic XE extensions, Atari XL translator, Timewise, Superscript, Paperclip XE,
Dos XL 2.3, Indus GT spreadsheet, data manager, wordprocessor,
Compute!'s Best of Atari disk

Cassettes

Diggerbonk, O'Riley's Mine, Instedit, Scram,
1020 printer sample programs

Cartriges

Star Raiders

Todd Walk
walk@mrcnext.cso.uiuc.edu

3638. Re: HiRes+8Colours for the 130(65)xe ...

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-07 23:26:47 UTC
From: potter@speedway.DAB.GE.COM
Message-ID: <10865@ge-dab.ge.com>
Source record: 114441

Hi Jesper!

Your HiRes+8 color program is similar to my COLRVIEW system. I typed
in your program (after correcting the mistakes in your posting), and
it appears you page-flip between a red, green, and a blue screen.
This has a real annoying flashing effect on my system. I considered
doing this about a year ago to get 4096 colors out of graphics 9.
Then I invented COLRVIEW, a program to view three graphics 9 picture
files. Instead of displaying a whole screen in one color, I alternate
colors on adjacent lines. Then I page-flip to three different screens:

```
Screen 1 Screen 2 Screen 3
RRRRRRRR GGGGGGGG BBBBBBBB
GGGGGGGG BBBBBBBB RRRRRRRR
BBBBBBBB RRRRRRRR GGGGGGGG
RRRRRRRR GGGGGGGG BBBBBBBB
etc. etc. etc.
```

The three screens contain unique information, and thus take nearly
24k of screen RAM. A display list interrupt changes the color of
every line, and a VBI sets the screen number by changing the display list.
It sounds awkward, but I got it to work.

The results are more pleasing than mere page flipping. A less annoying
vertical "washing" effect occurs, rather than harsh flashing.

I wrote a GIF viewer (APACVIEW) for the 8-bit that can decode to this mode
(alas, it can't also display in that mode, as there is not enough RAM to
support both GIF decoding and the 24k of screen RAM). My COLRVIEW program
will then display pictures created with APACVIEW. Both programs work in
either graphics 9 (4096 colors, 80H x 192V) or graphics 15 (64 colors,
160H x 192V). I also wrote a Degas (Atari ST) viewer for the Atari 8-bit
which decodes and displays directly in this mode. It is called DEGASRD.

Send me email if you are interested in these programs, or more details on
how it all is programmed. The results of some of these decoded images is
fantastic (IMHO). These are all available on GEnie and CompuServe. Some
time ago, I think somebody may have posted UUEncoded versions of one or
more of these. If you simply cannot find them, I can mail to you direct.

--
Jeff Potter
...potter@ge-dab.ge.com
...uunet!ge-dab.GE.COM!potter
...uunet!sunny.dab.ge.com!potter

3639. Re: MULE for Atari800

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-07 23:38:20 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <YbgSHgC00WBLQ7RdYX@andrew.cmu.edu>
Source record: 114442

Yeah, and I had to get rid of it when I got rid of my 800, it just
wouldn't run on the ST, couldn't even get the disk in the drive :-)

Electronic Arts are weenies for not releasing it for the ST.

____
|\ /|
| \/ | ike Greelish
Carnegie Mellon U. undergrad, professional writing major
quote: "Everything is broken." ---Bob Dylan
stupid disclaimer: My opinions are.

3640. Re: MULE for Atari800

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-08 10:10:31 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.91Feb8101031@tweezers.esd.sgi.com>
Source record: 114443

>>>>> On 7 Feb 91 23:38:20 GMT, mg20+@andrew.cmu.edu (Michael Paul Greelish) said:

> Yeah, and I had to get rid of it when I got rid of my 800, it just
> wouldn't run on the ST, couldn't even get the disk in the drive :-)

> Electronic Arts are weenies for not releasing it for the ST.

It's a business decision. They decided that a port of MULE to the
Atari ST and the Amiga simply wouldn't generate enough sales to be
worth it.

BTW, the author of MULE, Dan Bunten, currently has the rights to the
program. So if you could find him and offer him a cut of the
proceeds, you could probably get a license to do an ST port...

m.
--

__
\/ Michael Portuesi Silicon Graphics, Inc. portuesi@sgi.com

"Never forget what gossips men are, and how they love to feel
superior to so-and-so who `is having trouble with his wife.'"

--Nina Fischer, "How to Help Your Husband Get Ahead"
part of the Amy Vanderbilt Success Program for Women

3641. ATARI 1040ST Forsale, PERFECT CONDITION

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-08 22:01:44 UTC
From: leamon@neptune.iex.com
Message-ID: <1991Feb8.220144.2817@iex.uucp>
Source record: 114444
Cross-posted to: dfw.forsale,misc.forsale,misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.8bit

I have the following Atari 1040 ST system forsale:

This includes the following hardware, in perfect condition:

1. ATARI 1040ST
2. ATARI COLOR MONITOR
3. NEW goldenIMAGE OPTO-MECHANICAL MOUSE (290dpi) AND MOUSE PAD
4. 2 EPYX 500XJ Joysticks

This includes the following software:

1. TDI MODULA-2 Version 3.00b (w/ registration card)
2. MEGAMAX C Version 1.1
3. Personal Pascal Version 1
4. Atari ST BASIC
5. FLASH (telecommunications software, w/ registration card)

This system is in perfect condition.
All cables and manuals are included.
The first $500 + shipping takes it all.
If you don't like my price, mail an offer.

Send me mail if you are interested.

Thanks,
--
Paul Leamon
IEX Corporation
Plano, Texas
{uunet, convex, ntvax}!iex!leamon

3642. CLSN[?] Pascal

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-09 00:03:14 UTC
From: njd@cbnewsd.att.com
Message-ID: <1991Feb9.000314.6846@cbnewsd.att.com>
Source record: 114445

Greetings all,

I was approached by a member of my user group at the last meeting, who wanted to know about support for CLSN (or is it CSLN? I didn't write it down immediately) Pascal. He says that he bought it some time ago from [the long defunct] Atari Program Exchange (here my memory is hazy also, he may have said "old Antic Catalog," but let's assume APX for the time being). In any case, it sounds like a non- commercial (at least ex-commercial) product for which there is no obvious support. He does say that it runs on his 130XE; I didn't gather what specific problems he's having.

So, I would appreciate hearing about any support available for this 'brand' of Pascal for the 8-bit Atari computers. (Since I'm one of the only two 8-bit users among our club's officers, and I like to get up and talk at meetings :-), I get a lot of questions. This one stumped me but good.)

Please DO NOT reply by mail ALONG THE PATH THIS ARTICLE TOOK. If you reply by mail (generally recommended so I've read), you MUST change the address to one of those in my signature block below, else it will NEVER get to me. (I'll spare you the explanation, if you really want to know, mail me.) I will try to remember to summarize any replies in a later post; if there is interest, let me know.

Thanks!

Nick DiMasi Uniq Digital Technologies, Inc.
nick@udt386.chi.il.us
[I'm not there as much]
...att!odutsa!njd [I'm on here a lot] | Delphi: TURBONICK
or njd@odutsa.att.com |
|
DON'T USE R/r (reply command) unless | under contract to AT&T Network Systems
you change the address! | (Network Software Ctr., Lisle, IL)

3643. Re: MULE for Atari800

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-09 16:50:25 UTC
From: SC260808@ysub.ysu.edu
Message-ID: <91040.115025SC260808@ysub.ysu.edu>
Source record: 114446

>M.U.L.E. for the Atari ST.

Does the ST not have translation programs from 8-bit?
I read that there are some if you know where to look.

-- MIJ

3644. Re: 130 Xe for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-10 00:32:09 UTC
From: goluska@melanie.egr.msu.edu
Message-ID: <1991Feb10.003209.23596@msuinfo.cl.msu.edu>
Source record: 114447

Call Innovative Concepts (I.C.) -- they want all the 8-bit computers they can get their hands on

>Innovative Concepts (I.C.)
>31172 Shawn Drive
>Warren, MI 48093 USA

>Phone: (313) 293-0730
>BBS: (313) 978-1685
>GEnie: I.C.
>CompuServe: 76004,1764

>Wanted * Wanted * Wanted
>------------------------
>We at I.C. are looking for the following Atari 8-bit computers:

>Atari 130XE
>Atari 65XE
>Atari XE Game System
>Atari 800XL
>Atari 600XL
>Atari 1200XL

>Notes: We need LOTS of these computers! So, wether you have 1, 5 or more, we
>can use them! The computer(s) can be in working or non-working order!

>Call today for a price quote, or more information.

>This text file may be freely distributed, as long as it remains intact and
>unchanged.

>--
>==
> Scott Parish Internet: parsons@matt.ksu.ksu.edu
> (I have nothing to say.) Bitnet: parsons@ksuvm
>==

==
* * * * * *
* * * Che Goluska * * *
* * * goluska@frith.msu.edu * * *
* * * goluska@cpsin1.msu.edu * * *
* * * * * *
* * * * * *
==

3645. Re: 16K carts (used to be Re: MULE for Atari800)

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-10 06:47:15 UTC
From: umhild11@ccu.umanitoba.ca
Message-ID: <1991Feb10.064715.5719@ccu.umanitoba.ca>
Source record: 114448

In article <1991Feb5.171519.17437@maverick.ksu.ksu.edu> parsons@matt.ksu.ksu.edu (Scott S Parish) writes:
>umhild11@ccu.umanitoba.ca (Jeff 'Zar' Hildebrand) writes:
>
>>cartridge. Supposedly the maximum is 256k. Maybe I don't know all the
>>restrictions, but it seems to me that they should be able to make a 1M cart.
>>Of course, what do you do with a Meg on this machine?
>
>The real trick with having a 1M cart would be arrainging the code so that
>only 8/16k would be 'visible' at one time. But (sigh) we'll never know if
>it can/will be done as there is hardly anyone left to do it.
>
From what I understand, the OSS cartridges have 4k that is always resident and performs all the switching of the remaining 4k in which all other segments of the program appear. You're right though, I can't see anyone ever using anywhere near all that capacity.
--
+---------------------------------+---+
|"I am not *temporarily* insane." | umhild11@ccu.umanitoba.ca |
+---------------------------------+---+

3646. Re: 16-bit Sound

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-10 07:47:05 UTC
From: Tom_Klok@mindlink.UUCP
Message-ID: <4751@mindlink.UUCP>
Source record: 114452

> umhild11@ccu.umanitoba.ca writes:
>
> My request is this:would some kind soul find this article and copy out the
> table for me, or failing that, does anyone know the equations which will give
> me the correct values for these tables?

From the Hardware Manual:

The POKEY counters can be clocked at three different frequencies:
1.78979 MHz
63.9210 KHz
15.6999 KHz

The Normal Formula for output frequency is:

Fout = Fin / 2N

where N = the binary number in the frequency register (AUDF), plus 1 (N = AUDF + 1). The Modified Formula should be used when Fin = 1.79 MHz and a more exact result is desired:

$$Fout = \frac{Fin}{2\ (AUDF + M)}$$

where M = 4 if 8 bit counter (AUDCTL bit 3 or 4 = 0)
M = 7 if 16 bit counter (AUDCTL bit 3 or 4 = 1)

--

So, in your case, you'd want to use the formula

$$Fout = \frac{1.78979 \times 10^6}{2\ (AUDF + 7)}\ Hz$$

Hope that helps.

Tom Klok
a344@mindlink.UUCP | "What, me hurry?" -- Alfred E. Von Neuman

3647. Modem Connection for Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-11 00:29:45 UTC
From: john@actrix.gen.nz
Message-ID: <1991Feb11.002945.21070@actrix.gen.nz>
Source record: 114450

In urgent need of a wiring Diagram to connect a modem to and Atari 130XE computer. Saddly the manual is lost and we are unable to find anyone who is ablt to help.

If anyone has detail of the pinouts, I would certainly appreciate your help.

--
john@actrix.gen.nz

3648. <None>

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-11 03:26:31 UTC
From: dgouty@hpuxa.ircc.ohio-state.edu
Message-ID: <1991Feb11.032631.3376@magnus.ircc.ohio-state.edu>
Source record: 114449
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers

I have the following Atari computer stuff for sale.

Atari 800 cpu
Indus GT disk drive
parallel printer interface
Writer's Tool word processing cartrige and software
Basic cartrige and Manuals
Misc. software

$150.00 OBO. I might be willing to break the system up if their is an interest

--
I'm Douglas Gouty(dgouty@hpuxa.ircc.ohio-state.edu), who the Hell are you!?
"I will not encourage others to fly".."TAR is not a plaything".."I will not Xerox my butt".."I will not trade pants with others".."I will not pledge allegience to Bart".."I will not sell school property"....

3649. 16-bit Sound

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-11 05:19:44 UTC
From: umhild11@ccu.umanitoba.ca
Message-ID: <1991Feb11.051944.10811@ccu.umanitoba.ca>
Source record: 114451

I have just spent the better part of the evening looking through every Compute! magazine I own looking for a particular article. Unfortunately, it looks like I do not have the issue I am looking for. The article in question described how 16-bit sound worked on the Atari, and more importantly, gave values for every note in all 9 octaves available when in 16-bit mode.

My request is this:would some kind soul find this article and copy out the table for me, or failing that, does anyone know the equations which will give me the correct values for these tables? Most importantly, please *POST* the message to the net. My private mail system is screwed up right now, and I can't receive my mail. My apologies to those who will have to wade through this stuff for no good reason.

Thanks,

Jeff

3650. Re: Bye Bye BART

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-11 14:50:36 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Feb11.145036.24222@chinet.chi.il.us>
Source record: 114454
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1991Feb11.054514.25449@terminator.cc.umich.edu> jon@terminator.cc.umich.edu (Jon Brode) writes:
>BART service will no longer be available to access the Atari archive

This leaves us back where we were a few months ago. The panarthea archive isn't really an appropriate central depository of 'stuff'; that would impair its function as a newsgroup archive. As long as the enthusiasm and the resources exist at umich.edu, having a central repository there seems like a good idea. But ftp-only leaves a lot of us with pretty weak connections to it.

I have a couple of modest suggestions: In the IBM PC world, there's an ftp-only central repository at SIMTEL20. It is shadowed at (at least) 2 other sites, with mail servers at the shadow sites. There's a modest reduction in the disk load at the shadow sites because they can purge 'dead' files and re-fetch them only if needed. Traffic is decentralized. Any volunteers?

Another model is the UNIX/misc archives. Basically, they exist at 3 sites, with different access at each (although one of them, sir-alan, has been down for a rather long time). What they have in common, is that the requestor pays the phone bill. Anyone in a position to set up a bbs for the atari archive? A uucp-accessible site? Again, some degree of off-lining might be possible, although automating it might take a bit of effort. With both a bbs program and a uucp-clone having been distributed in this newsgroup, basic software availability should be a non-problem.

What all this requires is a couple hundred MB of disk, a cpu and at least one phone line. Ftp access would be desirable, but could be gotten around. The work involved would probably be too much for one person, but reasonable for 2 or more. Does either a shadow server or a second site sound like something someone wants to do? Any user group want to take on a BIG project? I suspect that a bbs with free and fee access levels could be kept from being a hopeless money-sink.
Steve saj@chinet.chi.il.us

3651. Atari computer system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-11 19:42:59 UTC
From: walk@ux1.cso.uiuc.edu
Message-ID: <1991Feb11.194259.26649@ux1.cso.uiuc.edu>
Source record: 114355

Atari Computer System for sale

All of this stuff is availiable to the best offer.
All equipment will be sold "as is" although everything except for the
things listed as inoperative worked the last time that I used them.

Pickup will be at Neoga, IL (between Mattoon and Effingham, IL on
Interstate 57; also about 70-80 miles south of Champaign, IL).
Otherwise I'll ship it to you (you pay for shipping).

Contact:

Todd Walk
RR 1 BOX 386
Neoga, IL 62447
217-895-3286 (best after 8pm)
walk@mrcnext.cso.uiuc.edu

Note on email: I don't check my email very often anymore, so you may have
to wait a few days for replies (but I prefer email).

Hardware

Atari 1020 printer w/pens,
Atari 410 cassette recorder,
assembled and working speech synthesiser w/spare parts, Uninstalled Rambo XL,
Atari 400 (16K),
inoperative 800XL w/ Omnimon/FastchipXL installed, 3 Transformers,
1 sets of paddles, 1 computer to switchbox cable,
1 periphiral connection cables, 2 working Gemstick joysticks,
2 working Silkstik joysticks, 1 working Pointmaster joystick,
many non-working Atari joysticks

Books

Atari Basic Reference Guide, Basic Reference Manual, De Re Atari,
Your Atari Computer, Compute!'s First, Second, and Third Books of Atari,
Mapping the Atari, Games for the Atari, The Atari Basic Sourcebook,
Atari Sound and Graphics, Atari Basic, Compute!'s Guide to Adventure Games,
Machine Language for Beginners, The Second Book of Machine Language,
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Atari Explorer 1 March/April '88

Disks: Games

Ultima I, II, III, and IV, Galahad and the Holy Grail,
Gateway to Apshai, Lord of the Orb, Enchanter, O'Riley's Mine,
The Arcade Machine, The Eternal Dagger, The Pawn,
Wargame Construction Set, The Seven Cities of Gold,
Mail Order Monsters, Wizard's Crown, Auto Duel,
Boulder Dash Construction Kit, One-on-One,
F-15 Strike Eagle, Top Gunner,
Super Boulder Dash, Legionnaire, Lords of Conquest,
Dragonriders of Pern, Gauntlet

Other Disks

Atari XL translator, Timewise, Superscript,
Dos XL 2.3, Indus GT spreadsheet, data manager, wordprocessor,
Compute!'s Best of Atari disk, many PD disks and cases

Cassettes

Diggerbonk, O'Riley's Mine, Instedit, Scram,
1020 printer sample programs

Cartriges

Star Raiders

Todd Walk
walk@mrcnext.cso.uiuc.edu

3652. Re: Bye Bye BART

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-11 21:21:35 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Feb11.212135.13827@ccu.umanitoba.ca>
Source record: 114356
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1991Feb11.145036.24222@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>BART service will no longer be available to access the Atari archive
>
>This leaves us back where we were a few months ago. The panarthea archive isn't
>really an appropriate central depository of 'stuff'; that would impair its
>function as a newsgroup archive. As long as the enthusiasm and the resources
>exist at umich.edu, having a central repository there seems like a good idea.
>But ftp-only leaves a lot of us with pretty weak connections to it.

[various suggestions for allowing non-ftp'ers access to atari.archive deleted]

Your suggestions are good ones, Stephen, but they all sound like a lot
of work. Are you aware that there is a mail server at princeton
specifically set up to handle to remote ftp requests and send the
files to you by mail? Try sending the one-line message "help" to:

bitftp@pucc.princeton.edu

(Note: I haven't actually used this server, but I presume that it
works, since it's been around for a while. I think that there may be
similar servers located elsewhere, but I don't have addresses. Does
anyone else have any details on this sort of thing?)

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

3653. Re: Bye Bye BART

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-12 04:31:13 UTC
From: darius@edm.isac.CA
Message-ID: <1991Feb12.043113.20242@edm.isac.CA>
Source record: 114362
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1991Feb11.212135.13827@ccu.umanitoba.ca> bright@ccu.umanitoba.ca (Bob Bright) writes:
>In article <1991Feb11.145036.24222@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>>BART service will no longer be available to access the Atari archive
>>
>>This leaves us back where we were a few months ago. The panarthea archive isn't
[stuff deleted]
>Your suggestions are good ones, Stephen, but they all sound like a lot
>of work. Are you aware that there is a mail server at princeton
>specifically set up to handle to remote ftp requests and send the
>files to you by mail? Try sending the one-line message "help" to:
>
> bitftp@pucc.princeton.edu
>
>(Note: I haven't actually used this server, but I presume that it
>works, since it's been around for a while. I think that there may be

I've used this server a few times. It works very well. No need to cry
about not having ftp access!!

--
Darius S. Naqvi mail:darius@edm.isac.ca
ISA Corp. uucp:{uunet,alberta}!ncc!isagate!darius
Edmonton, Alberta, Canada phone:(403) 420-8081

3654. 2600 update

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-12 13:16:27 UTC
From: tbc@cbnewsk.att.com
Message-ID: <1991Feb12.131627.13855@cbnewsk.att.com>
Source record: 114357

Just a thanks to all those who responded to my request for 2600 info.
The best general tip for such off the wall problems was to look for
a Sams book, which do exist for the 2600s and I assume for lots
of other beasties. Someone sent me a set of schematics which
was all that I really needed in this case.

The fix by the way was free. A coil that keeps the video out of the
5v supply had opened. A few turns on a ferrite bead did the trick.
--

Tom Cook BL-PR Princeton,NJ (609)-639-3131 att!pruxg!tbc

3655. Re: Bye Bye BART

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-12 15:41:58 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Feb12.154158.10207@doe.utoronto.ca>
Source record: 114361
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1991Feb11.212135.13827@ccu.umanitoba.ca> bright@ccu.umanitoba.ca (Bob Bright) writes:
>
>Your suggestions are good ones, Stephen, but they all sound like a lot
>of work. Are you aware that there is a mail server at princeton
>specifically set up to handle to remote ftp requests and send the
>files to you by mail? Try sending the one-line message "help" to:
>
> bitftp@pucc.princeton.edu
>
There have been many complaints about BITFTP clogging up the net since it went into mail service--originally, it had a binary-only connection with BITNET nodes. Personally, I use bitftp, but NOT on Usenet, only on BITNET. If we overuse bitftp, it will probably disappear soon. So, use it, but check with your sysadmin and/or your feeds first, and use it responsibly.

David
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

3656. The cost of an XEP 80?

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-12 16:51:13 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Feb12.165113.13459@maverick.ksu.ksu.edu>
Source record: 114358

Anyone out there know the current price of an XEP80?

--
==========
Scott Parish Internet: parsons@matt.ksu.ksu.edu
(I have nothing to say.) Bitnet: parsons@ksuvm

3657. Re: Bye Bye BART

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-12 16:59:27 UTC
From: reid@wrl.dec.com
Message-ID: <1991Feb12.165927.21941@pa.dec.com>
Source record: 114359
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I am the manager of the USENET and electronic mail gateway between Digital Equipment Corporation and the rest of USENET. The unfortunate incident for which Mr. Kaiser has been so cruelly blamed was completely an accident, and is the result of a "culture clash" rather than any malice. It is perhaps best not to use harsh words until you have finished understanding an incident.

Hans Kaiser works in Digital's software support office in Stuttgart, Germany. Like most Digital field offices, it is equipped with VMS computers and connected to Digital's DECNET network. The converstion between internal DECNET and external protocols is performed by the DECWRL computer for which I am responsible.

VMS and DECNET do not have the concept of queueing mail. When you send a message, either it is delivered instantly or it bounces. The idea is that you want the sender to know instantly if his message did not get through. As a result, VMS mail users have, through the years, grown accustomed to believing that if they do not get a "message sent" message, then their message did not get sent.

Whenever mail is relayed from one network to another, rather than just queued, the concept of "immediate delivery" is somewhat meaningless, because you haven't really delivered the mail, but rather have just handed it off to some intermediate postman. But user expectations are still very strong: if a user sends an internetwork message, and doesn't get back a "message sent" reply, his experience leads him to believe that the message was lost.

Last week we had a head crash on the primary disk on our DECWRL relay computer, and for various reasons it took almost 3 days to get the machine back up. We announced this failure on the appropriate internal Digital newsgroups (dec.mail.config), but did not send individual notification to the tens of thousands users of the gateway, as we sometimes do when we are certain that it will be down for a long time.

During this interval Hans Kaiser was trying to retrieve files from the Atari archive server. He is not a reader of dec.mail.config and probably did not know that the gateway was down. He sent some retrieval requests, and got no reply.

Here comes the "culture clash" that I mentioned in the first paragraph.

When a VMS user sends a mail message that does not get delivered, he is conditioned to believe that it has been lost or deleted, because that is what happens in the normal case. However, these messages that Kaiser sent were neither lost, nor deleted. They were carefully queued, waiting for the DECWRL gateway to come back up again, so that they could be sent.

When he got no response, Kaiser sent more requests. This is the natural thing to do in the VMS world. If it didn't work, and if you are following instructions, then try again. Maybe something will have been fixed. I don't know exactly how many times Kaiser repeated the request over the 3-day interval, but I am sure that if he had known that his messages were all being queued, instead of vanishing as he thought, that he would not have repeated them.

Eventually (I think it was on Wednesday night, California time) the DECWRL gateway was brought back to life, and all of the queued messages were sent to the Atari archive server in one lump. Archive servers are in general programmed to have per-user quotas, so that if something like this happens, it won't bring the archive server to its knees trying to handle so many requests at once.

Alas, here the "culture clash" strikes again.

The DECNET mail protocol does not support a "time and date" mechanism. The only information that it records about a message, besides the message body, is what we Unix/IP people know as the "To" and "Cc" and "Subject" and "From" fields.

In DECNET protocol it is up to the receiver of a message to timestamp it with the time that it was received. The reason for this is that since there is no queueing, the time that a message was received is guaranteed to be equal to the time that it was sent. As a result, the network mail protocol has no mechanism to record the time that a message was sent.

The documentation for the DECWRL mail gateway, which we distribute to all employees who ask for it, instructs them to use the gateway by sending mail with a certain mail program that is not part of the software that Digital ships to its customers. This program, called "nmail", is helpful in smoothing the peak load on the gateway by queueing at certain times. However, since the mail-sending software knows that the mail might be queued, it records the time that the message was actually originated. This is because the "Date" field in the message will contain the time that it was delivered and not the time that it was actually sent. "nmail" does this by adding the date and time to the "From" field of the message. It really doesn't have much choice, because the DECNET mail protocol supports only a "To", "Subj", "From", and "Cc" field, and there is a fixed limit to the size of the "Subj" field.

Why does this matter? It matters because the Atari archive server at the University of Michigan looks at the "From" field of an incoming message to avoid processing too many simultaneous requests from the same person. There is a "per-user" quota for each day. The problem is that when you send the mail using a mail program that encodes the date and time of the message in the "From" field, then every message looks like it came from a different user.

As a result of this, when the DECWRL mail relay came back to life last Wednesday, it sent many dozens of retrieval requests to Michigan all at once, and Michigan's software failed to understand that they were all from the same person because the "From" field on each of them had a different date and

time. As a result, the Michigan archive server tried to process all of them at once, and, evidently, melted into a pile of slag.

Since I work for a company that sells computers, I suppose the loyal thing for me to do at this point is to try to sell Michigan a bigger computer to use as the archive server, but I don't work in a sales office, I work in Corporate Research, and what I want is for everybody to be happy. I am very sorry that a combination of accidents inside Digital, in Germany and California, caused this unfortunate incident on a university computer at Michigan, and I will happily offer the services of the excellent network programmers at DEC Western Research to help ensure that the Michigan archive server does not meet this fate again. Mostly I want people to know that this was in no way the fault of Hans Kaiser. If it was anybody's fault, it was my fault, for accidentally failing to copy the serial number of a certain disk drive onto a service-contract renewal form for 1991, thereby leaving the disk unprotected by maintenance contract. Disks often fail on purpose when they learn that they are not covered by maintenance contract.

If you have sent Mr. Kaiser (or Herr Kaiser, as he probably prefers to be called) a nasty message, it might be civil to send him another one letting him know that, now that the facts are known, you aren't so angry any more. If you find the need to be angry at somebody, please be angry at me. As the manager of an electronic mail gateway, I'm used to it.

Brian Reid
DEC Western Research Laboratory

3658. BART: part 2

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-12 18:14:33 UTC
From: brode@math.lsa.umich.edu
Message-ID: <1991Feb12.181433.3661@math.lsa.umich.edu>
Source record: 114360
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

This is a re-post with clarifications of my original article "Bye Bye BART".
The original has been cancelled.

The BART mail server is no longer available at atari.archive.umich.edu.
My understanding is that it is down for good, but I haven't had an
opportunity to really discuss it with the system administrator yet.
Perhaps he will permit it back with some additional patches to the
quota system. I don't know.

As for Herr Kaiser, he is directly responsible for the server being shut
down, but my characterizations of his actions as malicious were pre-mature.
Due to some unusual circumstances, some of which were very clearly explicated
by Brain Reid, it appears that I misjudged him initially. I have received
several messages from Hans apologizing for the trouble he caused and some
messages from his administrators backing him up. I apoligize for the harsh
words, it appears most of them were unjustified.

At this point, I don't know whether I believe his innocence or not. Even
taking the unusual circumstances into account, he was still using the
archive beyond the posted limits. However, I'm not in a position where
I'm able to ascertain his innocence or guilt so I will no longer pursue it.

Please stop sending him mail.

Below is my response to Brian Reid's article for those who are interested.

Jon Brode -- jon@atari.archive.umich.edu brode@math.lsa.umich.edu
University of Michigan, Atari archive manager

In article <1991Feb12.165927.21941@pa.dec.com> reid@wrl.dec.com (Brian Reid) writes:
>There is a "per-user" quota for each day. The problem is that when you send
>the mail using a mail program that encodes the date and time of the message
>in the "From" field, then every message looks like it came from a different
>user.

Exactly. We knew the quota system was unsohpisticated, but it should have
been sufficient to keep the average user in check. The problem of keeping
a hacker from abusing a totally automatic mail archive server is very
difficult, and perhaps impossible to solve for now.

>As a result, the Michigan archive server tried to process all of them
>at once, and, evidently, melted into a pile of slag.

Actually, we received them over the course of 4 days so it seemed like
he was sending them interactively. I probably would have been suspicious
of mail problems if all 93 messages has shown up within minutes of

each other.

>I will happily offer the services of the excellent network
>programmers at DEC Western Research to help ensure that the Michigan archive
>server does not meet this fate again.

Most appreciated. Perhaps you can share with me your thoughts on parsing
incoming From: lines so that everyone has to play by the rules.

>Mostly I want people to know that this was in no way the fault of Hans Kaiser.

I'm not sure I'd go that far, but my initial posting about the extent
and intent of the archive abuse were definitely in error.

>If you have sent Mr. Kaiser (or Herr Kaiser, as he probably prefers to be
>called) a nasty message, it might be civil to send him another one letting
>him know that, now that the facts are known, you aren't so angry any more.

I concur.

3659. Re: The cost of an XEP 80?

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-12 22:15:09 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1991Feb12.221509.21180@merrimack.edu>
Source record: 114363

In article <1991Feb12.165113.13459@maverick.ksu.ksu.edu>, parsons@matt.ksu.ksu.edu (Scott S Parish) writes:
> Anyone out there know the current price of an XEP80?
>
> --
> ==
> Scott Parish Internet: parsons@matt.ksu.ksu.edu
> (I have nothing to say.) Bitnet: parsons@ksuvm
--

START has it listed for 39.95. Their phone # is 1 800 234 7001

David E. Sheafer

internet: nin15b0b@merrimack.edu
or
uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER
Bitnet: Sheafer_davi@bentley

3660. Re: The cost of an XEP 80?

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-13 06:21:12 UTC
From: asgardia@unixland.uucp
Message-ID: <2HNaX1w163w@unixland.uucp>
Source record: 114365

parsons@matt.ksu.ksu.edu (Scott S Parish) writes:

> Anyone out there know the current price of an XEP80?
>
> --
> ==
> Scott Parish Internet: parsons@matt.ksu.ksu.edu
> (I have nothing to say.) Bitnet: parsons@ksuvm

Yes, One would cost you about 79.99 from all major mail order houses.
A used one should be about $50 or less in places. Its still a hot item.
IF you need to know where to order one, lemme know.
-craig
Mrneutr@Rcn.bitnet

3661. CLSN Pascal

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-13 23:18:07 UTC
From: njd@cbnewsd.att.com
Message-ID: <1991Feb13.231807.28926@cbnewsd.att.com>
Source record: 114364

Greetings, O friends of the 8-bit,

It seems to me that I've already tried posting this article once, but got no replies, and I don't remember seeing it show up in the newsgroup on this machine. So (my apologies if you've seen this):

Does anyone out there have any info about support for CLSN Pascal? Someone in my user group asked me about it (I guess because I'm a club officer & 8-bitter, he figured I was a good bet...) and I promised I'd ask. He says he runs it on a 130XE, if that's useful info. (I had never even heard of CLSN Pascal before this!)

Thanks! BTW, if you reply by mail, use one of the 'odutsa' addresses below. (Replying along the path this article took will doom your message to oblivion, and udt386's Internet link is 'down'.)

Nick DiMasi, Suburban Chicago ATarians Vice Pres.
("8-bit Atari computers are my #1 vice.")

Nick DiMasi Uniq Digital Technologies, Inc.
nick@udt386.chi.il.us
[I'm not there as much]
...att!odutsa!njd [I'm on here a lot] | Delphi: TURBONICK
or njd@odutsa.att.com |
|
DON'T USE R/r (reply command) unless | under contract to AT&T Network Systems
you change the address! | (Network Software Ctr., Lisle, IL)

3662. Re: Bye Bye BART

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-14 00:42:03 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Feb14.004203.29274@cs.dal.ca>
Source record: 114366
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1991Feb12.165927.21941@pa.dec.com> reid@wrl.dec.com (Brian Reid) writes:
>VMS and DECNET do not have the concept of queueing mail. When you send a
>message, either it is delivered instantly or it bounces. The idea is that you
>want the sender to know instantly if his message did not get through.
>As a result, VMS mail users have, through the years, grown accustomed to
>believing that if they do not get a "message sent" message, then their
>message did not get sent.

>Whenever mail is relayed from one network to another, rather than just queued,
>the concept of "immediate delivery" is somewhat meaningless, because you
>haven't really delivered the mail, but rather have just handed it off to some
>intermediate postman. But user expectations are still very strong: if a
>user sends an internetwork message, and doesn't get back a "message sent"
>reply, his experience leads him to believe that the message was lost.

Now the situation is becoming clear. I'm supposed to use a network like
that at work, and the experience is a real shock to a Unix-user like me
(I hope that isn't called a Unich!). When I send mail to Vancouver,
which is 5000 km and 4 time zones away, if my VMS system doesn't connect
it does not send the mail. No queuing! No wonder Herr K. got confused.

If there is a message in all of this, it is that before we flame
individuals in public and pillory them by name, we should send mail and
ask for an explanation. Something about a fair trial...
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

3663. Re: BART: part 2

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-14 01:11:46 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Feb14.011146.29931@cs.dal.ca>
Source record: 114367
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1991Feb12.181433.3661@math.lsa.umich.edu> brode@math.lsa.umich.edu (Jon Brode) writes:
>This is a re-post with clarifications of my original article "Bye Bye BART".
>At this point, I don't know whether I believe his innocence or not. Even
>taking the unusual circumstances into account, he was still using the
>archive beyond the posted limits. However, I'm not in a position where
>I'm able to ascertain his innocence or guilt so I will no longer pursue it.

I think that between his responses and Brian Reid's posting it seems pretty unlikely that any malice was intended. Of course you are upset at losing your server -- we all are -- but having used VAXmail I can vouch for the plausibility of Kaiser's and Reid's explanations. Your accusations have caused a lot of grief for Kaiser and DEC, and your waffling about whether to accept their explanations is rubbing salt in a wound that seems to have suffered enough.

>Please stop sending him mail.

I concur. When I read your original posting I forwarded it to him with the header "Is this true?" and I received a gracious reply and copies of subsequent correspondence. My conclusion is that Herr Kaiser did not act with malice, and that he was not even overly negligent (a real guru might have avoided the problem, but it does not appear to be a really slovenly mistake).

Right now the problem is overly strict system administration at your end.

Bill
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

3664. Re: The cost of an XEP 80?

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-14 07:32:59 UTC
From: asgardia@unixland.uucp
Message-ID: <oHLcX1w163w@unixland.uucp>
Source record: 114368

nin15b0b@merrimack.edu (David E. Sheafer, Class of 1989) writes:

> In article <1991Feb12.165113.13459@maverick.ksu.ksu.edu>, parsons@matt.ksu.ks
> > Anyone out there know the current price of an XEP80?
> >
> > --
> > ==
> > Scott Parish Internet: parsons@matt.ksu.ksu.edu
> > (I have nothing to say.) Bitnet: parsons@ksuvm
> --
>
> START has it listed for 39.95. Their phone # is 1 800 234 7001
>
>
> David E. Sheafer
>
> internet: nin15b0b@merrimack.edu
> or
> uucp: samsung!hubdub!nin15b0b
>
> GEnie: D.SHEAFER
> Bitnet: Sheafer_davi@bentley

Guess what? Dont even waste your time calling Start.
I tried them and if you look very carefully their Add says "limited quants"
act right away.. Reading that, I called and was told that they didnt have
anymore..
The only way to get one is used or via the "usual" outlets for $80 or if
you prefer. $79.99..
Not worth it.

3665. Re: BART: part 2

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-14 16:38:20 UTC
From: brode@math.lsa.umich.edu
Message-ID: <1991Feb14.163820.19377@math.lsa.umich.edu>
Source record: 114369
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1991Feb14.011146.29931@cs.dal.ca> bill%biomel@cs.dal.ca writes:
>Your accusations have caused a lot of grief for Kaiser and DEC, and your
>waffling about whether to accept their explanations is rubbing salt in a
>wound that seems to have suffered enough.

I accept Brian Reid's technical explanation without question. The only thing I had my doubts about was Herr Kaiser's complete innocence. I am not of the opinion that the technical difficulties excuse all of his actions. However, my remaining doubts about Herr Kaiser are not worth pursuing.

Besides, if you want to talk about rubbing salt in old wounds, why did you post this after I told you that Hans and I have worked out our differences?

>My conclusion is that Herr Kaiser did not act with malice, and that he
>was not even overly negligent (a real guru might have avoided the problem,
>but it does not appear to be a really slovenly mistake).

So you're saying that it takes a guru to figure out that if you don't get a response from the first 45 messages, you probably won't get a response from the next 45? Now reconcile that with the posted archive limit of 5 requests per day.

>Right now the problem is overly strict system administration at your end.

Not at all, we are a guest on that machine. We can use it as long as we don't cause trouble. People use that machine to get work done. The archive is just a public service, the University doesn't even support Atari machines. (major m*c site)

Anyway, things are looking better in this regard as well. It appears that the sys-admin's intention is to keep us down until we can come up with a technical solution to the basic problem that's at the heart of the matter: a weak quota system. The difficulty is that coming up with a bullet-proof quota system is an insoluable problem at present. The trick is convincing the sys-admin to let us go back up with a partial solution. I think I can swing that, he's a reasonable guy.

Jon

3666. Elite - 6502 source wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-14 17:39:39 UTC
From: dh108@cs.city.ac.uk
Message-ID: <1991Feb14.173939.20415@cs.city.ac.uk>
Source record: 114384
Cross-posted to: comp.sources.wanted,comp.sys.atari.8bit,comp.sys.cbm,rec.games.programmer

Does anyone have the source for the old BBC or CBM-64 version of this game, as I am interested in the 3D routines, and also the algorithms for planet naming, information etc. Better still, if anyone knows anything about the elusive Atari 8-bit version, let the world know.

I assume that the source is under copyright (Acornsoft or Firebird) but you learn more by looking at the source than simply playing the game, and I'm sure many demo writers, up and coming programmers, (hackers) call them what you like have resorted to scouring through impressive routines in their time (and probably used them too).

Any agreements/disagreements to the above are welcome, but don't let it deter you from posting the source!

```
************************************************************
* Mark Keates * All the worlds a stage , *
* (dh108) * and I'm a prop! *
************************************************************
```

3667. Sam Tramiel in conference on CIS

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-16 06:34:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <39323@cup.portal.com>
Source record: 114370

Sam Tramiel, president of Atari Corp. will be the special guest at an online conference this Thursday in the CompuServe Electronic Convention Center. That's Thursday, Feburary 21 at 10 PM, Eastern Standard Time.

As a special service to Atari owners, CompuServe is making the conference available *FREE* of normal hourly connect charges..!

To enter the Convention Center, just type GO ECC after logging into CIS.

If you have a CompuServe account, or know someone who has, this will be a wonderful opportunity to listen to, and talk with, the head Atari Corp.

If you don't already have a CompuServe account, you can call 1-800-848-8199 (ask for operator 198) and request a free signup kit which includes some free connect time... unfortunately I don't know if they would be able to get it to you before Thursday...

BobR

3668. Re: Sam Tramiel in conference on CIS

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-16 17:46:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <39346@cup.portal.com>
Source record: 114372

Sorry, I got the time of the Sam Tramiel conference wrong...

It will be at * 9 PM * Eastern time (6 PM Pacific time), Thursday
Feburary 21 in the Electronic Convention Center on CompuServe.

Again, the Conference with Sam Tramiel, president of Atari Corp. will
be FREE of normal hourly connect charges.

BobR

3669. Looking for Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-16 23:25:37 UTC
From: silk@dorm.rutgers.edu
Message-ID: <Feb.16.18.25.37.1991.11331@dorm.rutgers.edu>
Source record: 114373

As the subject says, I'm looking for Beta Lyrae. It's an old game.
Anyone have it?

Daniel A. Turner
silk@dorm.rutgers.edu

3670. Mailing List?

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-16 23:51:56 UTC
From: rrwood@contact.uucp
Message-ID: <1991Feb16.235156.17106@contact.uucp>
Source record: 114371

I am currently unable to read comp.sys.atari.8bit, though I can post to it, I think. As you can tell, we are having some trouble with our local source of net news, and I'd like to receive this group via a mailing list, if it is possible. I know there was talk of distributing this group via a mailing list, but did that ever start?

If antyone can help me on this, please reply via e-mail....

-Roy Wood (rrwood@contact.ca)

3671. Anyone interested in getting rid of their game collection?

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-17 04:29:47 UTC
From: silk@dorm.rutgers.edu
Message-ID: <Feb.16.23.29.46.1991.16478@dorm.rutgers.edu>
Source record: 114374

A friend of mine is interested in setting up his Atari 800 (or 800XL - I can't remember) as a game system. Anyone out there interested in getting rid of all their games? They will have a good home...

Contact me.
Thx.

Daniel A. Turner
silk@dorm.rutgers.edu

3672. software patch for XEP80/BASIC XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-17 18:47:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <BA199FBFACFF004D4E@carleton.edu>
Source record: 114375

Would someone be able and willing to post the software that lets the XEP80 and BASIC XE get along?

Thank you.

-Michael
currentm@carleton.edu

3673. Questions about Xformer, by D. Mihocka

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-18 23:18:01 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1991Feb18.231801.12060@rodan.acs.syr.edu>
Source record: 114376
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech

Perhaps someone can answer these questions about Darek Mihocka's (Hope I got the spelling right...) 8-bit emulator Xformer?

1) What are the pinouts for the Xformer cable (to hook up the 8-bit's drive)?

2) How does Xformer handle input from the joysticks? Are all 4 of the 8 bit's joysticks supported? Are only two? Do they plug into the ST's Mouse and joystick port? How about the "Paddles"?

3) How well does it do with disk based copy protected games? Does the "virtual floppy support" (files on hard disk) support disk based copy protection?

4) How fast is it compared to a normal 8-bit?

5) Could someone post the source code for Xformer 2.55 to terminator (Darek said it's now PD and is on Genie, but I don't have an account there. Has it made it to Compu$erve, or anywhere else I can get it?

6) Has anyone tried M.U.L.E. or Seven Cities of Gold on it yet? If so, how did they work?

Thanks for any help,
---jb (jfbruno@rodan.acs.syr.edu)

3674. Xep80 with bobterm

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-19 06:07:27 UTC
From: asgardia@unixland.uucp
Message-ID: <5uqLX1w163w@unixland.uucp>
Source record: 114377

does anyone know what im doing wrong with bobtem and xep80 interface?
I am not getting the menus on the screen.
I get 80 columns AFTER I use the 40 column screen to dial then
reconnect the terminal to work with the 80 column xep80.
I need to know what im doing wrong.

3675. Joystick Problems

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-19 15:37:00 UTC
From: dddean@bluemoon.uucp
Message-ID: <D9gmX1w163w@bluemoon.uucp>
Source record: 114387

Hello :-)

I have been experimenting with Atari 8-bit BASIC and the joystick routines. I have gotten to the point where I can move an object around the screen, and can locate the an item that might come into it's path.

Now I would like for the jostick to pass over many items, and replace them after it moves over it. Say that I have an "l" poked to look like a heart, after the joystick passes over the heart, it would re-appear.

I have a problem in that the cursor leaves a trail behind it, covering over anything in it's path with the current shape of the cursor.

Thanks... and if that made sense.. please reply!

David D. Dean, President "Living in a 3-D world."
Explorer Post 891
AT&T Bell Laboratories Columbus, Ohio
dddean@bluemoon.uucp

**** Any opinions are that of the author, and NOT of AT&T ****

3676. Re: Xep80 with bobterm

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-19 16:08:43 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <39423@cup.portal.com>
Source record: 114378

Craig Rothman writes:

.

3677. Re: Xep80 with bobterm

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-19 16:11:23 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <39424@cup.portal.com>
Source record: 114379

Apologies for the previous blank message...

Craig Rothman writes:
>does anyone know what im doing wrong with bobtem and xep80 interface?
>I am not getting the menus on the screen.
>I get 80 columns AFTER I use the 40 column screen to dial then
>reconnect the terminal to work with the 80 column xep80.
>I need to know what im doing wrong.

You aren't doing anything wrong. The Menues will appear only on the 40
column screen because it takes too long to send them to the 80 column
screen.
To solve your problem either build a line switcher (input from computer
and xep80, output to monitor) or buy a cheap one from radio shack.

Charles_K_Hughes@cup.portal.com

3678. TRAK disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-19 18:14:36 UTC
From: bcasper@taco.cc
Message-ID: <1991Feb19.131436@taco.cc>
Source record: 114380

I've got an old TRAK drive with a slave drive port and a printer port on the
back.
Does anybody have a manual for this thing, or a set of pinouts that I could use
to
build some cables with.

--
Brian Casper
\\
"I said uh Goodness Gracious - GREAT Balls uh Silver..."
- (not quite) The Killer

3679. 1200XL FOR SALE?

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-19 23:10:56 UTC
From: SHAWMD@PURCCVM.BITNET
Message-ID: <91050.181056SHAWMD@PURCCVM.BITNET>
Source record: 114385

I have a 1200XL, 1050 disk drive, 1025 printer, 1020 plotter, and B/W TV plus a joystick and disk software. I also have a 16k Atari 400 and 410 program recorder with tape software. I have a couple of 8-bit books and some cartridges also. I'm asking $300 for all of this, but I am more than willing to take a lower offer. Please either drop me a note, or give me a call at (317)447-6531.

3680. MAC-65 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-19 23:12:31 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3889.27c16a8f@miavx1.acs.muohio.edu>
Source record: 114386
Body handling: Inline uuencoded payload not displayed: SIG.LZH

I have a copy of OSS's MAC-65 assembler for sale, if anyone's interested. I also have a book called "How to program your Atari in 6502 Machinelanguage".

I'll sell them both together for $45. (negotiable)

Ryan 'Gozar' Collins rlcollins@miavx1.BITNET
("UUdecode and Type with vt100 emulation")

[Inline uuencoded payload not displayed: SIG.LZH]

3681. Re: Joystick Problems

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-20 02:22:11 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991Feb20.022211.16654@uokmax.ecn.uoknor.edu>
Source record: 114381

dddean@bluemoon.uucp (David D. Dean) writes:

>Hello :-)

> I have been experimenting with Atari 8-bit BASIC and the joystick
>routines. I have gotten to the point where I can move an object around
>the screen, and can locate the an item that might come into it's path.

>Now I would like for the jostick to pass over many items, and replace them
>after it moves over it. Say that I have an "l" poked to look like a
>heart, after the joystick passes over the heart, it would re-appear.

>I have a problem in that the cursor leaves a trail behind it, covering
>over anything in it's path with the current shape of the cursor.

>Thanks... and if that made sense.. please reply!

I haven't programmed the 8-bit in years, but the following should work. You
may not be restoring the background explicitly, which you need to do.

```
10 GRAPHICS 1+16:REM or any other text mode
20 X=0:Y=0
30 LOCATE X,Y,Z:REM get "background"
40 POSITION X,Y:? #6;"l";:REM put your image on
50 IF (STICK(0)<>11 AND STICK(0)<>7) THEN 50
60 OLDX=X:IF STICK(0)=11 THEN X=X-(X>0)
70 IF STICK(0)=7 THEN X=X+(X<19)
80 POSITION OLDX,Y:? #6;CHR$(Z):REM **********RESTORE THE BACKGROUND**********
90 GOTO 40
```

This simple example of course only works with left/right motion, but the
STICK(0) statements could easily be expanded.

Hope this helps...

>David D. Dean, President "Living in a 3-D world."
>Explorer Post 891
>AT&T Bell Laboratories Columbus, Ohio
>dddean@bluemoon.uucp

```
---|\-#-/_|-------/|-------,*.----||---Norman Lin, University of Oklahoma----
---|/-----|------/-|---,"--|---,"-||------norlin@uokmax.ecn.uoknor.edu-------
--/|------------/-*'---|/------|--||-----(IP addr: 129.15.[20|22|24].2)------
-|/|\---/_|-----|-----------------||-"I gazed in your eyes, and saw the moon-
--\|/-----|----*'-----------------||------------and the skies"---------------
```

3682. Re: TRAK disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-20 11:41:13 UTC
From: lanmaint@nssdcb.gsfc.nasa.gov
Message-ID: <4362@dftsrv.gsfc.nasa.gov>
Source record: 114382

In article <1991Feb19.131436@taco.cc>, bcasper@taco.cc (BRIAN CASPER) writes...
>I've got an old TRAK drive with a slave drive port and a printer port on the
>back.
>Does anybody have a manual for this thing, or a set of pinouts that I could use
>to
>build some cables with.
>
>--
>Brian Casper
>\\\
>"I said uh Goodness Gracious - GREAT Balls uh Silver..."
> - (not quite) The Killer

Since TRAK is long out of business there are no schematics available.

I traced the PC board traces and discovered that all you need is a
ribbon cable with the appropriate ends on them. For the Slave drive
you need a SS/DD drive, and a straight through ribbon cable. Put the
standard "card edge/slot" floppy connector on the floppy end, and
you should be ready to go. The printer is the same, but for a DB25
connector with the standard IBM pinout. If you need the actual
pin for pin drawing, send me email and I'll check the cables at home
and let you know what the wiring diagram is.

Dave Yoest
LAN M&O Section manager
NASA/Goddard Space Flight Center
Greenbelt, Md. 20646

DYOEST@ZAPHOD.GSFC.NASA.GOV
DYOEST@128.183.4.5

3683. Re: Elite - 6502 source wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-20 23:17:57 UTC
From: ifarqhar@sunb.mqcc.mq.oz.au
Message-ID: <1244@macuni.mqcc.mq.oz>
Source record: 114390
Cross-posted to: comp.sources.wanted,comp.sys.atari.8bit,comp.sys.cbm,rec.games.programmer

In article <1991Feb14.173939.20415@cs.city.ac.uk> dh108@cs.city.ac.uk (KEATES M G) writes:
>I assume that the source is under copyright (Acornsoft or Firebird) but
>you learn more by looking at the source than simply playing the game,
>and I'm sure many demo writers, up and coming programmers, (hackers)
>call them what you like have resorted to scouring through impressive
>routines in their time (and probably used them too).
>
>Any agreements/disagreements to the above are welcome, but don't let it
>deter you from posting the source!

Dream on.

Posting a copyrighted source to the net without the express permission
(in the unlikely event that anyone outside the company has the source)
of the copyright owners would be illegal, and an extremely serious abuse of
the network. I find it amazing that anyone could be so ignorant of the
realities of copyright that he could even suggest such a thing.

Saying "it would be very useful to me" does not contravene an
international convention made law by just about every country the
InterNet goes into.

--
Ian Farquhar Phone : + 61 2 805-9400
Office of Computing Services Fax : + 61 2 805-7433
Macquarie University NSW 2109 Also : + 61 2 805-7420
Australia EMail : ifarqhar@suna.mqcc.mq.oz.au

3684. Source for old Atari 400 parts

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-21 00:05:58 UTC
From: fjb@dhw68k.cts.com
Message-ID: <1991Feb21.000558.15650@dhw68k.cts.com>
Source record: 114383

Hi:

Does anyone know of a place that has replacement parts for old Atari
400s? I am specifically looking for a new keyboard.

Thanks,
Frank Bielsik
fjb@dhw68k.cts.com

3685. Re: Source for old Atari 400 parts

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-21 05:54:09 UTC
From: asgardia@unixland.uucp
Message-ID: <ykFPX1w163w@unixland.uucp>
Source record: 114389

fjb@dhw68k.cts.com (Frank Bielsik) writes:

> Hi:
>
> Does anyone know of a place that has replacement parts for old Atari
> 400s? I am specifically looking for a new keyboard.
>
> Thanks,
> Frank Bielsik
> fjb@dhw68k.cts.com

Why waste your time with a crummy 400?
Its a junk heap compared to some of the newer models.
The keyboard that thing has (if you can call it a keyboard!)
Isnt worth paying to replace. The best thing you can do is
to buy a used 600xl, or 800xl.. Ive seen these advertised for
$25-$45 used.. It would pay to upgrade to a 800xl. Then you can
use RAMBO xl and get 256k ram for ramdisks.
You could also be able to add neat gadgets like the MIO and
hard drives too.
The 400 is not really worth it. Im not sure, but I dont think its
got any advantages to any of the newer models.
Anyways you can get a replacement keyboard for 12.50 from
American Technavision. 1-800-551-9995
Its the same Flat Horrid membrane sold with the thing originally.
Good luck!

3686. Re: Source for old Atari 400 parts

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-21 09:34:59 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.91Feb21093459@tweezers.esd.sgi.com>
Source record: 114391

>>>>> On 21 Feb 91 05:54:09 GMT, asgardia@unixland.uucp (Craig Rothman) said:

> fjb@dhw68k.cts.com (Frank Bielsik) writes:

>> Hi:
>>
>> Does anyone know of a place that has replacement parts for old Atari
>> 400s? I am specifically looking for a new keyboard.
>>

> Why waste your time with a crummy 400?
> Its a junk heap compared to some of the newer models.

The 400 has four joystick ports, which makes it the only model other
than the original 800 which supports a four-player game of M.U.L.E.
All other models of the 8-bit are therefore inferior by comparison.

> The 400 is not really worth it. Im not sure, but I dont think its
> got any advantages to any of the newer models.

One can also say that the newer models have no real advantages over
the 400.

m.
--
__
\/ Michael Portuesi Silicon Graphics, Inc. portuesi@sgi.com

"Never forget what gossips men are, and how they love to feel
superior to so-and-so who `is having trouble with his wife.'"

--Nina Fischer, "How to Help Your Husband Get Ahead"
part of the Amy Vanderbilt Success Program for Women

3687. Wanted: 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-21 19:30:01 UTC
From: twmanino@taco.cc
Message-ID: <1991Feb21.143001@taco.cc>
Source record: 114394

Does anyone have a 1050 disk drive they would like to part with?
I would like it!

Tony
twmanino@eos.ncsu.edu

3688. Re: Source for old Atari 400 parts

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-21 19:45:07 UTC
From: whoffman@jato.jpl.nasa.gov
Message-ID: <1991Feb21.194507.12839@jato.jpl.nasa.gov>
Source record: 114393

In article <1991Feb21.000558.15650@dhw68k.cts.com> fjb@dhw68k.cts.com (Frank Bielsik) writes:
>Does anyone know of a place that has replacement parts for old Atari
>400s? I am specifically looking for a new keyboard.
>
I know of someone who did Atari service in the good ol' days and still has some of the Inkey B400 replacement keyboards. These are third party keyboards which have movable keys on them. They are meant to be replacements for the original membrane keyboards used on the Atari 400. My first Atari computer was a 400 and I used one of those keyboards for quite a few years until I got my 800XL. He doesn't service home computers anymore, he only deals with coin operated arcade games (video, pinball, etc.). He is selling the remaining keyboards (new, unopened) to people who can use them for $10 each plus the shipping costs (varies depending on location and method).

The Game Doc
8000 Wheatland Ave. Suite B
Sun Valley, CA 91352
800-766-3166
818-504-0440 fax # is 818-504-1153

I hope this helps.

--Walt.
--
Walt Hoffman -- Jet Propulsion Laboratory
whoffman@jato.jpl.nasa.gov or elroy!jato!whoffman@csvax.caltech.edu
Galileo Orbiter Engineering Team -- Real-Time Analyst
"Jupiter...it's not just a destination, it's an adventure."

3689. Re: Source for old Atari 400 parts

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-21 20:26:00 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb21.202600.1986@abode.wciu.edu>
Source record: 114388

In article <1991Feb21.000558.15650@dhw68k.cts.com> fjb@dhw68k.cts.com (Frank Bielsik) writes:
>Hi:
>
>Does anyone know of a place that has replacement parts for old Atari
>400s? I am specifically looking for a new keyboard.
>
>Thanks,
>Frank Bielsik
>fjb@dhw68k.cts.com

Hi Frank,
You may want to call Best Electronics, they probably have the
largest supply of old (and new!) Atari parts and componets. Best's address is
as follows:

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126

Phone: 408/243-6950

When you call them, also ask for thier new catalog; it is has almost
every Atari part known to man! Well relatively! {;^) Bye.....

--
"""
Luis Mark Outumuro III | "Well... you're damned if you do,
Computer Office Products 818/813-1051 | and you're damned if you don't!"
Infoline 818/813-1053 | - Bart Simpson, 1990...

3690. MIDI interface

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-21 21:27:45 UTC
From: foster_663@oscar.ccm.udel.edu
Message-ID: <45418@nigel.ee.udel.edu>
Source record: 114395

I was wondering if any one knew of a company which makes an interface
for MIDI (i.e. keyboards) conrtoll and sequencer programming. I own a 130XE
and a 600XL so I could use the 'Expanded Cartridge Interface'.

If no one knows where to find one, would it be possible to build
one which uses the joystick ports as output/input ? I have several old
ANTIC and ANALOG magazines which explain how to use the ports for some
types of computer controll of external devives (such as a speech synthesizer)
but none of them are very explicit.

(I did hear a company called Hybrid Arts made one ONCE but...)

Any info would be most helpful

Sean Foster
U of Delaware (Dela WHERE?)

3691. Re: Source for 400 parts/ MULE

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-22 01:51:16 UTC
From: arpajian@rodan.acs.syr.edu
Message-ID: <1991Feb22.015116.4491@rodan.acs.syr.edu>
Source record: 114397

Hey! There are some good things to be said about the 400: it has 4 joystick ports! Some of the older games looked for all 4 ports... if they didn't see 4 ports they crashed... My copy of MULE wont run on any of the xl's... runs on my 800's fine (and a friends 400)... another friend's 800xl goes off into the twilight zone when we run MULE...(he's rather pissed about it too...(he had a 400 but lost it in a move))... and anyway... the guy who started this thread was just looking for parts... for all you know his 400 could have been the first computer he owned...(an 800 was my 1st machine and I wont give it up for nuthin'...kinda nostalgic...(I bought it in '81))...

anyway of other things: I know that there must be a version of mule more recent than the one I have that will run on an xl...(I seem to remember a thread about mule recently, and I can't believe that everyone that was raving about it had 400's & 800's) so could someone drop me a line about it...

also does anyone know if it (MULE) will run on an st w/ xformer?

--
Dean Arpajian (aka---> arpajian@rodan.acs.syr.edu)

std. disclaimer: if I expressed an opinion, remember this:
it's simply my opinion. period.

3692. Good ol' days

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-22 02:55:55 UTC
From: 00ksewing@bsu-ucs.uucp
Message-ID: <61633@bsu-ucs.uucp>
Source record: 114402

Its great to see people still care about the ol' Atari 8-bit machines.
An Atari 400 was my first computer back in 1981. I still think it was the
best of the time (not to bring back the old C-64/Apple/Atari Battles).
I still use an Atari 800XL for games and general messing around--it sure
is a lot more FUN than my PS/2.

Kyle Ewing

3693. Re: What model is this? Is it worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-22 09:54:21 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.91Feb22095421@tweezers.esd.sgi.com>
Source record: 114398

>>>>> On 22 Feb 91 15:02:36 GMT, pashdown@javelin.es.com (Pete Ashdown) said:

> I was out at the thrift store looking for a sofa (student deluxe) yesterday.
> Anyway, in their *hi-tech* section, nestled amongst the terminals and the
> TRS-80's, there was an Atari computer. It was black, with the silver
> keys down the right side. What model is this? It was going for $125, but I
> think I could probably haggle them down to $50 if I tried hard enough. Is
> this worth it? I've got an Amiga, but there are a few old games that I'd
> like to play on the Atari. How much would an old disk drive cost me?

I bought my Atari 400 at a garage sale for $15. They also had an
Atari 800 for $50. I wouldn't pay more than $50 for any of the 8-bit
machines now; you can buy them retail at some places for about this
amount.

Re disk drives: B&C ComputerVisions in Santa Clara, CA sells
reconditioned 1050's for $135 and new 810's for $130.

B&C ComputerVisions
3257 Kifer (between lawrence and bowers)
Santa Clara, CA
408 749 1003

They also have 8bit Ataris for sale there, too. Call and ask for
prices before spending money at the thrift store.

m.
--

--
\/ Michael Portuesi Silicon Graphics, Inc. portuesi@sgi.com

"Never forget what gossips men are, and how they love to feel
superior to so-and-so who `is having trouble with his wife.'"

--Nina Fischer, "How to Help Your Husband Get Ahead"
part of the Amy Vanderbilt Success Program for Women

3694. Re: Source for old Atari 400 parts

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-22 12:29:52 UTC
From: cfleck@SRC.Honeywell.COM
Message-ID: <1991Feb22.122952.7136@src.honeywell.com>
Source record: 114392

In article <1991Feb21.000558.15650@dhw68k.cts.com> fjb@dhw68k.cts.com (Frank Bielsik) writes:
>Hi:
>
>Does anyone know of a place that has replacement parts for old Atari
>400s? I am specifically looking for a new keyboard.
>
>Frank Bielsik
>fjb@dhw68k.cts.com

Try BEST ELECTRONICS
2021 THE ALAMEDA, SUITE 290
San Jose, CA 95126
(408)243-6950

```
|\/\/\/|
| |
| | _______________
| (.)(.) / \
C _) | Don't Have a |
| ,___| ___| Cow, Man! |
| / \_______________/
/---\
/ \
```

Chuck Fleckenstein
cfleck@src.honeywell.com

3695. What model is this? Is it worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-22 15:02:36 UTC
From: pashdown@javelin.es.com
Message-ID: <1991Feb22.150236.20914@javelin.es.com>
Source record: 114401

I was out at the thrift store looking for a sofa (student deluxe) yesterday. Anyway, in their *hi-tech* section, nestled amongst the terminals and the TRS-80's, there was an Atari computer. It was black, with the silver keys down the right side. What model is this? It was going for $125, but I think I could probably haggle them down to $50 if I tried hard enough. Is this worth it? I've got an Amiga, but there are a few old games that I'd like to play on the Atari. How much would an old disk drive cost me?

--
"If the real Jesus Christ were to stand up today
He'd be gunned down cold by the CIA" - The The

Pete Ashdown pashdown@javelin.sim.es.com ...uunet!javelin.sim.es.com!pashdown

3696. Re: MIDI interface

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-22 19:08:57 UTC
From: terpin@acsu.buffalo.edu
Message-ID: <61286@eerie.acsu.Buffalo.EDU>
Source record: 114399

In article <45418@nigel.ee.udel.edu> foster_663@oscar.ccm.udel.edu writes:
> I was wondering if any one knew of a company which makes an interface
>for MIDI (i.e. keyboards) conrtoll and sequencer programming. I own a 130XE
>and a 600XL so I could use the 'Expanded Cartridge Interface'.
> If no one knows where to find one, would it be possible to build
>one which uses the joystick ports as output/input ?
(stuff deleted)

I've built a simple MIDI interface that hooks to the SERIAL port
of my Atari 800 and my CASIO CZ synth. Surprisingly, the serial port speed
can be boosted up to the 31K baud rate that MIDI requires by modifying
some of the POKEY registers. The interface consists of a 7404 inverter chip,
a transistor, several resistors, a serial port plug, and two midi plugs.

A few simple programs in assembly & basic are used to record and playback
through the synthesizer. I've also written a CIO "V:" handler so that I can
use it just like any other device from BASIC.

If anyone's interested, I can post the schematic and software.

Christopher Terpin
terpin@autarch.acsu.buffalo.edu
V086MVJD@UBVMSA

3697. Re: What model is this? Is it worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-22 20:51:43 UTC
From: asgardia@unixland.uucp
Message-ID: <wsFsX1w163w@unixland.uucp>
Source record: 114400

pashdown@javelin.es.com (Pete Ashdown) writes:

>
> I was out at the thrift store looking for a sofa (student deluxe) yesterday.
> Anyway, in their *hi-tech* section, nestled amongst the terminals and the
> TRS-80's, there was an Atari computer. It was black, with the silver
> keys down the right side. What model is this? It was going for $125, but I
> think I could probably haggle them down to $50 if I tried hard enough. Is
> this worth it? I've got an Amiga, but there are a few old games that I'd
> like to play on the Atari. How much would an old disk drive cost me?

Theres 2 possiblities for this model.
1) 800xl, 2) 600xl.
For $125 new, thats not a fair price. If its a thrift store,
that means its used and thats even more of a ripoff.
IF you want an atari, call San Jose. I dont have the number, but
they sell 1200xls for $69 reconditioned.
IT comes with pac man i think. and they had some option where you
get a lot of crazy printers and accessories with it.
the 1200xl isnt great for someone who wants to expand a system.
YOu cant add an MIO, but it will work with almost all of the software.
The main difference is that the 1200xl has a better keyboard.
Theres other differences, but if your using it for games, then you
wouldnt care. Im sure someone here knows more about it than me anyways.
I used a 1200xl for years and years and had to upgrade to a 800xl
because I wanted to get an MIO and hard drive setup.
Ive been despising the keyboard on this thing ever since.

3698. Atari 800XL $125

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-22 21:53:39 UTC
From: liebm@silver.ucs.indiana.edu
Message-ID: <1991Feb22.215339.13358@bronze.ucs.indiana.edu>
Source record: 114396

```
$125 FOR SALE! $125
--- ----

Atari 800XL computer
Atari 1050 disk drive

All cables, apprx. 100 cartridges and disks, joystick, rf modulator

$125

mark
liebm@silver.ucs.indiana.edu
```

3699. Re: 16-bit Sound

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-22 22:48:58 UTC
From: deg@sei.cmu.edu
Message-ID: <21528@as0c.sei.cmu.edu>
Source record: 114403

You were looking for the 16-bit sound table from a COMPUTE! magazine. While I don't want the responsibility for typing it in (with errors!), I do have the article in question (page 214 in the March, 1983 issue), and will be happy to mail you a copy if you wish to provide an address.

Let me know if I can be of help.

Don Griffin

3700. 3.5" Disk Drive for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-22 23:53:54 UTC
From: dddean@bluemoon.uucp
Message-ID: <J9NsX1w163w@bluemoon.uucp>
Source record: 114305

Hello ;-)

I have heard that it could be done, and I would like to do so. Is there a possible way to set-up a 3.5" disk drive for an Atari 8-bit? I have an 800xl, and would like to try this.

What all would I need, and could someone quote me a price?

Thank you for any response.

I am also looking for a Hard Drive for the 8-bit... (I know... "Why???") I think that it might beneat to do this... kinda max-out mu 8-bit and make it a novelty!

David D. Dean, President "Living in a 3-D world."
Explorer Post 891
AT&T Bell Laboratories Columbus, Ohio
dddean@bluemoon.uucp

**** Any opinions are that of the author, and NOT of AT&T ****

3701. Re: 3.5" Disk Drive for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-23 04:07:10 UTC
From: gdtltr@brahms.udel.edu
Message-ID: <19002@brahms.udel.edu>
Source record: 114404

In article <J9NsX1w163w@bluemoon.uucp> dddean@bluemoon.uucp (David D. Dean) writes:
=>Hello ;-)
=>
=> I have heard that it could be done, and I would like to do so. Is
=>there a possible way to set-up a 3.5" disk drive for an Atari 8-bit? I
=>have an 800xl, and would like to try this.
=>
=> What all would I need, and could someone quote me a price?
=>
There exists a hack to modify an Atary XF551 5.25" drive to use a
3.5". For the most part I understand it is fairly simple, but it does
require a new EPROM to use the whole disk. I have a vendor & price,
but they are at home. :-(

=>Thank you for any response.
=>
=> I am also looking for a Hard Drive for the 8-bit... (I know...
=>"Why???") I think that it might beneat to do this... kinda max-out mu
=>8-bit and make it a novelty!
=>
Easiest way is to get a Black Box and a SCSI drive. If you can
afford novelty, more power to you. :-)

=>**** Any opinions are that of the author, and NOT of AT&T ****

Now why would AT&T be interested in Atari 8-bit hacks? :-)

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3702. Re: 3.5" Disk Drive for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-23 05:50:39 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Feb23.055039.14792@maverick.ksu.ksu.edu>
Source record: 114306

dddean@bluemoon.uucp (David D. Dean) writes:

> I have heard that it could be done, and I would like to do so. Is
>there a possible way to set-up a 3.5" disk drive for an Atari 8-bit? I
>have an 800xl, and would like to try this.
> What all would I need, and could someone quote me a price?

The vendor is:

Innovative Concepts (I.C.)
31172 Shawn Drive
Warren, MI 48093 USA

Phone: (313) 293-0730
BBS: (313) 978-1685
GEnie: I.C.
CompuServe: 76004,1764

As for the current price, I don't know the kit was going for around $40 about
8-9 months ago. I'm sure it hasn't changed.

As for the hard drive: Read the previous post by Gary Duzan(?).

--
==
Scott Parish Internet: parsons@matt.ksu.ksu.edu
(I have nothing to say.) Bitnet: parsons@ksuvm

3703. Re: 3.5" Disk Drive for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-23 17:24:53 UTC
From: dddean@bluemoon.uucp
Message-ID: <7V1TX1w163w@bluemoon.uucp>
Source record: 114307

gdtltr@brahms.udel.edu (root@research.bdi.com (Systems Research Supervisor)) writes:

> In article <J9NsX1w163w@bluemoon.uucp> dddean@bluemoon.uucp (David D. Dean) w
> There exists a hack to modify an Atary XF551 5.25" drive to use a
> 3.5". For the most part I understand it is fairly simple, but it does
> require a new EPROM to use the whole disk. I have a vendor & price,
> but they are at home. :-(
>
> => I am also looking for a Hard Drive for the 8-bit... (I know...
> =>"Why???") I think that it might beneat to do this... kinda max-out mu
> =>8-bit and make it a novelty!
> =>
> Easiest way is to get a Black Box and a SCSI drive. If you can
> afford novelty, more power to you. :-)
>
> =>**** Any opinions are that of the author, and NOT of AT&T ****
>
> Now why would AT&T be interested in Atari 8-bit hacks? :-)
>
Thanks for the help! I have recieved the address for the 3.5" drive, and
will be checking up into it. The Black Box and SCSI drive might have to
hold off... I can't seem to locate any dealer with them.

And AT&T probably FORGOT about the Atari 8-bit! :-)

David D. Dean, President "Living in a 3-D world."
Explorer Post 891
AT&T Bell Laboratories Columbus, Ohio
dddean@bluemoon.uucp

**** Any opinions are that of the author, and NOT of AT&T ****

3704. Re: 3.5" Disk Drive for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-23 17:26:24 UTC
From: dddean@bluemoon.uucp
Message-ID: <Py1TX2w163w@bluemoon.uucp>
Source record: 114308

Thanks for all the help! I am going to check into this right away!

David D. Dean, President "Living in a 3-D world."
Explorer Post 891
AT&T Bell Laboratories Columbus, Ohio
dddean@bluemoon.uucp

**** Any opinions are that of the author, and NOT of AT&T ****

3705. M.U.L.E. Sorrow!

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-25 00:29:59 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <39563@cup.portal.com>
Source record: 114309

After all the recent mentions here of M.U.L.E. (probably THE BEST game ever created for the 8-bit Atari), I went to play MY copy thereof, for the first time in ages, only to find that it would no longer boot. I get about three or four sectors read in (i.e. three beeps), then the system locks up. I can only assume the disk has "gone bad" with the passage of time, although this is one of only a handful out of hundreds I own that shows this kind of deterioration.

Anyway, can anybody suggest a course of restoration? Anything _I_ can try on my disk, any way to obtain a fresh copy (I assume the original authors have long since moved on to other places and projects), anybody looking to SELL their copy?

Tnx for any help...

Chris

Chris_F_Chiesa@cup.portal.com

3706. Re: M.U.L.E. Sorrow!

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-25 02:26:02 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991Feb25.022602.10895@uokmax.ecn.uoknor.edu>
Source record: 114311

Chris_F_Chiesa@cup.portal.com writes:

>After all the recent mentions here of M.U.L.E. (probably THE BEST game ever
>created for the 8-bit Atari), I went to play MY copy thereof, for the first
>time in ages, only to find that it would no longer boot. I get about three
>or four sectors read in (i.e. three beeps), then the system locks up. I
>can only assume the disk has "gone bad" with the passage of time, although
>this is one of only a handful out of hundreds I own that shows this kind of
>deterioration.

>Anyway, can anybody suggest a course of restoration? Anything _I_ can try
>on my disk, any way to obtain a fresh copy (I assume the original authors
>have long since moved on to other places and projects), anybody looking to
>SELL their copy?

It may be the case that your drive has slightly changed speed over the years.
Archaic protection schemes sometimes involved precise disk drive alignment.
Though I am not completely familiar with the principle, I hypothesize it
is something like this: some diskettes, when formatted specially, can be
read faster than other diskettes. The DOS III (ugh) master diskette was
so formatted, and it said so in the manual -- it also said if you reformat
the disk, you will lose this "fast sectoring."

I would guess that a viable protection scheme would be to fast sector a disk,
so that the sectors take a specific (short) amount of time to read in. The
protection code in the program would time the disk read. If the disk read was
slow, this would mean that the diskette was a copy since the fast sectoring
could only be produced on specialized hardware.

Thus, a drive out of alignment may read the diskette in slower than usual,
leading the program to the incorrect conclusion that the diskette is a copy.
Re-aligning the drive, perhaps, may help.

This is, again, only my hypothesis, after playing around with a few Electronic
Arts games. I'm sure that few people would be concerned at this point about
keeping such archaic copy protection schemes secret, so can anyone shed any
light on exactly how it was done? I've always wanted to know.

>Tnx for any help...

> Chris

> Chris_F_Chiesa@cup.portal.com

---|\-#-/_|-------/|-------,*.----||---Norman Lin, University of Oklahoma----
---|/-----|------/-|---,"--|---,"-||------norlin@uokmax.ecn.uoknor.edu-------
--/|------------/-*'---|/------|--||-----(IP addr: 129.15.[20|22|24].2)------

```
-|/|\---/_|-----|-----------------||-"I gazed in your eyes, and saw the moon-
--\|/-----|----*'-----------------||------------and the skies"---------------
```

3707. Re: M.U.L.E. Sorrow! (incl. copy protection, etc.)

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-25 04:36:23 UTC
From: dave@interlan.Interlan.COM
Message-ID: <DAVE.91Feb24233623@slam.InterLan.COM>
Source record: 114312

In article <1991Feb25.022602.10895@uokmax.ecn.uoknor.edu> norlin@uokmax.ecn.uoknor.edu (Norman Lin) writes:

Chris_F_Chiesa@cup.portal.com writes:

>After all the recent mentions here of M.U.L.E. (probably THE BEST game ever
>created for the 8-bit Atari), I went to play MY copy thereof, for the first
>time in ages, only to find that it would no longer boot. I get about three
>or four sectors read in (i.e. three beeps), then the system locks up. I
>can only assume the disk has "gone bad" with the passage of time, although
>this is one of only a handful out of hundreds I own that shows this kind of
>deterioration.

This sounds like the sector marks have wandered. The only thing you can do
is to attempt to restore them. Unfortunately, a normal Atari drive won't do
it; you'll need a Happy-modified (or one of the equivalents) drive to go in
and read the sector, bad header and all, and to rewrite it.

>Anyway, can anybody suggest a course of restoration? Anything _I_ can try
>on my disk, any way to obtain a fresh copy (I assume the original authors
>have long since moved on to other places and projects), anybody looking to
>SELL their copy?

You could always contact Electronic Arts; you never know; they might have a
copy lying around..

> It may be the case that your drive has slightly changed speed over
> the years. Archaic protection schemes sometimes involved precise disk
> drive alignment. Though I am not completely familiar with the
> principle, I hypothesize it is something like this: some diskettes,
> when formatted specially, can be read faster than other diskettes.
> The DOS III (ugh) master diskette was so formatted, and it said so in
> the manual -- it also said if you reformat the disk, you will lose
> this "fast sectoring."

Actually, that was never widely used as a protection scheme on Atari
disks. The normal speed of an 810 was 300 RPM, but they tended to
wander quite a bit. Additionally, buffering drives (such as the
Indus, or the Happy-modified 810s or 1050s) read in a track at a time
off the diskette and buffered it internally, thus causing any software
which depended on timing to fail horribly.

The "fast sectoring" format was also controllable with a modified 810 or 1050.
All that was was changing the sector order on the floppy to allow faster reads
and writes due to having the sectors in an order which cut down on the number
of revolutions required to seek the next one. Unfortunately, it's been a long
time since I played with sector formats, and can't recall the standard vs. the

fastest sector format (I think it was 1,4,7..., but am not sure).

> I would guess that a viable protection scheme would be to fast
> sector a disk, so that the sectors take a specific (short) amount of
> time to read in. The protection code in the program would time the
> disk read. If the disk read was slow, this would mean that the
> diskette was a copy since the fast sectoring could only be produced on
> specialized hardware.

You are correct in stating that the fast sectoring could only be produced on specialized hardware, but the flaw is in the timing on the disk read. You couldn't count on any degree of accuracy, because of the possiblity of a missed sector, or just that the drive speed was out of range. You could, of course, create bad sectors on a standard 810 by writing to a sector with the RPMs altered to be out of the allowable tolerance (< or > 20RPM, I think).

> Thus, a drive out of alignment may read the diskette in slower
> than usual, leading the program to the incorrect conclusion that the
> diskette is a copy. Re-aligning the drive, perhaps, may help.

No, it honest sounds as if he's suffering from bitrot. Remember, magnetic media has a definite shelf life, and that's probably what happened. Also, the alignment doesn't have anything to do with the speed of the disk; it will affect how well it tracks the disk. (although, I suppose if it has trouble tracking the retries will slow disk operations down.. :-)

> This is, again, only my hypothesis, after playing around with a few
> Electronic Arts games. I'm sure that few people would be concerned at
> this point about keeping such archaic copy protection schemes secret,
> so can anyone shed any light on exactly how it was done? I've always
> wanted to know.

Hell, we never kept them secret when they were new. :-) The most common (and difficult to reproduce on a normal drive) were modified low-level disk formats -- duplicate sector headers, short sectors (VERY common; you'd check to see how much valid data was read in; if 128 bytes, blam!), and just plain ol' unreadable sectors. One game I saw (by First Star; can't think of the game) had every other sector on the diskette unreadable -- but it never checked for their presence; I suppose they felt that anyone who spent all that time just trying to copy the game deserved it for free. :-)

Boy, does this bring back memories. Anyway, to answer the original question, unless you have access to a modified drive, you're most likely out of luck unless you can contact Electronic Arts and ask them for another copy, or ask it you can copy one from someone else. I don't think they'll mind, and you'll sleep better at night. :-)

>Tnx for any help...

Good luck!

--
"Dan Rather? NOT!" * Dave Goldblatt [dave@interlan.com]

- Wayne Campbell, *
"Wayne's World" * (No longer working for, or representing
SNL * Racal InterLan, Inc.)

3708. Copy protection (was Re: M.U.L.E. Sorrow!)

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-25 05:42:00 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991Feb25.054200.4817@uokmax.ecn.uoknor.edu>
Source record: 114310

dave@interlan.Interlan.COM (Dave Goldblatt) writes:

>You are correct in stating that the fast sectoring could only be produced on
>specialized hardware, but the flaw is in the timing on the disk read. You
>couldn't count on any degree of accuracy, because of the possiblity of a
>missed sector, or just that the drive speed was out of range. You could, of
>course, create bad sectors on a standard 810 by writing to a sector with the
>RPMs altered to be out of the allowable tolerance (< or > 20RPM, I think).

Indeed so; I used to create bad sectors by using a simple USR call to the resident disk handler to write a sector, and while it was writing the sector I wedged a piece of folded paper in between the diskette jacket and the top of the drive slot, so that the increased pressure on the diskette would bring it almost to a stop. I'm sure it did wonders for my diskette, to mention nothing of the disk drive motor... but it did create bad sectors by altering the RPM in a very crude manner. What I am still not quite sure about is -- why does altering the speed create bad sectors?

>The most common [means of copy protection]
>(and difficult to reproduce on a normal drive) were modified low-level disk
>formats -- duplicate sector headers, short sectors (VERY common; you'd check
>to see how much valid data was read in; if 128 bytes, blam!), and just plain
>ol' unreadable sectors.

Very interesting... "plain ol' unreadable sectors" had occurred to me, as they were the most obvious to detect, but short sectors and duplicate sector headers... What would duplicate sector headers do? Short sectoring seems quite ingenious too, though how could you tell how much "valid" data was read? Let's say you're using SIO to read a disk sector into memory, and only 100 bytes are "valid"; what would the rest of the target buffer in RAM contain? Garbage? Unchanged? Zeroes?

As you said, how this brings back memories. :-) I recall one time disassembling the code to some game (forgot what it was) to see how the copy protection worked. It was incredible how almost incomprehensible the code was; 25 or so pages of self-modifying, self-decrypting, partially-resident-and-partially-loaded-from-disk security checking. Pretty clever, these copy-protectors...

>--
>"Dan Rather? NOT!" * Dave Goldblatt [dave@interlan.com]
> - Wayne Campbell, *
> "Wayne's World" * (No longer working for, or representing
> _SNL_ * Racal InterLan, Inc.)

3709. Re: 3.5" Disk Drive for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-25 06:00:45 UTC
From: asgardia@unixland.uucp
Message-ID: <yJuwX1w163w@unixland.uucp>
Source record: 114313

dddean@bluemoon.uucp (David D. Dean) writes:
> I have heard that it could be done, and I would like to do so. Is
> there a possible way to set-up a 3.5" disk drive for an Atari 8-bit? I
> have an 800xl, and would like to try this.
> What all would I need, and could someone quote me a price?
>
> I am also looking for a Hard Drive for the 8-bit... (I know...
> "Why???") I think that it might beneat to do this... kinda max-out mu
> 8-bit and make it a novelty!
>
>
3.5"-- the way to get one of these is to somehow obtain a costly
disk drive known as the xf551. This was made by atari and its
double sided/double density. No one I know of will part with theirs,
so good luck! Once you get one of these, youll need to buy a 3.5 mech and
have someone know knows how to mount it, put it in. Im told its not
that hard to do. (ive never done it. I dont know!).
I dont know if theres a 3.5" made by another company, but ive heard of
peripherals that allow IBM PC drives to be connected. Im sure someone
here could write more.
As for a hard drive, youll be opening pandoras box, but you could
get one hooked up.
Youd need either a black box, or MIO.
Then youd need wires.. (from ICD)
Then youd need the drive.. and the appropriate controller board.
Then a case and power supply.
Ive spent a considerable amount of time obtaining this stuff.
Its not easy.. The controller boards are hard to get.
I found a supplier though, look at the old messages Ive posted here about
it, or send me email and ill give you more info. Ive already posted it
and i dont have it handy right now.
The best thing to do is to call ICD, They have the stuff youll need
as a kit of some sort. IM told its expensive and a rip off, but its
very very hassle free.
-craig
mrneutr@rcn.bitnet (NOTE: I can only recieve EMAIL at this address!)

3710. Re: 3.5" Disk Drive for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-25 06:07:14 UTC
From: asgardia@unixland.uucp
Message-ID: <RuuwX2w163w@unixland.uucp>
Source record: 114314

dddean@bluemoon.uucp (David D. Dean) writes:

> Thanks for all the help! I am going to check into this right away!
Let me know what you find out about the xf551 mod.
Ive got one of the buggers and its messed up.
IT wont do double sided double density, just single sided single density.
ITs still useful, but if i replaced the mech with a 3.5" it would
be a great thing to have. Ive held off because it would be too costly
for the drive mech, and I didnt have directions about how to do it.
If its just a mere $40 I want it!!!!
let me know what it costs and how difficult it is to do it.
-craig
MRNEUTR@RCN.bitnet

3711. 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-25 06:49:28 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb25.064928.3374@ecst.csuchico.edu>
Source record: 114316
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers

I am posting this for a friend. I'd prefer if you'd contact him directly, but I guess, you can leave me your name and phone number and I'll forward it to him.

Here's a listing of some 8-bit stuff I'd like to sell.

1 Atari 800 w/ 48K RAM
1 Atari 800 w/ 32K RAM (other 16K of RAM chips still good but on an unfinished upgrade attempt)
1 Atari 410 program recorder
1 Atari 800XL w/ 64K RAM
1 Atari XF551 Drive
1 Goldstar Mono monitor
1 Epson LX-86 Printer
1 XM301 modem
Numerous joysticks & paddles
Numerous software both commercial and public domain
Numerous cartridges

All items work, but the Flight Simulator Disk must be used on a 1050 drive instead of the XF551, because of the different speed on the drive.)

I can be reached by voice number at 916-893-3533. Make me an offer.

Stan Carman

--
Ed Krimen .....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3712. Re: 3.5" Disk Drive for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-25 07:25:10 UTC
From: bmarcum@world.std.com
Message-ID: <1991Feb25.072510.5024@world.std.com>
Source record: 114315

In article <RuuwX2w163w@unixland.uucp> asgardia@unixland.uucp (Craig Rothman) writes:
>dddean@bluemoon.uucp (David D. Dean) writes:
>
>> Thanks for all the help! I am going to check into this right away!
>Let me know what you find out about the xf551 mod.
>Ive got one of the buggers and its messed up.
>IT wont do double sided double density, just single sided single density.
What DOS are you using? Atari sold a lot of XF551s with DOS 2.5, which
treated the drive as if it were just a 1050. The rest were sold with DOS XE,
which recognizes the drive as DSDD, but is incompatible with a lot
of other programs. Either Mydos, Spartados, or Spartados-X will work with
the 551 in DSDD mode.

>ITs still useful, but if i replaced the mech with a 3.5" it would
>be a great thing to have. Ive held off because it would be too costly
>for the drive mech, and I didnt have directions about how to do it.
>If its just a mere $40 I want it!!!!
>let me know what it costs and how difficult it is to do it.
>-craig
>MRNEUTR@RCN.bitnet
>
You need more than just the 3.5 inch drive mechanism. You also need a new
ROM for the drive. Upgrade kits are available from Innovative Concepts in
Michigan, or from CSS (who also make the Black Box.) CSS has a new
deluxe upgrade that lets you use the 5.25 and 3.5 inch drives as different
drive numbers, and they claim it can even read and write IBM or ST disks.
The price is something like $139.95, including 3.5 inch drive. (Not sure
if that's the exact price--check their ad in STart.)

Bill Marcum
bmarcum@world.std.com
Compuserve:72750,476
Genie:B.MARCUM

3713. Re: Copy protection (was Re: M.U.L.E. Sorrow!)

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-25 15:22:32 UTC
From: dave@interlan.Interlan.COM
Message-ID: <DAVE.91Feb25102232@slam.InterLan.COM>
Source record: 114317

In article <1991Feb25.054200.4817@uokmax.ecn.uoknor.edu> norlin@uokmax.ecn.uoknor.edu (Norman Lin) writes:

> Indeed so; I used to create bad sectors by using a simple USR call to the
> resident disk handler to write a sector, and while it was writing the sector
> I wedged a piece of folded paper in between the diskette jacket and the top
> of the drive slot, so that the increased pressure on the diskette would bring
> it almost to a stop. I'm sure it did wonders for my diskette, to mention
> nothing of the disk drive motor... but it did create bad sectors by altering
> the RPM in a very crude manner. What I am still not quite sure about is --
> why does altering the speed create bad sectors?

That was the oldest (and just about the easiest) way to create a hard bad sector on the Atari. One of the oldest programs I saw to do it (I think it was for sale in ANALOG for $30) said to put a piece of masking tape on the disk, close the drive door with the tape hanging out, and when prompted, to pull on it (as it kept writing out that particular sector). High tech. The easiest (and safest) was to do it was to pop off the cover of the drive, find the speed adjustment screw, and to crank down the speed of the drive (to around 270RPM), write the sector, then bring the drive back up to speed.

Essentially (if I can remember my 810 schematics and operation), what happens is this: During normal operation, the write head is only activated for a very precise amount of time -- just long enough to write a particular sector. If it is turned on for any greater length of time, it will continue writing on the next sector(s). The trick to writing a bad sector was that when you slowed down (or sped up) the speed of the drive, the write operation occurred outside the olerances on the disk (either the sector wasn't long enough, or too long). For the most part, Atari drives couldn't handle illegal sectors, which is why you'd hear the head banging around as to tried to read the sector again.

> Very interesting... "plain ol' unreadable sectors" had occurred to me, as
> they were the most obvious to detect, but short sectors and duplicate sector
> headers... What would duplicate sector headers do? Short sectoring seems
> quite ingenious too, though how could you tell how much "valid" data was
> read? Let's say you're using SIO to read a disk sector into memory, and
> only 100 bytes are "valid"; what would the rest of the target buffer in RAM
> contain? Garbage? Unchanged? Zeroes?

The original form of copy protection on the Atari was the standard hard-error bad sector. That was one MAJOR difference between the Atari and the Apple II. The Apple disk controller was in the machine itself, and subject to complete software control. The Atari controller, on the other hand, was inside the drive. Because of this, only specified operations could be performed on the Atari, and thus modified disk formats were very difficult. That is, until the advent

of modified disk controllers, of which the Happy Drive was the first. Another one, called "The Chip" was a drop-in replacement for the Atari disk controller. The Happy drive was actually an additional logic board which provided even more capabilities than The Chip. It buffered reads by track, for example.

Duplicate sectors were fairly neat. What happened was two identical sector numbers would be written onto the disk, but with different data within the sector.. When the program called for a disk read on that sector number, one of those sectors would be read in -- but which one depended on where the disk head was currently located! So the test was (a simplified example) to read in sector 7, then sector 8 (the duplicate sector), then sector 10, then sector 8. Then compare the two reads from sector "8". If it was the original disk, you'd see different data.

Short sectors were fairly simple to check for as well. You'd initialize a 128-byte block of memory to a value (arbitrarily assume 0x55), then read in the known short sector. If all 128 bytes were altered, you'd know the short sector didn't exist. SIO would only copy the data it could read into RAM. If you just did a straight disk copy on a short-sectored disk, those sectors would (usually, depended on your copy program) read back zeros in the copy of the unused area on the original (i.e. if the sector on the original had only 50 bytes of data before the end-of-sector marker, and you make a sector-by-sector copy with SIO, the duplicate sector would have 128 bytes on it, and thus when that sector was read back in, the buffer you had allocated would change).

> As you said, how this brings back memories. :-) I recall one time
> disassembling the code to some game (forgot what it was) to see how the copy
> protection worked. It was incredible how almost incomprehensible the code
> was; 25 or so pages of self-modifying, self-decrypting, partially-resident-
> and-partially-loaded-from-disk security checking. Pretty clever, these
> copy-protectors...

One of the more interesting programs I saw had a one-sector boot loader, which then loaded another loader sector by sector, XORing all of the data in each sector with an incrementing count and the sector number. Normally, just XORing the data with an incrementing count was standard, and this particular one was a tough one to figure out (it was self-modifying as well). But since every program HAD to have just one normal, executable sector (the boot sector), everything else could be derived. :-)

-dg-

--
"Hey, Copperfield! * Dave Goldblatt [dave@interlan.com]
Suck on this!" *
- Penn Jillette, of * (No longer working for, or
Penn & Teller * representing Racal InterLan, Inc.)

3714. Data encryption (was Re: Copy protection (was Re: M.U.L.E. Sorrow!))

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-25 16:12:27 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991Feb25.161227.20124@uokmax.ecn.uoknor.edu>
Source record: 114318

dave@interlan.Interlan.COM (Dave Goldblatt) writes:

[more fascinating stuff about Atari copy protection]

>One of the more interesting programs I saw had a one-sector boot
>loader, which then loaded another loader sector by sector, XORing all
>of the data in each sector with an incrementing count and the sector
>number. Normally, just XORing the data with an incrementing count was
>standard, and this particular one was a tough one to figure out (it
>was self-modifying as well). But since every program HAD to have just
>one normal, executable sector (the boot sector), everything else could
>be derived. :-)

This reminds me; I never could figure out how the heck the data was
encrypted on Infocom adventure disks. Scott Adams adventures were a piece
of cake, since all the text was stored as straight ATASCII on the disk,
but Infocom employed some means of encryption. Was this, also, XORing
the data with an incrementing count? For fun, I used to swap data disks
in the middle of playing an Infocom game just to see what would happen.
Surprisingly, instead of getting garbage, I often got bits and pieces of
sentences and words. For instance, one time substituting the Zork II data
disk for the Zork III one, I got something like "xipuuwoier tpesoufpoer
gnomes." In case you don't know, Zork II had some rather amusing "gnomes"
appear if you somehow trapped yourself in an inescapable situation, but Zork
III didn't, so apparently the data is not only encrypted but also somehow
"blocked" into logical bits and pieces -- perhaps words, perhaps phrases.
I also tried modifying large chunks of data at random on the disk to
see what kind of garbage the program would spit out, and, again, it seemed
not to be totally random but rather random _groupings_ of apparently
preset determination.

Any information on this?

>-dg-

>--
> "Hey, Copperfield! * Dave Goldblatt [dave@interlan.com]
> Suck on this!" *
> - Penn Jillette, of * (No longer working for, or
> Penn & Teller * representing Racal InterLan, Inc.)

---|\-#-/_|-------/|-------,*.----||---Norman Lin, University of Oklahoma----
---|/-----|------/-|---,"--|---,"-||------norlin@uokmax.ecn.uoknor.edu-------
--/|------------/-*'---|/------|--||-----(IP addr: 129.15.[20|22|24].2)------
-|/|\---/_|-----|-----------------||-"I gazed in your eyes, and saw the moon-
--\|/-----|----*'-----------------||------------and the skies"---------------

3715. Software Sprites

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-25 16:46:29 UTC
From: dh108@cs.city.ac.uk
Message-ID: <1991Feb25.164629.8344@cs.city.ac.uk>
Source record: 114326

Has anybody some fast software sprite routines (and an editor)
for use within games that they are willing to share?
The sprites would be for use in graphics mode 7 or 15, but if anyone
has routines for Antic 4,5, they'll do.
I possible, please include documentation. (An explanation of masks
would be handy)

Reply by e-mail, or write to me at:

18 Droitwich House, Sumner Road, Peckham, London SE15 5QG, England.

Cheers,
Mark Keates.

3716. Re: (Infocom) Data encryption

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-25 17:08:08 UTC
From: rbrown@bass.cs.cornell.edu
Message-ID: <52438@cornell.UUCP>
Source record: 114319

norlin@uokmax.ecn.uoknor.edu (Norman Lin) writes:

>This reminds me; I never could figure out how the heck the data was
>encrypted on Infocom adventure disks.

If the way Infocom data files are stored on PC disks is any indication, it's not so much an encryption as a compression. This is from memory, so it may not be entirely accurate, but bear with me.

The code used is 5 bits per "character". There was basically just one case of the alphabet, plus space and 5 "control codes", call them (just for example) A, B, C, D, and E, while the alphabet is lower case.

Most messages are encoded normally: If you cut the data up into the appropriate 5 bit chunks, you'll see things like

twisty passages

If a normal word needs to be capitalized, a control code is used for this:

Stuff is encoded as Estuff
Cyclops is encoded as Ecyclops

For additional compression, the other four control codes are used to encode macros:

the is encoded as (for example) Ac
up might be encoded as Bd

That sort of thing. This is one reason why you might get some sensible stuff mixed in with some nonsensical stuff, such as "xipuuwoier tpesoufpoer gnomes." Also, keywords (including the nouns and verbs) tend to be encoded either this way or some similar way. I never finished decoding all of the macros, as this required (i) making appropriate changes so as to find all of the macros while using the game's own decoder, and (ii) being able to find the situation you need to actually get it to spit the macros out at you. I mean, it's fun for a while, but there end up being over a hundred such macros, and even with a hard disk it's not a trivial amount of time just waiting for the game to start up, etc.

'ere you go,
Russell G. Brown
rbrown@cs.cornell.edu

3717. Re: Re: Source for 400 parts/ MULE

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-25 19:09:51 UTC
From: den@hpfcso.FC.HP.COM
Message-ID: <9360004@hpfcso.FC.HP.COM>
Source record: 114321

You CAN run M.U.L.E. with 4 players on systems other than a 400 or 800.
I modified my 800XL to 'look' like a 400 with 4 joystick ports! It requires a
modification to the Translator disk and swapping a plugon the back, but once
the game is loaded, you can have 4 players.

I know I'll regret posting this as someone will want the details.

Don Novy

3718. Atari's Service Address...

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-25 23:43:59 UTC
From: thomas@rex.cs.tulane.edu
Message-ID: <6324@rex.cs.tulane.edu>
Source record: 114320

I've had an old dead 130xe and 800xl that I'd like to have repaired.
What is Atari's service address???

E-mail reply please.

Thanks...

thomas@rex.cs.tulane.edu
thomas@comus.cs.tulane.edu

3719. Re: Questions about Xformer, by D. Mihocka

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-26 00:05:21 UTC
From: darekm@microsoft.UUCP
Message-ID: <70885@microsoft.UUCP>
Source record: 114324
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech

In article <1991Feb18.231801.12060@rodan.acs.syr.edu> jfbruno@rodan.acs.syr.edu (John Bruno) writes:
>Perhaps someone can answer these questions about Darek Mihocka's (Hope I got
>the spelling right...) 8-bit emulator Xformer?

John, I posted a long message to this topic a few weeks ago that will answer any other questions you may have about Xformer. Sorry I don't have a copy of it around, so if anyone has a copy, please forward it to John.
There are 3 versions of Xformer available: ST Xformer (for the ST and STE), TT Xformer (for the TT) and PC Xformer (for MS-DOS). The TT Xformer and PC Xformer have not been released yet. TT Xformer runs too slow for my liking, and PC Xformer is waiting for approval from Atari Corp since the original agreement was only valid for use on the ST.

> 1) What are the pinouts for the Xformer cable (to hook up the 8-bit's drive)?

The pinout and instructions are included in the Xformer manual. You can get a copy from me or from BRE software in California. (They have ads in magazines). Only supported in the ST version.

> 2) How does Xformer handle input from the joysticks? Are all 4 of the 8 bit's
> joysticks supported? Are only two? Do they plug into the ST's Mouse and
> joystick port? How about the "Paddles"?

2 joysticks, exactly like the 130XE and 800XL. No paddles. Not supported in the PC version.

> 3) How well does it do with disk based copy protected games? Does the
> "virtual floppy support" (files on hard disk) support disk based copy
> protection?

THe Xformer Cable will handle some, but not all, copy protected disks. Virtual floppy disks do not support copy protection unless you know of some way to transfer a copy protected disk over to the ST.

> 4) How fast is it compared to a normal 8-bit?

ST version: 40%-50% normal speed. TT version: 80%-90% normal speed.
PC version: 20%-500% (depending on the processor: 8088, 8086, 286, 386, 486).

> 5) Could someone post the source code for Xformer 2.55 to terminator (Darek
> said it's now PD and is on Genie, but I don't have an account there. Has
> it made it to Compu$erve, or anywhere else I can get it?

That source code is now old due to version 2.6. What do you really intend to do with it? I'm still waiting to hear back from the guy in Toronto who is porting it over to GFA Basic.

> 6) Has anyone tried M.U.L.E. or Seven Cities of Gold on it yet? If so, how
> did they work?

The copy protected versions do not work.

- Darek

3720. Atariwriter Plus manual/cheatsheet request

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-26 01:08:41 UTC
From: baba@samadhi.uucp
Message-ID: <177@tymix.Tymnet.COM>
Source record: 114322

Hi everyone,

I just bought the Atariwriter Plus disk based editor and propmtly
lost the manual and cheatsheet. Anybody got either or both on-line?

Thanks in advance.

d'baba Duane M. Hentrich ...!hplabs!oliveb!tymix!baba
or baba@opus.tymnet.com
Claimer: These are only opinions since everything I know is wrong.
Copyright notice: If you're going to copy it, copy it right.

3721. best

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-26 06:37:21 UTC
From: asgardia@unixland.uucp
Message-ID: <ywqyX1w163w@unixland.uucp>
Source record: 114323

to all those interested. i called best and they are coming out with a new catalog soon.. call now and get yours BEFORE they run out!!
-craig

3722. Re: M.U.L.E. Sorrow!

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-26 09:34:42 UTC
From: hooverb@h.cs.wvu.wvnet.edu
Message-ID: <1300@h.cs.wvu.wvnet.edu>
Source record: 114325

From article <1991Feb25.022602.10895@uokmax.ecn.uoknor.edu>, by
norlin@uokmax.ecn.uoknor.edu (Norman Lin):
>
> This is, again, only my hypothesis, after playing around with a few Electronic
> Arts games. I'm sure that few people would be concerned at this point about
> keeping such archaic copy protection schemes secret, so can anyone shed any
> light on exactly how it was done? I've always wanted to know.

If I remember (from long ago) Electronic Arts disk relied on a variety
of techniques for their protection. I beleive that timing was one of
them, but the disks were also heavily skewed; that is, data from various
sectors was originally "lined up" phyically on the disk, and the program
would check for this physical allignment. Therefore, and normal copy
program would transfer data but make no effort to maintain the physical
allignment. I installed a board in my 1050 called a 1050 Duplicator (or
some such) that cost about $150. It claimed that it would copy all EOA
disks without additional hardware or software modification. Three years
later and two hardware upgrades and four software versions later (all at
eatra cost) they finally announced that the new program would simply
patch Electronic Arts games. Strange to say, after three years of
rhetoric about the evils of copy protection, this patch program was, you
guessed it, copy protected, and the hardware-modified drive would not
copy it! Give me a break...
Bruce Hoover>

3723. Wanted: vortex HDplus harddisk driver

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-26 15:14:31 UTC
From: qiu@inf.ethz.ch
Message-ID: <26287@neptune.inf.ethz.ch>
Source record: 114352
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.st

I bought vortex HDplus for my Atari ST4 before. I have some programs
for this kind of hard disk, but, I don't have vortext hard disk driver
programs (for example, VHDPLUS.PRG and HDPLUS.OVR). If anyone knows
where I can get it, please let me know. I would be very grateful.

Thanks in advance!

---- Yonggang
~~~~~~
Yonggang Qiu
Institute for Information-system | e-mail: qiu@inf.ethz.ch
ETH-Zentrum | phone: (41-1) 254 7223
CH-8092 Zurich,Switzerland | fax: (41-1) 262 3973
~~~~~~

3724. Happy computers

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-26 16:14:06 UTC
From: hajohnso@eos.ncsu.edu
Message-ID: <1991Feb26.161406.18396@ncsu.edu>
Source record: 114327

Does anyone have any idea what has become of Happy computers? I have a Happy 1050 and I'm looking for the source code to their software (the Warp Speed stuff) so I can code up some good hacks to access the weird areas of the disk that weren't meant to be touched by user hands (such as sector headers, sector order on each track, etc.). I called Happy a few years ago and they wouldn't tell me jack even though I was a registered user (and in fact had bought my Happy mod directly from them, not a dealer).

I would appreciate any information about the mod if anyone has hand-hacked their code (which I found a bit too time consuming to attempt) including what values I need to dump to the drive to get it to go into programming mode, what parameters I can download into the drive's RAM, etc. There are some neat things on the disk they supplied with version 7.0 but I suspect they were always holding back due to copyright laws or something.

Any help will be greatly appreciated.

3725. Re: Atari's Service Address...

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-26 21:53:50 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb26.215350.2359@abode.wciu.edu>
Source record: 114331

In article <6324@rex.cs.tulane.edu> thomas@rex.cs.tulane.edu (Michael Thomas) writes:
>I've had an old dead 130xe and 800xl that I'd like to have repaired.
>What is Atari's service address???
>
>E-mail reply please.
>
>Thanks...
>
>thomas@rex.cs.tulane.edu
>thomas@comus.cs.tulane.edu

Hi Michael,
Before you send your two computers back to Atari for service; I
would recommend that you call Atari by voice telephone first, and ask for a RMA
(Return Merchandise Authorization) number. This could save yourself a lot of
hassle. Call Atari at 408/745-2000 and ask for Customer Service. Bye.....

Luis

--
"""""""

3726. SpartaDOS X versions...

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-27 07:14:40 UTC
From: dam1@ra.MsState.Edu
Message-ID: <1109@ra.MsState.Edu>
Source record: 114329

Does anybody out there know what the latest (last?) version of the
SpartaDOS X cartridge is?...I have version 4.19 and I know there is
a 4.20...Is ICD still selling the upgrades?...if so, how much are they?

...while I'm on the subject of SpartaDOS...I have a utility that will
allow one to format, read and write an Atari/MyDOS diskette on an IBM
PC compatible...is there something like this for SpartaDOS disks?...
this is not terribly essential since SpartaDOS can read Atari/MyDOS disks,
but it would be more convenient...

DAMned One
dam1@ra.msstate.edu

3727. Re: 3.5" Disk Drive for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-27 08:05:57 UTC
From: asgardia@unixland.uucp
Message-ID: <moP1X1w163w@unixland.uucp>
Source record: 114328

bmarcum@world.std.com (Bill Marcum) writes:
> What DOS are you using? Atari sold a lot of XF551s with DOS 2.5, which
> treated the drive as if it were just a 1050. The rest were sold with DOS XE,
> which recognizes the drive as DSDD, but is incompatible with a lot
> of other programs. Either Mydos, Spartados, or Spartados-X will work with
> the 551 in DSDD mode.

I use Spartados, and I was using the correct format.
I had someone who owned a xf551 over here to check it out
and its the drive.
THe previous owner tinkered with it or something.
It wont do DD on either side.
I suspect upgrading the drive will solve it.

3728. Re: SpartaDOS X versions...

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-27 14:49:17 UTC
From: parsons@wyatt.ksu.ksu.edu
Message-ID: <1991Feb27.144917.9162@maverick.ksu.ksu.edu>
Source record: 114330

dam1@ra.MsState.Edu (DAMned One) writes:

>Does anybody out there know what the latest (last?) version of the
>SpartaDOS X cartridge is?...I have version 4.19 and I know there is
>a 4.20...Is ICD still selling the upgrades?...if so, how much are they?

I believe that 4.20 is the latest and the last version.

But standard disclaimers apply. ;)

--
==========
Scott Parish Internet: parsons@matt.ksu.ksu.edu
(I have nothing to say.) Bitnet: parsons@ksuvm

3729. Re: Happy computers

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-27 16:53:53 UTC
From: frankh@hpnmdla.HP.COM
Message-ID: <800009@hpnmdla.HP.COM>
Source record: 114334

> Does anyone have any idea what has become of Happy computers? I have a
> Happy 1050 and I'm looking for the source code to their software (the
> Warp Speed stuff) so I can code up some good hacks to access the weird
> areas of the disk that weren't meant to be touched by user hands (such
> as sector headers, sector order on each track, etc.). I called Happy a
> few years ago and they wouldn't tell me jack even though I was a
> registered user (and in fact had bought my Happy mod directly from them,
> not a dealer).

A couple of year ago you could get the software to make your Happy work
like an Archiever. The Archiever allows you to see what has been done
to the disk, and to modify it. You might try and get a Copy of that
software.

3730. Diagnostics

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-27 17:45:18 UTC
From: jdavis@encore.com
Message-ID: <130807@houligan.encore.com>
Source record: 114333

I'm looking for a floppy diagnostic for a Indus gt floppy drive, or any other diags for an atari 800xl could anyone help me in locating these.

Thanks in advance for any help.
.

3731. Atari computer system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-27 18:18:28 UTC
From: walk@ux1.cso.uiuc.edu
Message-ID: <1991Feb27.181828.19542@ux1.cso.uiuc.edu>
Source record: 114332

Atari Computer System for sale

All of this stuff is availiable to the best offer.
All equipment will be sold "as is" although everything except for the
things listed as inoperative worked the last time that I used them.

Pickup will be at Neoga, IL (between Mattoon and Effingham, IL on
Interstate 57; also about 70-80 miles south of Champaign, IL).
Otherwise I'll ship it to you (you pay for shipping).

Contact:

Todd Walk
RR 1 BOX 386
Neoga, IL 62447
217-895-3286 (best after 8pm)
walk@mrcnext.cso.uiuc.edu

Note on email: I don't check my email very often anymore, so you may have
to wait a few days for replies (but I prefer email).

Hardware

Atari 1020 printer w/pens,
Atari 410 cassette recorder,
Atari 400 (16K),
1 sets of paddles,
2 working Gemstick joysticks,
2 working Silkstik joysticks, 1 working Pointmaster joystick,
many non-working Atari joysticks

Books

Atari Basic Reference Guide, Basic Reference Manual,
Your Atari Computer, Compute!'s First, Second Books of Atari,
Mapping the Atari, Games for the Atari, The Atari Basic Sourcebook,
Atari Sound and Graphics, Atari Basic, Compute!'s Guide to Adventure Games,
Machine Language for Beginners, The Second Book of Machine Language,
And Atari 8-bit Extra, The ANALOG Compendium, Compute!'s Best of Atari

Magazines

total first issue
Antic 62 Vol. 1, Number 1
Compute! 61 Vol. 5, Number 1
Atari Explorer 1 March/April '88

Disks: Games

Gateway to Apshai,Enchanter, O'Riley's Mine,
The Arcade Machine, The Eternal Dagger, The Pawn,
Mail Order Monsters, Wizard's Crown, Auto Duel,
Boulder Dash Construction Kit, One-on-One,
Top Gunner,
Super Boulder Dash, Legionnaire, Lords of Conquest,
Dragonriders of Pern, Gauntlet

Other Disks

Atari XL translator, Timewise, Superscript,
Compute!'s Best of Atari disk, many PD disks and cases

Cassettes

Diggerbonk, O'Riley's Mine, Instedit, Scram,

Cartriges

Star Raiders

Todd Walk
walk@mrcnext.cso.uiuc.edu

3732. Re: Questions about Xformer, by D. Mihocka

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-27 19:17:48 UTC
From: pegram@kira.UUCP
Message-ID: <1991Feb27.191748.19452@uvm.edu>
Source record: 114335
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech

From article <70885@microsoft.UUCP>, by darekm@microsoft.UUCP (Darek MIHOCKA>

> ST version: 40%-50% normal speed. TT version: 80%-90% normal speed.

Rather interesting comparison - so 486s eat 030s. Too bad about the
640K though 8-). I run up against it far too often at work, TGFU (thank
god for Un*x). Even my 2.5 Meg ST does better, w/o expensive third
party memory allocation libraries 8-). Now if only TOS and DOS could
get away from 8.3 file names.

> PC version: 20%-500% (depending on the processor: 8088, 8086, 286, 386, 486).
>
>> 5) Could someone post the source code for Xformer 2.55 to terminator (Darek
>> said it's now PD and is on Genie, but I don't have an account there. Has
>> it made it to Compu$erve, or anywhere else I can get it?
>
> That source code is now old due to version 2.6. What do you really intend to
> do with it? I'm still waiting to hear back from the guy in Toronto who is
> porting it over to GFA Basic.

HA,HA,HO,HO..... and he wanted to speed it up 8-) 8-).
The original is in assembler and C - right Darek??
GFA Basic *was* a lifesaver for me, but..... this?!

> - Darek

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

3733. Re: SpartaDOS X versions...

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-27 22:44:15 UTC
From: umhild11@ccu.umanitoba.ca
Message-ID: <1991Feb27.224415.18120@ccu.umanitoba.ca>
Source record: 114336

In article <1991Feb27.144917.9162@maverick.ksu.ksu.edu> parsons@wyatt.ksu.ksu.edu (Scott S Parish) writes:
>dam1@ra.MsState.Edu (DAMned One) writes:
>
>>Does anybody out there know what the latest (last?) version of the
>>SpartaDOS X cartridge is?...I have version 4.19 and I know there is
>>a 4.20...Is ICD still selling the upgrades?...if so, how much are they?
>
>I believe that 4.20 is the latest and the last version.
>
>But standard disclaimers apply. ;)

I was on ICD's BBS a month back or so, for the single reason that I wanted the latest version of the ATARIDOS.SYS driver. The file is free to anyone who wants to take the time to download it, but it is not freely distributable. If I remember correctly, ICD indicated that 4.21 *might* come out yet.

3734. Re: Atariwriter Plus manual/cheatsheet request

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-28 00:05:42 UTC
From: asgardia@unixland.uucp
Message-ID: <84X2X1w163w@unixland.uucp>
Source record: 114337

baba@samadhi.uucp (Baba Rum Dudu) writes:

> Hi everyone,
>
> I just bought the Atariwriter Plus disk based editor and propmtly
> lost the manual and cheatsheet. Anybody got either or both on-line?
>
> Thanks in advance.
>
> d'baba Duane M. Hentrich ...!hplabs!oliveb!tymix!baba
> or baba@opus.tymnet.com
> Claimer: These are only opinions since everything I know is wrong.
> Copyright notice: If you're going to copy it, copy it right.

The material in the manual is copyrighted from atari.
ITs illegal to copy or distribute in any form without the pemission
of the manufacturer.. ISNT IT?

3735. Re: Copy protection (was Re: M.U.L.E. Sorrow!)

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-28 02:18:12 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <Feb.27.21.18.09.1991.2156@utopia.rutgers.edu>
Source record: 114338

--
>It was incredible how almost incomprehensible the code was; 25 or
>so pages of self-modifying, self-decrypting, partially-resident and
>partially loaded from disk security checking. Pretty clever...

Reminds me of the time I tried to decode Alternate Reality (still my fave Atari game...anybody still into it?) The City way back in '84 or so. Aside from wanting to "crack" it to make a backup, I mainly wanted to cheat and get a looksy at the imbedded text blocks of the game. The copy protection started by looking for a flawed sector. Easy to take out. Then there was the loading and decrypting of a few sectors (load 'em, EOR each byte with some number and store the result somewhere, then jump and execute the resulting code). Cute, and again pretty easy. Then that resulting code used a chained decryption scheme on a bunch of other sectors (read a byte from disk, EOR it with some memory location, add something else to it, EOR it with something else, then store the result in a memory location based upon some formula, then execute the resulting code). This one was annoying, but do-able. This chunk of code then did the same sort of thing, but with a much more complex set of formulas to decrypt and lots of jumping back and forth between subroutines. What a mess. I gave up. Kinda strange that they'd go to such lengths to more or less annoy hackers and pirates (ie-rather than just go all out to start with, they start simple and draw you into each more complex level of protection).

BTW, did anyone out there ever "crack" this game and extract the text encrypted within sides 3 and 4 of the game? If so, I'd love to hear from ya...always wondered if there were more hidden things I hadn't discovered within the game...

-Ray

3736. P:R:

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-28 04:21:41 UTC
From: williams@fquest.fidonet.org
Message-ID: <uy02X1w162w@fquest.fidonet.org>
Source record: 114339

Could someone UUencode the P:R: connector handler?I have a friend who just got a 1200 baud modem for $15 and can't seem to use Bobterm(v.1.21)

It seems it accepts commands, dials, and everything else, except he can't see what he's typing(unless he goes into half duplex) and he can't see anything that's coming in through the modem(but he can see the receive data light flash on and off).When he types in command state, both the receive data and transmit date lights flash on and off.

We've tried setting all the dip switches(in particular, the echo on switch) and all the S registers.

Oh, one more thing, he can't see the OK sign after you type AT<cr>

Any ideas?

Jason Williams

3737. Re: Copy protection (was Re: M.U.L.E. Sorrow!)

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-28 17:46:38 UTC
From: wilsont@mist.CS.ORST.EDU
Message-ID: <1991Feb28.174638.6022@lynx.CS.ORST.EDU>
Source record: 114340

In article <Feb.27.21.18.09.1991.2156@utopia.rutgers.edu> wilmott@utopia.rutgers.edu (Ray Wilmott) writes:
>4817@uokmax.
>
>--
>
>Reminds me of the time I tried to decode Alternate Reality (still my
>fave Atari game...anybody still into it?) The City way back in '84
>
>
> -Ray

I still play it every now and then. I was however disapointed when "the dungeon" came out..the graphics were horible and it seemed impossible to play..also..you couldn't return to the city..
I have a happy drive and when backing up disk 1 side 1..it showed you a bunch of wierd stuff.. tracks with 8 ,16, if think there was a 31 sector track or something. It could only e used on a happy drive since the drive programmed itself to do all the wierd stuff...and it was wierd!
have you booted side 2 of disk one?
I also tried manipulating my character..but never found the name..so i started trashing sectors ..but i never found it even that way and gave up.

3738. Re: Copy protection (was Re: M.U.L.E. Sorrow!)

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-28 20:43:30 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1991Feb28.204330.13817@magnus.ircc.ohio-state.edu>
Source record: 114342

There seem to be so Alternate Reality players on here, but did any of you ever try the Ultima series? I think I still have a text file describing what each byte on the disk mapped to (for Ultima III), that is, a character set; there was a byte to represent a lock, a guard, a wall, and each letter of the alphabet. It was fun to change HOTEL CALIFORNIA and other large text (16 x 16 bit) in Ultima II to other sayings. And of course to change the character attributes. When I purchased Ultima II, the game had a bug -- you couldn't find the blue tassles which allowed you to command a ship, so disk editing was mandatory.

3739. Re: Copy protection (was Re: M.U.L.E. Sorrow!)

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-28 22:18:34 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991Feb28.221834.16258@uokmax.ecn.uoknor.edu>
Source record: 114344

wilmott@utopia.rutgers.edu (Ray Wilmott) writes:

>The copy protection started by looking for a flawed sector.
>Easy to take out. Then there was the loading and decrypting of a few
>sectors (load 'em, EOR each byte with some number and store the
>result somewhere, then jump and execute the resulting code). Cute,
>and again pretty easy. Then that resulting code used a chained
>decryption scheme on a bunch of other sectors (read a byte from disk,
>EOR it with some memory location, add something else to it, EOR it
>with something else, then store the result in a memory location
>based upon some formula, then execute the resulting code). This one
>was annoying, but do-able. This chunk of code then did the same sort
>of thing, but with a much more complex set of formulas to decrypt
>and lots of jumping back and forth between subroutines. What a mess.
>I gave up.

I have an Atari 800XL, and one major advantage of having an 800XL over a 400 or an 800 is the replacable O.S. One time I loaded in the Translator, thereby giving the old OS with the 4K section $C000-$CFFF free (since the old OS didn't use it). What's great is that now the NMI (non-maskable interrupt) vectors are in RAM, too. So I hooked into the NMI a routine to dump all memory to disk when I pressed a certain key combination. The routine itself was stored in the unused $C000-$CFFF region, known to be safe and free (much safer than, say, page 6!). Then, after doing this, I'd make a call to $E477 to reboot the computer then boot up a piece of software. After it loaded I'd replace it to disk and press the key combination to dump it all to disk. I had to save the PC (pushed onto the stack as with all interrupts) and all registers. What was tricky was how to load the thing back into memory; you had to restore the PC and the stack and all kinds of things like that that could quite easily disrupt the loader program itself.

Bottom line is, it worked for some simple non-graphics oriented stuff, but didn't work for any games. Reason? The hardware registers, the strange little region $D000-$DFFF. Many (most?) of these locations are not the same when you write to them as when you read them. (And of course since many commercial graphics-oriented programs do away with system VBIs, shadow registers are useless, too.) Thus, for instance, P/M graphics could be initialized, but by saving the contents of location $D01D I wasn't saving the state of the P/M enable port but rather getting the status of some totally different input port. I never found a solution to this so abandoned this project. As a matter of curiosity *is* there any way to totally save the current state of an Atari, including all the changes that have been made to the hardware registers?

Still, though, if you have an 800XL you can hook in some pretty neat NMI's into the O.S. that will let you, for instance, cheat on games. One that I once had constantly stored 0 into HITCLR (forgot the memory address, but that's the location that clears the registering of P/M collisions) unless you pressed a certain key or moved the second joystick or something similar, so that any game that involved P/M graphics would never register any collisions. Useful for getting to the end of some games.

Just more ramblings from an old hacker...

---|\-#-/_|-------/|-------,*.----||---Norman Lin, University of Oklahoma----
---|/-----|------/-|---,"--|---,"-||------norlin@uokmax.ecn.uoknor.edu-------
--/|------------/-*'---|/------|--||-----(IP addr: 129.15.[20|22|24].2)------
-|/|\---/_|-----|-----------------||-"I gazed in your eyes, and saw the moon-
--\|/-----|----*'-----------------||------------and the skies"---------------

3740. Re: 3.5" Disk Drive for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-02-28 22:27:20 UTC
From: "Matthew Wilson"
Message-ID: <1991Feb28.222720.23587@ux1.cso.uiuc.edu>
Source record: 114341

The Percom disk drive for my 8-bit has double sided/double density ability as well. I would definately appreciate any hints on attaching a 3.5" drive to the disk controller. Please post any response.

3741. Re: 3.5" Disk Drive for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-01 02:43:27 UTC
From: snyder@brahms.udel.edu
Message-ID: <19206@brahms.udel.edu>
Source record: 114343

To: Matthew Wilson
Subject: Re: 3.5" Disk Drive for 8-bit
Newsgroups: comp.sys.atari.8bit
In-Reply-To: <1991Feb28.222720.23587@ux1.cso.uiuc.edu>
References: <1991Feb25.072510.5024@world.std.com> <moP1X1w163w@unixland.uucp>
Organization: University of Delaware

In article <1991Feb28.222720.23587@ux1.cso.uiuc.edu> you write:
>The Percom disk drive for my 8-bit has double sided/double density
>ability as well. I would definately appreciate any hints on attaching
>a 3.5" drive to the disk controller. Please post any response.

it should just go right on....need the righT connect but with SpartaDOS it should give you 720k per disk....but i
have an ATR 8000 for my atari....it will handle 5-1/4 in single/double sided or density...(will not do dual density tho') it will handle 3.5 drives in the same...
(720k max for a DS/DD 3.5 drive) if you or anyone is interested in buying send me some mail i will trade it for a 40 SCSI or ST-506 drive or $200...
(it includes everything to hook up a 3.5 720k drive and a 5-1/4 360k drive
EXCEPT power supply for the floppys...(standard +5,+12 but i do have the connector to hook the 3.5 to the standard power connector)...
you can run CP/M on the ATR i can give you the name and number of the guy who
has the software to run CP/M on it...it also has a print and Serial port (i have the cable to hook up a standard modem to it...(i am currently using it now wit
a Supra modem and Kermit (for the Atari) and have used DeTerm,Express,a term prg i wrote in Action! and several others...) it does have ONE bad side....size...
it is as wide as my 1200xl and 2 1/2 inches high and about foot deep....)

(p.s. you can hook it up to a terminal and use it alone to run CP/M....)
(it will support up to 4 drives of any config.....)

Sloopy X. Malibu Snyder@brahms.udel.edu
(chris luckey) Snyder@chopin.udel.edu

3742. BASIC renumbering program?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-01 04:45:09 UTC
From: dddean@bluemoon.uucp
Message-ID: <yP64X2w163w@bluemoon.uucp>
Source record: 114347

Hello :-)

Don't you just hate it when you are programing in ATARI BASIC, and you
have to insert something where it cannot go?

I DO!!!

That's why I'm looking for a program that would allow me to easily
renumber my program, and add space between areas that are crammed.

I have seen some renumbering programs, but they seem to do only that..
renumber. The one I'm looking for would also change the goto statements
to coorespond to the chaning of the line numbers.

EX:

BEFORE: 106 GOTO 106
AFTER: 110 GOTO 110
NOT: 110 GOTO 106

See my delema? It is good for the program to actually add more room, but
it is a pain-in-the-neck to have togo back and retrace my program to
re-align my GOTO/GOSUB/RESTORE statements...

Any help is appreciated!

David D. Dean, President "Living in a 3-D world."
Explorer Post 891
AT&T Bell Laboratories Columbus, Ohio
dddean@bluemoon.uucp

**** Any opinions are that of the author, and NOT of AT&T ****

3743. 8-BIT Software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-01 04:52:27 UTC
From: dddean@bluemoon.uucp
Message-ID: <5264X3w163w@bluemoon.uucp>
Source record: 114348

I have a BUNCH of Atari 8-Bit software that I have gotten bored of, and would like to swap/sell some of it.

I took it to my local dealer, and all the offers were rip-offs!

SO: I have some here to list

All games here have the original packages/documentation

ACE of ACES SPY vs. SPY I,II,III

The Pawn M.U.L.E.

Gauntlet ONE-ON-ONE

Boulderdash/Super Video Title Shop

FaceMaker 221 B. Baker ST. (And Game Disks II/III)

PAINT Bruce Lee

I also have some software that I bought, missing the documentation. (Local dealer buys from customers that way)

Any interest should respond Via E-mail.

David D. Dean, President "Living in a 3-D world."
Explorer Post 891
AT&T Bell Laboratories Columbus, Ohio
dddean@bluemoon.uucp

**** Any opinions are that of the author, and NOT of AT&T ****

3744. Re: P:R:

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-01 06:48:44 UTC
From: asgardia@unixland.uucp
Message-ID: <XFB5X1w163w@unixland.uucp>
Source record: 114345

williams@fquest.fidonet.org (Jason Williams) writes:

> Could someone UUencode the P:R: connector handler?I have a friend who
> just got a 1200 baud modem for $15 and can't seem to use Bobterm(v.1.21)
>
> It seems it accepts commands, dials, and everything else, except he can't
> see what he's typing(unless he goes into half duplex) and he can't see
> anything that's coming in through the modem(but he can see the receive
> data light flash on and off).When he types in command state, both the
> receive data and transmit date lights flash on and off.
>
> We've tried setting all the dip switches(in particular, the echo on
> switch) and all the S registers.
>
>
> Oh, one more thing, he can't see the OK sign after you type AT<cr>
>
> Any ideas?
>
> Jason Williams

Yes, Is he using a hayes compatible modem? Or something that
ISNT fully hayes compatible. Also have you tried to load in a
different handler THEN load in bobterm?
Another suggestion would be to see if the copy you have of bobterm
is somehow flawed.

3745. Re: Atariwriter Plus manual/cheatsheet request

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-01 06:53:33 UTC
From: asgardia@unixland.uucp
Message-ID: <yNB5X2w163w@unixland.uucp>
Source record: 114346

baba@samadhi.uucp (Baba Rum Dudu) writes:

> Hi everyone,
>
> I just bought the Atariwriter Plus disk based editor and propmtly
> lost the manual and cheatsheet. Anybody got either or both on-line?
>
> Thanks in advance.
>

Got your EMaIl.. Heres why you are WRONG.
This is taken from the ATariwriter plus manual that you are asking
for, on page 1 (the inside cover).
"Reproduction of this document or any portion of its contents is not
allowed without the SPECIFIC written consent of atari corp."
Its unlawful for anyone to give this to you without ataris permission.
Id gladly copy up mine and send it to you otherwise.
Sorry dude.
-craig

3746. Need Park utility for Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-01 09:33:08 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1991Mar1.093308.21309@merrimack.edu>
Source record: 114351

Does anyone have or know where I could get a Park utility for the Supra Hard Drive and Hard Disk Interface. My park file got damaged some how.

thanks

--
David E. Sheafer

internet: nin15b0b@merrimack.edu
or
uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Freenet ap345
Bitnet: Sheafer_davi@bentley

3747. Re: BASIC renumbering program?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-01 13:56:30 UTC
From: snyder@brahms.udel.edu
Message-ID: <19211@brahms.udel.edu>
Source record: 114349

i used to have the same problem....i got unhappy about it and wrote a prg to
open a text file change the line numbers and all and then rewrite the prg to another
file...
i would look it up but i think i erased it when i got UNIX for a '386...
(p.s. i also use action wich is better than atari basic....and not much different...)

(i will look for it anyway...never know what i might find....)

Sloopy X. Malibu snyder@brahms.udel.edu
(one of the few atari users in northern DE....)

3748. Re: BASIC renumbering program?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-01 17:00:01 UTC
From: gdtltr@brahms.udel.edu
Message-ID: <19226@brahms.udel.edu>
Source record: 114350

In article <19211@brahms.udel.edu> snyder@brahms.udel.edu (Mayleen G Snyder) writes:
=>i used to have the same problem....i got unhappy about it and wrote a prg to
=>open a text file change the line numbers and all and then rewrite the prg to another
file...
=>i would look it up but i think i erased it when i got UNIX for a '386...
=>(p.s. i also use action wich is better than atari basic....and not much different...)
=>
There do exist a few different renumbering programs. I have seen
a couple binary routines that sit resident in RAM and catch RENUM
commands when typed at the keyboard. There is also one that you
ENTER into your program around line 30000. You then GOTO 30000 and
it renumbers the program and LISTs it to disk (or tape, if you are a
masochist.) I used to have these guys sitting around, and I might
still, but my 130XE is not functioning properly at the moment. But
there is hope. I think one or two of these things were Antic/ANALOG
creations.
You might also look into BASIC XE. It has a renumber command built
in. Turbo BASIC XL might as well, but I don't know. It is worth
looking into, but the later doesn't work with SpartaDOS (except for
SDX w/extended RAM).

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3749. Action! and BASIC XE cartridges wanted ...

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-01 19:00:36 UTC
From: mayer@iuvax.cs.indiana.edu
Message-ID: <1991Mar1.140053.24631@news.cs.indiana.edu>
Source record: 114353

I have an ATARI 800XL, and would like to resume programming on
it. I would be interested in purchasing a cartridgeof ACTION!
and a decent Basic that has a renumbering feature. I heard
that BASIC XL is reasonably compatible with ATARI BASIC and
supports RENUM. If there is anything around that could support
some more memory, I would be interested.

Please respond to my email address.

Thanks,

Mayer Goldberg
mayer@iuvax.cs.indiana.edu

3750. Re: BASIC renumbering program?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-01 22:32:50 UTC
From: tribe@ted.cs.uidaho.edu
Message-ID: <1991Mar01.223250.15316@groucho>
Source record: 114354

In article <yP64X2w163w@bluemoon.uucp>,
dddean@bluemoon.uucp (David D. Dean) writes:
...
>That's why I'm looking for a program that would allow me to easily
>renumber my program, and add space between areas that are crammed.
...
>See my delema? It is good for the program to actually add more room, but
>it is a pain-in-the-neck to have togo back and retrace my program to
>re-align my GOTO/GOSUB/RESTORE statements...

Turbo BASIC XL has a renumber command:
RENUM {first line to change}, {start number}, {increment}

It renumbers all references. But watch out for computed GOTO's. A line like
100 GOTO 100+X*10
will be just partially renumbered by "RENUM 100,1000,5" to
1000 GOTO 1000+X*10

Turbo provides logical line number references, better flow control (like
REPEAT-UNTIL, IF-THEN-ELSE, etc...) and procedures (withOUT parms or local
vars :'-( ), more free memory and about 3 TIMES faster and is FREE on the
Atari archive or local BBS so you really should switch! (if you use a
non-XL/XE, get "frost" basic instead)

--
Duane Tribe (tribe@ted.cs.uidaho.edu)
"I request unanimous consent to revise and extend my remarks"

3751. Re: Copy protection (Alternate Reality)

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-01 23:19:28 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <Mar.1.18.19.24.1991.6551@utopia.rutgers.edu>
Source record: 114255

>I also tried manipulating my character but never found the name...

Yeah, I spent much time trying to alter my characters' attributes
as well. I did manage to "map out" the character disk after a bit
and find out that such and such a byte on sector x represented
how much food you had, etc. Problem was I couldn't edit it even after
finding it because the program used some sort of checksum and if
you messed with anything, your character either ended up dead or
diseased. About 2 years ago I did find a character cheater program
(one for the City, and one for the Dungeon) on a local BBS. Worked
great...alters all stats, lets you "transport" to any location
(including "secret" locations that the programmers locked you out
of by not making any doors into the area), adjust the time, etc.
The only thing I haven't found out about the game is how to decode
the text strings buried on the disks...

-Ray

3752. Unsprites -- Some documentation

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-02 19:55:25 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1991Mar2.195525.25836@magnus.ircc.ohio-state.edu>
Source record: 114256

UN-SPRITES: Copy & Paste Graphics

by Jason Leigh

Sprites (Player/Missile Graphics) has always been the easiest method of animating objects on Atari computers. But what about computers like the Apple IIs and IBM PCs that do not have Sprites? They achieve animation by actually moving parts of the graphics screen. Although this is a less efficient method, it does have capabilities that Sprites does not; that is, they are not limited to the 8/255 resolution that Sprites has, and they can have as many colors as a graphics mode will allow. Un-sprites is a machine language program that will allow you to paste or copy windows to or from any of the 16 Atari graphics modes.

Setting Un-sprites Up

Type in Listing 1 using BASIC Editor II found elsewhere in this issue, and save it to disk or cassette. Executing this program will cause it to POKE the machine-language program directly into memory. For cassette users, append listing 1 to the end of your program that will use Un-sprites and call a GOSUB to load in the data. Disk users should save the data at address $6000 to $6300 using the "save binary" command in DOS.
Two demonstration programs have been included (Listing 2 and 3) to give you an idea of how Un-sprites can be used for animation. Listing 4 is the BASIC equivalent of Unsprites; the BASIC program should make it easier for you to understand the assembly listing.

Using Un-sprites in BASIC

Copying a window

The command in BASIC to copy a window is:

COPY=USR(24842,Screen Start, StartX, StartY, EndX, EndY, Buffer Address, Graphics Mode)

Screen Start is the address of the start of the screen memory. This can easily be computed by entering the desired graphics mode and reading memory locations $58 (88) and $59 (89). Here's an example:

```
10 GRAPHICS 7
20 SCRNSTART=PEEK(88)+PEEK(89)*256
```

You ae not limited to just that screen area; you may also specify a totally different memory address and copy a window from that by assigning the appropriate values for Screen Start.

StartX, StartY & EndX, EndY

These specify the boundaries of the copy window. Although there is no limit to the size of the window you can copy, it is advisable to keep the coordinates within the limits of the declared graphics mode.

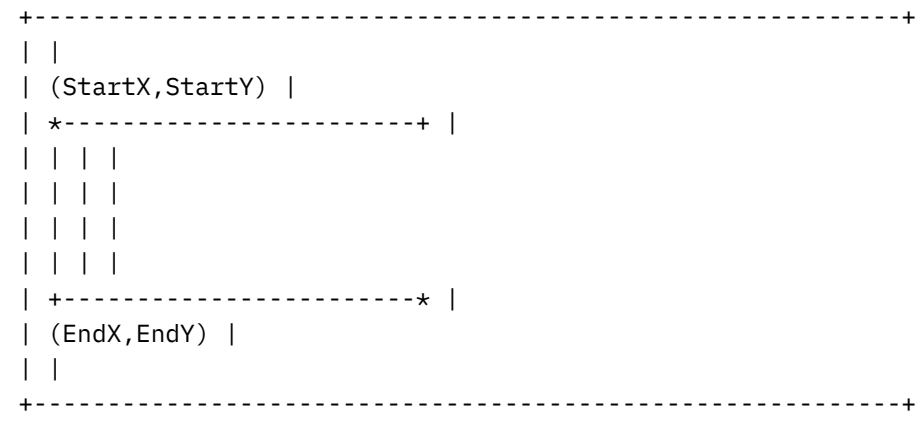


Figure 1

Buffer Address

The window you copy must be stored somewhere in memory, and so a storage buffer is needed. The advantage of having a user-definable buffer is that several windows can be copied, saved, pasted and repasted as needed by specifying the same buffer address. A buffer space can be declared at any address where nothing else occupies the memory. This can safely be done by dimensioning a relatively large string and using that as a buffer pool for many windows or just one window. The alternative is to dimension many little strings and store only one window in each of them.
The short program segment below dimensions a string 8K in size and assigns zeros to it. BUFFADRS holds the starting address of the string buffer.

```
10 DIM BUFFER$(8192)
20 BUFFADRS=ADR(BUFFER$)
30 BUFFER$(1)=" ":BUFFER$(8192)=" ":BUFFER$(2)=BUFFER$(1)
```

Graphics Mode

These correspond exactly to those of the XL and XE Ataris. Graphics modes 0 to 11 are the same for all 8-bit machines, but graphics modes 12 to 15 are defined as follows:

Graphics Mode 12: ANTIC Mode 4 (four color text mode 40/24)

Graphics Mode 13: ANTIC Mode 5 (four color text mode 40/12)

Graphics Mode 14: ANTIC Mode 12 (two color graphics mode 160/192)

Graphics Mode 15: ANTIC Mode 14 (four color graphics mode 160/192)

Pasting a Window

The command in BASIC to paste a window is:

PASTE=USR(25077,Screen Start, StartX, StartY, Buffer Address)

Screen Start is the address of the screen memory in which you wish to paste the window.
StartX, StartY specify the position to place the top-left corner of the window.
Buffer Address is the address of the buffer that holds data from a previously copied window.
It is assumed that you will past a window in the same graphics mode it was cut from. You may, however, choose to paste it in a different graphics mode; the effects can be quite interesting (or disasterous).
Warning: If you accidentally omit a parameter or put them in incorrect order, you could experience a serious lockup that will result in the loss of your program.

Explanation

Listing 4 is the BASIC equivalent of Unsprites. It would probably be a good idea to flip between the BASIC and assembly listings while reading the following explanation.

Copying

When start and end coordinates are specified, Un-sprites will find the closest byte that encloses those coordinates (See Figure 2).
DX holds the width of the window and DY, the height. Before the window is saved, these are used as headers in the buffer, as shown in Figure 3.
The number of bytes user per window can therefore be calculated as: (DX * DY).
After DX and DY have been calculated, the top-left memory (TLMEM) location of the window is computed. When all this is done, DX and DY will be saved to the buffer followed by the data in the window.

Pasting

Whereas Copy saved the entire byte that enclosed StartX and StartY, Paste allows exact alignment. Un-sprites will automatically shift the required number of bits to place the window at the exact StartX and StartY position. There are two methods of performing these shifts:

Method 1.

a. Calculate TLMEM
b. Find from the shift table, the number of shifts needed
c. Shift to the right

Byte a i{ shifted the required number of bits to the right. Shift Store 1 acts as a bit bucket that collects all the bits that have shifted out of a. The data in the shift store is then ORed with shifted byte b. But in order to shift b, a separate shift store (Shift Store 2) is needed. This method therefore requires two shift-storage registers that alternate in use, plus it needs registers to keep track of the address of the next byte. There isn't (at least not to me) an obvious way to alternate the use of two registers efficiently, so I came up with an alternative method.

Method 2. (figure 5)

a. Calculate TLMEM
b. Add 1 to TLMEM (TLMEM+1).
c. Find from shift table the number of shifts needed
d. Shift to the left

Instead of shifting to the right, we move to TLMEM+1 and shift the required number of bits to the left. This is much easier, as only one shift-storage register is needed; there is no intriguing alternation between two shift registers, as in method 1.

Calculating the Shift

The code needed to do this is:

Shift_Pointer = STX -(INT(STX/Pixels_Per_Byte)*Pixelx_Per_Byte)

With the shift pointer computed, the number of shifts is then found from SHFTABLE.
An example of calculating the shift is shown below:

Let Pixelx_Per_Byte (PPB) = 4 and STX = 9;

STX/PPB = 00001001 / 100 = 10 = 2 (all binary #'s);
then 2*4 = 8 and (STX-8) = (9-8) = 1

Look up 1 in SHFTABLE4 and we get 6. That means we need to do six left-shifts from byte to byte 1. (Figure 6)

Note: Two PPB graphics modes (GTIA modes 9, 10, 11) need four shifts per pixel, four PPB modes (Graphics Modes 3,5,7,15) need two shifts per pixel, eight PPB modes (Graphics Modes 4,6,8,14) need one shift and one PPB modes (the text modes) need no shifts.
That should be enough information for you to tailor the Unsprites assembly listing to your own needs. If $6000 is not a convenient location for this program, you could always move the start of the program to another location. The .OPT LIST command has been included so that it will always display the new location of COPY and PASTE routines.
Note that for larger windows that program could get rather slow, but if you are page flipping, the window canbe made to appear instantaneously by pasting on one screen while displaying another.
There are many applications for windowing: animating frames, editing graphics screens and manipulating GEM-like windows are just a few. Sprites and Un-sprites should be the complete pair that will allow you to perform the graphics manipulation you've always wanted on that Atari. Enjoy.

Saved Window
(StartX, StartY) \/
+----------+----------+----------+----------+----------+
/ | Enclosing| | | | |
| | Byte | | | | |
| | | | | | |
| +----------+----------+----------+----------+----------+
| | | | | | |
| | | | | | |

Figure 2.

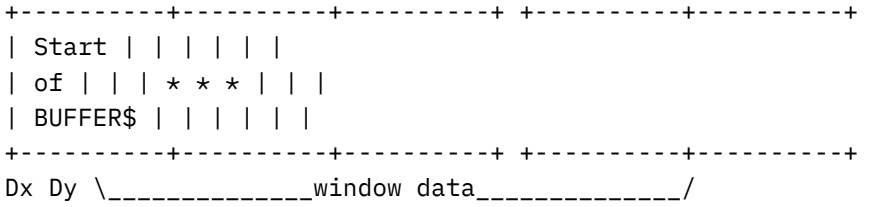


Figure 3.

Sorry, I haven't the patience to key in the other figures; you'll have to 'figure' them out on your own!

3753. Re: P:R:

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-03 06:44:45 UTC
From: williams@fquest.fidonet.org
Message-ID: <aL18X1w162w@fquest.fidonet.org>
Source record: 114257

> Yes, Is he using a hayes compatible modem? Or something that
> ISNT fully hayes compatible. Also have you tried to load in a
> different handler THEN load in bobterm?
> Another suggestion would be to see if the copy you have of bobterm
> is somehow flawed.

He figured it out;turned out to be the cable, he had to resolder the pins
and now it works perfectly.Thanks anyway!

3754. Avatex 1200

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-03 23:54:49 UTC
From: asgardia@unixland.uucp
Message-ID: <30B0X1w163w@unixland.uucp>
Source record: 114258

Does anyone know what places the switches should be in for a
avatex 1200 (NOTE: NOT 1200E)...
I wanna use it on my 8 bit with bobterm.
someone altered this thing for use with Nitelite bbs and its
seemingly able to do a few things.. Its showing lifesigns, but
I am wondering if the settings are the problem..
Ive got 8 switches and no clue about what any of them do.

3755. Help needed with conversions ...

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-04 13:35:41 UTC
From: jbuhl@daimi.aau.dk
Message-ID: <1991Mar4.133541.21337@daimi.aau.dk>
Source record: 114260

Hi There,

In my efforts to release an editor I made years ago, I need either

1) To read an Atari 1050 double-density (Atari DOS 3) disk in a PC-drive,

2) To have a DOS2 diskette, with the possibility to convert DOS3 to DOS2
(or vice versa).

I have MYDOS 4.5 (incl. 4.51 patches) on the PC, and a program "UTIL" which
read/writes MYDOS-disks in PC-drives, but have not yet succeded in creating a
bootable MYDOS disk. I've tried ATARIO too, but with similar problems. DOS3's
feature "Access DOS2" will not read any of the disks.

Does anyone out there have any suggestions ?

--

Jesper Buhl / jbuhl@daimi.aau.dk
Computer Science Department,
University of Aarhus, Denmark

3756. MIDI on the ST - KWEST 16-bit Atari Meeting - Wed Mar 20/91

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-04 17:20:39 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991Mar4.172039.24693@watmath.waterloo.edu>
Source record: 114259
Cross-posted to: ont.general,kw.general,uw.general,ont.micro,kw.micro,rec.music.synth,comp.music,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,uw.sys.atari

The Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari user group
will be devoting most of the March ST meeting to MIDI topics.
For this month only, we will be gathering on the
third Wednesday of the month (March 20th) instead of the usual
second Wednesday.

The MIDI presentation will cover the following:

- What is MIDI?

- MIDI music for the serious musician, and

- MIDI for the home computer user.

In other words there is something of interest for almost everyone.
There will be a MIDI freeware/shareware disk available, as well as
a number of pre-recorded tapes of electronic music for sale.
Our newsletter "The Hard Copy" will also contain several MIDI articles.

Our presentation starts at 7:30pm sharp, in room MC 2009 of
the Math and Computer Building at the University of Waterloo.
The door opens at 7:00pm.
Admission will be (a paltry) $2 for non-members, refundable
if you join our (humble) group.
Come early and make sure you get a seat...but make sure you
are on hand in time for the 7:30 start.

For further information, please contact Brian Bentley by
email at econadm5@watserv1.uwaterloo.ca, or by voice at 743-6455.

Hoping to see you on the 20th...

3757. Paul Work, please reply

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-04 23:24:33 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <Mar.4.18.24.20.1991.3595@utopia.rutgers.edu>
Source record: 114261

If you are Paul Work, or know his e-mail address, please
reply to me. Sorry for posting to the group, but I know
of know other way to possibly contact him...

3758. Modems, and Terminal emulators.

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-04 23:41:16 UTC
From: nafpliot@uimrl8.mrl.uiuc.edu
Message-ID: <1991Mar4.234116.12019@ux1.cso.uiuc.edu>
Source record: 114262

I am looking for a terminal emulator for my Atari 1200xl. I want it to
emulate a VT100 terminal.

Also, where can I find modems for it. Will any 2400 baud modem work?
Or do I need some
special Atari modem for it.

Last, is there a good source of PD software for Atari 8-bits on
anonymous FTP?

Thanks in advance.

Nick Nafpliotis
nafpliot@uimrl7.mrl.uiuc.edu

3759. Atari 8-bit equipment for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-05 01:19:10 UTC
From: brett@visix.com
Message-ID: <1991Mar5.011910.8233@visix.com>
Source record: 114263

```
* * * A T A R I 8 - B I T S Y S T E M F O R S A L E * * *

- Atari 800 w/48 Computer (chip problem, needs work) $10
- Atari 810 Disk Drive w/write enable switch $50
- Power supplies for Computer and Drive $6 each
- Amdek Color I Monitor $100

- Inside Atari DOS $10
- Atari Tech Manual $10
- Atari 800 Hardware Tech Manual $10
- Atari OS Source Listing $10

All equipment (execpt for the computer) is in good working
condition.

Please respond by e-mail (brett@visix.com)
--
__
Brett Bourbin \ / /(_ /\/ 11440 Commerce Park Drive
..!uunet!visix!brett \/ / __)/ /\ Reston, Virginia 22091
brett@visix.com Software Inc (703) 758-2733
```

3760. 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-05 11:07:13 UTC
From: dh108@cs.city.ac.uk
Message-ID: <1991Mar5.110713.24023@cs.city.ac.uk>
Source record: 114270

I'm no computer engineer, but is it possible to just do
a straight replacement of the 6502 with a 65C02?

Just a thought.

~r .signature

--
+--------------+---+-----------------+
"Wrathchild"	e-mail : dh108@cs.city.ac.uk				Atari- Power
dh108	Postal : 18 Droitwich House, Sumner Road,				Without
M.G.KEATES	Peckham, London SE15 5QG, ENGLAND	/	\Our Support!

3761. Re: Elite - 6502 source wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-05 11:45:37 UTC
From: jamie@defoe.enet.dec.com
Message-ID: <2638@shodha.enet.dec.com>
Source record: 114265
Cross-posted to: comp.sources.wanted,comp.sys.atari.8bit,comp.sys.cbm,rec.games.programmer

Why not just dissassemble Elite ? Granted the code would be
uncommented... but you can't have everything, can you ?!!!

Jamie.

3762. Re: Modems, and Terminal emulators.

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-05 12:44:50 UTC
From: cfleck@SRC.Honeywell.COM
Message-ID: <1991Mar5.124450.8772@src.honeywell.com>
Source record: 114264

In article <1991Mar4.234116.12019@ux1.cso.uiuc.edu>
nafpliot@uimrl8.mrl.uiuc.edu (Nick Nafpliotis) writes:

>I am looking for a terminal emulator for my Atari 1200xl. I want it to
>emulate a VT100 terminal.
>
You can ftp kermit (k65) from atari.archive.umich.edu (supports
vt100 emulation)

>Also, where can I find modems for it. Will any 2400 baud modem work?
>Or do I need some
>special Atari modem for it.
>
You should be able to use any "Hayes compatible modem" as long as
you have some type of serial connection to your atari (i.e. 850, etc)

>Last, is there a good source of PD software for Atari 8-bits on
>anonymous FTP?
>
You can ftp Atari 8-bit software from atari.archive.umich.edu

>Thanks in advance.

Your welcome...

```
|\/\/\/|
| |
| | _________________
| (.)(.) / \
C _) | Think parallel |
| ,___| ___| Man! |
| / \_________________/
/---\
/ \
```

Chuck Fleckenstein
cfleck@src.honeywell.com

3763. BART's Back

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-05 16:10:15 UTC
From: brode@math.lsa.umich.edu
Message-ID: <1991Mar5.161015.4821@math.lsa.umich.edu>
Source record: 114266
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

BART is on-line again. Make sure you read the help file and understand the limits that you are to work under. Ignorance is not an excuse.

I don't think it's possible to spoof the quota sysem "accidentally" anymore. If you are trying, it isn't that difficult, but be forewarned that when you're caught we'll notify your postmaster and post your name to the net.

Your quota is 400k or 5 files, which ever comes first. Your quota is restored after 24 hours of inactivity. If you are persistant enough, your quota will never get restored.

Jon Brode -- jon@atari.archive.umich.edu brode@math.lsa.umich.edu
Atari Archive Manager

3764. Multiple Modems

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-05 19:45:41 UTC
From: jdl47513@uxa.cso.uiuc.edu
Message-ID: <1991Mar5.194541.21779@ux1.cso.uiuc.edu>
Source record: 114267

I need some help with hooking up multiple modems to an atari 8-bit. I was hoping to do something like Diversi-Dial (tm) for the Apple. I would need to hook up 5 or more modems if possible. The more the merrier. As far as speed, I probably would only need to handle 300 baud, maybe 1200 or more if the CPU could take the punishment of all that data. If anyone knows a relatively economical way of doing this, please let me know. Thanks!

Jason Lowe
j-lowe2@uiuc.edu

3765. Re: Multiple Modems

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-05 22:37:23 UTC
From: snyder@chopin.udel.edu
Message-ID: <16578@chopin.udel.edu>
Source record: 114268

In article <1991Mar5.194541.21779@ux1.cso.uiuc.edu> jdl47513@uxa.cso.uiuc.edu (Jason Lowe) writes:
>I need some help with hooking up multiple modems to an atari 8-bit. I was
>hoping to do something like Diversi-Dial (tm) for the Apple. I would need to
>hook up 5 or more modems if possible. The more the merrier. As far as speed,
>I probably would only need to handle 300 baud, maybe 1200 or more if the CPU
>could take the punishment of all that data. If anyone knows a relatively
>economical way of doing this, please let me know. Thanks!
>
if you know hardware hacking you could hookup a few 6552's to the system (read
charlie hughs multi-PIA upgrade and base it off that....if you are making your own software
then you could get two or three 800's link them thru joystick 3 and use 0-2 for a MPP/Supra
modems in the 1000e series (foud for $10-$20 each...)
this would be a good for 300 baud only tho'....another thing if you have a little
cash is find a multi-serial card that hooks to the SCSI interface and get a black box or a
MI/O (but you would need a company that would give the info for
interfacing for it)

Sloopy X. Malibu Snyder@brahms.udel.edu
(chris luckey) snyder@mocha.acs.udel.edu

3766. Re: Multiple Modems

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-05 22:46:15 UTC
From: gdtltr@brahms.udel.edu
Message-ID: <19353@brahms.udel.edu>
Source record: 114269

In article <1991Mar5.194541.21779@ux1.cso.uiuc.edu> jdl47513@uxa.cso.uiuc.edu (Jason Lowe) writes:
=>I need some help with hooking up multiple modems to an atari 8-bit. I was
=>hoping to do something like Diversi-Dial (tm) for the Apple. I would need to
=>hook up 5 or more modems if possible. The more the merrier. As far as speed,
=>I probably would only need to handle 300 baud, maybe 1200 or more if the CPU
=>could take the punishment of all that data. If anyone knows a relatively
=>economical way of doing this, please let me know. Thanks!
=>
I believe that some of the old MPP modems used to plug into the joystick ports. With an 800 and an 850 interface (with 3 (?) modem ports) that will give you a chance for 7. I believe I have seen ads for an Atari BBS to use multiple MPP's.

=>Jason Lowe
=>j-lowe2@uiuc.edu

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3767. Re: Alternate Reality cheat

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-06 01:39:47 UTC
From: Robert_Lam@mindlink.UUCP
Message-ID: <5010@mindlink.UUCP>
Source record: 114279

Mmm I didn't know there's encrypted text on sides 3 and 4 of AR. But I did manage to get infinite hit points. If you're interested in that I can dig up the game again.

3768. Re: Dumping memory

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-06 01:52:02 UTC
From: Robert_Lam@mindlink.UUCP
Message-ID: <5011@mindlink.UUCP>
Source record: 114280

Your message brings back a lot of fond memories of those days of hacking games. We did something like what you described, modifying the OS and dumping the memory out. But we've gone one step further and installed a small hardware add on that basically consisted of a ram chip mapped to the same address as the hardware registers. Each time the program writes to the hardware registers would at the same time write to the ram chip. It was then simple to find out how a program sets up the interrupts and P/M and such.

3769. Re: Multiple Modems

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-06 05:16:46 UTC
From: jdl47513@uxa.cso.uiuc.edu
Message-ID: <1991Mar6.051646.5780@ux1.cso.uiuc.edu>
Source record: 114271

I should have mentioned that I have an 800xl with Rambo upgrade and a 1200xl.
The idea of hooking MPP modems to the joystick ports sounds good though.
Possibly I could do that with my present 800xl or pick up a cheap 800.
I would rather do this with just my 800xl and take use of the Rambo upgrade.
This would be a multi-line chat system only, so 300 baud would be acceptable.
Hardly any disk access that I can forsee. That would leave most of the time
to handle all that data streaming in from the modems. Any other ideas?
Thanks in advance!

Jason Lowe
j-lowe2@uiuc.edu

3770. Re: 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-06 17:07:00 UTC
From: gdtltr@brahms.udel.edu
Message-ID: <19374@brahms.udel.edu>
Source record: 114274

In article <1991Mar5.110713.24023@cs.city.ac.uk> dh108@cs.city.ac.uk (KEATES M G) writes:
=>
=> I'm no computer engineer, but is it possible to just do
=>a straight replacement of the 6502 with a 65C02?
=>
=> Just a thought.
=>
=>~r .signature
=>
Yes, I believe that this is usually possible. Note, however, that
the Atari 8-bits use a modified 6502, the 6502C. I think it does
something strange with interrupts to facilitate the use of gadgets
like the Antic chip. Therefore, I don't believe you can just pop a
65C02 into an Atari and have it work properly.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3771. Re: 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-06 19:04:20 UTC
From: squishy@casbah.acns.nwu.edu
Message-ID: <1991Mar6.190420.20620@casbah.acns.nwu.edu>
Source record: 114275

Sorry, just thought I'd add my two cents worth... The striaght
drop-in replacement of the 6502 by a 65C02 would ALMOST SURELY not work.

It has a lot to do with the logic voltages of TTL compatable (6502
is an MOS device from Motorola and uses TTL compatable logic voltages), and
CMOS devices. The voltages for logic 0's and 1's differ between the two
chip technologies (CMOS has lower voltages). It is however interesting to
note that the 65C02 used in the 130xe series is FASTER than the standard
6502 running at 1.79MHz (incidentally, if you're wondering why 1.79MHz, it
is because it is an even factor of the TV color-burst frequency... 3.58MHz.
Makes video interfacing easier and it's cheaper to find a color-burst
crystal). Typically, CMOS is the slowest familly of Logic, so this must be
a variation, like HC (High Speed CMOS). While MOS technology is similar,
every MOS chip I've seen from Motorola is directly TTL compatable, and we
are taught to think of them in terms of a TTL type family of logic chips.

In this case, even if the 65C02 added an internal line-driver
(sometimes done to correct for the difference in logic voltages), often the
CMOS version has a different pin-out than the TTL version. Also, the 65C02
adds some new instructions to supplement the standard 6502 code to make
things a little faster.

To make a long story short, you are probably better off purchasing
a 130xe for cheap, than to fiddle with an old 800.

PS: I was a 800 user since 1980, then a 130xe user from 1985-1988. Now I am
a happy Mac II user. However, there's nothing like an Atari for easy
hardware interfacing. I wish I could show you the robot interface I once
built (at the cost of a fried 130xe!)

===
Shishin "Squish" Yamada |\/\/\/|
squishy@casbah.acns.nwu.edu /---------\ | |
Northwestern University | Yo | (o)(o) |
Electrical Engineering | Dudes! \ (<)
Class of 1991 __________\ |___/ |
\ |
"Life sucks, but Death swallows!" / \
/______\
===

3772. Re: 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-06 21:36:58 UTC
From: mcl9337@aim1.tamu.edu
Message-ID: <13111@helios.TAMU.EDU>
Source record: 114277

Hmmm... just a second, guys. Much as I hate to admit it, I owned an Apple //e a few years back (several). What do you think the enhancement kit for the //e involved? A couple new ROMs, and a 65C02 that was dropped in in place of the 6502. There are NO logic level problems whatsoever. The MAIN difference with the CMOSity of the 65C02 is that it used less power and ran cooler. Not like that was a big deal. There were the extra commands, too, as mentioned in a previous article.

Just try it and see what happens. Remember that there are some programs that relied on a bug in jumps on page boundaries with the original 6502. These programs may crash on a 65C02. This little bug was often used as a means of copy protection.

Mark C. "Bro!" Lowe - KB5III

3773. Help! Modem and how to get 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-07 00:17:01 UTC
From: cehagen@rose.ucs.indiana.edu
Message-ID: <1991Mar6.212240.21655@news.cs.indiana.edu>
Source record: 114276

I need help finding what I need to be able to modify my Atari 800XL so that I have at least VT100 capacity (preferably VT240) and 2400 Baud modem hookup so that I can do schoolwork from home.

My computer is only 40 columns normal, and while I have heard that you can change that to 80 columns, I do not know how to do this. What software do I use and will a VT100 terminal emulator solve this for me?

What type/brand modem do I need... And since this an atari and naturally more difficult to find, where can I mail order for this type of equipment/software?

Thanks,
Chris Hagen

CEHAGEN@ucs.indiana.edu
"Never moon a werewolf"

3774. Re: 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-07 02:05:09 UTC
From: gdtltr@brahms.udel.edu
Message-ID: <19393@brahms.udel.edu>
Source record: 114273

In article <13111@helios.TAMU.EDU> mcl9337@aim1.tamu.edu (MARK CHRISTOPHER LOWE) writes:
=>Hmmm... just a second, guys. Much as I hate to admit it, I owned an Apple //e
=>a few years back (several). What do you think the enhancement kit for the //e
=>involved? A couple new ROMs, and a 65C02 that was dropped in in place of the
=>6502. There are NO logic level problems whatsoever. The MAIN difference with
=>the CMOSity of the 65C02 is that it used less power and ran cooler. Not like
=>that was a big deal. There were the extra commands, too, as mentioned in a
=>previous article.
=>
Yes, I believe it is relatively common to have a CMOS chip with TTL
conversions at the pins. That way you get the power savings while
maintaining compatability with the multitude of existing TTL logic chips.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3775. BBS Express Pro! SysOps...

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-07 02:11:09 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <9103070211.AA07061@cwns5.INS.CWRU.Edu>
Source record: 114272

I'm looking to communicate with SysOps of BBS Express Pro! especially
programmers of modules for Pro!...If you are a sysop of Pro! or
know of someone with net access please drop me a line with your
mail addresses...
I'm interested in exchanging ideas and possibly source code...

Best of Regards,
Mark Leair
aa338@Cleveland.freenet.edu

--

3776. Re: 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-07 03:29:54 UTC
From: Tom_Klok@mindlink.UUCP
Message-ID: <5042@mindlink.UUCP>
Source record: 114286

> gdtltr@brahms.udel.edu writes:
>
> Yes, I believe that this is usually possible. Note, however, that
> the Atari 8-bits use a modified 6502, the 6502C. I think it does
> something strange with interrupts to facilitate the use of gadgets
> like the Antic chip. Therefore, I don't believe you can just pop a
> 65C02 into an Atari and have it work properly.

Unless you have a 400 or 800 with one of the old, old CPU boards, that is. Atari originally used the normal 6502, but soon moved some of the TTL logic onto the CPU chip (since they were having them custom produced anyways, I believe). If you compare an older and newer CPU board side by side, the difference is obvious... at least two less TTL chips on the newer ones, over on the side where the colour-clock delay trimmer is.

I swapped an older CPU card into my 400, and now I've got a 3MHz R65C02 in there. Running at only 1.79MHz, of course, but it stays nice and cool.

There are some minor disadvantages, basically because of the bug fixes. The JMP ($xxFF) bug is fixed, illegal instructions now map to either new instructions or NOPs (which can throw off some programs expecting nasty tricks to work), and I believe a few instructions execute a clock cycle quicker, which can throw off super-critical timing loops. The added instructions are quite nice, but since using them makes your code nontransportable, the thrill wears off quickly. There's not a lot of point to the upgrade, really.

Tom Klok
a344@mindlink.UUCP

3777. Re: Help! Modem and how to get 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-07 05:36:03 UTC
From: asgardia@unixland.uucp
Message-ID: <s3BFy1w163w@unixland.uucp>
Source record: 114278

cehagen@rose.ucs.indiana.edu (Your name here) writes:

> I need help finding what I need to be able to modify my Atari 800XL so that
> I have at least VT100 capacity (preferably VT240) and 2400 Baud modem hookup
> so that I can do schoolwork from home.
>
> My computer is only 40 columns normal, and while I have heard that you can
> change that to 80 columns, I do not know how to do this. What software do I
> use and will a VT100 terminal emulator solve this for me?
>
> What type/brand modem do I need... And since this an atari and naturally mor
> difficult to find, where can I mail order for this type of equipment/software

Ok many questions.
Here goes. You dont modify your computer to emulate a vt100, you do
it with software (kermit 65). To use a 2400 baud modem you
need to purchase an interface of some sort (850, p-r connection,mio)
to connect it (youll also need a modem cable.).
Your computer is 40 columns, but you can buy an XEp80 to turn it
into an 80 column machine. but you need a monitor as 80 cols
wont work on a tv set if thats what you use for a monitor.
As for a modem.. ANY BRAND You want as long as it works reliably.
You can order the modem from anywhere as long as its an external.
YOU can get the software from most atari 8 bit bbs, and you
can get the needed cable from ICD.
WHew!

3778. Re: 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-07 06:22:37 UTC
From: snyder@chopin.udel.edu
Message-ID: <16595@chopin.udel.edu>
Source record: 114281

In article <1991Mar5.110713.24023@cs.city.ac.uk> dh108@cs.city.ac.uk (KEATES M G) writes:
>
> I'm no computer engineer, but is it possible to just do
>a straight replacement of the 6502 with a 65C02?
>
> Just a thought.
>
yes it is....but one thing you have to remeber the xl's and xe's don't have a
6502 they have a 6502C which is different and therefore you can only put a 65C02
in a 800 (which i did about two years ago....) and theoretically you can also
put a 65C802 in...but i havn't been able to get it to work (it shows up with
the blue screen but doesn't poll for the drive....i was gonna re assem the OS
(friend has it) and put in my own roms but never got around to it...(16 bit
math routines....aahhhh the dreams of the young...)

Sloopy X. Malibu snyder@brahms.udel.edu
(chris luckey) snyder@mocha.acs.udel.edu

3779. Re: Alternate Reality cheat

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-07 14:51:56 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <9103071451.AA06569@cwns6.INS.CWRU.Edu>
Source record: 114282

Robert_Lam@mindlink.UUCP (Robert Lam):

|Mmm I didn't know there's encrypted text on sides 3 and 4 of AR. But I did
|manage to get infinite hit points. If you're interested in that I can dig up
|the game again.

There was a program floating around some bulletin boards called
Resurex that worked on both the City and the Dungeon and allowed one to
revive a dead character and edit any statistics about that character,
like position, food, possessions, etc.

It did some other interesting things also.

If anyone wants it, I can try to upload it UUEncoded.

--
Doug Wokoun / / | Any inanimate object
(aa384@cleveland.Freenet.Edu) (o)-(o) (((((Dug))))) | floats downstream;
||| L | it takes life to go
Atari / | \ S I G ___/ | against the current.

3780. Re: 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-07 20:06:15 UTC
From: squishy@casbah.acns.nwu.edu
Message-ID: <1991Mar7.200615.24433@casbah.acns.nwu.edu>
Source record: 114283

Ooops, sorry, I guess I'm wrong. The 65C02 must have TTL line drivers installed. I dunno if it would make the computer faster however, since it is still clocked at the same clock speed, and the peripheral interfaces are still the same type (I think the XE series has upgraded PIAs). But, I would like to hear from those that modifed it. The key advantage to CMOS technology is that it requires very little power, but its drawbacks are speed and also driving devices. CMOS requires little power because in CMOS technology power is consumed only when switching between logical states (0-1 or 1-0 transitions). Very little power is used in the steady-state logic outputs. This can possibly be a problem, especially if there are pull-up or pull-down resistors somewhere, since it may not keep the correct logic values (Should not be a problem if line-driver is installed though).

If you decide to modify it, you MUST be careful to observe CMOS static handling procedures, as a static shock could fry the chip's oxide layers. Basically this means the best protection is to only handle the chip with something like a static wrist strap (available cheap from Radio Shack) to ground your body. I'd like to hear how it comes out!


```
=====================================================
Shishin "Squish" Yamada |\/\/\/|
squishy@casbah.acns.nwu.edu /---------\ | |
Northwestern University | Yo | (o)(o) |
Electrical Engineering | Dudes! \ ( < )
Class of 1991 \__________\ |___/ |
\ |
"Life sucks, but Death swallows!" / \
/______\
=====================================================
```

3781. Where to get MPP/Supra Modems?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-07 23:05:53 UTC
From: jdl47513@uxa.cso.uiuc.edu
Message-ID: <1991Mar7.230553.20044@ux1.cso.uiuc.edu>
Source record: 114284

I'm looking for the old MPP/Supra 1000e modems. If anyone knows where I might be able to get them, please email! Thanks in advance!

Jason Lowe
j-lowe2@uiuc.edu

3782. Re: 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-08 01:49:18 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <39941@cup.portal.com>
Source record: 114289

Ok, here is the definitive answer on CPU replacements for the Atari 8-bit series....

400/800 - CPU can be switched with a 65C02, and 65802. Nothing else is needed.

1200xl, 1450xl, 600xl, 800xl, 130xe, XEGS - all require a special board to perform some multitasking stuff in order to replace the CPU. The only board (that I know of) that does this is the DataQue 65816 CPU upgrade.

The particular design (NMOS/CMOS) used in the chip makes no difference (except perhaps in power consumption, and that is negligible).

Charles_K_Hughes@cup.portal.com

3783. Re: Help! Modem and how to get 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-08 02:40:48 UTC
From: snyder@chopin.udel.edu
Message-ID: <16606@chopin.udel.edu>
Source record: 114285

kermit lose a whole two lines of data cause of the screen.....another thing if you know ACTION! and can get the codes for the VT220 set you can make your own term...same goes for MAC/65 except you could support a true 2400....
also when you hit BS on kermit it gives you a ^? instead of a bs....i use ^h instead.....

Sloopy X. Malibu snyder@brahms.udel.edu
(chris luckey) snyder@mocha.acs.udel.edu

3784. Re: Help! Modem and how to get 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-08 09:26:08 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1991Mar8.092608.21388@merrimack.edu>
Source record: 114287

In article <16606@chopin.udel.edu>, snyder@chopin.udel.edu (Mayleen G Snyder) writes:
> kermit lose a whole two lines of data cause of the screen.....another thing if you know ACTION! and can get the codes for the VT220 set you can make your own term...same goes for MAC/65 except you could support a true 2400....
> also when you hit BS on kermit it gives you a ^? i>
>
> Sloopy X. Malibu snyder@brahms.udel.edu
> (chris luckey) snyder@mocha.acs.udel.edu

I use Kermit-65 and haven't ever noticed two lines missing, and the BS key
works as it is supposed too. Are you using a different type of Kermit?
--
David E. Sheafer

internet: nin15b0b@merrimack.edu
or
uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Freenet ap345
Bitnet: Sheafer_davi@bentley

3785. Question about creation of ULTIMA I

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-08 19:12:54 UTC
From: dddean@bluemoon.uucp
Message-ID: <8J9Hy2w163w@bluemoon.uucp>
Source record: 114288

Hello:

I currently in a on-going arguement about the game Ultima I.

This guy I know, owns an Apple IIgs, and I own an ATARI 800xl, and we are wondering where the game ULTIMA I got it's start.

He says that it was first created on the Apple, but I thought that I read that Lord British started out on an Atari.

The graphics in the game look as if they HAD come from the Atari, but hey... who can answer?

Thanks for any help!

David D. Dean, President "Living in a 3-D world."
Explorer Post 891
AT&T Bell Laboratories Columbus, Ohio
dddean@bluemoon.uucp

**** Any opinions are that of the author, and NOT of AT&T ****

3786. stab from the past

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-09 17:14:33 UTC
From: turner@ICS.UCI.EDU
Message-ID: <9103090910.aa08204@ICS.UCI.EDU>
Source record: 114290

Greetings:

I just got surprised last week by my x-wife who sent me my old 800XL and
Rana drive (less some cables and any documentation....) I haven't played
on anything less than my Sun4 at work in as much time, but feel excited
to have it back, and want to do stuff with it.

Here's my general question: What are the sources for Atari 8 bit stuff?
Can I pick up a magazine with all the ads in the back and get a good list?

I don't want to take up any more bandwidth than I need to, so replies should
probably be direct.

Clark

----------------------------|
Clark Savage Turner |
UC Irvine |
Graduate Student Research |
Software Safety Group |
----------------------------|
turner@ics.uci.edu, fax (714) 856-4056
Home: 1514 Verano Place, Irvine, CA. 92715
(714) 856-2131
Amateur Radio: WA3JPG, Orange County 146.895 and 447.025 mHz.
Hobbies: Admissions to the CA, NY and MA bars.

3787. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-10 05:02:40 UTC
From: fseipel@hpuxa.ircc.ohio-state.edu
Message-ID: <1991Mar10.050240.8555@magnus.ircc.ohio-state.edu>
Source record: 114291

HERE
Here are some messages from an old
(1986) Compuserve thread concerning
Alternate Reality. They contain some
useful information. Sorry they are in
40 columns.

#: 160306 S1/GAMES
21-Jun-86 21:28:36
Sb: ALTERNATE REALITY
Fm: PHIL W. GEORGI 72527,1355
To: ALL

DOES ANYONE KNOW IF AND WHEN THE
WILDERNESS AND AREANA DISKS WILL BE
AVALIBLE???I'M ADDICTED TO THE
GAME!!!!!! ALSO,ANY HINTS?????HAS
ANYONE SEEN THE PROGRAMMERS NAME
SPELLED OUT WITH THE CITY WALLS?
PHIL GEORGI
72527,1355

#: 160780 S1/GAMES
25-Jun-86 21:07:55
Sb: #160630-ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: DAVE REARICK 74226,721

Dave; too bad about the bum disk. The
problem is the extensive protection
scheme used by Datasoft. It is one of
the most sofisticated on the market.
Unfortunately it means that it won't
work properly on some drives. You may
thank your local PIRATE network for
that. It just shows that someone has to
pay for the misconduct of others. Too
bad. I hope you get a new disk soon.
Alternate Reality is one of the most
addictive games I have ever played. It
is like no other. I have seen similar
games demoed on the ST. One of them is
called Firestaff. I would almost buy an
ST just to play that one. Good Luck.
Don Wyman.

#: 160926 S1/GAMES
26-Jun-86 23:01:47
Sb: #ALTERNATE REALITY
Fm: JEFFREY R. HAND 76556,3402
To: DON WYMAN, 72456,2717 (X)

Thanks for the quick response don.
Also I have obtained a Magical
FLAMESWORD from a troll.

#: 160932 S1/GAMES
26-Jun-86 23:17:50
Sb: #160926-#ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: JEFFREY R. HAND 76556,3402

JEFF; OOOOHHHH, I'm jealous again. I
just got a message from Andy Goldberg.
He also just got a Magical Flamesword.
I have gotten two of them but they were
both CURSED!!! Curses. Rats. Oh well,

maybe next time. Phil Price, the
author, told me that the Flamesword is
the best weapon available. The Magical
Crystal armour is the best, with the
Magical Elfin armour a close second.
Keep going, you're doing great. Don
Wyman, level 12, 900,000 exp. points.

#: 161060 S1/GAMES
28-Jun-86 07:44:32
Sb: #160932-#ALTERNATE REALITY
Fm: Henry T. Colonna 74726,3216
To: DON WYMAN 72456,2717 (X)

I get diseased sometimes in the
middle of the game. I have a legit.
copy. It boots up & I'm fine.
Occasionally when it boots up I am
immediately diseased. It says 'scurvy'
under ailments.
However...last night it occurred in
the middle of the game and didn'T say
'scurvy'. Any ideas?

#: 161081 S1/GAMES
28-Jun-86 11:58:26
Sb: #161060-ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: Henry T. Colonna 74726,3216 (X)

As far as the booting disease (scurvy)
is concerned, make sure you have

several backup copies of your character so you can reboot. Keep one copy writeprotected so you don't use it. If you are diseased during the game, it is because you were scratched or wounded in some other way by an adversary. The most common are Giant Rats (Rabies), Slime (slime), and Mold (mold). You may also be poisoned by Imps, Nightstalkers and others. The way to tell is if you are in a battle with any of these creatures and they take hit points from you, you can be sure they infected you. Get thee to a Healer. Sometimes the effects of these diseases don't show up for a while. You can also use a cleanse potion (Clear, Acidic, Unsure), Heal All potion (white, salty, caution), or a Cure Poison (Amber, plain, caution) potion. Good Luck and good hunting. Don Wyman, level 12, 975,000 experience points.

#: 161080 S1/GAMES
28-Jun-86 11:49:26
Sb: ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: ANDY

ANDY;I am answering your questions here so others may benefit from the exchange. Leave your messages here from now on, OK? The first Champion I encountered I was able to Trick as a first option. That's why I didn't know how tough he was. Since then I have just fought him as I would a Knight, no problem. There are 2 stores (shops) with the same name in 2 different areas of the city. It was a mistake so don't worry about that. There are only 12 guilds in the city, not 14. The other 2 are in the Arena area and will not be accesible until the Arena disk comes out. The Dungeon is due around Sept. There is NO WAY OUT of the 2 traps areas on my maps. This is another booboo in the game. It was unintentional according to Phil Price. Spend some of your money on fine clothes. I was told that what you wear

will have an effect in the Dungeon. If you are Inebriated (drunk) you must get to an Inn and sleep it off or a healer to remove alcohol. You can also use a cleanse potion. Good
Luck and happy hunting. Thanx for the offer, but I'll keep searching for my Flamesword. Don Wyman level 12 975,000 experience points.

#: 161090 S1/GAMES
28-Jun-86 12:42:11
Sb: ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: ALL

I have just uploaded my potions list for Alternate Reality. It is in DL1 and and may be downloaded with Xmodem. There is 1 more potion than what is in the list I send with the maps I sell. Enjoy. Don Wyman 72456,2717

#: 161445 S1/GAMES
01-Jul-86 23:02:31
Sb: #160932-#ALTERNATE REALITY
Fm: JEFFREY R. HAND 76556,3402
To: DON WYMAN 72456,2717 (X)

Don, I've finally reached lvl 12. Also, I have plain Crystal Armor Hope you get a FLAMESWORD soon as it makes quick work of Dragons.

#: 161531 S1/GAMES
02-Jul-86 21:58:24
Sb: #161445-ALTERNATE REALITY

Fm: DON WYMAN 72456,2717
To: JEFFREY R. HAND 76556,3402

Congrats on the level 12. Also on the Flamesword, and the Crystal Armor. I'm still searching for them. I will go over 1 million exp. tonight. Only 200,000 pts. to level 13. I have found 3 Magical Flameswords and all were Cursed. Good luck and happy hunting. Don Wyman.

#: 161445 S1/GAMES
01-Jul-86 23:02:31
Sb: #ALTERNATE REALITY

Fm: JEFFREY R. HAND 76556,3402
To: DON WYMAN 72456,2717 (X)

Don, I've finally reached lvl 12. Also, I have plain Crystal Armor Hope you get a FLAMESWORD soon as it makes quick work of Dragons.

#: 161531 S1/GAMES
02-Jul-86 21:58:24
Sb: #161445-#ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: JEFFREY R. HAND 76556,3402 (X)

Congrats on the level 12. Also on the Flamesword, and the Crystal Armor. I'm still searching for them. I will go over 1 million exp. tonight. Only 200,000 pts. to level 13. I have found 3 Magical Flameswords and all were Cursed. Good luck and happy hunting. Don Wyman.

#: 161591 S1/GAMES
03-Jul-86 19:52:49
Sb: #161531-ALTERNATE REALITY
Fm: JEFFREY R. HAND 76556,3402
To: DON WYMAN 72456,2717

Don; I hope you reach level 13 soon. I expect to make by the third week in July. Also the Flamesword kills wraiths so it is definitely worth having. Jeff Hand(Jorel),lvl 12, 680,000 exp. points.

#: 161556 S1/GAMES
Sb: ALTERNATE REALITY
Fm: RON HODGES 71565,150
To: DON WYMAN 72456,2717

Don: I've been checking for several days and can't find the potions list in the DL section. Any help? You seem to be the "resident expert" on AR and as

I'm a beginner at role playing games, I NEED HELP. I've managed to map about half of the city, but can't get above level 4. I just can't seem to get enough cash to EAT/DRINK/REST and keep my strength up. I'm using the "hack & slash" technique, but suspect there may

be a better way(?). Any help you can give would be appreciated. P.S. Do you know anything about a "users group" for AR. I read something about it in the Portland Oregon Atari club magazine. Thanks in advance.

Ron -- Level 4 -- Barely Ali

#: 161635 S1/GAMES
04-Jul-86 00:51:59
Sb: #ALTERNATE REALITY
Fm: DAVE REARICK 74226,721
To: DON WYMAN

HELP,AGAIN DON. YOU ARE RIGHT. THIS GAME IS ADDICTIVE. BUT ALSO INFURIATING. I'M AT LEVEL 8, 42 000 EXP. BUT I'M GETTING NOWHERE. ANY "GENERAL HINTS" TO OFFER????? I HAVE A BUM DISK,BUT THE GAME IS ADDICTIVE ENUF TO NOT WANT TO BE WITHOUT IT. BUT, I'M READY TO CHALK IT UP AS A BAD BUY. I7M NOT A MAPPER(I KNOW YOU SELL YOUR MAPS) BUT I AM AT A SEEMINGLY ENDLESS BLIND ALLEY. HELP!!!!!

#: 164317 S1/GAMES
28-Jul-86 23:49:42
Sb: Alternate Reality
Fm: TED BORAH 70717,2254
To: DON WYMAN 72456,2717 (X)

Don,
I have been continuing to play with the character as is and am managing to stay alive by frequent visits to the healer. I'm hoping to come across something soon. He is up to a level 11 now.
Ted Borah --Tombstone Teddy--

#: 164330 S1/GAMES
29-Jul-86 02:03:54
Sb: #Alternate Reality
Fm: Jeff Hand 76556,3402
To: Vance Nesbitt 76475,2674 (X)

Vance; As Don said there are 12 Guilds The other two are in the Arena. As for the other tavern, have you found the "Tavern" in the NW corner. Also

I've had invulnerability air for some

time and have had no ill effects. It
may be that your disk is defective and
needs to be recut.

Good hunting, Jeff
Jorel lvl 12

#: 164355 S1/GAMES
29-Jul-86 08:20:07
Sb: #164330-#Alternate Reality
Fm: VANCE NESBITT 76475,2674
To: Jeff Hand 76556,3402 (X)

Yes I visit "TAVERN" often. Nice place.
I could use some help locating those
two guilds I never found. Heres a list
of the ones I do have. guild of ORDER.
wizards of LAW guild. RED wizards
University. ASSASSINS guild. DARK
wizards guild. STAR wizards guild.
LIGHT wizards guild. PHYSICIANS guild.
GREEN wizards guild. BLUE wizards
guild.
Those other two have my nose stumped.
I don't know where I havn't looked? Any
hints would be appreciated. Bye. VANCE
NESBITT
VANCELOT still LVL 6.
Being nice and sleeping nights.

#: 164454 S1/GAMES
30-Jul-86 00:53:35
Sb: #164355-#Alternate Reality
Fm: Jeff Hand 76556,3402
To: VANCE NESBITT 76475,2674 (X)

Vance; Try looking around the
Dancing Nymph tavern for the Thieves
Guild. Then you might try the area
behind the Last Stop tavern for the
Wisards of Chaos Guild, close to which
is one entrance to the Dungeon. Good
hunting, Jorel lvl 12 1,200,000

Jeff

#: 164484 S1/GAMES
30-Jul-86 03:21:51
Sb: #164454-Alternate Reality
Fm: VANCE NESBITT 76475,2674
To: Jeff Hand 76556,3402 (X)

thanks jeff. My nose was getting sore.
I finally found that missing tavern.
Lusty Lloyds. How I miss these places I
don't know.
Thanks (Vancelot lvl 7.)

#: 164599 S1/GAMES
30-Jul-86 23:09:59

Sb: #164454-#Alternate Reality
Fm: DON WYMAN 72456,2717
To: Jeff Hand 76556,3402 (X)

Vance: the 2 guilds you are seeking are
both in the Northeast quadrant. The
Wizards of Chaos is about 3 blocks
north of the Last Stop Tavern. It is
hidden but not too hard to find. The
other is where Jeff suggested. Keep
looking. If you have found the others
these should be a piece of cake. Don

#: 165040 S1/GAMES
03-Aug-86 19:56:10
Sb: #Alternate reality
Fm: Bill Damm 73247,3330
To: Don Wyman

One thing that I haven't seen anyone
mention yet is sleeping accomodations.
I'vefound that it doesn't pay to skimp
here. My character has recovered more
hit points more quickly sleeping in a
more expensive room. One question: do
you know the effects of PROTECTION +2
and how long it lasts? I've been able
to quaff acid with no untoward effect
since getting it, but I don't know what
else it does for me. Thanks for all the
help - I read AR messages here twice a
week. Hope this is useful to someone
out there.

Bill (GEORGE - LEVEL 6)

#: 165138 S1/GAMES
04-Aug-86 21:26:10
Sb: #165040-Alternate reality
Fm: DON WYMAN 72456,2717
To: Bill Damm 73247,3330 (X)

Bill; Protection 1 and 2 are temporary
armour. I don't know if it has an
effect on acid or anything else. I

think that maybe Invul. water may have the effect you are mentioning. I agree with what you said about staying in better rooms to heal up. I stay in suites as a rule. Your Hit points do restore faster. One other thing that I have been doing is carrying 255 water and food. There are no ill effects such as fatigue from this practice. It is also much easier to build back up. You cannot carry more than 255 of each. I have done this in anticipation of the Dungeon. You will probably not have any Taverns down there. Don Wyman (thorex level 13: 1,500,000 exp. pts.)

#: 165180 S1/GAMES
05-Aug-86 01:42:45
Sb: #alternate reality
Fm: RICHARD POSTGATE 73017,1735
To: all

A few things... First of all, has anyone noticed that there are actually four types of music played for monsters? (There are two main types, plus two variations on each of the main types). Also, are there any rings to be

found in the city? I've found a good way to get a character going (up a few levels quickly when you start out). When you have some potions in your possesion, what kind they are is totally random. So if you save your character (then back it up), next time you load it the potions will be different. So you keep loading your character until one of the potions you're carrying turns out to be a treasure finding. Don Wyman- There is a large area SE of the arena that I can't find any way into to map...What does your map look like there? An addition (or correction) to the potion list in DL0; I drank a Black Sweet potion that turned out to be Invulnerability Blunt! Why do treasure finding potions say they last so long (the name below your food and water), and yet they only seem to work well for

a few hours, then don't really help
much any more? [Gray Mouser, lvl 7]

#: 165202 S1/GAMES
05-Aug-86 11:27:51
Sb: #165180-#alternate reality
Fm: mark henry 76525,2150
To: RICHARD POSTGATE 73017,1735

oops.! You are right about the Inv.
Blunt. I've never noticed anything
benificial about the Treasur Finding
potion. STILL looking for guilds!
Stalker lvl 7 Richard, I too
have the blank area SE of the Arena.
I'm hoping the answer shows up soon.
You

#: 165389 S1/GAMES
06-Aug-86 22:52:26
Sb: #165202-alternate reality
Fm: DON WYMAN 72456,2717
To: mark henry 76525,2150 (X)

The area SE of the Arena is closed to
you now. It is part of the Arena and
you will find the 2 "missing" guilds
there. The Black potions are somewhat
variable. I have had the same
experience. The Treasure Finding is
also a variable effect as to its
longevity and power. It seem that the
more "bad" you are the less you get
from it. There are no rings in the
City. I have heard that they are
associated with the guilds and will be
used in the Dungeon due in late Sept.
'86. Don Wyman.

#: 165281 S1/GAMES
05-Aug-86 22:57:51
Sb: #Alternate Reality
Fm: Jeff Hand 76556,3402
To: Don Wyman 72456,2717 (X)

I finally reached lvl 13 today! Have
you gotten a flamesword yet?

Jeff (Jorel lvl 13)

#: 165391 S1/GAMES
06-Aug-86 22:58:37
Sb: #165281-#Alternate Reality

Fm: DON WYMAN 72456,2717
To: Jeff Hand 76556,3402 (X)

Jeff. Congrats on the level 13. No, I haven't found the Flamesword. Been busy getting ready to move next week. Also I have been going out during the day so I can find the Boots and Dragonskin Hat. No luck there either. I was playing around with the Owner of the Betelguese sales. I kept offering low amounts for his goods. He finally kicked me out for good. When I enter, he just says "Get out Worm". This has lasted for at least 15 "City" days. He's really ticked. I don't recommend that type of behavior. Oh well, there are a lot of other Shops. Take care. Don Wyman (thorex level 13: 1,500,000 exp.)

#: 165440 S1/GAMES
07-Aug-86 08:21:08
Sb: #165391-#Alternate Reality
Fm: mark henry 76525,2150
To: DON WYMAN 72456,2717

Don and Jeff,
I have discovered that if your REAL bad, every one kicks you out! and all the taverns have entry fees! I even got kick out of mom's bar...was i upset! so, that's the warning.
Stalker lvl 7.5

#: 165555 S1/GAMES
08-Aug-86 03:44:16
Sb: #165440-#Alternate Reality
Fm: Jeff Hand 76556,3402
To: mark henry 76525,2150 (X)

Mark,
Thanks for the hint. Jorel is a good charcter so I've never run into that problem.

Jeff (Jorel lvl 13)

#: 165574 S1/GAMES
08-Aug-86 11:27:59
Sb: #165555-Alternate Reality
Fm: mark henry 76525,2150
To: Jeff Hand 76556,3402 (X)

Jeff,
Believe me when I say that I no
longer run bad charatcters! I learned
the hard way. I once had a character
that had awesome Charm so I got to big
for my britches. Guards where falling
left and right Grog (that was his
name) showed no mercy. He was close to
Chaotic Evil if you ever played AD&D.
So now I run characters as good (Lawful
Good) people. They do much better in
the long run. I've found that, for me
anyway, evil types aren't even around
for the long run. Be seeing ya.
Stalker lvl 7.5

#: 165469 S1/GAMES
07-Aug-86 19:29:30
Sb: #ALTERNATE REALITY
Fm: FLOYD T. WALKER, JR. 72247,36
To: ALL

Hi there!
I just recently got the fantastic game
Alternate Reality, but I can't seem to
get higher than level 3 or 4. Is there
a way to ...converse... with the
creatures that one meets in the city?
Or possibly finding money lying in
the streets (haven't found any yet) ?
I would really appreciate any and all
hints and suggetions that are offered.
Just leave 'em here and I'll find
them. By the way, my thanks to Don for
the list
of potions.
Floyd Walker
Darkmoor
Lvl 3 or 4
72247,36

#: 165554 S1/GAMES
08-Aug-86 03:37:18
Sb: #165469-#ALTERNATE REALITY
Fm: Jeff Hand 76556,3402
To: FLOYD T. WALKER, JR. 72247,36 (X)

Floyd, unlike Ultima you cannot
converse with the other life forms in
AR. You'll will get treasure, from
time to time, after an encounter with
another lifeform. Treasure can take

the form of money, jewels, gems,
potions, or potions.

Jeff

#: 165587 S1/GAMES
08-Aug-86 18:33:44
Sb: #165554-#ALTERNATE REALITY
Fm: FLOYD T. WALKER, JR. 72247,36
To: Jeff Hand 76556,3402 (X)

Jeff, I seem to have figured out as
much as you've told me. My biggest
problem is this-> example: I'm walking
down some street and have an encounter
with, say, a knight or something like
it. It automatically is in engaged
in combat. I hit-*-no effect. It hits
-<SKRUNCH>- Darkmoor's pushing up
daisies after receiving 9 or so hits.
What I'm looking for is a quick way to
get cash and/or a reasonable weapon
(not just a dagger). Any suggestions???

Dead again...
Floyd Walker
72247,36

#: 165674 S1/GAMES
09-Aug-86 04:24:57
Sb: #165587-ALTERNATE REALITY
Fm: Jeff Hand 76556,3402
To: FLOYD T. WALKER, JR. 72247,36

Floyd,
Until you're at a higher level
with some decent weapons and armor
I'd disengage most stronger life forms,
i.e. knights, swordsman, gladiator, and
the like, you'll lose some money and
treasure once in awhile put at least
you're alive. Have you tried going out
at night for a short time, thats when I
got almost all of my better weapons and
armor. Most of all just keep on trying.
I don't know how many times I had to
restart the game until I got a
character that was worth something.
Good luck,
Jeff

#: 166106 S1/GAMES
13-Aug-86 05:05:29

Sb: #ALTERNATE REALITY
Fm: RICHARD POSTGATE 73017,1735
To: Jeff Hand 76556,3402 (X)

I GUESS YOUR CHARACTER MUST BE AT LEAST SOMEWHAT EVIL, BECAUSE GOOD GUYS LEAVE WHEN I IGNORE THEM. AT WHAT LEVEL DID

YOU GET THE FLAMESWORD (DOES IT GIVE YOU BETTER WEAPONS AS YOU GAIN LEVELS)? IS THERE ANY DIFFERENCE BETWEEN LUNGE AND ATTACK? I HAVE MAGICAL PLATE AND A SPIKED SHIELD AND A SWORD (YET I ALWAYS GET CREAMED BY KNIGHTS...GEE...AREN'T KNIGHTS SUPPOSED TO BE GOOD?). [GRAY MOUSER, LVL 8]

#: 166107 S1/GAMES
13-Aug-86 05:14:39
Sb: #ALTERNATE REALITY
Fm: RICHARD POSTGATE 73017,1735
To: DON WYMAN, 72456,2717 (X)

WHAT WEAPONS BESIDES A FLAMESWORD ARE BETTER THAN SWORDS? WHAT ARMOR'S BETTER THAN MAGICAL PLATE? I HAVE MAGICAL PLATE, AND YET I STILL GET CREAMED BY KNIGHTS, AND DRAGONS. WHAT KIND OF WEAPON AND ARMOR DO YOU NEED TO TAKE ON THESE AND OTHER TOUGH MONSTERS? [GRAY MOUSER, LVL 8]

#: 166118 S1/GAMES
13-Aug-86 12:02:52
Sb: #alternate reality
Fm: mark henry 76525,2150
To: MIKE CARPICK 73217,1527 (X)

Mike, excuse me. Let me explain. I do not have an atari. Sorry to get your hopes up. I use this forum to talk to Don and all you people that play alternate reality. Although I don't have an atari I feel that I do have friends here that share the intrests that I do. Sorry again about getting your hopes up, Mark
Stalker lvl 7

#: 166147 S1/GAMES
13-Aug-86 20:22:10
Sb: #166106-#ALTERNATE REALITY

Fm: Jeff Hand 76556,3402
To: RICHARD POSTGATE 73017,1735 (X)

Good life forms leave when I ignore them if I'm not in a "treasure finding" mode. I got the 1st flamesword at lvl 10, I thin, and I just got another one at lvl 13. It does seem that the higher you're the better the weapons you get. I got both flamesword from a troll, while in a "treasure finding" mode, near the alpha omega healers.

Good hunting,
Jeff (jorel lvl 13)

#: 166178 S1/GAMES
13-Aug-86 22:47:15
Sb: #ALTERNATE REALITY
Fm: Floyd Walker 72247,36
To: ALL

Haallpp!! Does anyone know WHY, when I reach lvl. 4 or so, all the taverns seem to..well
it says "Entering..." on the screen, the disks whiz a while, then "Leaving.." comes up. I eventually get too weak to defend myself -POOF- no mo' adventurin' for Traalfonz. Would going to a healer either counter the effects of starvation or possibly, somehow, let me back in the taverns? If so, or even if not, please give me explicit directions to the nearest (and cheapest) healer.
Also, has anyone been to Lusty Loydd's yet? Got cheap food & drink.
OOH! I'M DYIN' AGAIN!
FLOYD WALKER 72247,36

#: 166180 S1/GAMES
13-Aug-86 22:53:11
Sb: #ALTERNATE REALITY
Fm: Floyd Walker 72247,36
To: ALL

RE. my previous message: I only eliminated 3 life forms -a commoner, and two dwarfs, and only wounded 1 other dwarf. the two elim dwarfs, I charmed them, and the commoner hit me

first. All had the music associated with good life. Could this be enough to keep me out of the taverns?
Floyd Walker 72247,36

#: 166181 S1/GAMES
13-Aug-86 23:01:59
Sb: alternate reality
Fm: DON WYMAN 72456,2717
To: mark henry 76525,2150 (X)

MARK, I just got my Magical Flamesword tonite (13 Aug.). I got it at 1,591,000 exp. pts. I am now at 1,650,000 with 185 Strength pts. Still waiting for the Dungeon. In case you haven't heard there are only 12 guilds. The missing 2 are in the inaccessible area of the ARENA. Hang in there. Don Wyman.

#: 166182 S1/GAMES
13-Aug-86 23:05:04
Sb: #alternate reality
Fm: DON WYMAN 72456,2717

To: Sara Groves 70775,712 (X)

Sara; I also was unable to find my walkthrough. I found a very negative review by a guy named Sutton though. He apparently gave up on the game and didn't stick around long enough to learn. He had numerous facts incorrect and really trashed AR. Too bad. Don Wyman (thorex lvl. 13; 1,650,000 exp.)

#: 166185 S1/GAMES
13-Aug-86 23:09:28
Sb: #166107-ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: RICHARD POSTGATE 73017,1735 (X)

You will find that any Magical weapon is superior to mundane ones. The Flamesword is the best with the Magical Battle Hammer second. I finally dropped my trusty Magical Longsword. It got me through most of my 1,650,000 exp. Just be good and wait. You will get something better. Don Wyman.

#: 166188 S1/GAMES
13-Aug-86 23:16:21

Sb: #166147-#ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: Jeff Hand 76556,3402 (X)

Jeff. I finally got my Magical Flamesword. Goodness does pay off. I got it at about 5 in the morning a Guard. I had 1,591,000 exp. when I got it. Whew!!!!!! I wonder if anyone has been keeping track of Armour. I have Magical Scale Mail now, but have found Magical Banded Armour, Magical Chain, and Magical Ring Mail. I don't know if I should take them. I have a hunch that I should have taken the Banded thoug. I now have 185 Strength pts., 54 chr. and 52 Int. How you doing? Don Wyman (thorex level 13: 1,650,000 exp. pts.) P.S. Have you tried building up your food and water? I carry 255 of each now. I'm anticipating a need to carry lots of provisions in the Dungeon.

#: 166189 S1/GAMES
13-Aug-86 23:19:15
Sb: #166178-ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: Floyd Walker 72247,36 (X)

Floyd; try making backups of disk 2 and using them. If you are doing that now (and you should use the backups), try

doing them over. I had similar problems. Also try cleaning your drive heads. AR uses all of the disk so your drive must be in tip-top condition. Don Wyman.

#: 166219 S1/GAMES
14-Aug-86 12:00:10
Sb: #166178-ALTERNATE REALITY
Fm: mark henry 76525,2150
To: Floyd Walker 72247,36 (X)

Floyd,
That happened to me once. If you are killing everything in sight then that may be your problem. I once ran an evil character that killed every thing thru charming. I was kick out of all the taverns after that. Some

taverns would let me in if I paid an
entry fee. this may be your problem. If
not then try what Don suggests.
Stalker lvl 7

#: 166220 S1/GAMES
14-Aug-86 12:03:29
Sb: #166182-#alternate reality
Fm: mark henry 76525,2150
To: DON WYMAN 72456,2717 (X)

Don, I also found that reveiw. too bad
it's there. I think another should be
done. How do you go about getting a
review on the board?
Stalker lvl 7

#: 166238 S1/GAMES
14-Aug-86 20:00:28
Sb: #166180-ALTERNATE REALITY
Fm: VANCE NESBITT 76475,2674
To: Floyd Walker 72247,36 (X)

HI, FLOYD. I HAVE HAD YOUR PROBLEM OF
NOT BEING ABLE TO ENTER TAVERNS. WHEN I
AM IN AN ESTABLISHMENT AT THE TIME IT
CLOSES, I WILL BE UNABLE TO ENTER THAT
TYPE OF ESTABLISHMENT (SHOP, TAVERN,
ETC.) FOR TWO DAYS. ANOTHER CONDITION
IS IF MY JOYSTICK (SENSITIVE) IS TILTED
BACKWARDS I GET THE SAME EFFECT. AND
THE THIRD CONDITION I CAN'T FIGURE OUT
BUT I CAN USUALLY RE-ENTER ON THE
SECOND OR THIRD ATTEMPT.
SO NATURALLY I AVOID ESTABLISHMENTS
AT CLOSING TIMES. HOPE THIS HELPS. BYE
FROM
Vancelot (lvl 9)
Vaneesh (lvl 7)
Vance (lvl 0 with FLAMESWORD)

#: 166276 S1/GAMES
14-Aug-86 23:08:00
Sb: #ALTERNATE REALITY
Fm: STAN KOPF 70426,647
To: ALL

I NEED HELP...I CAN ONLY LOCATE 11 OF
THE 12 AVAILABLE GUILDS. 2 IN NW QUAD 3
IN NE QUAD, 2 IN SE QUAD AND 4 IN SW
QUAD....WHERE AM I MISSING ONE???
ALSO, I GOT THROWN OUT OF TAVERNS IN

MY EARLY TRIES IF I BEGGED FOR FOOD I COULDN'T PAY FOR, THEY NEVER FORGET. NOW I ALWAYS BUY ROUNDS FOR THE HOUSE AND ALL TAVERNS GREET ME AS "DEAR FRIEND". EVERYONE ALSO HAS ME SCARED ABOUT THIS GOOD OR BAD CHARACTER SITUATION. I TRUSTED THE INSTRUCTIONS TO BE MYSELF AND ATTACK OR TRICK ALL (LV 11). AM I GOING TO HAVE TO RESTART? NO ONE THROWS ME OUT, I SEEM WELCOME EACH SHOP OR TAVERN. ALSO, WHEN I DRINK A POTION OF DELUSION ALL OF MY STATS GO UP 6 OR 7 POINTS AND STAY UP EVEN AFTER A HEALER HAS CLEANSED AND RESTORED ME. THEY STAY UP WEEKS LATER, IS THIS FOR REAL? I WILL APPRECIATE ANY HELP. THANKS, STAN KOPF
[70426,647]

#: 166297 S1/GAMES
15-Aug-86 01:31:36
Sb: #166220-#alternate reality
Fm: DON WYMAN 72456,2717
To: mark henry 76525,2150 (X)

Mark; if you want to leave a review on the gamer sig, just leave a message to a sysop. I leave mine to "Nightie". he will tell you how to do it. Basically, just type up an ascii file and upload it. I heard about the problem about Charming too much. Try to be nicer. Killing by charm is very nasty. Try tricking or disengaging. Personally I'd rather stand on my own 2 feet and fight it out. Of course that's easy to say with a Magical Flamesword and Magical Tower Shield and Magical Scale Mail. Oh well. Good Luck and good hunting. Don Wyman. (thorex level 13; 1,750,000 exp. pts.)

#: 166299 S1/GAMES
15-Aug-86 01:37:49
Sb: #166276-#ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: STAN KOPF 70426,647 (X)

Sometimes your stats will stay high

after a delusion potion. It is not real. if you take a potion of

noticeability it will put them back to normal. This potion is Yellow-Bitter-Caution. You are missing 1 guild in the NE. You should have; Wizards of Chaos, Guild of Order, Wizards of Law, and the Thieves Guild. Good Luck. Don Wyman (thorex level 13: 1,750,000 exp. pts.)

#: 166302 S1/GAMES
15-Aug-86 01:42:27
Sb: #166188-ALTERNATE REALITY
Fm: Jeff Hand 76556,3402
To: DON WYMAN 72456,2717 (X)

Don,
Congrats on the flamesword, it's about time! I would say the magical banded armour is the better one of what you mentioned. Yes, I now carry 255 water flasks and food packets.
I have not played jorel muche reaching lvl 13. He has a little over 1,350,000 ex. pts. chr 45,str 139, int 48. Also I acquired another flamesword from a troll so now I carry 2, can't hurt I guess. Jorel has magical plate mail, magical battle hammer, and a magical tower shield. Looking forward to the dungeon.
Good hunting,
Jeff

#: 166317 S1/GAMES
15-Aug-86 09:03:27
Sb: #166299-#ALTERNATE REALITY
Fm: STAN KOPF 70426,647
To: DON WYMAN 72456,2717 (X)

THANKS FO THE HELP DON. I'VE MAPPED THE CITY AND GONE BACK (I THOUGHT) MARKING EVERY WHERE I'VE BEEN, BUT COULDN'T IMAGINE HAVING TO SEARCH ALL 4 QUADRANTS AGAIN. I HAVE FOUND TWO ENCLOSED AREAS IN THE SOUTHEAST QUADRANT IN THE SOUTHWEST ONE-FOURTH CORNER WHICH I CAN GET INTO BUT THEN CANNOT GET BACK OUT OF. IS THIS FOR REAL OR AM I HAVING PROBLEMS WITH MY DISKS? THIS HAS CAUSED ME TO RESTART

TWICE. I AM CURRENTLY BACK TO LEVEL 11
WITH 400,000 EXP AND AM AFRAID TO TRY
THOSE TWO AGAIN AND HAVE TO RESTART ONE
MORE TIME. ANYWAY, I WILL GO BACK TO
THE NE QUAD AND BE MORE THOROUGH THIS
TIME. THANKS, STAN (SAMWISE)

#: 166346 S1/GAMES
15-Aug-86 21:12:41
Sb: ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: ALT. REALITY PLAYERS

My AR walkthru is up on the gamers sig.
just type GO TEG-2994 at any system
prompt and you will go directly there.
I hope it helps you new players. If not
leave questions here or on the Gamers
Sig (GO GAMERS). Don Wyman (thorex lvl.
13: 1,750,000 exp. pts.)

#: 166347 S1/GAMES
15-Aug-86 21:17:40
Sb: #166317-ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: STAN KOPF 70426,647 (X)

Stan, the 2 areas you mention about not
getting out of are real. They are
booboos in the programming. Not
intentional. Stay out of them. My
walkthru is up on the Gamers Sig now.
Just type GO TEG-2994 and you will be
taken directly there. Good Luck. Don.

#: 166355 S1/GAMES
15-Aug-86 22:23:20
Sb: #ALTERNATE REALITY
Fm: Floyd Walker 72247,36
To: ALL

Hi again! Thanks to all of you out
there that have given me helpful
advice. Traalfaz is now level 6 and has
mundane tower shield and a ...
FLAMESWORD!!!! Boy, is it nice to have
an adequate weapon!
One problem...I'm poisoned aneed to
get to a healer pronto because I can't
seem to acquire a "cure poison" potion.
Right now, I'm at the NW palace corner
and need that healer bad! I will be

thankful for any help!
Thanks,
Floyd Walker
72247,36
Traalfaz (LVL. 6)
14,000+ EXP

#: 166357 S1/GAMES
15-Aug-86 22:38:35
Sb: #166355-#ALTERNATE REALITY
Fm: STAN KOPF 70426,647
To: Floyd Walker 72247,36 (X)

GET BACK TO FLOATING GATE. HEAD WEST TO
WESTERN GATE. TURN SOUTH AND GO TO
WALL THEN TURN WEST, GO TO WALL. TURN
NORTH AND GO TO WALL. TURN WEST. GO
WEST TO WALL, THERE SHOULD BE A
TWO-BLOCK WALL TO YOUR LEFT AS YOU GO.
TURN SOUTH. YOU SHOULD SEE A 3-BLOCK
WALL HEADING TO YOUR LEFT RUNNING NORTH
AND SOUTH(YOU ARE NEXT TO THE CITY WALL
BY THE CORNER OF THE WESTERN GATE).
THE NEAREST BLOCK ON THE WEST FACE OF
THE 3-BLOCK WALL IS A PASSAGE
PASS THRU EAST AND FOLLOW WALL AROUND
UNTILL YOU ARE FACING THREE DOORS TAKE
WEST DOOR. TAKE SOUTH DOOR AND
STRAIGHT SOUTH TO ALPHA-OMEGA HEALERS

THE ONLY OTHER HEALER IS BEHIND A
WALL TO THE NORTH-WEST OF CITY CENTER
WITHIN ABOUT 3 SQUARES OF THE SMITHIE
YOU CAN FIND IT IF YOU START FROM THE
WESTERN GATE AND GO NORTH TO FIRST
DOOR, THRU DOOR, KEEP WALL TO RIGHT, GO
NORTH TO SECOND DOOR, EAST THRU DOOR,
THEN HEAD SOUTH. KEEP WALL TO RIGHT
(AROUND ANY ATTACHED BLOCKS OR WALLS)
AND YOU WILL EVENTUALLY GET TO THE
HEALER. HOPE YOU MAKE-IT. STAN
[SAMWISE LEVEL11]

#: 166373 S1/GAMES
16-Aug-86 00:15:24
Sb: #166357-ALTERNATE REALITY
Fm: Floyd Walker 72247,36
To: STAN KOPF 70426,647 (X)

Stan, Thanks for the directions. Best
wishes and good luck to you also.
Floyd

#: 166381 S1/GAMES
16-Aug-86 01:32:07
Sb: #166297-alternate reality
Fm: Sara Groves 70775,712
To: DON WYMAN 72456,2717

Don,
A walkthru for Alternate
Reality was posted today. If you don't
want to read the whole thing, you might
read just the introduction and leave a
message to the author, Don Wyman
72456,2717, if you like it.
I gather this is one of those
games which you either love or hate so
others may have opinions more closely
resembling yours.
Sara

P.S. Nightie is a she.

#: 167391 S1/GAMES
25-Aug-86 17:01:28
Sb: #ALTERNATE REALITY
Fm: MARK HENRY 76525,2123
To: DON WYMAN 72456,2717 (X)

Don, congrats on hitting 2 mil!! I
haven't been playin musc lately so
Stalker is still only 7lvl 7 perhaps i
will start again soon. (just got a
color monitor for my system, It should
look a lot better now. talk to you
soon.
Stalker lvl 7.

#: 167397 S1/GAMES

25-Aug-86 19:09:38
Sb: #Alternate Reality
Fm: Floyd Walker 72247,36
To: DON WYMAN 72456,2717 (X)

Don, Guess what!! Thanks to your (and
others) help, Traalfonz is now Lvl.7
with Flamesword, magical shield, and
banded armor. Thanks! About the
Wraith-Their screams are their most
powerful weapon. I think that it
bypasses armor. Possibly
invulnerability air potion would help-I
don't know. Let us know when you get
the dungeon!

Thanks Again,
Floyd

#: 167444 S1/GAMES
25-Aug-86 22:32:47
Sb: #167391-ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: MARK HENRY 76525,2123

Mark; I am ordering a monitor too soon. If all goes right, I will get an ST also. I am looking forward to playing AR on it as soon as it's available. Don Wyman

#: 167447 S1/GAMES
25-Aug-86 22:34:52
Sb: #167397-Alternate Reality
Fm: DON WYMAN 72456,2717
To: Floyd Walker 72247,36 (X)

Since that awful encounter with the Wraith, I have taken the Invul. Air potion. Apparently it works. Good Luck Don Wyman (thorex lvl 13; 2,000,000 exp. pts.)

#: 167451 S1/GAMES
25-Aug-86 22:48:47
Sb: #Alternate Reality
Fm: WILLIAM C. RODAWALT 72327,3656
To: DON WYMAN

Don, THanks for the help finding the taverns and the Assassin's Guild. I already had found the Thieve's Guild (don't know if i omitted it from my list or you missed it) but I am still missing one guild. From the artist conceptual drawing in the newsletter I am convinced that it has to be in the north-west quadrant. the guilds seem to be represented in the drawing as towers and they show up in the approximate location of the guilds that I have

found. I see two of these towers in the NW quadrant but can only find the Blue Wizards Guild in that quadrant Another thing that happened to me resently has me a bit confused . I came across a magical sword (my first

magical item in playing through nine levels) but my longsword still seems to do more damage, why is that??? I also ran into a ghost but could do no damage to it is there some sort of secret to killing ghosts???
I sort of feel guilty for leaning on you for all this info , hope i can return the favor later.

Thanks in advance,
William Rodawalt
72327,3656
A.K.A. Yozonseph (Level 9 and still going)

#: 167640 S1/GAMES
27-Aug-86 22:01:54
Sb: #ALTERNATE REALITY
Fm: STAN KOPF 70426,647
To: DON WYMAN [72456,2717 (X)

DON, I am baffled now! I have finally entered year 2, have 530,000 exp 76 str and 47 int. Every time I go to the bank the computer locks up with the 'ACCOUNT FAILURE' message. I've recopied all the disks three times now and that doesn't change it (I will get another head-cleaning disk in the morning, but I doubt that will help, its only been a month). I have backups that go back to 505,000 exp and about 3 days (day 22 month of Cold Winds, year 1) but at the change of the year I am locked out (350,000 coppers). Any ideas? Congrats on the two-million, it shows there is hope for the rest of us! thanks, Stan [samwise, level 11 with magical crystal plate]

#: 167650 SAMES
27-Aug-86 22:36:07
Sb: #167640-#ALTERNATE REALITY
Fm: BURCH E. UPHAM 76210,1524
To: STAN KOPF 70426,647 (X)

I'm inspired! I have 295000 exp pts and a magical flamesword and magical leatherarmor . i figure i will hit level 11 at about 303000 exp pts. have you found all of the guilds. I've found

only 12. how do youjoin a guild? i found 4 in the sw quadrant, 4 in the ne

quadrant, 2 inthe nw and 2 in the se ---help!!!

#: 167653 S1/GAMES
27-Aug-86 23:25:38
Sb: #167640-#ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: STAN KOPF 70426,647 (X)

The problem you are having with the banks is well known to me. I had the same experience. In the newsletter sent out by Datasoft, a cure is shown. You must just sit there and wait. The computer is calculating your interest. I waited for 20 min. or more at each bank. Just be patient. The program will recover by itself. Once you have done this, the problem will disappear. Don Wyman (thorex level 13: 2,100,000 exp. pts.)

#: 167655 S1/GAMES
27-Aug-86 23:28:51
Sb: #ALTERNATE REALITY
Fm: BURCH E. UPHAM 76210,1524
To: ALL

HAS ANYONE BEEN ABLE TO JOIN A GUILD IN ALTERNATE REALITY? IF SO, WHAT ARE THE CHARACTER REQUIREMENTS? CAN YOU WIN THIS GAME WITH ONLY THE CITY DISKS?

#: 167656 S1/GAMES
27-Aug-86 23:29:05
Sb: #167650-ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: BURCH E. UPHAM 76210,1524 (X)

There are only 12 guilds accessible in the city. The other 2 are in the area sw of the Arena and will be accessible in the Arena disk. You may be able to join guilds in the Dungeon. At least that's the rumor. The Dungeon is due late Sept. '86. Good Luck. Don Wyman (thorex lvl. 13: 2,100,000 exp. pts.)

#: 167659 S1/GAMES
27-Aug-86 23:31:53

Sb: #167655-ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: BURCH E. UPHAM 76210,1524 (X)

You cannot join guilds or "win" the game in the City. There are about 5 more sections coming. The Dungeon, Arena, Palace, Wilderness, Revelations, and Destiny. Hang in there, there's a long road ahead. Don Wyman.

#: 167660 S1/GAMES
27-Aug-86 23:39:25
Sb: #167451-Alternate Reality
Fm: DON WYMAN 72456,2717
To: WILLIAM C. RODAWALT 72327,3656 (X)

Bill; You are missing the Green Wizard's academy in the NW quadrant. It is NE of MOM's bar and just north of Ono goods. It's hidden. Just bump the walls. The longsword is a superior weapon to the sword. Apparently even a Magical Sword. Trial and error here. Ghost's can be tricked or charmed. I never had problems killing them with Mag. Longsword or Mag. Battle Hammer or Mag. Flamesword. ?????? Don Wyman (thorex level 13)

#: 167686 S1/GAMES
28-Aug-86 11:06:23
Sb: #Arrgh-Alternate Reality
Fm: Groove 71320,1130
To: Don Wyman

FINALLY broke 10000 exp points, with nothing more than a dagger! HAHA (My sense of accomplishment is way up there...) BUT my character is Diseased, Hungry, Thirsty, and Poisoned with weak poison (that was MY fault) and I haven't even found a Healer! Where are they???
When you get up to those sky high levels, does it still give you 1 pt. of Str, Chr oops etc? Or do you get 76 str, 47 int, etc with potions??? (and guilds, of which I've only located 2...)
The toughest guy I fought was an assassin, gave me 4 pots and some gold,

did me no good cause I was completely lost! In other words, I NEED YOUR MAPS!!! I've tried, but...
I discovered something you may want to investigate, tho, it's in my message on the Gamers forum...

Do be kind to poor and blind, see well out beyond your eyes....
By the way, if you keep buying rounds of drinks at taverns, (like 5) when you're hungry/thirsty, they'll give you food FREE! HAAHAHAHA (Sorry, it's driving me CRAZY!) I'm gonna give up on that char. and start anew...

Now that you're gone, some will grieve on, on and on, I know you'll be back

again, maybe next time, will be the time, you WIN.....! (Let me know when ya get the dungeons...)

#: 167739 S1/GAMES
28-Aug-86 23:50:36
Sb: #167686-Arrgh-Alternate Reality
Fm: DON WYMAN 72456,2717
To: Groove 71320,1130 (X)

Sounds like you've got a bad case of AR fever. Too bad. Long hours and lots of frustration. I left a msg. about the maps on the Gamers Sig. Just leave me a msg. on Easy Plex and I will give you the info to order. You will probably get 1 str. pt. every 10,000 or so exp. sometimes you get a chr. or int. pt. When you go from 1 level to the next, most of your stats will go up. I now have 28 STA, 59 CHR, 210 STR, 57 INT, 28 WIS, and 28 SKL pts. with 192 hit pts. All started under 20. Don Wyman. (thorex level 13; 2,100,000 exp. pts.)

#: 167741 S1/GAMES
28-Aug-86 23:55:15
Sb: Alternate Reality
Fm: DON WYMAN 72456,2717
To: AR players

I have just completed 12 months in the city. The months are as follows: Rains

(month I entered the City) Sowings First Fruits Harvest Final Reaping The Fall Darkness Coldwinds Light Rebirth Awakening Winds Don Wyman (thorex lvl. 13: 2,100,000 exp. pts.)

#: 167751 S1/GAMES
29-Aug-86 00:30:28
Sb: #167653-ALTERNATE REALITY
Fm: STAN KOPF 70426,647
To: DON WYMAN 72456,2717 (X)

Thanks for the help again, I will show more patience at the banks (all 3 have me locked-up). Didn't know there was a newsletter from Datasoft, my disks came without a card, only a note saying I should return the card! And the box was still sealed in plastic, guess I will send them a letter. Well, back to battling, I hope to make level 12 in the wee hours of this morning, strength is up to 81 and intelligence to 48, if only I could find that FLAMESWORD I will be complete! Stan

#: 167754 S1/GAMES

29-Aug-86 00:33:49
Sb: #ALTERNATE REALITY
Fm: MIKE OWEN 73317,1406
To: DON WYMAN 72456,2717 (X)

I AM A NEW PLAYER AND CAN'T GET PAST DYING OF SCURVY IN THE FIRST FEW MINUTES OF THE GAME; UTILIZING A NEW OR TEMPORATY CHARACTER. WHERE IS THE HEALER?!!!
>>>>>>>>>>>>HELP<<<<<<<<<<<<<<<<<

#: 167756 S1/GAMES
29-Aug-86 00:42:28
Sb: #167754-ALTERNATE REALITY
Fm: STAN KOPF 70426,647
To: MIKE OWEN 73317,1406 (X)

Try recopying all of your disks and cleaning your drives if necessary. I occasionally get scurvy when I restart a game after a lot of wear on the city disks, it always clears when I recopy the disks. Also, if you get started

with a good character, make several copies of the character (hit 's' to save as soon as you can) this gives you several chances to salvage a character with good stats but bad enough luck to meet Knights and Guards from the start...(I lost my first SAMWISE withh all stats above 18 before I learned this). The nearest healer is hidden about 8 blocks south of the western gate. good-luck Stan [Samwise level 11]

#: 167758 S1/GAMES
29-Aug-86 00:44:18
Sb: #ALTERNATE REALITY
Fm: Jeff Hand 76556,3402
To: Don Wyman 72456,2717 (X)

Don,
I was talking to another AR player on a BBs on he said that he had quaffed a potion of Invul. Magic. He could not give color, etc. Have you run into this potion. He said he's run across it twice. I did'nt think to ask what kind of system he was running.

Jeff
(jorel lvl 13 >

#: 167759 S1/GAMES
29-Aug-86 00:48:37
Sb: ALTERNATE REALITY
Fm: STAN KOPF 70426,647
To: BURCH E. UPHAM 76210,1524 (X)

Glad to hear you got your FLAMESWORD (wish I could find one!). You still need to upgrade your armor (magic crystal plate is the best, and elfin chain second). I avoided any magic armor less thchain, banded or plate. If you can afford it, buy Plate Mail, it served me well until about 450,000 points when I found the MAGIC CRYSTAL PLATE.
Check in this SIG regularly to get good tips on AR, and good luck again!
Stan

#: 167851 S1/GAMES
30-Aug-86 00:06:08

Sb: #167758-#ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: Jeff Hand 76556,3402 (X)

Jeff; I haven't seen the Inv. Magic potion but I think that Inv. Cleric would have the same effect. Have you tried Noticeability potion (yellow, bitter, caution)? Since I took it I can't go 2 squares without an encounter. Lots of action and treasure. Really go up fast on Exp. pts. Don Wyman (thorex level 13; 2,200,000 exp. pts.

#: 167852 S1/GAMES
30-Aug-86 00:10:56
Sb: #167754-ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: MIKE OWEN 73317,1406 (X)

If you are coming up with Scurvy you have one of the following problems: 1. A bad disk. Send it back to Datasoft. 2. A non-Atari (1050 or 810) drive. Send disk to Datasoft. 3. A pirate copy. Tough luck!!!

#: 167872 S1/GAMES
30-Aug-86 04:37:05
Sb: #ALTERNATE REALITY
Fm: JOHN GARTMAN 72327,1545
To: A.R. PLAYERS

HOWDY, I HAVE BEEN PLAYING A.R. FOR ABOUT 4 MOS. NOW ,I FINALY GOT A CHARACTER TO LEVEL 8 51,000 POINTS. I HAVE GOT ALOT OF USEFUL INFO FROM YOU GUYS THANKS. BUT NOW THE PROBLEM I HAVE IS I CAN'T GET ANY GOOD POTIONS,NO GOOD SPOILS FROM ENCOUNTERS,AND ANY POTIONS I DO GET DISAPEAR. ANY MAGICAL WEPONS ARE ALMOST ALWAYS CURSED. MAX-1 LVL8 BEARLY ALIVE ANY SUGESTIONS WOULD BE

WELCOME. THANKS ?EX

#: 167914 S1/GAMES
30-Aug-86 22:17:38
Sb: #167872-ALTERNATE REALITY
Fm: Floyd Walker 72247,36
To: JOHN GARTMAN 72327,1545 (X)

Congrats on reaching Lvl. 8! Just reached it myself about 3 or so days ago. A good tip for potions: When you get 3-5 pots., save your character, dup the char disk, reload char, and start by Unsealing then Quaff-ing the potion(s). If you get a bad potion, just re-copy the char disk and try again. Might take a while before you get a treasure finding potionor something almost as good.
Happy Hunting!
Floyd Walker
Traalfonz (8+)

#: 167933 S1/GAMES
30-Aug-86 23:44:24
Sb: #167872-#ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: JOHN GARTMAN 72327,1545 (X)

John; Try being nicer. It sounds like you've been a "bad" boy. Don Wyman.

#: 167951 S1/GAMES
31-Aug-86 04:13:36
Sb: #167933-#ALTERNATE REALITY
Fm: Fran Bonito 76626,137
To: DON WYMAN 72456,2717 (X)

HELP!!!! Brown mold has gotten me...now I'm diseased, poisoned, and not to mention, tipsy. I need a healer and haven't been able to find one. PLEASE direct me to the nearest MD...I'm at Da Place. Thanks. B.B. Level 8, 63,000+ (and trying to hold on).

P.S.: Aren't any other ladies hooked on this game??

#: 167986 S1/GAMES
31-Aug-86 15:50:35
Sb: #167650-ALTERNATE REALITY
Fm: MIKE CARPICK 73217,1527
To: BURCH E. UPHAM 76210,1524

I am in need of some SERIOUS help! I only have 5,000. I only found 6 guilds. Am having problems. Oh, well. Do you know if the Closed by Order of the Palace can ever be re-opened.

Xebec 5,000
l.v.5

#: 167991 S1/GAMES
31-Aug-86 16:00:05
Sb: #167686-Arrgh-Alternate Reality
Fm: MIKE CARPICK 73217,1527
To: Groove 71320,1130 (X)

The early morning turns into early day,
A sunset comes they take the colors
away Where you are
Alternate Reality

I found six of 'em and I'm only at
5000! Try looking for sec. doors! The
hardest I ever lived thru was a wizard,
the hardest ever a green dragon.

A bit like home yet unmistakably new A
morning rain then evening stars come
and view

This is your
Alternate Reality

Also, WHAT IS A $#'$#@$#@'" FLAMESWORD!
And how can ya get 81 str!!!!!!47 int!
??????????????????????????????????

You walk around each corner
hoping to see A way to get back home
a way to break free

And to leave
Alternate Reality

Ok, thanx for the help I hope to
get(but not too much, I like doing it
alone, just WHATS A
FLAMESWORD??????!!?!??!?!!)

This is your
Alternate Reality (c)

----------(c)
Indicateslyrics Copywright Gary
Gilbertson 1984 or 1985(don't remember
)

Xebec(cute, eh?)
5,000

#: 167992 S1/GAMES
31-Aug-86 16:07:38

Sb: #167851-#ALTERNATE REALITY
Fm: MIKE CARPICK 73217,1527
To: DON WYMAN 72456,2717 (X)

Yo,

Galvatron(My friend) got deluded and
doesn't know how to undo it! How???

Paws and claws could be the cause
of anyone heres demise...

Xebec Galvatron
5,000 5,000
lv. 5 lv. 5
40,000 cp ?????????? cp

#: 167994 S1/GAMES
31-Aug-86 16:11:42
Sb: #167872-#ALTERNATE REALITY
Fm: MIKE CARPICK 73217,1527
To: JOHN GARTMAN 72327,1545 (X)

Anyone know how to get spells? Please?

Armor, this we have for you We do
Armor, Tools of death we have those too
Swords, worth much more than you pay
Swords, to hold evil at bay

Xebecc
(ooooppps)
Xebec
5,000

#: 168021 S1/GAMES
31-Aug-86 20:27:33
Sb: #167951-ALTERNATE REALITY
Fm: DON WYMAN 72456,2717
To: Fran Bonito 76626,137 (X)

Fran; Go to the city square and turn
west. Go to the end of the street and
follow the path to the left (south).
When you get to the first long passage
heading south, bump the walls on your
left. The first wall should open. Look
around there and you will see 3 doors.
Face the center one and enter the one
to the left. Turn left and go straight.
This should take you to the AlphaOmega
Healers. Or take an Amber, Plain,
Caution potion for the poison and a

Clear, Acidic, Caution potion for the Disease. If you haven't already, look in the DL2 games area for my potions list. Yes there are other women players. Just don't run across them that often. Don Wyman Thorex level 13: 2,300,000 exp. pts.

3788. new commercial games for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-12 00:03:39 UTC
From: wilmott@u2.rutgers.edu
Message-ID: <Mar.11.19.03.36.1991.3577@u2.rutgers.edu>
Source record: 114293

With the lack of any real software availability for the
'ole 8-bit these days, I just thought I'd pass along
some info about where you can actually buy NEW, COMMERCIAL
games for it here in the US.

1. Software Infinity, 642 East Waring Avenue,
State College, PA 16801.

Aside from their PD/Shareware disks, they've now started to
carry commercial games imported from West Germany (and
translated into english). So far, they've got about a dozen.
Write and ask for a free catalog.

2. Change In Heat, 12 Bella Vista Place, Iowa City IA 52245.

As far as I know they only have one 8-bit release so far.
It's basically 3 games on a ds disk and called Pondering
About Max's. Nice graphics, sound and packaging. Hard to
master. Write for pricing info.

I have nothing to do with either company...I'm just a fellow
8-bitter passing along some info. If anybody else knows of
any other mail-order (US *or* abroad) sources of NEW software
for the 8-bit, PLEASE let me know.

-Ray

3789. Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-12 05:28:54 UTC
From: dnelson@mthvax.cs.miami.edu
Message-ID: <1991Mar12.052854.20517@mthvax.cs.miami.edu>
Source record: 114292

To the person at bluemoon UUCP: Ultima came out for the Apple][before the Atari. However, I like the Atari colors and sound a lot more.

Lord British started on the][and used to do games in Applesoft as his first programs. There was an old article in Softalk showing him.

--
%% Dru Nelson %% Miami, FL %% Internet: dnelson@mthvax.cs.miami.edu %%

3790. Re: stab from the past

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-12 22:28:59 UTC
From: DEEJ@MAINE.BITNET
Message-ID: <91071.172859DEEJ@MAINE.BITNET>
Source record: 114296

I too am interested in programs for the 8 bit.
Is there an archive site somewhere with 8 bit programs??
How about any companies that still sell soft/hard ware?


```
+------------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+------------------------------+
```

3791. want 850 interface or equiv.

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-12 22:58:29 UTC
From: DEEJ@MAINE.BITNET
Message-ID: <91071.175829DEEJ@MAINE.BITNET>
Source record: 114295

I want to buy an 850 interface or equivalent.
Need at least one RS232 port and one parallel port.
I have an atari 400 and an 800.
If anyone can knows where I can obtain an 850, please e-mail me at the
following:
Thanks


```
+------------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+------------------------------+
```

3792. 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-13 01:58:43 UTC
From: RHR101@psuvm.psu.edu
Message-ID: <91071.205843RHR101@psuvm.psu.edu>
Source record: 114294

I am intending on putting up an Atari 8-bit oriented BBS next semester.
I am interested in how many 8 bitters there are out there that would actually
call and keep the 8 bits alive. The BBS will be in the 814 area code. Of
course it will not be limited to the users of Atari 8-bits, but that will
be the focus of the BBS. Unless, of course, you users disagree, and if there
are enough 8 bitters out there, and feel that it would be better to run an
Atari 8-bit only BBS.
Any comments or information will be greatly appreciated. Thanx.

Archangel

3793. Re: stab from the past

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-13 22:48:21 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1991Mar13.224821.21439@merrimack.edu>
Source record: 114298

In article <91071.172859DEEJ@MAINE.BITNET>, DEEJ@MAINE.BITNET (Dj Merrill) writes:
> I too am interested in programs for the 8 bit.
> Is there an archive site somewhere with 8 bit programs??
> How about any companies that still sell soft/hard ware?
>
> +------------------------------+
> | Dj Merrill |

The Atari 8 bit archive is at Umich you can ftp atari.archive.umich.edu
or send mail to atari@atari.archive.umich.edu
In your mail put "Send Help" by itself on one line and it will send you the help
file.
--
David E. Sheafer

internet: nin15b0b@merrimack.edu
or
uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Freenet ap345
Bitnet: Sheafer_davi@bentley

3794. Help! My 1050 has stopped working...

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-14 00:20:00 UTC
From: dcfs018@Antares.Concordia.CA
Message-ID: <824@antares.Concordia.CA>
Source record: 114297

Greetings.

My disk drive has suddenly refused to work. I don't need to explain how difficult it is to use a computer if you can't load DOS in order to load a debugger in order to check the serial port data...

Anyway, what happens is that the drive complains when it is ordered to read a sector (e.g. during bootup). All I get is an annoying noise, along with a message saying it can't boot (this repeats ad infinitum, or at least until I shut it off).

Power seems fine. The LEDs work, and the power supply voltage is 12V AC. The motor starts and the head moves when I apply power, as usual. I have cleaned the head and the guide rails, and checked the circuit board for obvious problems (they aren't any blown components). I changed the drive # selector to all four positions. If it is selected as drive 2,3, or 4, I get a timeout sound, and when I put it back as drive 1, I get the annoying sound (not the same as the timeout sound).

I get error 139 whenever I try reading from the drive (I get this value using Omnimon). If I turn off the drive, I get error 138 (timeout).

I don't think it's a bad connection between the drive and my computer because my old drive (which can't write properly...) works ok if I use the same serial cable.

I think I have 5 options:

1) Fix it myself (but I'd need the 1050 service manual and a source for parts)
2) Send the drive out for repairs (but where? and for how much?)
3) Put my 8-bit system in a closet and forget about it (not desirable)
4) Cook up some hardware to let me use an IBM PC drive (too involved)
5) Buy a new drive (not at this stage)

I'm hoping somebody out there has some suggestions.

Jean Goulet
dcfs018@antares.concordia.ca

3795. Re: 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-14 07:34:12 UTC
From: davidy@sumax.seattleu.edu
Message-ID: <2450@sumax.seattleu.edu>
Source record: 114299

In article <39941@cup.portal.com> Ordania-DM@cup.portal.com (Charles K Hughes) writes:
> 1200xl, 1450xl, 600xl, 800xl, 130xe, XEGS - all require a special board
>to perform some multitasking stuff in order to replace the CPU. The
>only board (that I know of) that does this is the DataQue 65816 CPU
>upgrade. ^^^^^^^^^^^^^^^^^^
>
>
>Charles_K_Hughes@cup.portal.com

Did this thing really come out? I remember reading articles about it in
Computer Shopper, about how they were going to do a lot of neat things
with it... and I awaited it but never heard much about it afterwards.
Did it come out? Does any one have it? Does it work? I am really curious
about something like this. If only the 8 bits had had this item 6 years ago...

David L. Yee
Email to:davidy@sumax.seattleu.eedu

3796. Re: Help! My 1050 has stopped working...

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-14 14:10:36 UTC
From: jtmorgan@brahms.udel.edu
Message-ID: <19623@brahms.udel.edu>
Source record: 114300

In article <824@antares.Concordia.CA> dcfs018@Antares.Concordia.CA (STEPHAN BOHM) writes:
>Greetings.
>
>My disk drive has suddenly refused to work. I don't need to explain how
>difficult it is to use a computer if you can't load DOS in order to load a
>debugger in order to check the serial port data...
>
.
.
> Jean Goulet
> dcfs018@antares.concordia.ca

There is a small photo sensor and tranmitter on the path the disk takes when you put the disk it. This is what went on my drive. the whole thing is built into a small plastic "u" shaped assembly. This is what went on my drive and gave me similar symptons that you are having. I don't know about the error codes though. You might want to find a way of checking this out. It cost me $55.00 a few years back to have someone change one of these on mine. Other than that my drive has lasted me a long time.

One other caution: I have dust covers on all my equipment and I make sure I put them back on after each use. The only thing that wore out was a keyboard on my 800XL. Hope you find your trouble and can get it repaired.

3797. Re: 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-14 14:43:45 UTC
From: gdtltr@brahms.udel.edu
Message-ID: <19625@brahms.udel.edu>
Source record: 114301

In article <2450@sumax.seattleu.edu> davidy@sumax.seattleu.edu (David L. Yee) writes:
=>In article <39941@cup.portal.com> Ordania-DM@cup.portal.com (Charles K Hughes) writes:
=>> 1200xl, 1450xl, 600xl, 800xl, 130xe, XEGS - all require a special board
=>>to perform some multitasking stuff in order to replace the CPU. The
=>>only board (that I know of) that does this is the DataQue 65816 CPU
=>>upgrade. ^^^^^^^^^^^^^^^^^^^
=>>
=>>
=>>Charles_K_Hughes@cup.portal.com
=>
=>Did this thing really come out? I remember reading articles about it in
=>Computer Shopper, about how they were going to do a lot of neat things
=>with it... and I awaited it but never heard much about it afterwards.
=>Did it come out? Does any one have it? Does it work? I am really curious
=>about something like this. If only the 8 bits had had this item 6 years ago...
=>
Yes, it is out; I have one in my 130XE. As it is, I don't think it was
worth it. The main reason is that the clock speed is still stuck at 1.79Mhz.
I haven't kept up with things in the last year or so, but last I heard
DataQue was looking into the possibility of introducing a new video board
for the thing. The main problem with upping the clock speed is that it
tends to freak out the ANTIC chip. With a new video board, it may be possible
to disable ANTIC & switch to a higher speed. I have heard rumors of 65816
chips that will crank up to 20Mhz, but I believe the Turbo-816 65816 is
rated at 5Mhz (Though I understand it may manage, say, 8Mhz.) But then the
RAM will slow things down. Extended static RAM cards are available, and will
support (I believe) up to 2Meg of SRAM.

=>
=>
=> David L. Yee
=> Email to:davidy@sumax.seattleu.eedu

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3798. Re: Help! My 1050 has stopped working...

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-14 22:45:08 UTC
From: mwoodwar@eecs.wsu.edu
Message-ID: <1991Mar14.224508.18251@eecs.wsu.edu>
Source record: 114303

Annoying noise and refusal to boot sounds like a track zero sensor failure
to me. I got a new sensor from one of the Atari parts havens (Don't remember
any names right now...) It didn't cost more than $10 and was simple to put in.
The track zero sensor is located on top of the drive mechanism (if I remember
correctly) and is kind of C shaped. When the head is moved all the way to
the outside of the disk, there is a tab which goes into the C shaped sensor.
This is a common failure of the 1050, and I hadn't even diagnosed my drive
for sure, but ordered one anyway, it works fine. I think when I turned my
drive on, it would step forward about 1/8th of an inch. If I
kept turning it off and on until it reached the
end of it's travel (the center of the disk), then it would make a horrible
grinding noise and come back to the outiside of the disk. (I did this with
the disk drive disconnected from the computer). Usually when you turn the
drive on, if it is at track zero, it steps out 1/4 inch or so, and returns to
the sensor. If it is anywhere else on the disk, it just returns to track zero.

Any questions, mail to mwoodwar@yoda.eecs.wsu.edu
Matt Wodoward

3799. Re: Help! My 1050 has stopped working...

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-15 00:29:19 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <40153@cup.portal.com>
Source record: 114304

Jean writes:
>Greetings.
>
>My disk drive has suddenly refused to work. I don't need to explain how
>Anyway, what happens is that the drive complains when it is ordered to read a
>sector (e.g. during bootup). All I get is an annoying noise, along with
>a message saying it can't boot (this repeats ad infinitum, or at least until
>I shut it off).
>
>Power seems fine. The LEDs work, and the power supply voltage is 12V AC.
>The motor starts and the head moves when I apply power, as usual. I have
>cleaned the head and the guide rails, and checked the circuit board for
>obvious problems (they aren't any blown components). I changed the drive #
>selector to all four positions. If it is selected as drive 2,3, or 4, I
>get a timeout sound, and when I put it back as drive 1, I get the annoying
>sound (not the same as the timeout sound).

It needs to be set to drive 1 in order to boot from it.

>
>I get error 139 whenever I try reading from the drive (I get this value
>using Omnimon). If I turn off the drive, I get error 138 (timeout).
>
>I don't think it's a bad connection between the drive and my computer because
>my old drive (which can't write properly...) works ok if I use the same serial
>cable.

The SIO port could be bad but this is unlikely.

>
>I think I have 5 options:
>
>1) Fix it myself (but I'd need the 1050 service manual and a source for parts)
>2) Send the drive out for repairs (but where? and for how much?)
>3) Put my 8-bit system in a closet and forget about it (not desirable)
>4) Cook up some hardware to let me use an IBM PC drive (too involved)
>5) Buy a new drive (not at this stage)

1, 2, 4, and 5 all equate to 5. 3 is a bad idea :)

I would suggest #5 - you should be able to get a cheap (<$150) XF551 or
even cheaper (<$100) 1050 pretty easily.

>
>I'm hoping somebody out there has some suggestions.

Only one...try a new boot disk, or several boot disks. Also, try swapping the drive mechs in your 1050's - this would eliminate the possibility of the SIO/1050 logic boards being at fault. (And who knows, you might get one perfect drive out of it.)

>
>
> Jean Goulet
> dcfs018@antares.concordia.ca

Charles_K_Hughes@cup.portal.com

3800. Re: 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-15 00:31:52 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <40154@cup.portal.com>
Source record: 114105

David asks:
>In article <39941@cup.portal.com> Ordania-DM@cup.portal.com (Charles K Hughes)
>writes:
>> 1200xl, 1450xl, 600xl, 800xl, 130xe, XEGS - all require a special board
>>to perform some multitasking stuff in order to replace the CPU. The
>>only board (that I know of) that does this is the DataQue 65816 CPU
>>upgrade. ^^^^^^^^^^^^^^^^^^
>>
>>
>>Charles_K_Hughes@cup.portal.com
>
>Did this thing really come out? I remember reading articles about it in
>Computer Shopper, about how they were going to do a lot of neat things
>with it... and I awaited it but never heard much about it afterwards.
>Did it come out? Does any one have it? Does it work? I am really curious
>about something like this. If only the 8 bits had had this item 6 years ago...
>

Yes it did. Pick up the current issue of START and look at the 8bit
section in there. I believe it has something on the 65816 this month.
If it doesn't, and you want the address for DataQue, I can dig that up
for you. However, the upgrade costs $130 or so. (and that assumes you
put it in yourself). It isn't cheap.

>
>
> David L. Yee
> Email to:davidy@sumax.seattleu.eedu

Charles_K_Hughes@cup.portal.com

3801. Re: Help! My 1050 has stopped working...

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-15 06:26:30 UTC
From: williams@fquest.fidonet.org
Message-ID: <Vq8Ty1w162w@fquest.fidonet.org>
Source record: 114107

It sounds like you have a bad disk...It it partially loads, then makes a horrible noise, then it is most likely a bad disk..try running a backup of dos...Well, just a thought...

3802. Re: stab from the past

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-15 09:39:00 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Mar15.093900.165@abode.wciu.edu>
Source record: 114108

Hi DJ,
You asked about companies that still support the Atari 8-bit.
I just got a catalog in the mail I had not seen before, you may want to write
to them and request a catalog for yourself.

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905

There was no telephone number listed. I hope this helps. Bye.....

Luis

--
"""

Luis Mark Outumuro III | "Well... you're damned if you do,
Computer Office Products 818/813-1051 | and you're damned if you don't!"
Infoline 818/813-1053 | - Bart Simpson, 1990...

3803. Re: SYNAPSE, DROPZONE, and 4096 colors on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-15 11:57:38 UTC
From: awrc@cs.ed.ac.uk
Message-ID: <7807@skye.cs.ed.ac.uk>
Source record: 114106
Cross-posted to: comp.sys.atari.8bit,rec.games.video

In article <1991Mar15.182741.1322@grape.ecs.clarkson.edu> walshm@clutx.clarkson.edu writes:
>
>RE: Dropzone anyone remember this game? it was basically a Defender-clone,
>except with a big spaceman as your ship. Some incredible multicolored
>sprites, smooth as silk animation/scrolling, a title page which was incredible
>and a sound effect for your exploision which was downright INCREDIBLE! the
>best sound effect ever on the 8-bit and one that holds up against anything
>
>I have heard today anywhere!
>
>Anyone know what happened to the company and/or programmers? this was one game
>WAY ahead of its time!

Yes, I loved this, one of the first games I ever bought for my XE. It was written by a guy called Archer Maclean who, if my ailing memory serves me correctly, was an American living in the UK. He did write some other stuff afterwards but I don't have a clue what he's doing these days.

>RE: SYNAPSE
>
>along the same lines, the graphuics and games put out by this company were
>downright amazing...blue max, fort apocalypse, encounter, rainbow walker,
>drelbs, necromancer! any of these programmers go on to games today still?

I don't think Encounter was actually a Synapse product - it was produced by a UK firm called Novagen which, initially at least, was a guy called Paul Woakes. It was licensed to Synapse in the US. He went on to write the game Mercenary, which was released on the 8-bit and almost every other machine under the sun. After that he wrote Damocles (Mercenary II) which is only available for bigger machines, like the ST and the Amiga. Damocles was the most recent product - it was released sometime last year. Quite impressive (solid 3D etc).

--
Al Crawford - Al_Crawford@edinburgh.ac.uk
"Breakdown. Splinter. A thousand fragments disperse and die."

3804. MIDI interface for 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-15 18:21:49 UTC
From: jss@swrinde.nde.swri.edu
Message-ID: <1906@swrinde.nde.swri.edu>
Source record: 114110

Did the person who mentioned the homemade MIDI interface for
the 8-bits ever post any information about it?

If not, could he post it or send it via e-mail? I am interested
in knowing more about it. Thanks.

3805. SYNAPSE, DROPZONE, and 4096 colors on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-15 18:27:41 UTC
From: walshm@clutx.clarkson.edu
Message-ID: <1991Mar15.182741.1322@grape.ecs.clarkson.edu>
Source record: 114302
Cross-posted to: comp.sys.atari.8bit,rec.games.video

in reverse order...

a poster recently posted a program that supposedly allowed the 8-bit to have 4096 colors. HOW IS this possible?!?! I though 256 was the limit. Anyone know why this program is only coming out now and how technically this color extension is possible?

RE: Dropzone anyone remember this game? it was basically a Defender-clone, except with a big spaceman as your ship. Some incredible multicolored sprites, smooth as silk animation/scrolling, a title page which was incredible,

and a sound effect for your exploision which was downright INCREDIBLE! the best sound effect ever on the 8-bit and one that holds up against anything

I have heard today anywhere!

Anyone know what happened to the company and/or programmers? this was one game WAY ahead of its time!

RE: SYNAPSE

along the same lines, the graphuics and games put out by this company were downright amazing...blue max, fort apocalypse, encounter, rainbow walker,

drelbs, necromancer! any of these programmers go on to games today still?

MTM "Matt the Man" Walsh;alias: THE CLAW,SCOOTER,SKUDER,GILLIGAN,TAIL DRAGGER
mail all editorials, responses, donations, junk mail to:
walshm@clutx.clarkson.edu
This has been a program-length advertisement

3806. Re: MIDI interface for 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-15 20:23:32 UTC
From: myc@aplpy.jhuapl.edu
Message-ID: <1991Mar15.202332.26249@aplcen.apl.jhu.edu>
Source record: 114111

In article <1906@swrinde.nde.swri.edu> jss@swrinde.nde.swri.edu (Jeff Stolte) writes:
>Did the person who mentioned the homemade MIDI interface for
>the 8-bits ever post any information about it?
>
>If not, could he post it or send it via e-mail? I am interested
>in knowing more about it. Thanks.

Me too!!!

Thanks in advance.
--
Michael Y. Chiang The John Hopkins University
myc@aplpy.jhuapl.edu Applied Physics Laboratory
(301) 792/953-5000 x3250

3807. Re: SYNAPSE, DROPZONE, and 4096 colors on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-15 23:48:28 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1991Mar15.234828.16382@mack.uit.no>
Source record: 114109
Cross-posted to: comp.sys.atari.8bit,rec.games.video

In article <7807@skye.cs.ed.ac.uk> Al_Crawford@edinburgh.ac.uk (Al Crawford) writes:
>In article <1991Mar15.182741.1322@grape.ecs.clarkson.edu> walshm@clutx.clarkson.edu writes:
>>
>>RE: Dropzone anyone remember this game? it was basically a Defender-clone,
>Yes, I loved this, one of the first games I ever bought for my XE. It was
>written by a guy called Archer Maclean who, if my ailing memory serves me
>correctly, was an American living in the UK. He did write some other stuff
>afterwards but I don't have a clue what he's doing these days.
Well, he wrote International Karate (IK) (European title, don't remember
the title in USA - Championship Karate? - anyway, it was stopped in USA
because Data East(?) thought it was a bit too similar to one of their
licences), and IK+ (all 3 done on the C64 too), and is reported to be
working on a snooker(or whatever you call it, billiard?, pool?) game for
the ST and Amiga.
All this as far and correct as I know.
> Al Crawford - Al_Crawford@edinburgh.ac.uk
--
|/// borgen@stud.cs.uit.no (Borge Nost) \\\|
|// ...and then there was AMIGA... \\|
|/ studying at the worlds northernmost university (Tromsoe, Norway) \|

3808. Re: want 850 interface or equiv.

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-16 00:22:25 UTC
From: asgardia@unixland.uucp
Message-ID: <3JLVy1w163w@unixland.uucp>
Source record: 114113

DEEJ@MAINE.BITNET (Dj Merrill) writes:

> I want to buy an 850 interface or equivalent.
> Need at least one RS232 port and one parallel port.
> I have an atari 400 and an 800.
> If anyone can knows where I can obtain an 850, please e-mail me at the
> following:
> Thanks

Sure I know where you can get one.
Drive down to massachusetts to a town called Framingham
(outside of boston) and buy mine.
:-)
im not much on mailing things but you can show up and bring cash
and id be willing to part with it if you make a fair offer.
-craig

3809. Re: Help! My 1050 has stopped working...

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-16 00:33:20 UTC
From: asgardia@unixland.uucp
Message-ID: <02LVy1w163w@unixland.uucp>
Source record: 114112

> I think I have 5 options:
>
> 1) Fix it myself (but I'd need the 1050 service manual and a source for parts
> 2) Send the drive out for repairs (but where? and for how much?)
> 3) Put my 8-bit system in a closet and forget about it (not desirable)
> 4) Cook up some hardware to let me use an IBM PC drive (too involved)
> 5) Buy a new drive (not at this stage)
>
> I'm hoping somebody out there has some suggestions.
>
>
> Jean Goulet
> dcfs018@antares.concordia.ca

Suggestion: call a board called OUTER CITY limits.
Leave ken (sysop) some feedback. Im sure he can fix it or tell
you what can be done for it. He has most parts and manuals..
If he has time you maybe can persuade him to work on it via
mail and have it sent back to you. His rates are very reasonable.
I had him do 3 1050s for me and he does good work.
(617) 665-0977
Tell em Craig sent ya.

3810. Re: SYNAPSE, DROPZONE, and 4096 colors on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-16 03:39:56 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991Mar16.033956.1570@uokmax.ecn.uoknor.edu>
Source record: 114115
Cross-posted to: comp.sys.atari.8bit,rec.games.video

walshm@clutx.clarkson.edu (Clutch CARGO,Spinner,Paddlefoot,Silver Skuder,Spinner,Paddlefoot, ,2173988593,2173988593) writes:

>in reverse order...

>a poster recently posted a program that supposedly allowed the 8-bit to have
>4096 colors. HOW IS this possible?!?! I though 256 was the limit. Anyone
>know why this program is only coming out now and how technically this color
>extension is possible?

This piqued my interest and I contacted the author, whereupon he informed me he was rapidly flipping between display pages with a DLI on one line. This technique actually has been around at least since the early 80's when Compute! magazine published an article to get 10+ colors on the old CTIA chips (though it used a VBI instead of a DLI but the results are practically the same).

>RE: Dropzone anyone remember this game? it was basically a Defender-clone,
>except with a big spaceman as your ship. Some incredible multicolored
>sprites, smooth as silk animation/scrolling, a title page which was incredible,
>and a sound effect for your exploision which was downright INCREDIBLE! the
>best sound effect ever on the 8-bit and one that holds up against anything
>I have heard today anywhere!

Yeah, this game did impress me so I disassembled parts of it. Actually the majority of the animation is... hold your breath... done with CHARACTERS. The whole field (except for the bottom landscape part) is an ANTIC mode 4 field. You'll notice that the main enemeies (the Nemesite and the other one that looks like the Nemesite except his eye goes the other way) are very small, so that redefining blocks of characters to move them finely presents no problem. If you look closely, you can notice that when two enemies overlap, they flicker as one set of block characters or another takes precedence. It was quite easy to "lift" the character set from the game and incorporate it into some neat demos... The Nmeye and the Blunder Storm, as well as your player, are P/M graphics.

>Anyone know what happened to the company and/or programmers? this was one game
>WAY ahead of its time!

>RE: SYNAPSE

>along the same lines, the graphuics and games put out by this company were
>downright amazing...blue max, fort apocalypse, encounter, rainbow walker,
>drelbs, necromancer! any of these programmers go on to games today still?

Agreed. Encounter is one of the few 8 bit games (others include Rescue on Fractalus and The Eidolon, with their fractals) that, to this day, has still totally eluded my comprehension. HOW on Earth do they do those graphics, and so fast? I tried disassembling it but got hopelessly lost. I believe it is done in ANTIC mode D (graphics mode 7), and I suppose that since the figures are geometrically simple (diamonds, circles) and consist largely of white space on the interior with no detail, the graphics could be done in real time rather than having preset graphical shapes overlayed onto the screen. How is the perspective handled? How are collisions (i.e. missile hits) detected? Any programmers out there care to comment?

>MTM "Matt the Man" Walsh;alias: THE CLAW,SCOOTER,SKUDER,GILLIGAN,TAIL DRAGGER
>mail all editorials, responses, donations, junk mail to:
> walshm@clutx.clarkson.edu
> This has been a program-length advertisement

---|\-#-/_|-------/|-------,*.----||---Norman Lin, University of Oklahoma----
---|/-----|------/-|---,"--|---,"-||------norlin@uokmax.ecn.uoknor.edu-------
--/|------------/-*'---|/------|--||-----(IP addr: 129.15.[20|22|24].2)------
-|/|\---/_|-----|-----------------||-"I gazed in your eyes, and saw the moon-
--\|/-----|----*'-----------------||------------and the skies"---------------

3811. PD Search

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-16 20:04:23 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Mar16.200423.1710@nmt.edu>
Source record: 114114

Hey!

I have some friends with 8-bits and there are some PD programs that
they wanted. They are:

Starlords
Any good Star Trek games
PD(?) SpeedCalc
The Atari 400/800 version of Turbo Basic
Cad 3-D
Dos 2.5+ (Has Ramdisk and different fonts, etc.)
G.O.S. (Graphic Operating System)
Wizard Adventure Creator
Script80 V2.0 Word Processor
Digital Editor (Desktop Publishing Prog. (?))

I believe all of the above are PD. Since I cannot find these
anywhere, it would be great if someone could uudecode them and
e-mail them to me.
Thanks.

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

3812. Re: 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-16 22:20:59 UTC
From: ken@hpcupt3.cup.hp.com
Message-ID: <48510001@hpcupt3.cup.hp.com>
Source record: 114118

> Ooops, sorry, I guess I'm wrong. The 65C02 must have TTL line
>drivers installed. I dunno if it would make the computer faster however,
>since it is still clocked at the same clock speed, and the peripheral
>interfaces are still the same type (I think the XE series has upgraded
>PIAs). But, I would like to hear from those that modifed it. The key
>
The 65C02 performed some instructions faster than the 6502. However, the
the flags are set correctly on decimal math mode on the 65C02 at the cost
of one addtional cycle. The speedup would not really be noticable IMHO.

Also, the 6502 was used on the 400 and 800, but the XL and XE machines used
the a chip called 6502C or Sally. In this chip, a few pins were changed
6502C 6502
Pin function pin function
36 READ/WRITE 36 N.C.
35 /HALT 35 N.C.
34 N.C. 34 READ/WRITE

the HALT pin on the 6502C stopped the CPU clock and tri-stated the address
bus inside the CPU, instead of it being done externally like the 400 and
800 did. Also, because of the way the CPU clock is halted, (the clock is
stretched during phase 0 of the clock at logic 0 level) the 65802 isn't
a drop in replacement fo the 6502 even on the 400 and 800 because the
65802 doesn't allow the CPU clock to be stretched low for more than
10 uS. ANTIC stretches the clock for more than that when doing video
memory accesses.
BTW, I don't know how the DataQue 65816 board works, so don't ask.

>advantage to CMOS technology is that it requires very little power, but its
>drawbacks are speed and also driving devices. CMOS requires little power
^^
Not anymore. This was true back when the RCA 4000 series CMOS chips
were made, but all the latest CPU's are done in CMOS at high
clock speeds. The 68030 clocks at 50Mhz now, the 68040 clocks at 25Mhz
with 33 and 50 planned (I think), and the 80486 runs at 33 Mhz, with
higher speeds planned (I think). Intel did talk about a one of a kind
100 Mhz 80486 that they got running in the lab. And here at HP, we
have RISC processors running at 50Mhz. As for fan out, depending
on the process, a CMOS output can drive several TTL loads, and LOTS
of CMOS loads.

Just my $0.02.

Ken Sumrall
ken%hpda@hplabs.hp.com
...!hplabs!hpda!ken

3813. Atari 8-bit System forsale

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-18 18:44:23 UTC
From: bell@plains.NoDak.edu
Message-ID: <8990@plains.NoDak.edu>
Source record: 114116
Cross-posted to: comp.sys.atari.8bit,misc.forsale,misc.forsale.computers

I have the following Atari 8-bit computer equipment for sale:

Hardware:

Atari 800XL computer
Atari 400 computer
(2) Atari 1050 Disk Drives
Atari Graphics Tablet
Atari 1010 cassette recorder
Tech Sketch Light Pen
Gorilla Banana 50 cps dot matrix printer (parallel)
(it's low quality print and noisy, but compact and graphics capable)
All power supplies, cables, and interfaces to connect everything listed
including TV interfaces for both computers and the printer interface.

Software:

Cartridge:

AtariArtist drawing program for graphics tablet
AtariWriter word processor
Atari BASIC
Eastern Front (war game)
Choplifter
Galaxian

Disks:

Atari Proofreader (spelling checker for AtariWriter)
Graphics printer driver for above printer
AtariWriter printer driver for above printer
Micro Illustrator (basically an AtariArtist program for the light pen)
MenuWriter (creates menus for your disks)
Antic Disk Scanner
Antic Disk Utilities
Scanalyzer (disk examiner/modifier utility)
Atari Protection Techniques (goes with book, below)
Advanced Atari Protection Techniques (goes with book, below)
DOS 2.0
DOS 2.5
DOS 3.0
Castle Wolfenstein (game)
Beyond Castle Wolfenstein (game)
King Tut's Tomb and Tomb construction set by Antic
Typesetter (makes newsletters, etc)

Rubberstamp (graphic design program)
Megafont (program lister and graphics dumper)
Page Designer (incorporates above 3 programs)
Icons for above 4 programs
Antic Computer Challenges

Books:
Inside Atari BASIC (BASIC reference manual)
Atari Programmers Reference Guide
DOS Utilities
Atari Protection Techniques (with disk)
Advanced Atari Protection Techniques (with disk)
Your Atari 400/800 Computer Guide
Atari BASIC Tutorial

All equipment is in perfect working order and has only light use on it. The system has been in storage for 3 or 4 years (since I got my Laser 128). I have manuals for everything (hardware and programs), and all programs are originals. I have original boxes and packing for the disk drives and printer. This system cost almost $2000 when it was purchased (mid 1980s), and that was shopping around for the best deals on each piece. I am asking $500, and I will pay shipping in the 48 states for this price. However, I have been out of the Atari scene for quite a while, so I am willing to listen to whatever deals you may offer.

This system GOES AS A COMPLETE PACKAGE (the Atari 400 and 1010 could be sold separately or left out of the package).

e-mail to bell@plains.nodak.edu

p.s. - I posted this about 2 months ago and had some replies, but I have moved since then and lost access to those addresses, etc. Please respond again if still interested.

3814. REMINDER: MIDI on the ST - KWEST 16-bit Atari Meeting - Wed Mar 20/91

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-18 21:35:50 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991Mar18.213550.21709@watmath.waterloo.edu>
Source record: 114117
Cross-posted to: kw.general,ont.general,uw.general,ont.micro,kw.micro,rec.music.synth,comp.music,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,uw.sys.atari

The Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari user group
will be devoting most of the March ST meeting to MIDI topics.
For this month only, we will be gathering on the
third Wednesday of the month (March 20th) instead of the usual
second Wednesday.

The MIDI presentation will cover the following:

- What is MIDI?

- MIDI music for the serious musician, and

- MIDI for the home computer user.

In other words there is something of interest for almost everyone.
There will be a MIDI freeware/shareware disk available, as well as
a number of pre-recorded tapes of electronic music for sale.
Our newsletter "The Hard Copy" will also contain several MIDI articles.

Our presentation starts at 7:30pm sharp, in room MC 2009 of
the Math and Computer Building at the University of Waterloo.
The door opens at 7:00pm.
Admission will be (a paltry) $2 for non-members, refundable
if you join our (humble) group.
Come early and make sure you get a seat...but make sure you
are on hand in time for the 7:30 start.

For further information, please contact Brian Bentley by
email at econadm5@watserv1.uwaterloo.ca, or by voice at 743-6455.

Hoping to see you on the 20th...

3815. Synapse

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-19 13:47:06 UTC
From: dh125@uk.ac.city.cs
Message-ID: <1991Mar19.134706.25227@cs.city.ac.uk>
Source record: 114126

RE : Synapse

Does anyone know what happened to this company as they produced some great games like BLUE MAX, RAINBOW WALKER, NECROMANCER & ALLEY KAT.
I heard that they run out of money because they were doing a project for Atari and atari never paid them. In the UK thier software was sold under the Synsoft label because of a company in the UK called synapse which sold business software.

I have several other synapse games and would like to know what other games they have written.

Also does anyone know if Ozark softscape (I think) still produce software as I have MULE and SEVEN CITIES OF GOLD by them which are both brillant.

Paul.

dh125@uk.ac.city.cs

3816. HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-20 03:28:35 UTC
From: asgardia@unixland.uucp
Message-ID: <cu93y1w163w@unixland.uucp>
Source record: 114121

I need help with a problem I have here. I am trying to use my atari to
connect to my computer mainframe at school. I am using bobterm.
The mainframe lists emulation of every single popular terminal
there is (that I am aware of anyways) but the thing is that
when i select vt100 and use bobterm, It wont work well.
Even worse than that, I cannot send function keys.
This system is driven by function keys.
I dont know what the ascii equivalent of these keys are.
The system i want to connect to is a CDC cyber running NOS VE.
IF anyone knows how to solve the problem, or if anyone has software
that will help, please email me ASAP!

-craig rothman
MRNEUTR@Rcn.bitnet
or Craig@umass.bitnet
NOTE: this UNIX Address doesnt allow me to send or recieve email so
send to the 2 addresses ive posted ONLY.

3817. RE: Unsprites programs, CaveLords programs, et al

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-20 04:50:50 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <40360@cup.portal.com>
Source record: 114119

I don't recall the name of the person who has recently posted a lot of UU-encoded software, but I would really like to hear from him via e-mail. I've been COMPLETELY UNABLE to successfully use any of the files resulting from downloading and UUdecoding his postings, but have not heard one peep of flak from anyone else here and am left to wonder if I'm the ONLY person having trouble. That would bother me because I've been downloading and UUdecoding files for YEARS and this fellow's postings are the ONLY ones I've EVER had consistent trouble with.

The programs posted by the person I am trying to reach include --

JANES.UUE - "Jane's Program"
EASY.UUE - "EASY.AMP -- ANTIC Music Processor file"
UNSPRIT1.UUE through UNSPRIT5.UUE
CAVELRDS.UUE - "Cave Lords" game

There may have been others, but this person should by now know who he is. Please write me, and tell me *EXACTLY* what you are doing to UUencode and upload your files. What software on what system to UUencode, transfer-files, post-to-the-Net.

I would also love to hear the same information from anyone who has SUCCESS-FULLY UUdecoded and used this fellow's files; I go to a lot of trouble to download these things, and it's extremely frustrating when they don't work!

Thanks in advance!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3818. RE: Unsprites programs, CaveLords programs, et al

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-20 16:57:22 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <9103201657.AA04907@cwns6.INS.CWRU.Edu>
Source record: 114120

From: Chris_F_Chiesa@cup.portal.com

>I don't recall the name of the person who has recently posted a lot of UU-
>encoded software, but I would really like to hear from him via e-mail. I've
>been COMPLETELY UNABLE to successfully use any of the files resulting from
>downloading and UUdecoding his postings, but have not heard one peep of
>flak from anyone else here and am left to wonder if I'm the ONLY person having
>trouble. That would bother me because I've been downloading and UUdecoding
>files for YEARS and this fellow's postings are the ONLY ones I've EVER had
>consistent trouble with.

>The programs posted by the person I am trying to reach include --

> JANES.UUE - "Jane's Program"

I tried unsuccessfully to get this one running too...

> EASY.UUE - "EASY.AMP -- ANTIC Music Processor file"

Haven't seen this one.

> UNSPRIT1.UUE through UNSPRIT5.UUE

All the BASIC files are badly corrupted. Some of them cause the
computer to lock without hope of recovery.

> CAVELRDS.UUE - "Cave Lords" game

Haven't tried this one either.

I believe these files are corrupted at the FTP site itself and not
in UUEncoding...

--
Doug Wokoun / / | Any inanimate object
(aa384@cleveland.Freenet.Edu) [o]-[o] | floats downstream;
||| L {_Dug_} | it takes life to go
Atari / | \ S I G ___/ | against the current.

3819. Re: Unsprites programs, CaveLords programs, et al

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-21 03:05:37 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Mar21.030537.1230@nmt.edu>
Source record: 114127

I have a friend who got Cave Lords from terminator
and he was unable to get it to work.

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

3820. Wizard of Wor

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-21 11:18:57 UTC
From: S_DINGLER@iravcl.ira.uka.de
Message-ID: <1991Mar21.112321.16803@ira.uka.de>
Source record: 114123

Hi there y'all !
Does anybody remeber that great game named Wizard of Wor ?
Sure does anybody.
So can somone tell me if that company still exists or if there are still
copyright protections on that game.
I'm asking this because I'm planning to program a ST-version of it (which
is running now, but has got bad grafix and bad enemy movement still).
Anyone nowadays interested in that game ??

greetings , f.

UKDP@DKAUNI2 (bitnet)
S_DINGLER@irav1.ira.uka.de (uucp / Internet)

3821. Monitors for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-21 18:32:52 UTC
From: cfleck@SRC.Honeywell.COM
Message-ID: <1991Mar21.183252.25475@src.honeywell.com>
Source record: 114124

I have a question about connecting a color monitor to an 800XL.

Has anyone used a NEC JC-1225MA Monitor with their 8-bit ?
Someone at work wants to sell this monitor to me and I want to
make sure it is compatible... He used it with his C64. It has
two VCR like plugs in the back (video in and video out)....
I know I would have to buy a 5pin to video cable... Are there
any other considerations I need to take into account ?
What would be a normal price to pay for a monitor like this ?

Thanks
cfleck

cfleck@src.honeywell.com

3822. Re: Monitors for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-22 00:22:17 UTC
From: njd@cbnewsd.att.com
Message-ID: <1991Mar22.002217.26992@cbnewsd.att.com>
Source record: 114122

In article <1991Mar21.183252.25475@src.honeywell.com> cfleck@SRC.Honeywell.COM (Chuck Fleckentein) writes:
>I have a question about connecting a color monitor to an 800XL.
>
>Has anyone used a NEC JC-1225MA Monitor with their 8-bit ?
>Someone at work wants to sell this monitor to me and I want to
>make sure it is compatible... He used it with his C64. It has
>two VCR like plugs in the back (video in and video out)....
>I know I would have to buy a 5pin to video cable... Are there
>any other considerations I need to take into account ?
>........

I've never seen this brand of monitor, but if it has 2 (and only 2) "VCR-like" (RCA-type) jacks in the back, and no other jacks, then those must be Video In and Audio In (assuming the monitor handles audio, maybe some don't!). One Video In jack means the monitor accepts NTSC composite video (assuming it's not a European PAL-input monitor - I've never seen such a beast). If there are actually three (RCA-type) jacks (or two RCAs and a mini-phone jack), or two sets of jacks (one triplet, one pair or less if audio is not separated), then they are probably Chroma, Luma, and Audio In (and the 2nd set would be composite). I have a Commodore 1802C monitor, which of course works with a C64. It has two video input modes: NTSC ("Regular Video") and what I call 'split chroma/luma' ("Commodore video"). I use it with my 130XE (and, when pressed, with my 800XL, when some programs balk at the OmniView chip in my XE).

The complications at the Atari end are: The 800 and 130XE (and possibly other 8-bit models except the 800XL) will output either NTSC composite video or split chroma/luma. (The same monitor jack has pins for both - just use different cables.) But the 800XL is missing the internal wiring for the chroma pin, so unless you modify it, you can only use composite video. That's no problem for most monitors usable with 8-bit machines, because NTSC composite video is a (US) standard 'Split chroma/luma' gives better resolution, though - enough for 80 columns (for me, anyway).

To summarize: Unless your friend's monitor ONLY accepts 'split chroma/luma' video - no composite video - you can use it with your 800XL. Composite video monitor cables are (or at least were when I last bought one) an off-the-shelf item.

Nick DiMasi Uniq Digital Technologies, Inc.
nick@udt386.chi.il.us
[I'm not there as much]

...att!odutsa!njd [I'm on here a lot] | Delphi: TURBONICK
or njd@odutsa.att.com |
|
R/r (reply command) is supposed to be | under contract to AT&T Network Systems
OK (to cbnewsd, forwarded) now. | (Network Software Ctr., Lisle, IL)

3823. Re: Wizard of Wor

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-22 04:20:19 UTC
From: clf3678@isc.rit.edu
Message-ID: <1991Mar22.042019.409@isc.rit.edu>
Source record: 114129

In article <1991Mar21.112321.16803@ira.uka.de> S_DINGLER@iravcl.ira.uka.de (|S| Florian Dingl) writes:
>Hi there y'all !
>Does anybody remeber that great game named Wizard of Wor ?

Sure do. That was a pretty decent game!

>So can somone tell me if that company still exists or if there are still
>copyright protections on that game.

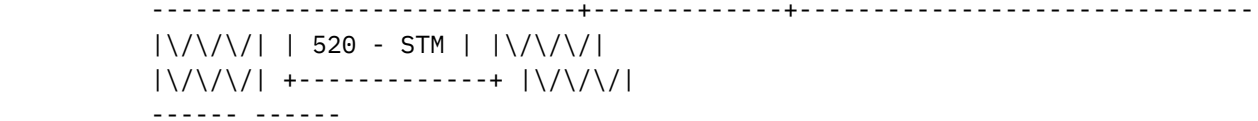
The company that manufactured the arcade game was Williams. The company which marketed the 8-bit cart was Roklan. Williams is still around, but Roklan bit the dust some time ago. However, the copyright is still in effect.

>I'm asking this because I'm planning to program a ST-version of it (which
>is running now, but has got bad grafix and bad enemy movement still).
>Anyone nowadays interested in that game ??
>

You could probably release the game with another name and have no problems. There are certainly tons of clone games around (Pac-Man clones come into mind). Just change the game in some slight way so it isn't an exact duplicate of the original. Let me know when you finish it! I'm certainly interested.

>UKDP@DKAUNI2 (bitnet)
>S_DINGLER@irav1.ira.uka.de (uucp / Internet)

_____\ Chris Freemesser, RIT inmate #clf3678 Dimension's End BBS /_____
______\ BITNET: clf3678@ritvax (716)436-3078 /______
_______\ Usenet: clf3678@isc.rit.edu 2400 baud/47 megs /_______
________\ GEnie: C.FREEMESSER Full Atari support /________



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3824. Re: Synapse

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-22 18:33:39 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1991Mar22.183339.789@cbnewsc.att.com>
Source record: 114128

From article <1991Mar19.134706.25227@cs.city.ac.uk>, by dh125@uk.ac.city.cs:
>
> Synsoft label because of a company in the UK called synapse which sold
> business software.
>
> Also does anyone know if Ozark softscape (I think) still produce software
> as I have MULE and SEVEN CITIES OF GOLD by them which are both brillant.

I don't know what happened to Synapse, but I'm sure they are no longer in
business. I haven't seen their name for years. As to MULE, Seven Cities
of Gold and many others, they are done here in the States by Electronic
Arts. EA is very much alive (last I heard anyway) and most of their
items are still available. They have dropped (all?) support for the
Atari 8bit though, so you will only find software for us through some
of the companies that advertize in American Atari magazines, such as
STart. Best, American TechnaVision and B&C Computers come to mind as
the best bet here in the US.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3825. Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-22 20:31:24 UTC
From: dgouty@hpuxa.acs.ohio-state.edu
Message-ID: <1991Mar22.203124.17513@magnus.acs.ohio-state.edu>
Source record: 114125
Cross-posted to: comp.sys.atari.8bit,osu.for-sale

```
FOR SALE
1 atari 800
1 indus gt disk drive
1 parallel interface
1 basic language kit

misc. disks and software
all for 125.00

--
I'm Douglas Gouty(dgouty@hpuxa.acs.ohio-state.edu), who the Hell are you!?
"I will not encourage others to fly"..."TAR is not a plaything"..."I will
not Xerox my butt"..."I will not trade pants with others"..."I will not pledge
allegience to Bart"..."I will not sell school property"....
```

3826. Re: Unsprites programs, CaveLords programs, et al

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-23 10:01:21 UTC
From: bmarcum@world.std.com
Message-ID: <1991Mar23.100121.3740@world.std.com>
Source record: 114130

I had the same problem with the Unsprites programs; they wouldn't run after uudecoding. But it turned out that the article and the programs were originally published in ANALOG Computing magazine, issue #70. I believe the other programs (CaveLords, Drop Zone) were also in ANALOG.

3827. Re: Synapse

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-23 20:44:42 UTC
From: brett@visix.com
Message-ID: <1991Mar23.204442.2030@visix.com>
Source record: 114132

In article <1991Mar22.183339.789@cbnewsc.att.com>, kimes@cbnewsc.att.com (Kit Kimes) writes:
> From article <1991Mar19.134706.25227@cs.city.ac.uk>, by dh125@uk.ac.city.cs:
> >
> > Also does anyone know if Ozark softscape (I think) still produce software
> > as I have MULE and SEVEN CITIES OF GOLD by them which are both brillant.
>
> As to MULE, Seven Cities
> of Gold and many others, they are done here in the States by Electronic Arts.
^^^^^^^^^^^^^^^^

Actually, the original poster was correct, and Ozark SoftScape programmed the two games mentioned (M.U.L.E. and Seven Cities of Gold). EA marketed and handled the distribution of these games.

One of my friends, (from Little Rock, AR, where the authors are from) knew the developers and he says they are still around. What they are doing now is a mystery to him, though.

> Kit Kimes

--
__
Brett Bourbin \ / /(_ /\/ 11440 Commerce Park Drive
..!uunet!visix!brett \/ / __)/ /\ Reston, Virginia 22091
brett@visix.com Software Inc (703) 758-2733

3828. Re: Unsprites programs, CaveLords programs, et al

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-23 23:15:38 UTC
From: fseipel@hpuxa.acs.ohio-state.edu
Message-ID: <1991Mar23.231538.21007@magnus.acs.ohio-state.edu>
Source record: 114131

Cavelords is a German program; most of the rest were from A.N.A.L.O.G.
I am working on getting a working copy up. I wish somebody had sent me
e-mail earlier about this.
BTW I think the copy of Cavelords on atari.archive.umich.edu was bad.
I'm not sure what I am doing wrong in uploading, I have both ends set for
binary transmission.

3829. Atari 8-bit System for sale (Repost)

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-24 21:14:10 UTC
From: bell@plains.NoDak.edu
Message-ID: <9129@plains.NoDak.edu>
Source record: 114133
Cross-posted to: comp.sys.atari.8bit,misc.forsale,misc.forsale.computers

I have the following Atari 8-bit computer equipment for sale:

Hardware:

Atari 800XL computer
Atari 400 computer
(2) Atari 1050 Disk Drives
Atari Graphics Tablet
Atari 1010 cassette recorder
Tech Sketch Light Pen
Gorilla Banana 50 cps dot matrix printer (parallel)
(it's low quality print and noisy, but compact and graphics capable)
All power supplies, cables, and interfaces to connect everything listed
including TV interfaces for both computers and the printer interface.

Software:

Cartridge:

AtariArtist drawing program for graphics tablet
AtariWriter word processor
Atari BASIC
Eastern Front (war game)
Choplifter
Galaxian

Disks:

Atari Proofreader (spelling checker for AtariWriter)
Graphics printer driver for above printer
AtariWriter printer driver for above printer
Micro Illustrator (basically an AtariArtist program for the light pen)
MenuWriter (creates menus for your disks)
Antic Disk Scanner
Antic Disk Utilities
Scanalyzer (disk examiner/modifier utility)
Atari Protection Techniques (goes with book, below)
Advanced Atari Protection Techniques (goes with book, below)
DOS 2.0
DOS 2.5
DOS 3.0
Castle Wolfenstein (game)
Beyond Castle Wolfenstein (game)
King Tut's Tomb and Tomb construction set by Antic
Typesetter (makes newsletters, etc)

Rubberstamp (graphic design program)
Megafont (program lister and graphics dumper)
Page Designer (incorporates above 3 programs)
Icons for above 4 programs
Antic Computer Challenges

Books:
Inside Atari BASIC (BASIC reference manual)
Atari Programmers Reference Guide
DOS Utilities
Atari Protection Techniques (with disk)
Advanced Atari Protection Techniques (with disk)
Your Atari 400/800 Computer Guide
Atari BASIC Tutorial

All equipment is in perfect working order and has only light use on it. The system has been in storage for 3 or 4 years (since I got my Laser 128). I have manuals for everything (hardware and programs), and all programs are originals. I have original boxes and packing for the disk drives and printer. This system cost almost $2000 when it was purchased (mid 1980s), and that was shopping around for the best deals on each piece. I am asking $500, and I will pay shipping in the 48 states for this price. However, I have been out of the Atari scene for quite a while, so I am willing to listen to whatever deals you may offer.

This system GOES AS A COMPLETE PACKAGE (the Atari 400 and 1010 could be sold separately or left out of the package).

e-mail to bell@plains.nodak.edu

p.s. - I posted this about 2 months ago and had some replies, but I have moved since then and lost access to those addresses, etc. Please respond again if still interested.

3830. Vt-10 Squared, and The newest XEP80 compatable Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-25 06:29:05 UTC
From: asgardia@unixland.uucp
Message-ID: <7iqcZ1w163w@unixland.uucp>
Source record: 114134

Does anyone know of a bbs that I could call and obtain the following
programs for the 8 bit.

Vt-10 squared.. Kermit-65 (newest version that will work with XEP80)
Im in dire need of these..
any help would be appreciated.
I tried to FTP from UMICH, but it wouldnt lemme do it.
-craig

Send Private Email Responses to Craig@Rcn.bitnet or Craig@umass.bitnet
DO NOT SEND EMail responses to this unixland address, i dont have
email storage ability here.

3831. Chameleon or other 2400 vt100 term emulators wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-25 21:52:32 UTC
From: masandy@ubvmsb.cc.buffalo.edu
Message-ID: <67389@eerie.acsu.Buffalo.EDU>
Source record: 114135

Does anyone know where I might find the above utilities? I have looked in umich, but everything there is archived, and I reallyhave no idea how to un-archive something (excuse my ignorance). If someone could send it to the address above, or let me know where I could find a "regular" copy of it, I would be extremely grateful.

--Andrew Vassallo >> no signature file.

3832. Re: Chameleon or other 2400 vt100 term emulators wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-26 20:48:26 UTC
From: asgardia@unixland.uucp
Message-ID: <FZoFZ1w163w@unixland.uucp>
Source record: 114136

masandy@ubvmsb.cc.buffalo.edu (Andrew Vassallo) writes:

>
> Does anyone know where I might find the above utilities? I have looked in
> umich, but everything there is archived, and I reallyhave no idea how to
> un-archive something (excuse my ignorance). If someone could send it to
> the address above, or let me know where I could find a "regular" copy of it,
> I would be extremely grateful.
>
> --Andrew Vassallo >> no signature file.

Chamelion (i have) and I believe its NOT pd. I think that you can
purchase it from Antic (now STart) as they used to sell it...
I dont have the number handy but if you want it send me a line.
-Craig@umass.bitnet

3833. Homemade MIDI Interface -- Part 1 of 2

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-28 02:51:18 UTC
From: terpin@acsu.buffalo.edu
Message-ID: <67653@eerie.acsu.Buffalo.EDU>
Source record: 114137

```
Homemade MIDI interface for the Atari 8-Bit
-------------------------------------------
Parts List:
1 7404 TTL Hex Inverter OR 7400 NAND gate
2 220 ohm resistors (10%)
1 Atari serial port plug for your computer
2 5-pin Midi plugs (RCA) for your midi keyboard
1 breadboard/experimenter perf board
1 project case
approx. 10 ft. of 3 wire cable
twist ties to tie down wires etc..

The serial port pins as seen on the computer are:

2 4 6 8 10 12
o o o o o o
o o o o o o o
1 3 5 7 9 11 13

1 - Clock In 7 - Command
2 - Clock Out 8 - Motor Control
3 - Data In 9 - Proceed
4 - Ground 10 - +5V
5 - Data Out 11 - Audio In
6 - Ground 12 - +12V 13 - Interrupt

For this project, we will only need to use pin #'s 3,4,5, and 10 of the
serial port.
---------------
(CRUDE) Ground (pin 4)
SCHEMATIC: 7404 |
|\ |\ 2|
| \ | \ 220 ohm 5 o 4
data out ---| O--| O---\/\/\/---------o o---/\/\/\/-- +5 (pin 10)
from computer | / | / 3 o o 1
(pin 5) |/ |/ MIDI OUTPUT cable to synth

2
5 o 4
Ground---o o------------(optoisolator)------- data in to computer
3 o o 1 (pin 3)
MIDI INPUT cable
from synth

Pins 1,3 of the Midi Output cable and pins 1,2,3 of the Midi Input
cable are not connected.
```

The optoisolator is optional, although it is recommended for extra
protection for your midi keyboard. I have used the interface
hard wired without the optoisolator without any problems (so far).

Also note: the normal serial i/o to the disk will sometimes interfere
with the midi interface and vice versa. This sometimes results in
a note sounding on the synth when loading or saving a file, or the
disk will glitch if you try playing the keyboard during disk i/o.
One possible way to remedy this annoying problem is to replace
the 7404 with a tri-state buffer which can be turned to a high-Z state
using the motor control (pin 8) from the serial port.

Anyway, BE CAREFUL and check all your wiring before you hook the
interface up to the synthesizer.

Please let me know if you have any suggestions for improving the
interface.

next:: BASIC Midi Recorder Program
New & Improved Assembly Source Code

Christopher Terpin
terpin@autarch.acsu.buffalo.edu

3834. need help w/file trans

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-28 18:40:11 UTC
From: xdn22@CCVAX.IASTATE.EDU
Message-ID: <1991Mar28.184011.26608@news.iastate.edu>
Source record: 114138

Using an account on a VAX, I managed to figure out how
to utilize FTP and tranfer a binary file from the archive
at umich. The problem is that I dont know how to get the
file from my account to my atari.
I have an 800, am using sparta-dos, and have 850 Express
as a terminal program.
Also, what exactly is UUENCODE, and how does one
unencode it?

Any help, or information at all would be greatly appreceated.

Paul T.

3835. Re: need help w/file trans

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-28 20:07:22 UTC
From: snyder@chopin.udel.edu
Message-ID: <16822@chopin.udel.edu>
Source record: 114139

uuencode is a method of changing files so they can be put in a post (i.e.
get rid of control and chars over 96....) as for getting therm from your
host....try seeing if it offers XMODEM (some do) if not get kermit....
it is on just about every UNIX or VAX system i have seen.....(it can be
gotten from most local BBS's...or a user groups library.....)

you said you use express? try using OMNICOM it is 80 cols and is great if you
don't have a XEP-80.....

Sloopy X. Malibu snyder@brahms.udel.edu
(Chris Luckey) snyder@mocha.acs.udel.edu

3836. Re: Homemade MIDI Interface -- Part 2 of 2

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-28 22:07:35 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4484.27f222d7@miavx1.acs.muohio.edu>
Source record: 114140

After seeing the diagram for the MIDI interface I was wondering. How hard would it be to hook it up to an ST through the MIDI ports, and be abel to transfer data back and for? (Or even to use the ST as a pseudo disk drive for the Atari. I'd be willing to write the software for the ST, hopefully writing it as a DA so you can be using both your ST and your 8-bit at the same time.)

Any thoughts or ideas?

Ryan 'Gozar' Collins Question for IBM Users: rlcollins@miavx1.BITNET
|||| Power Without How DO you move/copy a rc1dsanu@miamiu.BITNET
/ || \ The Price!! Subdirectory? R.COLLINS1 on GEnie

3837. For Sale Cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-29 03:47:28 UTC
From: jbaker@coral.bucknell.edu
Message-ID: <1991Mar28.224728.3097@coral.bucknell.edu>
Source record: 114141

For Sale:

Atari 800 Computer
Dual Floppy Disk Drives
300 Baud Atari Modem
Green Screen Monitor
Gemini 10X Dot Matrix Printer

The drives are a little flaky, but everything else works fine!

$200 plus shipping

Or best offer!

**I must get rid of this, help me please!

Jason
jbaker@coral.bucknell.edu

3838. Activision's Great American Road Race

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-29 06:22:15 UTC
From: jamie@dorsai.com
Message-ID: <sV5JZ2w163w@dorsai.com>
Source record: 114142

I was wondering if anybody is willing to part with this incredible racing game from Activision. I can no longer locate my copy, and having hooked up the computer again partially to play this game, I'm really upset!

Please send replies e-mail, since I don't read this group often,. Thank you in advance.

-JRL

P.S. I'm willing to pay for it, of course! :-)

3839. Re: need help w/file trans

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-29 06:39:18 UTC
From: asgardia@unixland.uucp
Message-ID: <8N6JZ1w163w@unixland.uucp>
Source record: 114143

xdn22@CCVAX.IASTATE.EDU (Paul T.) writes:

>
> Using an account on a VAX, I managed to figure out how
> to utilize FTP and tranfer a binary file from the archive
> at umich. The problem is that I dont know how to get the
> file from my account to my atari.
> I have an 800, am using sparta-dos, and have 850 Express
> as a terminal program.
> Also, what exactly is UUENCODE, and how does one
> unencode it?
>
> Any help, or information at all would be greatly appreceated.
>
> Paul T.

ME too!! I did this also and I cant get it off the CYBER!
Its in my account but I have no idea what to do with it now.

3840. Re: need help w/file trans

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-29 19:49:17 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <40681@cup.portal.com>
Source record: 114144

Somebody wrote: (put your name at the end of your posts and I'll put it at
the beginning of mine, fair enough?)
>xdn22@CCVAX.IASTATE.EDU (Paul T.) writes:
>
>>
>> Using an account on a VAX, I managed to figure out how
>> to utilize FTP and tranfer a binary file from the archive
>> at umich. The problem is that I dont know how to get the
>> file from my account to my atari.
>> I have an 800, am using sparta-dos, and have 850 Express
>> as a terminal program.
>> Also, what exactly is UUENCODE, and how does one
>> unencode it?
>>
>> Any help, or information at all would be greatly appreceated.
>>
>> Paul T.
>
>ME too!! I did this also and I cant get it off the CYBER!
>Its in my account but I have no idea what to do with it now.

Well, you have to connect your Atari to the computer that has the info
on it. This means use a terminal program and dial up the modem that
is connected to the big computer. If the computer doesn't have a modem
that you can use, you are SOL.
Ok, once you've managed to get the files into your Atari, you need to
uuDEcode them. UuENcode turns a binary file into a text file, DEcode
does the reverse. There is a basic uuDEcoder available (sorry, I don't
have it nearby) which is listed and has no special codes in it. This
basic listing can be ENTERed right into basic and run. Once you have
the basic DEcode working, you can FTP for the binary decoder (which works
a lot faster) and decode it.

Charles_K_Hughes@cup.portal.com

3841. Looking for peek address of joystick ports on 600(?)

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-29 21:11:30 UTC
From: unx20238@unx2.ucc.okstate.edu
Message-ID: <1991Mar29.211130.11719@unx2.ucc.okstate.edu>
Source record: 114145

I am looking for ANY information on the memory locations of the joystick ports. ANY help would be greatly appreciated!

My machine is a 600, I believe. It is brown and white and basically just a keyboard. Very nice graphics for such a small computer. Oh yeh, it has a cartridge slot in the top-center, above the keyboard.

Lonny L. Lowe
Oklahoma State University
unx20238@unx2.ucc.okstate.edu

3842. Re: need help w/file trans

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-29 21:59:43 UTC
From: jprice@jove.cs.pdx.edu
Message-ID: <2126@pdxgate.UUCP>
Source record: 114146

In article <8N6JZ1w163w@unixland.uucp> asgardia@unixland.uucp (Craig Rothman) writes:
>xdn22@CCVAX.IASTATE.EDU (Paul T.) writes:
>
>>
>> Using an account on a VAX, I managed to figure out how
>> to utilize FTP and tranfer a binary file from the archive
>> at umich. The problem is that I dont know how to get the
>> file from my account to my atari.
>> I have an 800, am using sparta-dos, and have 850 Express
>> as a terminal program.
>> Also, what exactly is UUENCODE, and how does one
>> unencode it?
>>
>> Any help, or information at all would be greatly appreceated.
>>
>> Paul T.
>
>ME too!! I did this also and I cant get it off the CYBER!
>Its in my account but I have no idea what to do with it now.

You need to use a downloading program to download it from your
host. Try the commands:

kermit, xmodem xm sz sb sx or such...or try to get man pages on them...

in any case your host should have a downloading program so ask your
sysprog what is availble there.

also YOU need to have a downloading prog....probably yer terminal emulater
has one....XMODEM is everywhere...zmodem or kermit are out there too
for the 8 bits...

James

Internet: jprice@jove.cs.pdx.edu "Justice is incidental to law and order."
SCUD: 45 31 25 N 122 40 30 W - J. Edgar Hoover
Unity not uniformity | NBC = GE "Reading musses up my mind." - Henry Ford

3843. Re: need help w/file trans

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-30 00:03:21 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Mar30.000321.9402@maverick.ksu.ksu.edu>
Source record: 114147

Ordania-DM@cup.portal.com (Charles K Hughes) writes:
>Somebody wrote: (put your name at the end of your posts and I'll put it at
>the beginning of mine, fair enough?)
>>xdn22@CCVAX.IASTATE.EDU (Paul T.) writes:
>>
>>> Using an account on a VAX, I managed to figure out how
>>> to utilize FTP and tranfer a binary file from the archive
>>> at umich. The problem is that I dont know how to get the
>>> file from my account to my atari.
>>> Also, what exactly is UUENCODE, and how does one
>>> unencode it?
>>>
> Ok, once you've managed to get the files into your Atari, you need to
>uuDEcode them. UuENcode turns a binary file into a text file, DEcode
>does the reverse. There is a basic uuDEcoder available (sorry, I don't
>have it nearby) which is listed and has no special codes in it. This

If you ftp from umich, you can get the basic uuDEcoder from there also.
This would be an easy ascii capture or ascii download once you get it to
your school macine.

--
"Could you please continue the petty bickering. | Scott Parish a.k.a.
I find it most intriguing." -- Lt. Cdr. Data | parsons@matt.ksu.ksu.edu

3844. Re: Looking for peek address of joystick ports on 600(?)

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-30 02:19:17 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Mar30.021917.11485@maverick.ksu.ksu.edu>
Source record: 114148

unx20238@unx2.ucc.okstate.edu (GreyMaulkin) writes:

>I am looking for ANY information on the memory locations of the joystick
>ports. ANY help would be greatly appreciated!

>Lonny L. Lowe

The addresses for the joystick ports are 632-633 decimal or 278-279 hex.

--
"Could you please continue the petty bickering. | Scott Parish a.k.a. I find it most intriguing." -- Lt. Cdr. Data | parsons@matt.ksu.ksu.edu
---
"I don't believe it." -- Luke Skywalker "That is why you fail." -- Yoda, Jedi Master

3845. Umich

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-31 02:18:11 UTC
From: jason@fquest.fidonet.org
Message-ID: <1wiNZ2w162w@fquest.fidonet.org>
Source record: 114149

How exactly do you use the BART transfer thing? I tried bot got really messed up. Thanks...

3846. Houston Instruments plotter

Newsgroup: comp.sys.atari.8bit
Date: 1991-03-31 06:41:25 UTC
From: williams@fquest.fidonet.org
Message-ID: <q4uNZ3w162w@fquest.fidonet.org>
Source record: 114150

I have acquired a Houston Instruments DMP-40 one pen digital plotter and
was wondering if there was an programs that could take advantage of it
for my Atari 1200xl...It's a nice expensive plotter but I wish I could
actually use it...
Thanks for any help...

"Always remember: Wherever you go, there you are"--Unknown

"Atari 8-bits will rule forever!!!"--me

-----Jason Williams
(williams@fquest.fidonet.org)

3847. 8bit <--> ST

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-01 23:41:32 UTC
From: twmanino@eos.ncsu.edu
Message-ID: <1991Apr1.234132.3217@ncsu.edu>
Source record: 114151
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

I am attempting to transfer files between my 800 and my 1040ST.
I have made a null modem cable with pins 2-3, 3-2, 7-7.
I am using Omnicomm on the 800 side, and Uniterm on the ST side. I am getting
timout errors and such. Am I missing something? I know people have
had success doing this sort of thing. Could one of you kind souls tell
me what incantations I must use in order to get this to work?

Thanks to all,
Tony
twmanino@eos.ncsu.edu

3848. Info wanted about Rana Systems 1000 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-02 03:10:25 UTC
From: pbhoeffler@trillium.uwaterloo.ca
Message-ID: <1991Apr2.031025.5867@watdragon.waterloo.edu>
Source record: 114152

I have just recently picked up an Atari 800XL and a Rana Systems 1000 drive.
My problem is that there were no cables included, or power supplies for either
machine. This makes using them very difficult :-)

I believe I can track down a power supply for the XL without too much trouble,
but I have had no luck at all with a supply for the disk drive.

Main Question: Could anyone offer some helpful information regarding the
power requirements for this disk drive? Where I might get one,
Possible compatibility with other power supplies, Anything that
might help!

Another One : I also own a C64, and I've noticed that the computer-end of the
power supply (a DIN jack) looks identical to that of the
Atari 800XL. Does anyone know if power supplies for these two
computers are identical (i.e. swappable/interchangable)?
I'm curious, but not brave (or stupid?) enough to test it out
blindly |-)

---
pbhoeffler@trillium.waterloo.edu "What happens if I do... THIS?"
- My dead friend, George

3849. Help with the serial interface

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-02 20:28:02 UTC
From: d0queset@dtek.chalmers.se
Message-ID: <1991Apr2.202802.1881@mathrt0.math.chalmers.se>
Source record: 114153

I'm planning to build a "box" for my atari that thinks it is a diskdrive, a printer and a taperecorder and that hooks up to a PC. I have a little bit more space on my PC than on my 1050 8-) . What I need to know is how the data are sent on the serial port (13 pin connector) and hov the computer sends comands to the diskdrive etc. Has anybody got the information or know in which book I can find it. And in that case where can I get the book. (I'm living in Swden)

Please email to d0queset@dtek.chalmers.se

Olav Queseth
Chalmers University of Technology

3850. Re: Homemade MIDI Interface -- Part 2 of 2

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-02 20:28:59 UTC
From: terpin@acsu.buffalo.edu
Message-ID: <68434@eerie.acsu.Buffalo.EDU>
Source record: 114154

In article <4484.27f222d7@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>After seeing the diagram for the MIDI interface I was wondering. How hard
>would it be to hook it up to an ST through the MIDI ports, and be abel to
>transfer data back and for? (Or even to use the ST as a pseudo disk drive
>for the Atari. I'd be willing to write the software for the ST, hopefully
>writing it as a DA so you can be using both your ST and your 8-bit at the
>same time.)
>
>Any thoughts or ideas?
>
>---
>Ryan 'Gozar' Collins Question for IBM Users: rlcollins@miavx1.BITNET
> |||| Power Without How DO you move/copy a rc1dsanu@miamiu.BITNET
> / || \ The Price!! Subdirectory? R.COLLINS1 on GEnie
>---
It would probably be fairly easy. In fact, I originally used my interface as an RS232 link to my IBM-PC to transfer data at 19200 baud. The 8bit software for this Null modem was virtually identical to the MIDI source code. The only differences were that it didn't insert the VBI timing marks during input ("recording") and the values for AUDF3 and AUDF4 were different. (I've seen a formula that relates AUDF3,AUDF4 to baud rate-- I believe it's in the Operating System listing.)

The V: handler I wrote for the MIDI interface will work fine for SENDING data TO the ST: i.e. here's a basic 8bit program to transfer a file from your 8bit to your ST through the interface:

```
5 REM make sure D:MIDI.OBJ has been loaded
10 DIM FILE$(20)
20 PRINT "Enter filename to send";:INPUT FILE$
30 CLOSE #1: OPEN #1,4,0,FILE$
40 I=USR(39158,ASC("I")) : REM initialize handler
50 CLOSE #2: OPEN #2,8,0,"V:"
60 TRAP 80
70 GET #1,A:PUT #2,A:GOTO 70
80 CLOSE #1:CLOSE #2
```

The ST program would dump its MIDI data to some buffer. Unfortunately, I don't own an ST (which is what motivated me to build a MIDI in the first place :)), so I have no idea how to access the MIDI port through the ST.

The V: handler as I have written it, however, doesn't work very well for input nor does it use the normal SIO protocol. The source code would have to be modified by disabling the VBI timer routine in the

RECORD section of the source. Using the new object code, the 8bit receive program goes something like this:

```
5 REM make sure modified MIDI.OBJ is loaded in.
10 DIM DATA$(20000) :REM buffer for received data
20 DIM FILE$(20)
30 DATA$(1)=CHR$(0):DATA$(20000)=CHR$(0):DATA$(2)=DATA$
40 I=USR(39158, ASC("I"): REM init V: handler
50 CLOSE #1:OPEN #1,4,0,"K:"
60 PRINT "Hit any key to start receiving":GET #1,K
65 REM ST starts transmission here.
70 I=USR(39158, ASC("R"), ADR(DATA$)): POKE 204,1
80 PRINT "Hit any key to stop receiving": GET #1,K:POKE 204,0
90 PRINT "Filename to save data to?":INPUT FILE$
100 CLOSE #2:OPEN #2,8,0,FILE$
110 ?#2;DATA$;
120 CLOSE #2
```

To load in the object code you can use one of 2 methods:

```
1) POKE 106,153:GR.0:DOS & load binary file MIDI.OBJ
2) POKE 106,153:GR.0:XIO 41,#1,0,0,"D:MIDI.OBJ"
```

The POKE is necessary to move the HIMEM page value down so that the screen data and the program don't overlap.

Hope this helps.

Chris Terpin
terpin@ubunix.acsu.buffalo.edu

3851. "Mapping the Atari" wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-03 14:55:53 UTC
From: simonh@hpopd.pwd.hp.com
Message-ID: <40060001@hpopd.pwd.hp.com>
Source record: 114233

Hi! Having brought my trusty Atari800 out of cold storage and blown the dust off my reference manuals, I discovered to my horror that my "Mapping the Atari" manual by "COMPUTE!" publications was missing. This was probably THE most useful book when it came to writing assembler programs.

Does anyone know where I can get a copy from (I believe there was a revised edition published) as I wish to do some serious Assembler programming again.

Thanks in advance..

Simon Hunt. simonh@hpopd.pwd.hp.com

3852. Re: For Sale: Atari 8bit system (must sell)

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-03 15:07:28 UTC
From: simonh@hpopd.pwd.hp.com
Message-ID: <40060002@hpopd.pwd.hp.com>
Source record: 114232

Q. Do you have "Mapping the Atari" in your pile of Reference books?

If "yes"...

Q. Would you be willing to sell it to me on it's own?

Simon Hunt

3853. Re: Info wanted about Rana Systems 1000 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-03 21:15:50 UTC
From: ken@hpcupt3.cup.hp.com
Message-ID: <48510002@hpcupt3.cup.hp.com>
Source record: 114211

>Another One : I also own a C64, and I've noticed that the computer-end of the
> power supply (a DIN jack) looks identical to that of the
> Atari 800XL. Does anyone know if power supplies for these two
> computers are identical (i.e. swappable/interchangable)?
> I'm curious, but not brave (or stupid?) enough to test it out
> blindly |-)
>
Don't know the pinout of the C-64, but the 800XL connector supplies +5V
and ground. If you open your 800XL, it is fairly easy to determine which
pins go to ground and which to +5V. Of course, you can just buy an XL
power supply from B&C Computervisions. Last I saw, they were $25.00.

| Ken Sumrall | Internet: ken%hpda@hplabs.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

3854. Re: 8bit <--> ST

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-04 04:05:27 UTC
From: snyder@chopin.udel.edu
Message-ID: <16849@chopin.udel.edu>
Source record: 114205
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

In article <1991Apr1.234132.3217@ncsu.edu> twmanino@eos.ncsu.edu (TONY W MANINO) writes:
>I am attempting to transfer files between my 800 and my 1040ST.
>I am using Omnicomm on the 800 side, and Uniterm on the ST side. I am getting
>timout errors and such. Am I missing something? I know people have
>had success doing this sort of thing. Could one of you kind souls tell
>Thanks to all,
>Tony
>twmanino@eos.ncsu.edu

use omnicom to call a unix system...but have never been able to get it to work
i got this copy from umich,but i use bobterm to do u/d xfers...it works great and has vt52
emulation (o/e parity too...)

my suggestion would be to try something other than omnicom...(unless you know
it works ok....)

Sloopy X Malibu snyder@chopin.udel.edu
(chris) snyder@mocha.acs.udel.edu

3855. Re: Info wanted about Rana Systems 1000 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-04 04:16:09 UTC
From: snyder@chopin.udel.edu
Message-ID: <16850@chopin.udel.edu>
Source record: 114206

The Atari takes +5v (3 pins on left and 3 on right...are all the same...)
i think they are different from th c-64.....read the p/s on the underside...
look for "output" should have "5v" if so it should work.....plug it in and test
it.....(if it is 5v....i have reversed polarity on 800xl's and 130 xe's so much
with no problems...)

as for the drive...memory says 9Volts "AC" (NOT DC!)try Amer. T.V.
(1-800-551-9995) and i will vouch they are reputable.....

Sloopy X Malibu snyder@chopin.udel.edu
(chris) snyder@chopin.acs.udel.edu
(leave me mail at the mocha adr if you need more help...)

3856. April HACKS meeting for SoCal

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-04 10:13:09 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr4.101309.1211@abode.wciu.edu>
Source record: 114207

PRESS RELEASE

APRIL 2, 1991

On Saturday, April 27, 1991, Bob Brodie, Manager of User Group Services for ATARI will be visiting Southern California. Bob is a very dynamic speaker. Before Bob came to ATARI, he was a User Group President. He knows what it is like in the trenches.

This visit is being sponsored by the User Group, H.A.C.K.S., but attendance is open to all ATARI Clubs and ATARI owners. H.A.C.K.S. has rented a 325 seat theatre for the occasion. This meeting will be held at the Glendale Public Library's Main Branch Theatre, upstairs. The meeting will start promptly at 10:30 AM and is expected to last three hours. The Library's address is 222 East Harvard Street, Glendale, CA.

Take I-5 to the Colorado exit, go East a mile to Louise Street, turn North, go one block. An alternative route is to take the 134 FWY to the Central exit, go South a mile to Harvard street, turn East, go two blocks. For more specific directions refer to the L.A. County Thomas Bros. Guide, Page 25-E5.

Best of all, admission is FREE, but it is on a first come, first serve basis only.

As an added bonus The Computer Network, a local ATARI Computer Store, will be having an Open House in honor of Bob Brodie's visit. The store plans to have many developers, including, but not limited to, CodeHead Software, Gadget's by Small and WuzTEK, displaying their products. Store manager, Mark Krynsky, says to, "...expect special prices and deals galore."

The Computer Network is located at 1605 West Glenoaks Boulevard,

Glendale, CA. The Open House will be from 2:00 PM to 7:00 PM,

after Bob Brodie's lecture is over. If you have specific

questions about the Open House you may call Mark at 818-500-3900.

Remember, Bob Brodie's meeting will start promptly at 10:30 AM,

at the Library and the Open House will start at 2:00 PM, at the

computer store. Directions from the Library to the Store will be

available at the Library.

I thought this press release would be of interest to most Atari
users here in California. Bye.....

Luis

--
"""""""

3857. Re: Info wanted about Rana Systems 1000 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-04 21:22:10 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <40886@cup.portal.com>
Source record: 114208

>The Atari takes +5v (3 pins on left and 3 on right...are all the same...)
>i think they are different from th c-64.....read the p/s on the underside...
>look for "output" should have "5v" if so it should work.....plug it in and test
>it.....(if it is 5v....i have reversed polarity on 800xl's and 130 xe's so much
>with no problems...)

DO NOT DO THIS! The C64 power supply generates more than +5v and GND, it also
generates 9 or 12v and will fry your computer quite nicely.

>
>
>
>as for the drive...memory says 9Volts "AC" (NOT DC!)try Amer. T.V.
>(1-800-551-9995) and i will vouch they are reputable.....
>
>
>Sloopy X Malibu snyder@chopin.udel.edu
> (chris) snyder@chopin.acs.udel.edu

Charles_K_Hughes@cup.portal.com
>(leave me mail at the mocha adr if you need more help...)

3858. Re: 8bit <--> ST

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-04 23:55:26 UTC
From: njd@cbnewsd.att.com
Message-ID: <1991Apr4.235526.18077@cbnewsd.att.com>
Source record: 114209

In article <16849@chopin.udel.edu> snyder@chopin.udel.edu (Mayleen G Snyder) writes:
>In article <1991Apr1.234132.3217@ncsu.edu> twmanino@eos.ncsu.edu (TONY W MANINO) writes:
>>I am attempting to transfer files between my 800 and my 1040ST.
>>I am using Omnicomm on the 800 side, and Uniterm on the ST side. I am getting
>>timout errors and such. Am I missing something? I know people have
>>...
>
> use omnicom to call a unix system...but have never been able to get it to work
> my suggestion would be to try something other than omnicom...(unless you know
>it works ok....)

I use OmniCom to xfer files. A lot of files. I mostly use Xmodem, but
have also used Kermit. Both work OK, except that there is an apparent
bug in the Xmodem D(ownload) routine. When downloading to my XE, I
have to press <CTRL>F after the download is done and I have Q(uit)
back to terminal (communication) mode. I figured this out because I
first did most of my downloading from Delphi, and it would just sit
there until I hit <CTRL>C, then it would say "..Status: Final ACK
missing." Well, I thought, maybe I can supply that ACK. A look in
an ASCII table or two showed that ACK was <CTRL>F. It works!

There is no such problem when uploading (OmniCom responds to the
remote host's final ACK just fine).

Nick

Nick DiMasi | Fox Valley Software, Ltd.
---
nick@udt386.chi.il.us | a subsidiary of
[I'm not there as much] | Uniq Digital Technologies, Inc.
...att!odutsa!njd [I'm on here a lot] |
or njd@odutsa.att.com | under contract to AT&T Network Systems
DELPHI: TURBONICK | (Network Software Ctr., Lisle, IL)

3859. Re: Help with the serial interface

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-05 13:52:40 UTC
From: simonh@hpopd.pwd.hp.com
Message-ID: <40060003@hpopd.pwd.hp.com>
Source record: 114231

Atari published "Technical Reference Notes" for the 400/800 which included

"Operating System User's Manual"
"Operating System Source Listing" and
"Hardware Manual"

This is probably the best place to look.
The serial number for the Tech Ref Notes is (was?) C016555.

Another good source of information is "De Re Atari" written by Chris Crawford
(author of "Eastern Front 1941"), though I don't remember the publisher.

Hope this helps...

S. Hunt.

3860. Bit wise operations.

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-05 21:31:00 UTC
From: hutch@pluto.sybase.com
Message-ID: <12242@sybase.sybase.com>
Source record: 114212

Folks,

Anyone know how to preform bit wise operations on the Atari.
I have an Atari 800xl, and have developed a simple player
missle graphics game. The problem is that I have two players
that fire missles, but when I move the missles up/down in
memory I zap one of the players missle bit map because they
share memory bytes. What I would like to do is mask out the
bits that apply to a specific player. Also, all this is being
done in basic, any ideas? Another question, in Atari basic
how are HEX numbers represented?

Thanks in advance.

-- hutch

3861. Alternate Reality: The Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-05 21:57:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <95105083269F20A76A@carleton.edu>
Source record: 114210

forwarded message follows:
==========
I've had The Dungeon for almost a year, and I haven't been able to get across the River Stonz. I need to get into the Realm of the Undead to get the last staff piece of Acrinimiril's and give it to him. What do I need to give to the ferryman for him to take me across the river? Many thank's in advance. Also, what's the Hmethyst Rod for? I picked it up a while ago and don't know what to do with it. Morgana's Tiara has also got baffeled as to its use. So if you know about any of these things, PLEASE, let me in on it. "Konak" 121,000 plus.
Dan Current
==========

E-mail to me if this means anything to you.

-Michael
currentm@carleton.edu

3862. Re: Bit wise operations.

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-06 23:34:33 UTC
From: Tom_Klok@mindlink.UUCP
Message-ID: <5399@mindlink.UUCP>
Source record: 114227

> hutch@pluto.sybase.com writes:
> Anyone know how to preform bit wise operations on the Atari.
> I have an Atari 800xl, and have developed a simple player
> missle graphics game. The problem is that I have two players
> that fire missles, but when I move the missles up/down in
> memory I zap one of the players missle bit map because they
> share memory bytes. What I would like to do is mask out the
> bits that apply to a specific player. Also, all this is being
> done in basic, any ideas?

Well, first off, cartridge BASIC is poorly suited for writing PM graphics and games. The lack of bitwise operations, no interrupt handling, no fast memory moves, slowness in general... it all conspires to make it just about impossible. You should take a look at alternative languages. If not straight assembly, perhaps mixing assembly routines with your BASIC. OSS's BASIC A+, BASIC XE or Turbo BASIC all have some support for this sort of thing. Action! would be even better.

But if you're a masochist, bitwise operations can be simulated. The following code chunk isn't optimum, being off the top of my head... but it should give you the general idea.

Consider a missile stripe starting at the addr MISS, containing all four missiles. The addr MISS+Y contains the data for that Y pos.

```
7 6 5 4 3 2 1 0
m3 m2 m1 m0
```

To convert from byte to missile data bit pairs, try this:

```
BYTE = PEEK(MISS+Y)
M3 = INT(BYTE / 64)
BYTE = BYTE - M3 * 64
M2 = INT(BYTE / 16)
BYTE = BYTE - M2 * 16
M1 = INT(BYTE / 4)
M0 = BYTE - M1 * 4
```

To put the pairs back together:

```
BYTE = M0 + 4*M1 + 16*M2 + 64*M3
POKE MISS+Y, BYTE
```

> Another question, in Atari basic how are HEX numbers represented?

Decimal is all you get. Actually, cartridge basic knows nothing but floating point, but you can ignore that. If you want to work with HEX, you'll have to

supply your own conversions. Hex numbers can be kept around in strings, but it's easier to let the computer use what it's happy with and save the HEX for input/output with the human.

Hex conversions are much like the missile example above. Here's a bit of code I use a lot, again from memory (so it might need some debugging :)

```
DIM H$(16):H$="0123456789ABCDEF"
HEX = your number to display
GOSUB hex_print

hex_print:
K=4096
FOR Q=0 TO 3
H = INT(HEX/K)
HEX = HEX - H * K
K = K / 16
? H$(H+1,H+1);
NEXT Q
RETURN
```

To print 2-digit values (bytes) instead of 4 digits (words), change the loop to 2 iterations and K = 16.

> Thanks in advance.
>
> -- hutch

Tom
a344@mindlink.UUCP "What, me hurry?" - Alfred E. Von Neumann

3863. Re: 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-06 23:56:03 UTC
From: Tom_Klok@mindlink.UUCP
Message-ID: <5402@mindlink.UUCP>
Source record: 114226

> wilmott@utopia.rutgers.edu (Ray Wilmott) writes:
>
> Isn't a graphics 0 screen made up of 8x8 bit characters, 40 column
> across and 20 columns down? And a graphics 8 screen 320x192 pixels?
> (this is from memory so...) If so, thats 51,200 pixels versus 61,440
> pixels. So why can one only go 1200 baud while the other can go 9600
> baud? Seems to me its only because one *directly* uses the OS to draw
> the screen in a native manner, while the other fights against the OS to
> forcibly draw a slightly higher res screen.

Actually, both ANTIC mode 2 (graphics 0) and ANTIC mode F (graphics 40, fullscreen gr 8) use 320x192 pixels. The difference isn't really in the OS, though. The OS's responsibility is to set up the screen, and it handles screen operations via S: and E: devices. However, the OS has no support at all for text in a graphics mode, so any text in mode F has to be written to screen ram by the application. Not that it matters... the speed difference has nothing to do with the OS. The problem is in ANTIC, and what you expect it to do.

In text modes, ANTIC fetches a single byte from screen ram. This is the character to be displayed. ANTIC then goes off and fetches 8 more bytes of character set data, all by itself, during DMA transfer. As far as the program is concerned, a graphics 0 screen is made up of 960 bytes of data. A graphics 40 screen consists of 7680 bytes of data, because there is no character set lookup. It doesn't matter much to ANTIC, but it sure makes a big difference to the poor application that wants to move stuff around. If the OS supported text in graphics 40, it would be the same problem... far more screen memory to deal with.

The biggest speed killer is scrolling. Imagine a 80-col terminal at 9600 baud. Every time it gets a LF at the bottom of the screen, it has to move 7360 bytes and clear 320 bytes. If the LF's come consecutively, that means it's expected to move all that ram at up to 960 times a second. The Atari just ain't up to it. Hopefully, the scrolling won't be that demanding, and the Atari can buffer the input and catch up as soon as some regular text or terminal codes come by. Long strings of LF's can cause buffer overflow, and the the software gags.

There is a well-known technique to speed the scrolling up, taking advantage of ANTIC's smarts. Instead of blindly moving all that screen ram around, the 80-col emulator constructs a custom display list. When it's time to scroll, it moves the DL pointers instead of the actual ram. Now it has 320 bytes to clear and 48 bytes to calculate, which is much easier to accomplish. I wrote an 80-column ADDS ViewPoint emulator a few years ago that did this, and it could keep up to 2400 baud without difficulty. Never had an opportunity to try anything faster. I never got around to adding typical terminal features like capture or file transfers, so please don't request a copy. :)

Tom Klok
a344@mindlink.UUCP

3864. Re: 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-07 00:37:02 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1991Apr7.003703.21560@merrimack.edu>
Source record: 114221

In article <Apr.6.20.27.51.1991.770@utopia.rutgers.edu>, wilmott@utopia.rutgers.edu (Ray Wilmott) writes:
>
> The question concerns 80 column (via software) term programs and the
> (apparent) 1200 baud limit. BobTerm, I've heard, works at up to 9600
> baud just fine on an unmodified 8-bit in 40 column mode (I say *heard*
> because I don't have a 9600 baud modem to confirm it). I have 3
> different 80 column VT100 terminal emulators, and 1200 baud is as high
> as they go. I've heard in discussions here and elsewhere that the
> reason for this is that what these programs are doing is actually
> drawing, character by character, every byte on a graphics 8 screen,
> and that there's so much overhead for doing this that the little
> old Atari can't keep up. That's all well and good, but wouldn't it be
> possible to patch directly into the OS and make the machine think
> that it's normal mode of operation is graphics 8, not graphics 0 and
> give it the 80 column character set as its normal character set, thus
> letting the OS directly deal with drawing the screen? No, this type
> of approach I wouldn't expect to yield the same 9600 baud rate since
> a "higher res" screen is being handled, but I would think that 2400
> baud should be able to be achieved. Isn't a graphics 0 screen made up
> of 8x8 bit characters, 40 column across and 20 columns down? And a
> graphics 8 screen 320x192 pixels? (this is from memory so...)
> If so, thats 51,200 pixels versus 61,440 pixels. So why can one only
> go 1200 baud while the other can go 9600 baud? Seems to me its only
> because one *directly* uses the OS to draw the screen in a native
> manner, while the other fights against the OS to forcibly draw
> a slightly higher res screen.
>

Kermit-65 provides 80 columns and baud rates between 50 & 9600 baud and the truest vt100 emulation I have seen on the Atari. I am using it at 2400 baud right now, and have benn using for a couple of years. When using it at baud rates above 1200, you have you have to issue the command "set flow on" to prevent it from losing characters, and it works flawlessly at 2400 baud. I haven't tested any of the baud rates greater than 2400.

Kermit-65 and its source code is available at the atari archive.

--
David E. Sheafer

internet: nin15b0b@merrimack.edu
or
uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Freenet ap345
Bitnet: Sheafer_davi@bentley

3865. Re: 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-07 00:40:33 UTC
From: jsd@arcadien.rice.edu
Message-ID: <1991Apr7.004033.175@rice.edu>
Source record: 114213

In article <1991Apr7.022352.17416@uokmax.ecn.uoknor.edu>, norlin@uokmax.ecn.uoknor.edu (Norman Lin) writes:

[Bunches and bunches of stuff on trying to get the poor little machine do lots and lots stuff really really fast]

I haven't been keeping up with this thread but here are my suggestions on getting 80 col with a buad rate over 1200

[1] How about a queue?
[2] Maybe use a smaller font size.
[3] As for bitwise operations, have the most popular character combinations store as one which should boast output.

(If any of the above have been discussed, sorry)

```
|> ---|\-#-/_|-------/|-------,*.----||---Norman Lin, University of Oklahoma----
|> ---|/-----|------/-|---,"--|---,"-||------norlin@uokmax.ecn.uoknor.edu-------
|> --/|------------/-*'---|/------|--||-----(IP addr: 129.15.[20|22|24].2)------
|> -|/|\---/_|-----|-----------------||-"I gazed in your eyes, and saw the moon-
|> --\|/-----|----*'-----------------||------------and the skies"---------------
```

/\
Nice .sig ||

Shawn Joel Dube "Never before have so many people known
jsd@owlnet.rice.edu so little about so much." -James Burke

3866. Re: Alternate Reality: The Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-07 00:48:31 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <Apr.6.19.48.29.1991.760@utopia.rutgers.edu>
Source record: 114214

To answer those questions about the Dungeon...

(major spoilers follow....)

1. You need to give the ferryman *2* coins at *midnight* to get him to take you across the river. No, it doesn't have to be *exactly* at midnight. Any time during the "hour 0" will do.

2. The amethyst rod will unlock locked doors if you (U)se it while in front of one. It also has some other magical power, but I forget just what.

3. "Wear" Morganas Tierra. It's something good, but again, I forget *exactly* what *type* of protection it offers.

3867. 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-07 01:27:53 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <Apr.6.20.27.51.1991.770@utopia.rutgers.edu>
Source record: 114216

Okay, I ask forgiveness from all of you out there for posting this question without even bothering to seriously think about it, or trying to look up relevant information on the topic, but I just thought of something in passing a minute ago, and figured I'd put my foot in my mouth and ask...

The question concerns 80 column (via software) term programs and the (apparent) 1200 baud limit. BobTerm, I've heard, works at up to 9600 baud just fine on an unmodified 8-bit in 40 column mode (I say *heard* because I don't have a 9600 baud modem to confirm it). I have 3 different 80 column VT100 terminal emulators, and 1200 baud is as high as they go. I've heard in discussions here and elsewhere that the reason for this is that what these programs are doing is actually drawing, character by character, every byte on a graphics 8 screen, and that there's so much overhead for doing this that the little old Atari can't keep up. That's all well and good, but wouldn't it be possible to patch directly into the OS and make the machine think that it's normal mode of operation is graphics 8, not graphics 0 and give it the 80 column character set as its normal character set, thus letting the OS directly deal with drawing the screen? No, this type of approach I wouldn't expect to yield the same 9600 baud rate since a "higher res" screen is being handled, but I would think that 2400 baud should be able to be achieved. Isn't a graphics 0 screen made up of 8x8 bit characters, 40 column across and 20 columns down? And a graphics 8 screen 320x192 pixels? (this is from memory so...)
If so, thats 51,200 pixels versus 61,440 pixels. So why can one only go 1200 baud while the other can go 9600 baud? Seems to me its only because one *directly* uses the OS to draw the screen in a native manner, while the other fights against the OS to forcibly draw a slightly higher res screen.

And so...wouldn't it be possible to patch into and rewrite part of the OS to make *it* naturally handle a graphics 8 screen of text? On the old 800 and 400 this would be a trick since the OS is in ROM, but on the XL/XE class machines, you could copy the OS to the RAM underneath and then just patch whatever you want in there.

Again, this is just a brief idea, without much thought into the matter - I eagerly await someone to tell me where my reasoning is fouled up (or to prove me right and make a 2400 baud 80 col term). Thanks.

-Ray

3868. Re: 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-07 02:23:52 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991Apr7.022352.17416@uokmax.ecn.uoknor.edu>
Source record: 114215

wilmott@utopia.rutgers.edu (Ray Wilmott) writes:

>That's all well and good, but wouldn't it be
>possible to patch directly into the OS and make the machine think
>that it's normal mode of operation is graphics 8, not graphics 0 and
>give it the 80 column character set as its normal character set, thus
>letting the OS directly deal with drawing the screen?

You can, but you would gain nothing. In fact, most (many) 80-column
emulators use a custom device handler to hook into the Operating System,
which "lets the OS directly deal with" the screen handling; it's not the
OS link that's the problem. See below...

>Isn't a graphics 0 screen made up
>of 8x8 bit characters, 40 column across and 20 columns down? And a
>graphics 8 screen 320x192 pixels? (this is from memory so...)
>If so, thats 51,200 pixels versus 61,440 pixels. So why can one only
>go 1200 baud while the other can go 9600 baud? Seems to me its only
>because one *directly* uses the OS to draw the screen in a native
>manner, while the other fights against the OS to forcibly draw
>a slightly higher res screen.

The difference lies in the way that screen data is interpreted in each mode.
In graphics mode 0, one single byte acts as a pointer to the ROM-based
character set at $E000. Thus, the value of 1 stored into screen memory
in graphics mode 0 causes a '!' to appear on the screen (note that these
"internal" character numbers are not ATASCII). One single byte causes 8
predefined bytes of data, with 8 bits per byte, to appear on the screen in
the form of a character. So with one byte, you're getting 64 bits, but you
don't have the same kind of control you do in bitmap modes (see below).
Graphics mode 0 takes up 40 x 24 = 960 bytes.

Graphics mode 8, on the other hand, is a bitmap mode. One single byte causes
1 byte of data to appear on the screen, in the form of 8 bits horizontally.
A '1' stored to screen memory in graphics 8 would appear as

X

Where X is the bit you turned on. A '255' stored to screen memory in graphics
8 would cause the following to appear:

XXXXXXXX

See? The binary representation of '255' is '11111111', and this is mapped
directly to the screen. A graphics mode 8 (or, to be technically precise,
mode 8+16 -- mode 8 with no text window) screen takes 40 x 192 = 7680
bytes. Why 40 x 192? 320 pixels horizontally / 8 pixels per byte = 40

bytes horizontally, and vertically there are 192 individually addressable lines in the display list, so that's 40 x 192.

>And so...wouldn't it be possible to patch into and rewrite part of
>the OS to make *it* naturally handle a graphics 8 screen of text?
>On the old 800 and 400 this would be a trick since the OS is in ROM,
>but on the XL/XE class machines, you could copy the OS to the RAM
>underneath and then just patch whatever you want in there.

The problem is not the Operating System. Actually the Atari is amazingly flexible in that it allows you to create your own device handlers, which is what most 80 column programs do. These device handlers interface to the O.S. just as the built-in device handlers do, with no inherent loss of efficiency; all you do is modify a few pointer tables. It's the programmer's responsibility to write efficeient real-time device handlers. For instance, a typical 80-column emulator will replace the E: handler, which is the screen editor.

You could, for instance, write an E: handler to emulate a graphics mode 0 screen in graphics 8, but it would run SLOWER even though it would appear to be the SAME. Why? You'd have to write the 8 times as much data to the screen. You'd need to, yourself, use the character number as a pointer, fetch the 8 bytes of character set data from the character set map, then write those EIGHT bytes to the screen. In graphics mode 0, the hardware (presumably ANTIC) does this by itself (incidentally it 'steals' cycles from the CPU to do this, which is why things run thirty-some percent faster when you turn off the screen).

Things slow down even more when you try to go to 80 columns. An 80 column character is 4 bits wide, while screen data in graphics 8 is 8 bits wide. This means you have to do bit shifting or, at the very least, bit masking, which adds a bit of overhead to every single character you write to the screen. And when updating a whole screen, that adds up quickly.

>Again, this is just a brief idea, without much thought into the
>matter - I eagerly await someone to tell me where my reasoning is
>fouled up (or to prove me right and make a 2400 baud 80 col term).
>Thanks.

Whew. Hope that made some sense. Feel free to ask for clarifications if anything's unclear.

> -Ray

---|\-#-/_|-------/|-------,*.----||---Norman Lin, University of Oklahoma----
---|/-----|------/-|---,"--|---,"-||------norlin@uokmax.ecn.uoknor.edu-------
--/|------------/-*'---|/------|--||-----(IP addr: 129.15.[20|22|24].2)------
-|/|\---/_|-----|-----------------||-"I gazed in your eyes, and saw the moon-
--\|/-----|----*'-----------------||------------and the skies"---------------

3869. Re: Bit wise operations.

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-07 02:58:52 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <41004@cup.portal.com>
Source record: 114218

Hutch writes:
>
> Folks,
>
> Anyone know how to preform bit wise operations on the Atari.
> I have an Atari 800xl, and have developed a simple player
> missle graphics game. The problem is that I have two players
> that fire missles, but when I move the missles up/down in
> memory I zap one of the players missle bit map because they
> share memory bytes. What I would like to do is mask out the
> bits that apply to a specific player. Also, all this is being
> done in basic, any ideas? Another question, in Atari basic
> how are HEX numbers represented?

Hex numbers do not exist in standard Atari BASIC.
To do bit manipulations you'll need to either do them in machine language,
or split each byte into its bits in Basic.

>
> Thanks in advance.
>
>-- hutch

Charles_K_Hughes@cup.portal.com

3870. Re: 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-07 04:50:53 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <41006@cup.portal.com>
Source record: 114220

Ray asked about 80 columns (software) and baud rate.

Ok Ray, here's the scoop -
graphics 0 uses about 2k of memory - 1k for the character set, 1k for the actual screen, and about 50 bytes for the display list.
graphics 8 text uses about 9k of memory - 1k for the character set, 8k for the actual screen, and another 250 bytes or so for the display list.

Antic is what generates the screen displays. To do this it interrupts the 6502, reads memory, and then returns control to the 6502. It performs this interrupt once per screen line. In a gr. 0 screen there are only 24 lines. In a gr. 8 screen there are 192. As you can see, this means that a gr.8 screen takes about 8 times more interrupts. That isn't all of it... When a gr.0 screen is scrolled, only 1k has to be moved. When a gr.8 screen is scrolled, 8k has to be moved. This movement is the real killer.

Ok, continuing along...most programs just use the standard handlers for the screen and the modem. The screen handler is slow, and the modem handlers usually aren't super fast either. Bobterm will work at 2400 (and probably higher) using an XEP80. Express 3.0 tends to fail at 2400 using the XEP80. The difference (so I've been told) is in the screen handlers - Bobterm uses a custom one which is faster.
The only adequate reason for 1200 only term programs is because the authors just couldn't figure out how to get 2400 to work. It's possible, but not worth the effort (to the authors in any case).

As for rewriting the OS to use the 80 column screen normally - this can be done, but isn't worth it unless the screen memory (8k) is taken from extended memory and only the 130xe has that feature.

Charles_K_Hughes@cup.portal.com

3871. 1090xl expansion module

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-07 04:56:43 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <Apr.6.23.56.26.1991.858@utopia.rutgers.edu>
Source record: 114219

Just thought I'd pass along some old Atari vaporware tech notes
I happened to come across recently...

HARDWARE DESCRIPTION OF THE EXPANSION BOX

The box consists of two main elements, the Buffer Box and the
Expansion Box Chassis. This document will concern itself with the
hardware inside the Expansion Box Chassis as the Buffer Box is a simple
signal buffer unit. The Expansion Chassis contains a backplane, for
option connection, a power supply and I/O channels.

The I/O channels consist of two serial RS232C channels and one
Centronics type parallel output port. These functions are created by
two 68B50 ACIAs, one 68B21 PIA, and a BR1943 baud rate generator.
Figure 1 shows the locations of the devices in the memory map. All the
devices respond to Parallel Bus Device #6.

Location	Device
D100H	68B50 Channel A
D104H	68B50 Channel B
D108H	68B21
D110H	1943

Figure 1

Parallel Channel Description

The Parallel channel uses a 68B21 PIA. There are 11 signals
implemented in the Centronics Interface. These signals are D0-D7, Data
Strobe, Busy, and Fault. The data lines use port A in the PIA and are
output only. Data Strobe is an output line from port B bit 4 which is
used to strobe data to the printer. This signal should be active after
data is stable and the printer is not busy. Busy is an input line of
port B bit 5. This input controls the flow of data to the printer; it
should be checked before next data transmission. Fault is an input of
port B bit 6. This input indicates if the printer had a fault (ie.
paper out) and should always be checked. Figure 2 shows the port
assignments for the PIA. The register types and control bits are the
same as the standard Atari PIA used in current computers.

Port	Direction	Description

A0	Output	Data Bit 0
A1	Output	Data Bit 1
A2	Output	Data Bit 2
A3	Output	Data Bit 3
A4	Output	Data Bit 4
A5	Output	Data Bit 5
A6	Output	Data Bit 6
A7	Output	Data Bit 7
B0	Input	DSR' Channel A
B1	Output	DTR' Channel A
B2	Output	DTR' Channel B
B3	Input	DSR' Channel B
B4	Output	Data Strobe'
B5	Input	Busy'
B6	Input	Fault'
B7	Not Used	Not Used

Figure 2

Baud Rate Selection

The baud rate for the two serial channels is created by a BR1943 baud rate generator. This device creates two different baud rates using one write only register. The upper four bits of this register controls the baud rate for Channel B, the lower four bits control Channel A. Figure 3 shows the four bit combinations for the 16 different baud rates.

Sel Value	Baud Rate
0000	50
0001	75
0010	110
0011	134.5
0100	150
0101	200
0110	300
0111	600
1000	1200
1001	1800
1010	2400
1011	3600
1100	4800
1101	7200
1110	9600
1111	19200

Figure 3

Serial Channels

The two serial channels are a full RS-232C type. These channels use the baud rates from above, handshake internal to the ACIA as well as extra handshake lines from the PIA. The ACIA operation is described below as well as register locations. The software should provide correct operation of the extra handshake lines for full modem control.

ACIA REGISTERS DESCRIPTION

The ACIA has internal registers on the chip that are used for the status, control, receiving, and transmitting of data. The content of each of the registers is summarized in Table 1.

Data Bus #	Transmit Data Register	Receive Data Register	Control Register	Status Register
0	Data 0	Data 0	C D Sel 1 CRO	RDRF
1	Data 1	Data 1	C D Sel 2 CR1	TDRE
2	Data 2	Data 2	Word Sel 1 CR2	DCD'
3	Data 3	Data 3	Word Sel 2 CR3	CTS'
4	Data 4	Data 4	Word Sel 3 CR4	Frame Error
5	Data 5	Data 5	Transmit Con 1 CR5	Receiver Overrun
6	Data 6	Data 6	Transmit Con 2 CR6	Parity Error
7	Data 7	Data 7	Rec Int En CR7	Interrupt Request

Table 1
Definition of ACIA Register Contents

TRANSMIT DATA REGISTER (TDR)

Data is written in the Transmit Data Register during the negative transition of the enable (E) when the ACIA has been addressed and RS . R/W is selected. Writing data into the register causes the Transmit Data Register Empty bit in the Status Register to go low. Data can then be transmitted. If the transmitter is idling and no character is being transmitted, then the transfer will take place within one bit time of the trailing edge of the Write command. If a character is being transmitted, the new data character will commence as soon as the previous character is complete. The transfer of data causes the Transmit Data Register Empty (TDRE) bit to indicate empty.

RECEIVE DATA REGISTER (RDR)

Data is automatically transferred to the empty Receive Data Register (RDR) from the receiver deserializer (a shift register) upon receiving a complete character. This event causes the Receive Data Register Full bit (RDRF) in the status buffer to go high (full). Data may then be read through the bus by addressing the ACIA and selecting the Receive Data Register with RS and R/W high when the ACIA is enabled. The non-destructive read cycle causes the RDRF bit to be cleared to empty although the data is retained in the RDR. The status is maintained by RDRF as to whether or not the data is current. When the Receive Data

Register is full, the automatic transfer of data from the Receiver Shift Register to the Data Register is inhibited and the RDR contents remain valid with its current status stored in the Status register.

CONTROL REGISTER

The ACIA Control Register consists of eight bits of write-only buffer that are selected when RS and R/W are low. This register controls the function of the receiver, transmitter, interrupt enables, and the Request-to-Send peripheral/modem control output.

Counter Divide Select Bits (CR0 and CR1) - The counter Divide Select Bits (CR0 and CR1) determine the divide ratios utilized in both the transmitter and receiver sections of the ACIA. Additionally, these bits are used to provide a master reset for the ACIA which clears the Status Register (except for external conditions on CTS and DCD) and initializes both the receiver and transmitter. Master reset does not affect other Control Register bits. Note that after power-on or a power fail/restart, these bits must be set high to reset the ACIA. After resetting, the clock divide ratio may be selected. These counter select bits provide for the following clock divide ratios:

CR1	CR0	Function
0	0	Divide by 1
0	1	Divide by 16
1	0	Divide by 64
1	1	Master Reset

Word Select Bits (CR2, CR3, and CR4) - The Word Select bits are used to select word length, parity, and the number of stop bits. The encoding format is as follows:

CR4	CR3	CR2	Function
0	0	0	7 Bits Even Parity 2 Stop Bits
0	0	1	7 Bits Odd Parity 2 Stop Bits
0	1	0	7 Bits Even Parity 1 Stop Bit
0	1	1	7 Bits Odd Parity 1 Stop Bit
1	0	0	8 Bits 2 Stop Bits
1	0	1	8 Bits 1 Stop Bit
1	1	0	8 Bits Even Parity 1 Stop Bit
1	1	1	8 Bits Odd Parity 1 Stop Bit

Word length, Parity Select, and Stop Bit changes are not buffered and therefore become effective immediately.

Transmitter Control Bits (CR5 and CR6) - Two Transmitter Control bits provide for the control of the interrupt from the Transmit data

Register Empty condition, the Request-to-Send (RTS) output, and the transmission of a Break level (space). The following encoding format is used:

CR6	CR5	Function
0	0	RTS'=LOW Trans INT Disabled
0	1	RTS'=LOW Trans INT Enabled
1	0	RTS'=HIGH Trans INT Disabled
1	1	RTS'=LOW Trans a BREAK CHAR

Receive Interrupt Enable Bit (CR7) - The following interrupts will be enabled by a high level in bit position 7 of the Control Register (CR7): Receive Data Register Full, Overrun, or a low to high transition on the Data Carrier Detect (DCD) signal line.

STATUS REGISTER

Information on the status of the ACIA is available to the MPU by reading the ACIA Status Register. This read-only register is selected when RS is low and R/W is high. Information stored in this register indicates the status of the Transmit Data Register, the Receive Data Register and error logic, and the peripheral/modem status inputs of the ACIA.

Receive Data Register Full (RDRF), Bit 0 - Receive Data Register Full indicates that received data has been transferred to the Receive Data Register. RDRF is cleared after an MPU read of the Receive Data Register or by a master reset. The cleared or empty state indicates that the contents of the Receive Data Register are not current. Data Carrier Detect being high also causes RDRF to indicate empty.

Transmit Data Register Empty (TDRE), Bit 1 - The Transmit Data Register Empty bit being set high indicates that the Transmit Data Register contents have been transferred and that new data may be entered. The low state indicates that the register is full and that transmission of a new character has not begun since the last write data command.

Data Carrier Detect (DCD), Bit 2 - The Data Carrier Detect bit will be high when the DCD input from a modem has gone high to indicate that a carrier is not present. This bit going high causes an Interrupt Request to be generated when the Receive Interrupt Enable is set. It remains high after the DCD input is returned low until cleared by first reading the Status Register and then the Data Register or until a master reset occurs. If the DCD input remains high after read status and read data or master reset has occured, the interrupt is cleared, the DCD status bit remains high and will follow the DCD input.

Clear-to-Send (CTS), Bit 3 - The Clear-to-Send bit indicates the state of the Clear-to-Send input from a modem. A low CTS indicates

that there is a Clear-to-Send from the modem. In the high state, the Transmit Data Register Empty bit is inhibited and the Clear-to-Send status bit will be high. Master reset does not affect the Clear-to-Send Status bit.

Framing Error (FE), Bit 4 - Framing error indicates that the received character is improperly framed by a start and a stop bit and is detected by the absence of the 1st stop bit. This error indicates a synchronization error, faulty transmission, or a break condition. The framing error flag is set or reset during the receive data transfer time. Therefore, this error indicator is present throughout the time that the associated character is available.

Receiver Overrun (OVRN), Bit 5 - Overrun is an error flag that indicates that one or more characters in the data stream were lost. That is, a character or a number of characters were received but not read from the Receive Data Register (RDR) prior to subsequent characters being received. The overrun condition begins at the midpoint of the last bit of the second character received in succession without a read of the RDR having occurred. The Overrun does not occur in the Status Register until the valid character prior to Overrun has been read. The RDRF bit remains set until the Overrun is reset. Character synchronization is maintained during the Overrun condition. The Overrun indication is reset after the reading of data from the Receive Data Register or by a Master Reset.

Parity Error (PE), Bit 6 - The parity error flag indicates that the number of highs (ones) in the character does not agree with the preselected odd or even parity. Odd parity is defined to be when the total number of ones is odd. The parity error indication will be present as long as the data character is in the RDR. If no parity is selected, then both the transmitter parity generator output and the receiver parity check results are inhibited.

Interrupt Request (IRQ), Bit 7 - The IRQ bit indicates the state of the IRQ output. Any interrupt condition with its applicable enable will be indicated in this status bit. Anytime the IRQ output is low the IRQ bit will be high to indicate the interrupt or service request status. IRQ is cleared by a read operation to the Receive Data Register or a write operation to the Transmit Data Register.

Expansion Box Specifications

7/27/83

1.0 Introduction

The Expansion Box will be a buffered extension of the Parallel Bus Interface (P.B.I.) allowing system expansion and enhancement. The bus will enable the consumer to connect a variety of different devices to the Parallel Bus Interface. Some future devices are listed below.

1) Disk Drive Controller-*
2) Votrax-
3) Modem (300 and/or 1200)-*
4) Touch Tone Decoder-
5) EPROM Programmer-
6) B.S.R. Controller Interface-
7) Relay Switch Card-
8) IEEE 488 Control Card-*
9) Real Time Clock-
10) 80 Column Display-*
11) Printer Spooler/Buffer-
12) APPLE Card-*
13) VCS Adapter Card-*
14) A/D Converter Card-*
15) Infra Red Interface-*
16) Hard Disk Interface-*
17) Music Card-
18) Speech Recognition-*
19) Ram Disk-*
20) Battery Back-up CMOS RAM-
21) Corvus Interface-*
22) Ethernet Interface-*

* indicates a smart device.

1.1 Product Objectives

A. To provide future system expansion.
B. To provide multiple device access to the P.B.I.
C. To provide an interface standard to envoke interest from
peripheral manufacturers in developing P.B.I. Devices.

1.2 References

Sweet 16 Expansion Box Specification, A. Chopra
P.B.I. Specification, S. Miller
SURELY O.S. Rom Specification, S. Scheiman R. Nordin
Software Implementation of Parallel Devices, R. Nordin

2.0 Product Description

The Expansion Box will provide two RS-232C Serial Channels and one
Centronics type Parallel Output Port in addition to eight (8) expansion
slots. The connection to the XL-Series computer is made through the
Parallel Bus Interface. Devices that plug into the P.B.I. are called
Parallel Bus Devices (P.B.D.). The Expansion Box is a P.B.D.. The
Interface in the Expansion Box to the expansion devices is called the
Expansion Box Interface (E.B.I.). Modules that plug into the expansion
slots will be called Expansion Box Devices (E.B.D.).

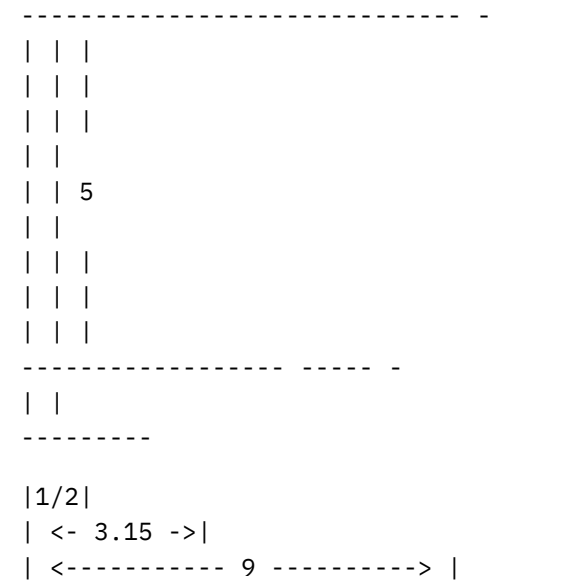
2.1 Mechanical

2.1.1 Appearance

The Expansion Box should match the styling of the current XL product line. The Box should have all connections from devices, power, and bus signals in the rear of the box. The power switch and power indicator light should be placed on the front panel.

2.2.2 Design Concepts

The Expansion Box should not require more than one square foot of table space. It should also be able to support a 13 inch color television. The top must be easily removable so the user can access the option cards, but not be able to access the power supply or come in contact with the Line Voltage. The Box will support eight 9 by 5 inch option cards (see figure 1).



(all measurements are in inches)

Figure 1 P.B.D. Card Size

2.2 Electrical

2.2.1 Expansion Box Interface

The E.B.I. contains all the signals in the P.B.I. plus power for the E.B.D.. The description of the E.B.I. in this document is similar to that of the P.B.I. but note the differences in timing and loading.

2.2.1.1 Connector

The Expansion Box Interface signals will be accessible through a 50-pin connector. This connector is an AMP type 67987-4. It will mate to a standard card edge with gold plated fingers at .100 inch centers.

```
--------
EXTSEL' |2 1| GND
A1 |4 3| A0
A3 |6 5| A2
A5 |8 7| A4
```

```
GND |10 9| A6
A8 |12 11| A7
A10 |14 13| A9
A12 |16 15| A11
A14 |18 17| A13
A15 |20 19| GND
D1 |22 21| D0
D3 |24 23| D2
D5 |26 25| D4
D7 |28 27| D6
GND |30 29| GND
GND |32 31| B02
RST' |34 33| +5 VDC
RDY |36 35| IRQ'
EXTENB' |38 37| -12 VDC
REF' |40 39| +12 VDC
GND |42 41| CAS'
RAS' |44 43| MPD'
LR/W' |46 45| GND
+5 VDC |48 47| +5 VDC
GND |50 49| AUDIO
--------
```

Figure 2 Expansion Socket

2.2.1.2 Signals

Shown in Figure 2 is the pin-out of the connector looking into the expansion box. The signal pin numbers and signal names are described below.

Pin 2 EXTSEL' External Select (Input) ==> This open collector line is generated internally by the Expansion Box Device (E.B.D.). This signal should be active low whenever EXTENB is active and the E.B.D. is selected and there is a valid E.B.D. address on the bus. EXTSEL' causes a CAS' inhibit on the main board allowing a remapping process. Although an E.B.D. can be mapped in any VALID RAM location, these devices should follow the ATARI guidelines for E.B.D. locations so future ATARI devices can be used. The drive device should be capable of sinking 10mA.

Pin 3 A0 Address Line 0 (Output) ==> Address line 0 is a buffered output from the microprocessor.

Pin 4 A1 Address Line 1. Same as above.

Pin 5 A2 Address Line 2. Same as above.

Pin 6 A3 Address Line 3. Same as above.

Pin 7 A4 Address Line 4. Same as above.

Pin 8 A5 Address Line 5. Same as above.

Pin 9 A6 Address Line 6. Same as above.

Pin 11 A7 Address Line 7. Same as above.

Pin 12 A8 Address Line 8. Same as above.

Pin 13 A9 Address Line 9. Same as above.

Pin 14 A10 Address Line 10. Same as above.

Pin 15 A11 Address Line 11. Same as above.

Pin 16 A12 Address Line 12. Same as above.

Pin 17 A13 Address Line 13. Same as above.

Pin 18 A14 Address Line 14. Same as above.

Pin 20 A15 Address Line 15. Same as above.

Pin 21 D0 Data Line 0 (Bi-directional) ==> Data line 0 is a buffered bi-directional data line.

Pin 22 D1 Data Line 1. Same as above.

Pin 23 D2 Data Line 2. Same as above.

Pin 24 D3 Data Line 3. Same as above.

Pin 25 D4 Data Line 4. Same as above.

Pin 26 D5 Data Line 5. Same as above.

Pin 27 D6 Data Line 6. same as above.

Pin 28 D7 Data Line 7. Same as above.

Pin 31 B02 Buffered Phase 2 Clock (Output) ==> This clock output line is a buffered phase 2 clock from the processor.

Pin 34 RST' Reset (Output) ==> Reset is an active low signal which occurs either on power-up or by depressing the reset key on the computer.

Pin 35 IRQ' Interrupt Request (Input) ==> This open collector line creates an interrupt on the microprocessor. The interrupt can then invoke the handler ROM or other service routines for the E.B.D.. The driving device should be capable of sinking 10mA.

Pin 36 RDY Ready (Input) ==> This open collector input signal allows the E.B.D. to halt the microprocessor ONLY during read cycles. This will extend the read cycle for slow peripherals. The driving device should be capable of sinking 10mA.

Pin 38 EXTENB External Decoder Enable (Output) ==> This output goes high when there is a valid ram access. Any E.B.D. can map during a valid EXTENB but the E.B.D. should only map in according to ATARI specified address locations.

Pin 40 REF' Refresh (Output) ==> This output can be for refresh timing on volatile memories connected to the E.B.I..

Pin 41 CAS' Column Address Strobe (Output) ==> This output can be used for access of DRAM external to the computer. Due to timing restrictions caution should be taken when using this signal in the expansion box.

Pin 43 MPD' Math Pack Disable (Input) ==> This open collector input is used to disable the math pack section of the OS ROM (D800H-DFFFH). This should be done when the E.B.D. is selected and has a handler resident. The driving device should be capable of sinking 10mA.

Pin 44 RAS' Row Address Strobe (Output) ==> This output can be used for access of DRAM external to the computer. Due to timing restrictions caution should be taken when using this signal in the expansion box.

Pin 46 LR/W' Latched Read Write (Output) ==> This output is active high for a read cycle and active low for a write cycle.

Pin 49 AUDIO Audio In (Input) ==> This line is tied directly to the audio summation network of the computer. The audio signal input is 100 mV peak to peak with 4.7K ohm source impedance.

Pins 1,10,19,29,30,32,42,45,50 are Ground (GND).

Pins 33,47,48 are +5 Volts.

Pin 37 is -12 Volts.

Pin 39 is +12 Volts.

2.2.1.3 Interface Requirements

For peripherals to interface through the E.B.I. to the computer the following requirements must be followed.

2.2.1.3.1 D.C. Characteristics

All E.B.I. outputs from the Buffer Box have the capability of driving TTL load.

All E.B.I. open collector input lines must be able to sink 10mA (min) at .4V (max).

All E.B.I. non-open collector input lines except AUDIO must have the drive capability of 48mA at logic 0 (Iol) and -15mA at logic 1 (Ioh).

All E.B.I. signals except AUDIO will be at standard TTL logic levels.

The AUDIO input line must drive a 4.7K Ohm source impedance with a 100mV peak to peak signal.

2.2.1.4 Hardware Device Protocol

The E.B.I. is designed to support two types of devices. The first is an Expansion Box Peripheral (E.B.P.) and the second is an External Application Cartridge (E.A.C.).

2.2.1.4.1 Expansion Bus Peripherals (E.B.P.)

The E.B.P.s have the following characteristics:

1. The interface between the E.B.P. and the CPU is defined through the handler/OS resident in the OS ROM. The OS can support 8 devices at one time with only one enabled during any given interval.

2. Every E.B.P. has a unique handler that resides in the CPU memory from D800H-DFFFH. The ROMS containing the code for these handlers are physically resident on the respective E.B.P.s. To access this handler, the math pack must be disabled with MPD'. When the math pack is disabled (this should happen whenever the E.B.P. is selected and has an external handler) the computer will generate EXTENB for the math pack area. The E.B.P. must generate the correct EXTENB/EXTSEL' protocol. If the device does not generate EXTSEL' the CPU will access (in the 64K computers) an unused area of ram. This area should not be used since all computers of this series do not have that area of ram.

3. The location D1FFH in the CPU memory map is reserved for passing control information between the CPU and the E.B.P.s. The CPU selects one of the E.B.P. devices by writing a "1" into the desired bit in location D1FFH. The device can be deselected by writing a "0" into the desired bit.

```
7 6 5 4 3 2 1 0
----------------------------------------
| D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
----------------------------------------
```

Therefore the CPU can then access 8 devices, one at a time. If the IRQ' line is pulled "low" the CPU can read the status for location D1FFH and locate the requesting E.B.P.. A "1" in a bit Ix (where x=0 to 7) corresponds to an interrupt in E.B.P. x. If the bit is a "0" then the device has not caused the interrupt. The E.B.P. must clear the interrupt flag when the interrupt is being serviced.

```
7 6 5 4 3 2 1 0
----------------------------------------
| I7 | I6 | I5 | I4 | I3 | I2 | I1 | I0 |
----------------------------------------
```

4. An E.B.P. should assert MPD' only when it is selected. An E.B.P. should assert EXTSEL' only when it is selected and if EXTENB' is asserted.

5. An E.B.P. may respond to any selects D0 through D7. It is recommended that the E.B.P.s have configuration switches to allow them to respond to any one of the selects. Some of the computer systems use the E.B.I. to support internal devices therefore the user should check

each manual for device locations. If the system has devices in specific locations, those are reserved in that computer.

6. An E.B.P. handler may respond to addresses in the region D800H-DFFFH only when it is selected.

7. A peripheral may respond to addresses in the region D100H to D1FEH only when selected.

8. The E.B.P.s will have software priority over the SIO peripheral when they are addressed generically.

9. Data transfer between the CPU and the E.B.P. is under the control of the peripheral handler for the E.B.P.s. The peripheral handler may or may not be in the E.B.P. Data transfer is handled by a combination of code in the O.S. and the E.B.P.

10. The E.B.P.s shall work if a cartridge is present in the cartridge slot.

11. The CPU address space from D600H to D7FFH is reserved for E.B.I. devices as follows:

Device	Range	Size
D0	D600H-D61FH	32 Bytes
D1	D620H-D63FH	32 Bytes
D2	D640H-D65FH	32 Bytes
D3	D660H-D67FH	32 Bytes
D4	D680H-D69FH	32 Bytes
D5	D6A0H-D6BFH	32 Bytes
D6	D6C0H-D6DFH	32 Bytes
D7	D6E0H-D6FFH	32 Bytes

The region from D700H to D7FFH is reserved for use by ATARI. The CPU address space from D600H to D7FFH is always mapped to the E.B.I. and does not require the EXTENB/EXTSEL' protocol. Some units may have devices mapped on the E.B.I.; these devices are only active when selected but care must be taken when using a unit with onboard devices.

2.2.1.4.2 External Application Cartridges

The "External Application Cartridge" (EAC) is a generalization of the E.B.P.. They have the following characteristics:

1. An EAC can reside at any or all of the locations in the region 0000H to BFFFH for which the EXTENB is generated. They may respond to these addresses only when "opened".

2. The EACs must be opened by the protocol given for the E.B.P.s.

3. The EACs must conform to the EXTENB/EXTSEL' protocol.

4. The EACs must have a handler (resident at location D800H-DFFFH) that controls their operation. The EACs must conform to conditions (4)

through (11) of section III. B. above.

5. The EACs will work if a cartridge is present in the internal cartridge slot.

2.2.2 I/O Channels

The expansion box contains two RS-232C serial channels and one Centronics type parallel printer channel. Both the serial and parallel channels are preset to device #6. This device cannot be used in the Expansion Box.

2.2.2.1 Serial Channel Description

The Expansion Box will have two RS-232C Asynchronous serial channels capable of simultaneous two way communication. Both channels should be addressable through software via CIO using the same format as the serial channels in the ATARI 850. The baud rate will be software selectable from 16 baud rates (see Table 1). The baud rates of the two channels are to be independent of each other.

Sel Value	Baud Rate
0000	50
0001	75
0010	110
0011	134.5
0100	150
0101	200
0110	300
0111	600
1000	1200
1001	1800
1010	2400
1011	3600
1100	4800
1101	7200
1110	9600
1111	19200

Table 1 Baud Rate Selection Chart

2.2.2.2 Parallel Channel Description

The basic Parallel Channel is to support a Centronics type parallel printer. To do this the following signals are supported.

D0-D7 Data Lines
DS' Data Strobe
BUSY Busy Input
FA' Fault Input

2.2.3 Buffer Box

To allow connection to the XL-series computer, the Expansion Box will use a buffer box connected to the back of the computer. This Buffer Box will be able to drive a 3 foot long cable and the Expansion Box. The power used by the Buffer Box will be supplied by the Expansion Box on the Reserved Pins of the cable. The connectors used will be the standard 50 pin P.B.I. connectors.

2.2.4 Power Supply

The Expansion Box power supply will have sufficient output to drive each slot with .75 Amps at +5 VDC, .1 Amps at +12 VDC, and .1 Amps at -12 VDC. Table 2 shows max operating current limits of the supply. A fan might be necessary to provide cooling in the Expansion Box.

+5 VDC 6.75 Amps
+12 VDC 1.0 Amps
-12 VDC 1.0 Amps

Table 2

2.3 Software

2.3.1 Expansion Bus Protocol

The Software handlers and application programs written for use with/in the Expansion Box must follow standard Protocol defined by "The Software Implementation of Parallel Device Handlers and Drivers" by Rick Nordin. A Designers guide to interfacing devices to the PBI and Expansion Box will also contain the required documentation concerning the protocol.

2.3.2 I/O Channel Handlers

The handler used in the Expansion Box I/O channel will conform to the above specifications as well as providing support for the printer as a standard CIO device call.

2.4 Product Performance

This section will specify the projected performance of the Expansion Box. The environmental and reliability information that is included is targeted from the Sweet 16 specification.

2.4.1 Environmental

Operating Environment

Temperature =
Maximum: 45 degrees C
Minimum: 10 degrees C

Humidity =
Maximum: 90% R.H. (Non Condensing)
Minimum: 15% R.H.

Altitude =
Maximum: 3000 Meters (9840 feet) (720 millibars)
Minimum: -60 Meters (-197 feet) below sea level

Non-Operating Environment

Temperature =
Maximum: 60 degrees C
Minimum: -30 degrees C

Humidity =
Maximum: 90% R.H.
Minimum: 0% R.H.

Should condensing occur, unit must be dried off before operation.

Altitude = Same as operating

2.4.2 Endurance Levels

ESD Susceptibility

No product damage or data loss with 10 KV to 20 KV discharge at any point accessible to the user except the connectors.

Vibration

Operation: .1g +- 10% 5 to 500Hz
Resonance Search: Sine scan 5-100 Hz dwell on resonances
1.0g for 10 minutes.

Transportation: 100 to 300 cycles per minute 2 directions 90 degrees apart, 30 minutes; each frequency to be such as to raise package from the table 0.06 in., acceleration to be 1.0g (min) No Damage should result.

Impact Test: Free fall distance of 24 in. on corner, edge, and all 6 faces. No damage should occur to a packed unit.

Random Vibration: 0.04g 2Hz 15 minutes; 10 to 1000Hz 6.3g RMS

Thermal Shock: 10 degrees C for 3 hours power on raise temperature, 5 degrees per minute to 45 degrees C for 5 hours power off drop temperature 5 degrees C per minute to 10 degrees C. Repeat cycle 5 times no damage

2.4.3 MTBF & MTTR

The targeted MTBF for the Expansion Box is 8000 hours continuous power-on at 25 degrees C.

The targeted MTTR for the unit is 5 minutes.

2.4.4 Compliances

UL 114 & UL 94HB
CSA C22.2 No. 154

FCC Docket 20780, Part 15, Subpart J, Class B

Expansion Box Specifications

10/14/83

Below are the changes to the document of the same name dated 7/27/83.

1.2 Assumptions

1.2.1 Product Reasoning

This product is intended to add a strategic marketing dimension to the Atari home computer line by providing expansion capability.

1.2.2 Manufacturing

It is assumed that the Expansion Box will be manufactured by some, as yet unspecified, overseas vendor.

1.2.3 Strategic Fit

This product is intended to broaden Atari's image as a complete computer supplier. This is done by offering an expansion path for computer users to grow with their systems. A line of option cards will allow even the most sophisticated users to advance to an advanced system.

1.2.4 Product History

As of the date of this document the expansion box has been redefined as a smart device rather than an extension of the Parallel Interface Bus. This was done to facilitate third party vendors in the implementation of option cards. This will also allow for easy interfacing of the Expansion Box to the current 400/800 installed base. This choice should create added sales of this device as well as showing the public Atari will not leave current users unsupported! In addition to the above features, a RFI problem is also reduced creating a faster path to bring the product to market.

1.3 References

Sweet 16 Expansion Box Specification, A. Chopra
P.B.I. Specification, S. Miller
SURELY O.S. Rom Specification, S. Scheiman, R. Nordin
Software Implementation of Parallel Devices, R. Nordin
Sweetpea Product Specification, D. Lang
JULIE FIFO Specification, S. Miller

2.2.2.4 Hardware Device Protocol

The hardware protocol for the Expansion Box is similar to the Expansion Bus Interface on the computer in that each card is selected through a common register. There will also be device handlers on each card in a fixed location of memory. The bus timing is configured so

any type of device can be easily interfaced to the Expansion Box. For complete interfacing requirements a third party vendor document will be created with examples of interfacing methods.

2.2.3 Processor Card

2.2.3.1 CPU

The CPU for the Expansion Box will use a 6502 operating at 1 MHz. This is done for software compatibility with current developmental tools. The placement of the CPU on a card allows the user to swap other CPU cards for the 6502 card.

2.2.3.2 ROM

There is provision for 8 K Bytes of monitor Rom on the processor card. This ROM can also be disabled by asserting ROMDIS' line on the bus. The ROM will be located at E000H-FFFFH.

2.2.3.3 RAM

There is provision for 2 K Bytes of general purpose RAM on the processor card. The RAM can be disabled by asserting RAMDIS' line. This will allow for remapping of page 0 and 1 to swap tasks in and out without moving large areas of memory. The RAM will be located at the bottom of the memory space.

2.2.3.4 Serial Channel Description

The processor card will have two RS-232C asynchronous serial channels, capable of simultaneous two way communication. Both channels are addressable through the CIO in the operating system of the Atari computer. The baud rates for the channels are found in table 1. Both channels have independent transmit and receive baud rates. One of the two serial ports will be jumperable to allow operation as a SIO port for operation with current Atari 400/800 units.

BAUD RATES

50
75
110
134.5
150
200
300
600
1050
1200
1800
2000
2400
4800
7200

9600
19200
38400

Table 1

2.2.3.6 Bus Interface

The Bus Interface for the processor card will support the load requirements of the Expansion Bus and follow the protocol of the Bus timing.

2.2.4 Computer Interface

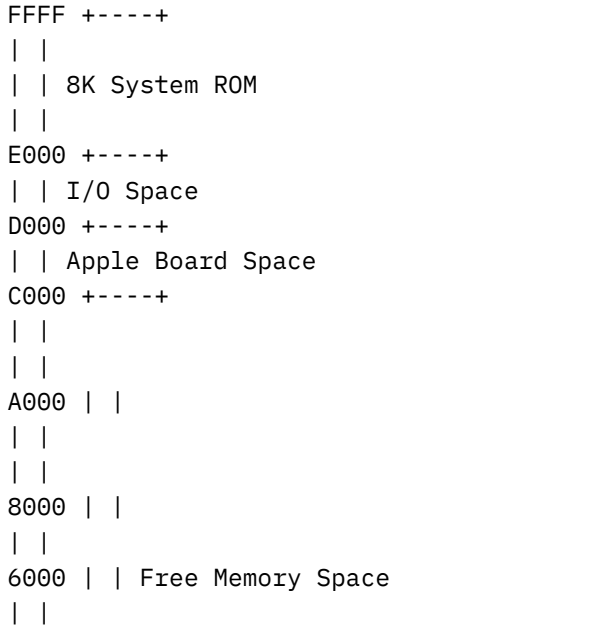
The Expansion Box will interface with the Atari XL product line through an interface unit connected to the Parallel Expansion Bus. The interface unit will contain a JULIE FIFO interface chip designed to allow communications between the XL computers and the Expansion Box. In addition the interface unit will have a 2K handler rom for the P.B.I. and one LS-TTL decoder chip. Power for the interface unit will be provided by the expansion box. The Interface will be connected to the Expansion Box via a 26 conductor double shielded cable. The cable is to be 3 feet in total length.

2.2.5 Power Supply

Shown below are the total power requirements.

+5 VDC 4.5 Amps
+12 VDC 0.5 Amps
-12 VDC 0.5 Amps
+9 VDC 0.2 Amps unregulated

2.2.6 Memory Map



```
4000 | |
| |
2000 | |
| |
0800 +----+ 2K RAM
0000 +----+
```

System Map

```
DFFF +----+ Device select and INT status
| |
| |
DC00 | |
| |
| |
D800 | | Open Device I/O Area
| |
| |
D400 | |
| |
| |
+----+
| | CPU Interface, UART, Parallel Printer
D000 +----+
```

I/O Map

3.0 Future Enhancements

The future enhancements include a SIO card to allow operation with the current Atari 400/800 line as well as the option cards stated in the introduction. As of this document no option cards are defined.

4.0 Cost Targets

The targeted standard cost for this unit is $125. This cost will include the processor card with 2 serial channels and the interface to the current XL product line.

5.0 Packaging

5.1 Inner Packing

The inner packing must protect the Expansion Box and accessories from 10 drops from 24 inches on any of six surfaces, three edges radiating from one corner without any internal damage. The inner packing must also protect the Expansion Box and accessories from vibrations of 30 minutes each, 2 directions 90 degrees apart, 100-300 cycles per minute. Packing must leave the surface 0.06 inches at some time, again leaving no damage.

5.2 Display Carton

The display carton should be a six sided 24 pt. SBS (white chipboard) folding carton, printed in 4 colors plus PMS877 silver, with UV or other abrasion resistance coating. All graphics will be specified by Atari.

5.3 Shrink Wrap

The fully packaged product will be shrink wrapped to prevent damage and pilferage.

5.4 Shipping Carton

The weight and type of corrugate as well as the number of products per shipping carton are to be specified by Atari.

5.5 Carton Contents

* Expansion Box Unit
* Interface Unit for XL computers
* Interface Cable
* 2 RS-232C Cables
* Processor Card
* Owners Manual and Warranty card
* Atari products catalog

5.6 Product Name

The proposed official name is "Atari Expansion Box".

6.0 Manual Requirements

The unit will include an owners manual to be specified by Atari.

Expansion Box Specifications

5/11/84

Below are the changes to the documents of the same name dated 7/27/83 and 10/14/83 respectively.

1.0 Introduction

The Expansion Box is an extension device providing support of expansion cards for the Atari Computer line. This device provides Atari systems with expansion and enhancement. The bus enables the consumer to connect a variety of different devices to the Expansion Box Interface (E.B.I.). Some devices are listed below.

1) RAM EXPANSION
2) SERIAL/PARALLEL INTERFACE
3) Z-80 PROCESSOR
4) 80-COLUMN VIDEO MONITOR INTERFACE
5) HOBBYIST PROTOTYPING CARD

2.1.1 Appearance

The Expansion Box matches the styling of the current XL product line. The Box has all connections to devices and power in the rear of the box. A flat cable (connected to the front of the box) connects the Expansion Box to all PBI-equipped computers.

2.1.2 Design Concepts

The Expansion Box requires less than one square foot of table space. The top is easily removable so the user can access the option cards. The Box supports five 9 by 5 inch option cards. To remove the top of the box, the AC adaptor must be unplugged from the box.

2.2.1 Architectural Overview

The expansion box contains a triple-output power supply providing regulated +12 volts and -12 volts and +10 volts unregulated. Also provided is a half-wave rectified AC waveform (for power-line frequency reference only) and +5 volts (for reference only).

The address bus, data bus and control lines are buffered by the expansion box and bussed to the five edge connectors provided.

2.2.2.1 Connector

The Expansion Box Interface signals are accessible through a 50-pin connector. This connector is an AMP type 2-530843-9. It mates to a standard card edge with gold plated fingers at .100 inch centers.

2.2.2.3.1 D.C. Characteristics

All E.B.I. outputs have the drive capability of 24mA at logic 0 (Iol) and -6mA at logic 1 (Ioh).

All E.B.I. open collector input lines must be able to sink 10mA (min) at .4V (max).

All E.B.I. non-open collecotr input lines except AUDIO must have the drive capability of 24mA at logic 0 (Iol) and -6mA at logic 1 (Ioh).

All E.B.I. signals except AUDIO will be at standard TTL logic levels.

The AUDIO input line must drive a 4.7KOhm source impedance with a 100mV peak to peak signal.

Each expansion box card should not load any E.B.I. output line with more than three standard TTL loads.

2.2.2.3.2 A.C. Characteristics

All specifications are referenced to the standard 2 MHz 6502 specifications.

The signal PHASE2 is the 6502 clock at the processor.

2.2.2.3.3 Materials Requirements

Contact fingers shall be plated with nickel of the low-stress type, Class II per federal specification QQ-N290A. Nickel plate thickness shall be 100 +/- 25 microinches. The nickel plating shall be overplated with gold type II (23+ karat), 15 microinches minimum (130-200 knoop hardness) or 10 microinches minimum (201 or over knoop hardness). Impurities shall not exceed .1%, not including metallic hardeners. Roughness shall be less than 50 microinches.

2.2.3 Power Supply

The power supply is comprised of an external AC adaptor capable of providing 40VA at 9.5 vAC to the Expansion Box and an internal rectifier/filter/regulator system. This system provides:

+10 vDC UNREGULATED (+40% or -15%) at .5A per card slot.
+12 vDC REGULATED (+ or - 4%) at 30mA per card slot.
-12 vDC REGULATED (+ or - 4%) at 30mA per card slot.
+5 VREF REGULATED (+ or - 4%) as a reference only.
AC - a 60 Hz reference only.

Total supply current capacity is five times the per card slot amounts.

It is recommended that the Expansion Box NOT be operated with the cover removed for safety reasons and to comply with radiated emissions standards.

3.0 Notes

3.1 RAM 64KMR

The RAM 64KMR module is designed to be used in the expansion box. However, it does not completely adhere to the E.B.I. protocol since it will allow RAM to be selected in lieu of the O/S (when used in the "1064 mode".)

3.2 RESERVED MEMORY LOCATIONS

The memory space from D100H to D1AFH is available for use by most applications. This space should be used by a device with the device select bit enabling its use. If the device select bit is not used, there is potential bus conflict between E.B.D.s. The remainder of the I/O space between D1B0H and D1FFH is mapped as follows:

D1B0H - D1C7H Speech/Modem/Disk Registers
D1C8H - D1CEH Atari Reserved

D1CFH Alternate Interrupt Register (1450 only)
D1D0H - D1DFH Audio Registers
D1E0H - D1E7H Atari Reserved
D1E8H - D1EFH Parallel/Serial Registers
D1F0H - D1F7H Alternate CPU Registers
D1F8H - D1FDH 80 Column Video Registers
D1FEH RAM Bank Select Register
D1FFH E.B.D. Select/Interrupt Register

PARALLEL BUS INTERFACE SPECIFICATIONS

1.0 Introduction:

The Parallel Bus Interface (PBI) is provided on the S-16 to support high speed peripherals, communication devices and cartridges.

The objective of the PBI is two-fold:

(1) To provide for future system improvement and expansion of the S-16.

(2) To provide a simplified interface standard that will envoke interest from peripheral manufacturers in making peripherals for the S-16.

The physical connection of the peripherals to the S-16 is conceived of being through a unit called the "Expansion Box". Roughly, the "Expansion Box" provides a low cost, easy-to-use multiple access mechanism to the PBI. It consists of electronics necessary to implement the interface protocol between the CPU and the Parallel Bus peripherals. Further details of the Expansion box are TBD.

This document gives a logical definition of the pins on the PBI. It defines the characteristics of devices that can be supported on the PBI.

The electrical specifications of the PBI signals and the details of the PBI protocol are in the S-16 Product Specification.

2.0 THE PARALLEL BUS INTERFACE

The Parallel Bus Interface Connector is a 50 pin connector (See figure 5.2.9) with the following signals.

PIN 3 through PIN 18 are A0 through A15 respectively. These are the CPU address lines. The CPU addresses the Parallel Bus Interface devices using these lines.

PIN 19 through PIN 26 are D0 through D7 respectively. These are the processor data lines. The CPU transmits and receives data and control information from the Parallel Bus Interface devices on these lines.

PINS 35, 36, and 37: are COMM A, COMM B, and COMM C select lines respectively. The Parallel Bus Interface devices lie in the CPU memory map. Three 256 byte segments of the CPU memory map are reserved for

control of the parallel bus devices. COMM A selects the segment from D600 to D6FF. COMM B selects the segment from D700 to D7FF. COMM C selects the segment from D100 to D1FF. COMM A, COMM B, and COMM C are low when active.

PIN 31 is for the Buffered Phase 2 Clock (B02) Output to the Parallel Bus Interface devices.

PINS 2, 44, 45, and 46 are not connected.

PIN 29 is the IRQ (Interrupt Request) input from the Parallel Bus Interface devices. A PBI device can pull this input low to invoke the device handler that services the parallel bus device. This input is "open drain".

PIN 32 is the Read/Write (R/W) Output to the Parallel Bus Interface devices. This line is "high" for a read cycle. It is low for a write cycle.

PIN 34 is the PoWeR ON (PWRON) Input from the Parallel Bus Interface devices. This input will allow the implementation of the "auto-wakeup" feature in future enhancements of the S-16. This signal is "low" when active.

PIN 38 is reserved for future expansion.

PIN 33 is Power on Reset (POR) ouput to the Parallel Bus Interface devices. This output resets any device so designed on power up and when the RESET key on the S-16 keyboard is hit.

PIN 49 is audio in and out signal from/to the Parallel Bus devices. This line is connected directly to the audio summation network of the S-16. This audio signal is a 1 volt peak to peak.

PIN 39 is the MODSEN (Module Sense) input from the Parallel Bus Interface Modules. This input is pulled low whenever a Parallel Bus Interface module is connected to the PBI.

PINS 47 and 48 are GROUND.

PIN 28 is External Decoder Enable (EXTENB) Output. This output goes high when an address on the CPU bus is an allowed address for a PBI device. The S-16 generates the EXTENB signal for all segments of the CPU memory map except:

(a) The Active segments of the O.S. ROM. Any disabled segments of the O.S. ROM generate the EXTENB signal when addressed.

(b) The region occupied by the internal cartridge (if present).

PIN 27 is the External Select (EXTSEL) Input. This input is generated by the (external) decoder resident in the PBI device. This signal should go low whenever the EXTENB is enabled and the PBI device uses the address generated on the CPU Bus. This input is used to disable the S-16 decoder for the duration of the current bus cycle.

PIN 30 is the RDY input to the S-16. A slow PBI device can extend the CPU bus cycle by pulling this line low when it is addressed.

PIN 40 is the Refresh (REF) output. This output may be used for the refresh timing of volitile memories connected to the PBI.

PIN 1 and PIN 50 are shield grounds.

PIN 41 is Auto-run Present (ARP) pin. This pin goes high whenever an auto-run cartridge is present at the PBI. All auto-run cartridges should pull this line to the "high" state internally.

PIN 42 is Auto-run Disable (ARD) pin. This pin goes high whenever a cartridge is present in the internal cartridge slot. The Auto-run cartridge should disable their decoder whenever this line is in the "high" state.

PIN 43 is Math Pak Disable (MPD) input from the PBI devices. This input is pulled to the "low" state whenever a Parallel Bus Peripheral is selected by the CPU (the enable bit in location D1FDH is set).

```
----------
SHIELD GND |-1 2-| N/C
A0 |-3 4-| A1
A2 |-5 6-| A3
A4 |-7 8-| A5
A6 |-9 10-| A7
A8 |-11 12-| A9
A10 |-13 14-| A11
A12 |-15 16-| A13
A14 |-17 18-| A15
D0 |-19 20-| D1
D2 |-21 22-| D3
D4 |-23 24-| D5
D6 |-25 26-| D7
EXTSEL |-27 28-| EXTENB
IRQ |-29 30-| RDY
B02 |-31 32-| R/W
POR |-33 34-| PWRON
COMM A |-35 36-| COMM B
COMM C |-37 38-| P0
MODSEN |-39 40-| REF
ARP |-41 42-| ARD
MPD |-43 44-| N/C
N/C |-45 46-| N/C
GND |-47 48-| GND
AUDIO |-49 50-| SHIELD GND
----------
```

FIGURE 5.2.9 PBI Connector

3.0 Parallel Bus Devices

The Parallel bus will support 3 types of devices:

3.1 Auto-Run Cartridges:

These cartridges are functionally identical to those that plug into the cartridge slot of the S-16 except that they can be up to 32K Bytes in size (in 4K Byte increments). The top address for these cartridges must be BFFFH and they must assert the "AUTO-RUN PRESENT" line when inserted into the expansion box. The auto-run cartridges work under the following constraints:

(a) Only one such cartridge will work at a time.

(b) If a cartridge is present in the internal cartridge slot, the auto-run cartridge is ignored by the S-16.

(c) If no cartridge is present in the internal cartridge slot the auto-run cartridges operate in a manner identical to the cartridge slot cartridges. No additional handlers or O.S. changes are needed.

(d) If an auto-run cartridge is present in the expansion slot, any "External Application" cartridges (See Sec. 3.3) plugged into the Expansion box will be disabled.

(e) The Auto-run cartridges conform to the EXTSEL/EXTENB protocol (have their own decoder).

(f) The Auto-run cartridges must disable their decoder if the "Auto-run Disable" output of the S-16 is active.

3.2 Parallel Bus Peripherals (PBPs)

The PBPs have the following characteristics:

(a) They interface to the S-16 through a well defined handler/O.S. interface. The code for this interface is resident in CPU memory location D600H to D7FFH (COMM A & COMM B areas). The ROM containing this code is physically located on the expansion box.

The S-16 O.S. can support up to 8 PBPs.

(b) Each PBP has a unique handler that resides in the CPU memory space at locations D800H to DFFFH. The ROM(s) containing the code for these handlers are physically resident on the respective peripheral boards (The memory space occupied by the handlers actually contains the Math-pak within the S-16. The Math-pak is disabled whenever any PBP is enabled. (See (c) below).

(c) Locations D1FDH thru D1FFH (in COMM C space) in the CPU memory map are reserved for passing control information between the S-16 and the PBPs.

Location D1FDH is Slot-Select location with the following bit assignments:

```
7 6 5 4 3 2 1 0
--------------------------------
| X | X | X | X | E | I | I | I |
```

```
---------------------------------
```

E = Enable bit. The S-16 sets this bit to logic 1 whenever the O.S. wishes to communicate with a device in the slot whose I.D. is specified by III. When the Enable bit is set to logic 1 the S-16 disables the Math-pak and maps the region from D800H to DFFFH to the expansion box. The Enable bit is latched in the expansion box and it must be set to logic "0" to disable the PBPs.

III = SLOT I.D. The S-16 O.S. can support a maximum of 8 PBPs. The slot I.D. is latched in the expansion box and a slot remains selected till a different slot I.D. is generated or the enable bit is set to logic 0.

X = Don't Care.

The Slot I.D. decoder is physically located on the expansion box. location D1FEH is Interrupt vector location with the following bit assignments:

```
7 6 5 4 3 2 1 0
---------------------------------
| X | X | X | X | IR | I | I | I |
---------------------------------
```

IR = Interrupt Request. This bit, when logic 1, indicates to the S-16 O.S. that a device in the Expansion box has interrupted. When this bit is logic 0, no device in the expansion box has interrupt.

III = is the slot I.D. of the highest priority slot that generates the interrupt. The S-16 O.S. assumes that the slots have fixed priority. The slot with an I.D. of 7 has the highest priority.

X = Don't Care.

The priority encoder is physically located on the expansion box. Location D1FFH is un-encoded interrupt location with the following bit assignments:

```
7 6 5 4 3 2 1 0
---------------------------------------
| I7 | I6 | I5 | I4 | I3 | I2 | I1 | I0 |
---------------------------------------
```

IX (X = 0 to 7): This bit is set to logic 1 whenever a device in slot X generates an interrupt. This bit is cleared by the interrupt servicing routine for the device in slot X.

The un-encoded interrupt location allows an application program to mask the interrupts from the specific slots. With the masking arrangement, an application program may ignore the fixed priority by slots and implement its own priority scheme.

(d) A peripheral handler may respond to address in the region D800H-DFFFH only when the slot in which it resides is selected. Location D800H contains the device I.D. of a PBP. If a slot that contains no peripheral is selected, address D800H should return FFH as data.

The peripheral handlers must conform to the EXTSEL/EXTENB protocol as specified in the S-16 Product Specifications.

(e) A peripheral may respond to address in the region D100H to D1FCH only when the slot in which it resides is selected.

(f) The PBPs will have priority over the SIO peripheral when they are addressed generically.

(g) The data between the S-16 and a PBP is passed under control of the peripheral handler for the PBPs.

(h) The PBPs will work if an auto-run cartridge or an internal cartridge is present in the system.

3.3 "External Application" Cartridges:

The External Application Cartridge are a generalization of the auto-run cartridges and the PBPs. They have the following characteristics:

(a) An "External Applications" Cartridge (EAC) can reside at any or all of the address in the region 4000H to BFFFH. They may respond to these addresses only when "opened".

(b) The EACs must be "opened" by the S-16 through the slot select location in the same way as the PBPs.

(c) The EACs must conform to the EXTENB/EXTSEL protocol.

(d) The EACs must have a "handler" (resident in locations D800H to DFFFH) that controls their operation. The EACs must conform to conditions (d) and (e) of section 3.2 above.

(e) The EACs will work only if no auto-run cartridge is enabled in the expansion box. The EACs must input the AUTO-RUN DISABLE line to ascertain that the Auto-run cartridge is disabled before asserting themselves on the Expansion Bus.

(f) The EACs may work even if a cartridge is present in the internal cartridge slot.

4.0 assumptions

(a) The above description of the PBI devices assumes that there is a mechanism in the Expansion Box that prevents more than one auto-run cartridge from being turned on at a time on the PBI. This mechanism may be a daisy chain priority scheme by slots or the auto-run cartridges may be specified to work in only one of the 8 possible slots.

(b) The above description also assumes that there is a power shut-off interlock switch on the internal cartridge door.

3872. Re: 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-07 07:08:24 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr7.070824.1236@abode.wciu.edu>
Source record: 114217

Good point! Yes BobTerm is perfect for high speed transfers. I have done both 9600 and 19.2k baud null modem transfers using BobTerm (the 19.2k is possible using an ICD Multi I/O). I believe the latest version of BobTerm is 1.21. Bye.....

Luis

--
"""""""

3873. Re: 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-07 16:03:40 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Apr7.160340.23854@maverick.ksu.ksu.edu>
Source record: 114224

scale@abode.wciu.edu (Luis Outumuro) writes:

> Good point! Yes BobTerm is perfect for high speed transfers. I have
>done both 9600 and 19.2k baud null modem transfers using BobTerm (the 19.2k is
>possible using an ICD Multi I/O). I believe the latest version of BobTerm is
>1.21. Bye.............

Sure Bobterm can do 19.2k transfers, as long as nothing goes to the screen.
The only thing on the screen during a file transfer in Bobterm is the status
line which only changes a dozen bytes every 1k. Try a 19.2k or even 9600
ASCII capture and I bet it would lose characters reguardless of what display
mode it was using (40 or XEP80). Of course, I don't think you would lose
that many with Bobterm even at those speeds, since Bobterm is an excellent
program.

--
Scott Parish a.k.a. | "I don't believe it." -- Luke Skywalker
parsons@matt.ksu.ksu.edu | "That is why you fail." -- Yoda, Jedi Master

3874. displays vs. baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-07 17:31:54 UTC
From: ehs@src.dec.com
Message-ID: <1991Apr7.103154.27547@src.dec.com>
Source record: 114222

In a previous posting Ordania-DM@cup.portal.com (Charles K Hughes) writes:

> When a gr.0 screen is scrolled, only 1k has to be moved. When a gr.8 screen
> is scrolled, 8k has to be moved. This movement is the real killer.
...

> The only adequate reason for 1200 only term programs is because the authors
> just couldn't figure out how to get 2400 to work. It's possible, but
> not worth the effort (to the authors in any case).

I think the latter is the real problem.

The Atari display commands and display lists partition the screen into horizontal bands. This is a real pain for some applications, but it's perfect for scrolling. Just use one display command per line and scroll by updating the display list -- a very fast operation compared to moving all the bits on a gr.8 screen. I once modified a VT52 emulator written in ACTION! to use this technique and it easily kept up with 2400 baud. I believe Kermit65 uses the same technique.

A serious problem with an 80 x 24 display is that a standard Atari 8-bit doesn't provide enough pixels to allow a decent looking rendition of the character set, at least in my opinion. The VT52 program used characters that were quite legible on my monitor (a 1702) but had all the charm and grace of an OCR font. Perhaps that's why authors haven't worked very hard to support such displays.

Ed Satterthwaite
ehs@src.dec.com

3875. Re: 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-07 22:00:44 UTC
From: jsd@arcadien.rice.edu
Message-ID: <1991Apr7.220044.17479@rice.edu>
Source record: 114223

In article <4727.27ff572d@miavx1.acs.muohio.edu>, rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
|> What would be good would be to produce a new upgrade to the Antic chip (Its
|> the graphics chip, isn't it?), one that would have an 80 column mode, and
|> patch the OS to be able to take advantage of this new graphics chip. This is
|> what Atari should have done in the first place, instead of the XEP80.

How about somehow rigging a Hercules graphics board to the machine.

--

Shawn Joel Dube "Better men than you and I have tried to disprove
jsd@owlnet.rice.edu Ohm's Law. They're ALL gone now." -Massey, Elec 241

3876. Re: 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-07 22:30:21 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4727.27ff572d@miavx1.acs.muohio.edu>
Source record: 114225

What would be good would be to produce a new upgrade to the Antic chip (Its the graphics ship, isn't it?), one that would have an 80 column mode, and patch the OS to be able to take advantage of this new graphics chip. This is what Atari should have done in the first place, instead of the XEP80.

BTW, could anyone recommend the best vt100 emulator for someone with a XM301 modem?

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

3877. Re: displays vs. baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-08 07:25:11 UTC
From: jeff@crash.cts.com
Message-ID: <8460@crash.cts.com>
Source record: 114228

In article <1991Apr7.103154.27547@src.dec.com> ehs@src.dec.com (Ed Satterthwaite) writes:
>I once modified a VT52 emulator written in
>ACTION! to use this technique and it easily kept up with 2400 baud.

I did the same thing, and I have been using my modified version of
VT52B.ACT at 2400 baud for several years. There is no flow control,
but the R: handler that comes with the P:R: Connection has a 128-byte
buffer that helps. I have only recently discovered that the program
has trouble keeping up if lots of short lines are printed rapidly, but
I'm sure that the scrolling speed could be improved if it were really
necessary.

:: Jeff Makey

Department of Tautological Pleonasms and Superfluous Redundancies Department
Posting from my temporary home at ...
Domain: jeff@crash.cts.com UUCP: nosc!crash!jeff

3878. Re: 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-08 12:47:46 UTC
From: potter@speedway.DAB.GE.COM
Message-ID: <1991Apr8.124746.25790@ge-dab.GE.COM>
Source record: 114229

Hello again, Ray!

Regarding your questions about 80 columns, baud rate, and the graphics 0 and 8 screens: The graphics 0 screen uses just as many pixels as the graphics 8 screen (40 columns by 24 rows, each character being 8x8 pixels = 320 x 192). The big difference is that graphics 0 is a character mode. This means the OS only has to write to an array of 960 bytes (40 x 24), and Antic will display this as 61,440 pixels. Each byte is used to address the character set RAM (remember all those routines to redefine the character set in old magazine articles?), which contains the 8x8 pixel definition. In graphics 8, however, there are only 8 pixels per byte, and thus 7680 bytes (61,440/8) must be manipulated per screen. Because this is eight times as much memory to be manipulated, the terminal program will run eight times slower (1200 vs. 9600) (I don't believe how nicely that worked out).

Jeff

--
Jeff Potter
...potter@ge-dab.ge.com
...uunet!ge-dab.GE.COM!potter
...uunet!sunny.dab.ge.com!potter

3879. Strange ANTIC anomaly

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-08 13:43:51 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <23136@know.pws.bull.com>
Source record: 114230

Recently, I tried to set up a custom display list which did the
following:

two lines text (gr.0)
blank scan line + interrupt
several lines text + interrupt at end
LMS to new text line + horizontal scrolling enable
LMS back to final line
wait for VBLANK

Problem: after the line with horizontal scrolling enabled, the
DL stopped processing. The last text line was not generated. I tried tweaking
other things, and got garbage after the line with horizontal scrolling.
I finally got it to work by dividing the last LMS line into an LMS with
a blank scan line and then a text mode line.

Can anyone tell me why this won't work normally? I don't want to
have to put that blank scan line in there if there is any way around it.

Also: could anyone direct me to an ftp site when an electronic copy
of De Re Atari could be found? I have heard of this being on some commercial
service, but I don't have accounts on any of those.

Thanks in advance!

--
Doug Wokoun / / | Any inanimate object
(aa384@cleveland.Freenet.Edu) [o]-[o] | floats downstream;
||| L {_Dug_} | it takes life to go
Atari / | \ S I G ___/ | against the current.

3880. Re: Homemade MIDI Interface -- Part 2 of 2

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-08 16:53:56 UTC
From: wallmann@ipsi.UUCP
Message-ID: <1552@ipsi.UUCP>
Source record: 114234

In article <68434@eerie.acsu.Buffalo.EDU> terpin@acsu.buffalo.edu (christophe d terpin) writes:
>In article <4484.27f222d7@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>>After seeing the diagram for the MIDI interface I was wondering. How hard
>>would it be to hook it up to an ST through the MIDI ports, and be abel to
>>transfer data back and for? (Or even to use the ST as a pseudo disk drive
>>for the Atari. I'd be willing to write the software for the ST, hopefully
>>writing it as a DA so you can be using both your ST and your 8-bit at the
>>same time.)
>>
>>Any thoughts or ideas?
>>

>It would probably be fairly easy. In fact, I originally used my interface as
>an RS232 link to my IBM-PC to transfer data at 19200 baud. The 8bit
>software for this Null modem was virtually identical to the MIDI source code.
>The only differences were that it didn't insert the VBI timing marks during
>input ("recording") and the values for AUDF3 and AUDF4 were different.
> (I've seen a formula that relates AUDF3,AUDF4 to baud rate-- I believe it's in
>the Operating System listing.)
>
But to get any kind of speed better use the parallel port on the
ST and the (sadly overused) joystick ports and the serial port on the 8-bit.
I have something like this working and the hardware is simplicity itself just a
schmitt-trigger IC and two resistors (apart from the cables). Unfortunately
on the software side the ST is single-tasking, which takes some of the fun
away and my stab at making the ST multitask apparently fails with TOS 1.4,
although I haven't investigated that yet. If I get my head out of this
ocean of work to get some oxygen and maybe enough time to rewrite the server
for Micro RTX or MiNT I will release this stuff.

The server is unstable at the moment, meaning that you shouldn't try to
run programs while using the server on the ST.

Just to brag a little, this can be done:

N: device handler 98% SpartaDOS eq.
with SpartaDOS 2.X, you can do stuff like
D1: N: # typed from memory, syntax maybe not 100% correct
N: DIR
N: CWD N:E:/FOOBLE>BAR\TMP
N: COPY TMP/BIGFILE.DAT D8:
N: COPY D8:BIGFILE.DAT N:TMP
N: CREDIR LILO

Transferring DEGELITE.PRG (approx 150K) takes not much more than 15 sec
from RAMdisk to RAMdisk.

If you don't mind occasional crashes, I could send interested parties
the prototype server and device driver software (binaries only, sorry).
Beats any Null modem transfer anytime, anyway!

Email to : XBR1DE7B@DDATH21.BITNET

Ah, yes and asking this for maybe the tenth time... "How does one write
a device driver for the X cartridge ?"

The interface BTW looks like this:

```
------- port a
------<<<>>>---------------- parallel port ST ----
------- port b

------- IRQ Pin 13 SIO ---------<<<------- Strobe Centronics ----

------- Motor Pin 7or8 SIO -->>>-- 1K --+-[IC]-- Busy Centronics -
|
1K
|
Ground
```

As you may be able to tell, this makes using the tape recorder impossible.
TOO BAD! (har har)

Nat!
"If there's a new way, I'll be the first in line/But it better work this time"
[Mustaine]

3881. Re: Help with the serial interface

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-08 17:10:10 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Apr8.171010.14055@maverick.ksu.ksu.edu>
Source record: 114239

simonh@hpopd.pwd.hp.com (Simon Hunt) writes:
>Atari published "Technical Reference Notes" for the 400/800 which included
> "Operating System User's Manual"
> "Operating System Source Listing" and
> "Hardware Manual"
>This is probably the best place to look.
>The serial number for the Tech Ref Notes is (was?) C016555.

The OS User's manual is THE book to get if you can for hardware/device handler programming. And DE RE ATARI is THE book to get if you want to do stuff with graphics/PM/etc.

Just my $.02.
--
Scott Parish a.k.a. | "I don't believe it." -- Luke Skywalker
parsons@matt.ksu.ksu.edu | "That is why you fail." -- Yoda, Jedi Master

3882. Re: 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-08 17:15:36 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Apr8.171536.14189@maverick.ksu.ksu.edu>
Source record: 114240

If jrd@Stony-Brook.SCRC.Symbolics.COM is still around here, maybe he can
tell you how Kermit65 does its character manipulation.

--
Scott Parish a.k.a. | "I don't believe it." -- Luke Skywalker
parsons@matt.ksu.ksu.edu | "That is why you fail." -- Yoda, Jedi Master

3883. Atariwriter Rules! (Or "How to do Mail-merge with Atariwriter!")

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-08 18:55:37 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4742.28007659@miavx1.acs.muohio.edu>
Source record: 114235

I was at my girlfriends house this past weekend helping her send out letters for applications. (She's graduating in August) Anyway, she has me old 800xl, which she uses to type her papers and send E-mail to me. (Since we're 120 miles aprt) Anyway, we needed to address 77 different envelopes and 77 different personalized letters with Atariwriter. I had remembered an undocumented feature of Atariwriter in an old Antic in which Atariwriter could do some sort of mail merge. But I didn't have the magazine with me, so I had to figure it out on my own. Here it is:

o Create you form letter (envelope):
1. In your top line with the formatting commands, add the <cntrl>W if your are doing single sheets and want it to pause after each page.
2. Put an <OPTION><INSERT> whenever you wanted to bring new information into the letter (envelope), just like it says in the manual for form printing.

o Create a file with the information you want merged in your letter (envelope). For the envelope we wanted to add addresses so the file looked like this:

```
The ABC Company
Mr. Webster, President
123 Alpha Way
Nowhere, USA 12345
<--- I had a space in here in case an
The ABC Company address had five lines, it also helped
Mr. Webster, President readability of the file. Just be sure
123 Alpha Way in you form letter (envelope) you have
Nowhere, USA 12345 five lines.
```

o Save that and load in your form letter (envelope). Load you printer with paper (or an envelope) and print your form letter (envelope). When
Atariwriter says:
Make Entry, Press RETURN

press <cntrl>V and then enter the filename.ext of you information file. Atariwriter won't give you any indication that you did this correctly, but after you enter the filename, it will get the file off of disk, and put the information in place of the <OPTION><INSERT>s. For the number of copies, you must specify how many different sets of information is in you file. You can't just start printing from the middle of your information file.

This worked perfectly, much better than I would have ever thought it would, and it did it just as well as my ST could've. This just goes to show that

the 8bits aren't dead, and will probably be around for a lot longer!

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

3884. Finance programs question

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-08 21:04:31 UTC
From: dave@mystie.webo.dg.com
Message-ID: <1991Apr8.210431.12867@webo.dg.com>
Source record: 114242

Hi!

I'm looking for a finance program for my XEGS (64k) - with a
Indus GT disk (and a PR connection with an epson printer...).

I'd like the program to be able to do the following:
Checking account
Several Savings accounts (three actually)
Credit card accounts (a couple) - where if I write a check
to pay one, I'd really like the payment shown in both the
checking account and the credit card account.
It'd be nice if it could print checks and mailing labels
(or at least have a way to export data to some other program
that could do this for me).
If I have to export the data (and can), what would be a good
program to print the checks/mailing labels from? AtariWriter?
What other word processors are there?

Is there such a program?

All I've seen the following names in Atari Explorer without
descriptions:
Bookkeeper/Keypad
Home Accountant
Money Manager
Family Finance
Money Tools
Financial Cookbook - I'm guessing this is a program from
EA where you have a menu of a lot of financial problems
and you select which you need a solution for - it did things
like loan payments over X years and lots of other problems.

Will any of these programs do what I want?

Dave Kopper

Internet: dave@mystie.webo.dg.com
or: dave%dgc.mceo.dg.com@relay.cs.net
GEnie: D.Kopper

3885. Re: Help with the serial interface

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-08 22:53:59 UTC
From: brett@visix.com
Message-ID: <1991Apr8.225359.7479@visix.com>
Source record: 114237

In article <40060003@hpopd.pwd.hp.com>, simonh@hpopd.pwd.hp.com (Simon Hunt) writes:
> Atari published "Technical Reference Notes" for the 400/800 which included
>
> "Operating System User's Manual"
> "Operating System Source Listing" and
> "Hardware Manual"

I have these books, along with:
"Inside Atari-DOS"
"De-Re Atari"

I have been trying to get rid of them, since my Atari stopped working. I actually almost bought a new Atari to do some more programming on, but have since moved to, no, I wont say it...It will just start a flame war... 8^)

> S. Hunt.

--
__
Brett Bourbin \ / /(_ /\/ 11440 Commerce Park Drive
..!uunet!visix!brett \/ / __)/ /\ Reston, Virginia 22091
brett@visix.com Software Inc (703) 758-2733

3886. Re: Homemade MIDI Interface -- Part 2 of 2

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-08 23:14:22 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <41068@cup.portal.com>
Source record: 114238

George Wallman writes:
>Ah, yes and asking this for maybe the tenth time... "How does one write
>a device driver for the X cartridge ?"

One doesn't. :) There is no documentation AT ALL for programming the
SDX cart available to anyone other than what is given in the SDX manual.
I've argued with ICD about this and they maintain that there is no info
available. We all know that this is a crock of shit, but they are quite
adamant about it.

>
>

Charles_K_Hughes@cup.portal.com

3887. Commands for the disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-08 23:45:50 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4748.2800ba5e@miavx1.acs.muohio.edu>
Source record: 114236

Well, I've been thinking about this 8bit <-> ST connection thing, so I might end up doing it. (After I get my old 400 from home.) Anyway, I would like to implement it in a way that is transparent for the 8bit, so that when it makes an access to D:, it will go to my ST instead. The only problem is that I don't know the commands that a disk drive is supposed to recognize, so if anyone has these lying around, could they send me a copy.

p.s. I'm also going to be looking into the SIO2PC stuff, and see how they do it, since I want to do basically the same thing, except do it in the background on my ST so I could still use it as normal.

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

3888. Ftp address of Atari-Archive? Again.

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-09 19:13:40 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Apr9.191340.11948@maverick.ksu.ksu.edu>
Source record: 114241

For about the couple hundredth time in the last 6 months....
What is the exact ftp address of Atari-Archive at Umich?
Thanks.

--
Scott Parish a.k.a. | "I don't believe it." -- Luke Skywalker
parsons@matt.ksu.ksu.edu | "That is why you fail." -- Yoda, Jedi Master

3889. Re: Finance programs question

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-09 22:14:07 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1991Apr9.221407.21579@merrimack.edu>
Source record: 114244

In article <1991Apr8.210431.12867@webo.dg.com>, dave@mystie.webo.dg.com (David Kopper) writes:
>
> Hi!
>
> I'm looking for a finance program for my XEGS (64k) - with a
> Indus GT disk (and a PR connection with an epson printer...).
>
> I'd like the program to be able to do the following:
> Checking account
> Several Savings accounts (three actually)
> Credit card accounts (a couple) - where if I write a check
> to pay one, I'd really like the payment shown in both the
> checking account and the credit card account.
> It'd be nice if it could print checks and mailing labels
> (or at least have a way to export data to some other program
> that could do this for me).
> If I have to export the data (and can), what would be a good
> program to print the checks/mailing labels from? AtariWriter?
> What other word processors are there?
>
> Is there such a program?
>
> All I've seen the following names in Atari Explorer without
> descriptions:
> Bookkeeper/Keypad
> Home Accountant
> Money Manager
> Family Finance
> Money Tools
> Financial Cookbook - I'm guessing this is a program from
> EA where you have a menu of a lot of financial problems
> and you select which you need a solution for - it did things
> like loan payments over X years and lots of other problems.
>
> Will any of these programs do what I want?
>
>
> Dave Kopper
>
> Internet: dave@mystie.webo.dg.com
> or: dave%dgc.mceo.dg.com@relay.cs.net
> GEnie: D.Kopper
--

The best I've seen and used (and it won't do everything you want) is
Mirco-check and its sister Micro-print (for printing checks) that was published
in Analog Computing.

David E. Sheafer

internet: nin15b0b@merrimack.edu
or
uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Freenet ap345
Bitnet: Sheafer_davi@bentley

3890. Re: 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-10 05:59:29 UTC
From: asgardia@unixland.uucp
Message-ID: <uTB7Z1w163w@unixland.uucp>
Source record: 114245

scale@abode.wciu.edu (Luis Outumuro) writes:

> Good point! Yes BobTerm is perfect for high speed transfers. I have
> done both 9600 and 19.2k baud null modem transfers using BobTerm (the 19.2k i
> possible using an ICD Multi I/O). I believe the latest version of BobTerm is
> 1.21. Bye.....
NOPE! BT 1.22 is out, but its just for people who had trouble with
the dialing in 1.21. 1.21 was the same as 1.20 but it added a driver
for xep80..

theres really been no significant changes since 1.20 came out in the
program other than the driver for xep.

3891. Re: 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-10 06:04:23 UTC
From: asgardia@unixland.uucp
Message-ID: <12B7Z2w163w@unixland.uucp>
Source record: 114243

parsons@matt.ksu.ksu.edu (Ghost in the Machine) writes:

> If jrd@Stony-Brook.SCRC.Symbolics.COM is still around here, maybe he can
> tell you how Kermit65 does its character manipulation.
>
> --
> Scott Parish a.k.a. | "I don't believe it." -- Luke Skywalker
> parsons@matt.ksu.ksu.edu | "That is why you fail." -- Yoda, Jedi Master

For that matter id like to know what the rs232 register should be set
at. Im using a MIO with this thing and it gives me the error codes
that my pal (using an 850) gets when he CONNECTS with the 850 off.
What would the register have to be set at!?!?!
$WHAT?

3892. 800XL SIO cables wanted

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-11 03:07:45 UTC
From: den@hpfcso.FC.HP.COM
Message-ID: <9360005@hpfcso.FC.HP.COM>
Source record: 114249

I am looking for some short SIO cables for an Atari 800XL. These are
the 13-pin cables used to connect disk drives, etc. I have several
3-foot cables and need several shorter ones. I'll pay $10 each for
two cables. I'll also consider shortening longer cables.

These are for debugging the SIO2PC hardware which is flaky right
now. I want to see if shorter cables helps as it works most of the time.

Don Novy
don_novy@fc.hp.com

3893. Copy Protection Scheme

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-11 11:59:58 UTC
From: simonh@hpopd.pwd.hp.com
Message-ID: <40060005@hpopd.pwd.hp.com>
Source record: 114250

Over the last few evenings, I have been trying to discover how the copy protection works on one of the disk-based games I have. The game loads itself in several stages, to display a title screen whilst the rest of the program loads...

Using a monitor/disassembler program, which allows you to read/write selected disk sectors to a specified buffer, I eventually disassembled enough code to discover how the program loaded itself in. Apart from the usual "unformatted sectors" method, the program used a really neat trick which goes something like this:

```
:
: (set colours & display list pointers etc.)
:
* Read Sector <N> into buffer [$600-$67F]
* Read the SAME Sector into buffer [$680-$7FF]
* For X = #$00 to #$7F do..
* EOR $600,X with $680,X and store in $2800,X
:
: (more stuff)
:
* JSR $2800
:
```

The point is, on a normal disk (ie. a "copy" of the original) the values loaded into the destination buffer [$2800-$287F] all equal #$00, since

<n> EOR <n> = #$00

so the JSR encounters the BRK instruction and stops. However, on closer inspection of the original disk, I discovered that reading sector <N> several times in a row produced one of TWO sets of data in the buffer. When I EOR'd the two sets of data together and disassembled the result, there was the "missing" subroutine.

Does anyone know how the disk was manufactured such that reading the same sector gave TWO different, but CONSISTANT, sets of data?

Observations:
1. The two sets of data NEED to be consistant to produce the correct code when EOR'd together.
2. It doesn't matter which order the data sets arrive in as EOR is commutative.
3. Reading the sector several times did not guarantee alternation of the two data sets.
4. There wasn't any provision for checking that the second read of the

sector had produced the OTHER data set.

What puzzles me is 3. and 4. Together they seem to imply that occasionally, two consecutive reads of the sector would produce the same result which when EOR'd together would, of course, produce a zero filled buffer. This in turn would halt the program with the JSR call. However, in the numerous times I have loaded and played the game in the past, I have NEVER seen this happen.. it's always loaded fine.

Any ideas?

Simon Hunt.

3894. Re: Copy Protection Scheme

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-11 12:04:16 UTC
From: simonh@hpopd.pwd.hp.com
Message-ID: <40060006@hpopd.pwd.hp.com>
Source record: 114248

```
Erratum:

:
* Read Sector <N> into buffer [$600-$67F]
* Read the SAME Sector into buffer [$680-$7FF]
^^^^----- This should
read "$6FF"

Apologies.

Simon Hunt.
```

3895. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-11 19:21:18 UTC
From: walk@mrcnext.uiuc.edu
Message-ID: <walk.671397678@mrcnext>
Source record: 114246

All of this stuff is first come first served and is sold "As is".
Since I check my email only twice a week now at the most, it's better
to call to reserve a group; then anything that needs to be finalized
can be done by email.

I would much appreciate it if someone would post this to a Atari bbs.

Todd Walk
RR 1, Box 386
Neoga, IL 62447
(217) 895 - 3286
walk@mrcnext.cso.uiuc.edu
walk@ux1.cso.uiuc.edu

Beginner's System Hacker's System

Atari 400 (16K) non-working 800XL
Atari 410 Cassette Recorder w/omnimon/fastchip/ramrod XL
2 working Silkstick joysticks speech syn. from Analog (~51 or so)
Atari Basic Reference Guide Atari 1020 printer w/4 sets of pens
Atari Basic Basic Reference Manual
carts: Star Raiders 1 set of paddles
Asteroids 2 working Gemstick joysticks
Missle Command 1 working Pointmaster joystick
Caverns of Mars many joystick parts
Pengo
Basic rev. B
Cass: Diggerbonk
O'Riley's Mine
Instedit
Scram

$30 ppd $25 ppd

Beginner's Reference Hacker's Reference

Games for the Atari Mapping the Atari
An Atari 8-bit Extra Machine Language for Beginners
Atari Sound and Graphics The Second Book of Machine Language
Your Atari Computer Compute's First Book of Atari
The Analog Compehendium Compute's Second Book of Atari
62 issues of Antic Magazine The Atari Basic Sourcebook
starting from issue 1 Atari XL translator disk
1 issue of Atari Explorer

$30 ppd $20 ppd

Disk Pack 1 Disk Pack 2

Enchanter Wizard's Crown
O'Riley's Mine Eternal Dagger
Super Boulder Dash Dragonriders of Pern
Gauntlet The Arcade Machine
Compute's Guide to Adventure Games Timewise
Superscript

$20 ppd $20 ppd

Disk Pack 3 Disk Pack 4

Auto Duel Mail Order Monsters
One-on-One Top Gunner
Boulder Dash Construction Kit Legionnaire
Gateway to Apshai Lords of Conquest
Compute's Best of Atari w/disk Compute's Best of Atari w/disk

$20 ppd $20 ppd

Disk Pack 5

52 disks w/ PD programs and misc. (worth ~$10 as blank disks)
100 disk carrying case
61 issues of Compute! starting from Vol. 5 Number 1

$30 ppd

3896. Re: Copy Protection Scheme

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-12 06:15:04 UTC
From: ken@hpcupt3.cup.hp.com
Message-ID: <48510004@hpcupt3.cup.hp.com>
Source record: 114155

> * Read Sector <N> into buffer [$600-$67F]
> * Read the SAME Sector into buffer [$680-$7FF]
> * For X = #$00 to #$7F do..
> * EOR $600,X with $680,X and store in $2800,X
> [... Stuff deleted...]
>Does anyone know how the disk was manufactured such that reading the same
>sector gave TWO different, but CONSISTANT, sets of data?
>
Excellent hack work Simon. I did this on Choplifter way back in 1981.
Very difficult to figure out when I never knew more than one sector
could have the same sector number. (10th grade == not very bright :-)

>Observations:
> 1. The two sets of data NEED to be consistant to produce the correct code
> when EOR'd together.
> 2. It doesn't matter which order the data sets arrive in as EOR is
> commutative.
>
Correct.

> 3. Reading the sector several times did not guarantee alternation of the
> two data sets.
>
If you read them with a sector editor, of course not. However, if read
in rapid succesion by an assembly program, the computer generates the
first read. It is satisfied as soon as a sector with the correct number
passes under the disk drive head. Then, immediately ask for the same
sector again. The computer will send the request to the disk drive before
the other sector with the same number passes under the head, and now
the disk drive will satisfy the read request with the other sector.

> 4. There wasn't any provision for checking that the second read of the
> sector had produced the OTHER data set.
>
Not needed because the way the sectors are read in guarantees
the correct data.

>What puzzles me is 3. and 4. Together they seem to imply that occasionally,
>two consecutive reads of the sector would produce the same result which when
>EOR'd together would, of course, produce a zero filled buffer. This in
>turn would halt the program with the JSR call. However, in the numerous
>times I have loaded and played the game in the past, I have NEVER seen this
>happen.. it's always loaded fine.
>
>Any ideas?

>
Choplifter used a slightly different scheme, if I remember correctly.
It seems that three sectors had the same number. The loading routine
would read the same sector 10 times into two different locations
alternatively. Some how, this produced the correct data in the right
locations. I never figured out why. Anyway, I copied the two
neccesary sectors to two DIFFERENT sectors on my copy, changed the loader
to read one sector into one location, and the other sector into another,
and jump to it. Luckily, the boot loader didn't checksum itself before
running the program. I believe that Way Out did this. Made it a little more
difficult to hack. Of course, now that I have a Happy Drive, backups
aren't so difficult!

>Simon Hunt.

| Ken Sumrall | Internet: ken%hpda@hplabs.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

3897. Re: Copy Protection Scheme

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-12 13:34:36 UTC
From: smb@cs.purdue.EDU
Message-ID: <14288@medusa.cs.purdue.edu>
Source record: 114252

In article <40060005@hpopd.pwd.hp.com> simonh@hpopd.pwd.hp.com (Simon Hunt) writes:
>Does anyone know how the disk was manufactured such that reading the same
>sector gave TWO different, but CONSISTANT, sets of data?

>Observations:
> 1. The two sets of data NEED to be consistant to produce the correct code
> when EOR'd together.
> 2. It doesn't matter which order the data sets arrive in as EOR is
> commutative.
> 3. Reading the sector several times did not guarantee alternation of the
> two data sets.
> 4. There wasn't any provision for checking that the second read of the
> sector had produced the OTHER data set.

>What puzzles me is 3. and 4. Together they seem to imply that occasionally,
>two consecutive reads of the sector would produce the same result which when
>EOR'd together would, of course, produce a zero filled buffer. This in
>turn would halt the program with the JSR call. However, in the numerous
>times I have loaded and played the game in the past, I have NEVER seen this
>happen.. it's always loaded fine.

This is a very old copy protection scheme that relies on some timing properties of disk drives. Consider a single track of data which contains 18 sectors. These are normally numbered from 0 to 17 but are NOT in order around the disk surface. I forget what the optimal format is but basically, sector 1 is almost 180 degrees around the disk from sector 0 and then sector 2 is almost 180 degrees from sector 1, etc. This is because while the computer and disk drive transfer the data across the SIO cable, the disk is still spinning and it just so happens that it is almost 180 degrees later when the drive and computer are ready to read the next sector.

Now, in the case you mention above, if you labeled two sectors with the same sector number in a track, which one you got would now depend on the timing of other reads around you. Various methods have used the idea that if you read the sectors in the order of say 0 - 1 - 3 - 1, then you got two different reads for sector 1. With what you describe, they are counting on the following fact: If I read a sector "1" from the track and immediately read another sector "1" from the track and these two sector "1"s are approx 180 degrees apart, I am all but guaranteed that I will get two different sets of data, ie., I will read both of the sector "1"s on the disk. As to how they did it, it is simply a matter of reprogramming the drive (not possible on a stock 810 or 1050) to format the disk in a different manner than the normal way. It turns out that Happy enhanced drives have been able to do

this for some time and have absolutely no problem duplicating the format on the destination disk.

By the way, you probably do not really have as many "unformatted" sectors as you think since if you have 18 sectors and renumber one of them to be a duplicate number, one of the 18 sector numbers will not exist so the drive will treat it as if it were unformatted.

Scott M. Ballew

3898. Re: 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-12 17:07:45 UTC
From: potter@speedway.DAB.GE.COM
Message-ID: <1991Apr12.170745.3125@ge-dab.GE.COM>
Source record: 114247

re: transplanting a Hercules graphic card:

About a year back on GEnie I used to meet (on the realtime conference)
a guy who purported to be doing just that. I don't think he succeeded,
and I haven't heard from him in a while. Probably not an impossible
task, but a thankless one.

Jeff P.

--
Jeff Potter
...potter@ge-dab.ge.com
...uunet!ge-dab.GE.COM!potter
...uunet!sunny.dab.ge.com!potter

3899. Need Job

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-12 22:29:34 UTC
From: root@prk.UUCP
Message-ID: <ZRDB11w164w@prk.UUCP>
Source record: 114253
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple,comp.sys.atari.8bit,comp.sys.atari.st

I am in need of a job, and hopefully something dealing with computers and/or general office/clerical type work. Here's my resume

RESUME

NAME: Phillip R. Keen SOCIAL SECURITY NO.: 457-57-4650
ADDRESS: 2705 Martin I.D. NO. : 02797658
Pasadena, TX 77502 DATE OF BIRTH: May 27, 1970
PHONE: (713)-946-5284 AGE: 20 SEX: Male RACE: White

EDUCATION:

GRAMMAR: Fisher Elementary Park View Intermediate
2220 Grunewald 3003 Dabney
Pasadena, TX 77502 Pasadena, TX 77502
1976 to 1982 1982 to 1985
(713)-944-6999 (713)-944-0734

HIGH: Sam Rayburn High School
2121 Cherrybrook
Pasadena, TX 77502
1985 to 1989
Graduated: June 7, 1989 with a High School Diploma.

COLLEGE: San Jacinto College - Central Campus
8060 Spencer Hwy.
Pasadena, TX 77505
September 1989 to December 1989
(713)-476-1838

SCHOOL NOTES: Although I did not do to well in college, in the spring/summer of 1989, I had all kinds of tests done through the Texas Rehabilitation Commission (TRC). These tests showed that I was more vocational inclined than academically inclined.

Goodwill Industries Supervisor: Linda Mark
P.O. Box 21185 Phone: (713)-692-6221
5200 Jensen Drive May 9, 1990 to whenever hired.
Houston, TX 77026

The training out here at the Goodwill, is vocational training. So, it is more like on-the-job training than anything, because I am being paid a small amount while working, but yet I am also getting trained at the same

time. My goals for Goodwill are
To develop job search, interviewing, and
retention skills.
To assist in vocational exploration
To develop appropriate socialization skills
To build confidence and maturity
To attend work daily and to be punctual
To learn to follow directions and rules
To learn a job skills
I started out making $0.45 per hour, now I am making
$3.80 per hour. Because of the nature that Goodwill
is, the maximum trainees can make is $3.80 per hour.
My training will terminate at Goodwill when I am
hired on with another company. The job skills I
have learned while at Goodwill are office/clerical
work and skills.

Mitchelo's Pizza, Pasta, and More
1900-A Strawberry
Pasadena, TX 77502
(713)-473-8200
SuperVisor: Mitch
May 3, 1987 to May 23, 1987

I was a kitchen helper and a bus boy. The
goals were for me to help around the kitchen
and clean and clear off the tables after people
were done eating. I had to quit so soon though,
because there simply were not enough customers to
keep me on. I was not the only person who was
laid off at the time.

SPECIAL SKILLS:

I have been working with computers now for about 13 years.
Everything I know about computers, I have basically taught
myself. However, in High School, I was in a couple of
computer classes, and in college I took a computer class.
Although I have not been in working environments with
computers, the information I have learned, I have learned
on my spare time at home. I know how to use just about
any computer system out there, and just about ALL software
If I don't know how to do something with the computer, I
can easily learn it, and generally quite quickly.

DISABILITIES:

I have a slight vision problem. I do not have that
much problems with my vision, unless I am in a very
dim lighted area, and occassionally some small
print is hard for me to read. Whatever I have
been told to do, I WILL accomplish, although some

things I might be slower at doing than others. I have problems with my asthma, and need an inhaler or my breathing machine some. Most of the time at home I use the breathing machine, but at work, I can bring an inhaler when I need it. I also have problems with allergies. Due to my allergies, my nose is stopped up 90% of the time, resulting in me breathing through my mouth most of the time. In return, it dries out my mouth and requires me to need something to drink more than normal. I will make do though, on what my working environment consists of though. The one thing I absolutely CANNOT have is anything with PEANUTS. PEANUTS or anything with PEANUTS make me severely sick.

EMERGENCY:

In case of an emergency, you can notify Mr. or Mrs. B.G. Keen at the same phone number as is listed for me, or my Dad, Mr. B.G. Keen at work (713)-644-1206.

REFERENCES:

Mr. Glen White Mrs. Peggy Bennett
3910 Ecuador 2711 Sweetgum
Pasadena, TX 77504 Pasadena, TX 77502
(713)-946-6402 (713)-946-7519
Personnel Director - City of Pasadena Secretary - TransMarine

Mrs. Juan O'Quinn Mr. John Allen
2604 Martin 2602 Sweetgum
Pasadena, TX 77502 Pasadena, TX 77502
(713)-946-3773 (713)-944-7169
Home maker NASA Technician

---

uunet!nuchat!xcluud!prk!root +---------------------------------------+
prkeen@nuchat.sccsi.com | PRK Consulting +1 713 941 5467 [data] |
prkeen@xcluud.sccsi.com | Phillip Keen |
root@prk | 2705 Martin |
| Pasadena, TX 77502-5724 |
+---------------------------------------+

3900. Re: 80 columns and baud rate

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-13 02:13:29 UTC
From: jsd@spotted.rice.edu
Message-ID: <1991Apr13.021329.27975@rice.edu>
Source record: 114251

In article <1991Apr12.170745.3125@ge-dab.GE.COM>, potter@speedway.DAB.GE.COM (Jeff Potter) writes:
|> re: transplanting a Hercules graphic card:
|>
|> About a year back on GEnie I used to meet (on the realtime conference)
|> a guy who purported to be doing just that. I don't think he succeeded,
|> and I haven't heard from him in a while. Probably not an impossible
|> task, but a thankless one.
|>

I would guess all that's involved is converting the Atari bus over to an IBM bus. There may be problems with timing though.

As for thankless, probably. At least you get 80x25 text and 7?? x 3?? graphics. Too bad I can't change the OS on my 800.

--

Shawn Joel Dube "Better men than you and I have tried to disprove
jsd@owlnet.rice.edu Ohm's Law. They're ALL gone now." -Massey, Elec 241

3901. BBS Programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-13 21:27:34 UTC
From: root@prk.UUCP
Message-ID: <Nk6c11w164w@prk.UUCP>
Source record: 114254
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

I am in the process of getting either an Atari 8-bit, an Atari ST, or an Apple // system to run my BBS on. I have decided to go this route rather than upgrading for it is much cheaper. However, I do realize the consequences of going with these older out dated computer systems. Can someone tell me which is the best BBS program for each one of these computer systems, and which setup (hardware wise) would be best to use. I would appreciate it very much. I pretty much know on most of the setups what is required, but would like to know more and would also like some Sysops opinions on the different BBS packages if possible. Phillip Keen

---

uunet!nuchat!xcluud!prk!root +--------------------------------------+
prkeen@nuchat.sccsi.com | PRK Consulting +1 713 941 5467 [data] |
prkeen@xcluud.sccsi.com | Phillip Keen |
root@prk | 2705 Martin |
| Pasadena, TX 77502-5724 |
+--------------------------------------+

3902. Re: BBS Programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-14 22:02:21 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr14.220221.2283@abode.wciu.edu>
Source record: 114159
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

Hi Phillip,
About running your own BBS. It can be a real pain in the axx
(well... you know!); while occassionally it also has it's rewards. To "do it
right", you will need a few basics; a computer just for the BBS (not one that
you "share" with the BBS part-time), a hard drive and a 2400 bps modem (any
slower a modem, and many users won't even call!). Any of the three computers
you mentioned (an Atari 800XL/130XE, Atari ST or an Apple IIx) would work great
for running a BBS. Which one to use really depends on if you have a spare one
of these lying around unused, or can acquire for the least amount of money, or
have a preference for a specific BBS software. Look around, the style of BBS
YOU like and which computer you can afford to setup, will be factors.
As for the Atari 8-Bits, there are really only two realistic choices
for BBS software; BBS Express Professional and Carina II (2.5). Both the
SysOp's of CII and Pro love to flame each other over which one is better, but
both are excellent systems as each as both advantages and disadvantages.
Both CII and Pro have networking, capable message editors and U/D
sections. Also online games and databases. No matter what anyone tells you
(gee... does this include me? :^)), niether one is "better" than the other.
Now of course, I have my personal preference; but then I have been
running CII for three years now (was that subtle or what?!). For CII "looks &
feels" the way I want my BBS to "look & feel". It is written in BASIC, so I
can modify (easily!) to my heart's content; both BASIC and SpartaDOS are
available remotely so I modify from anywhere while I am out of town. In three
years CII has never crashed (although the MIO did go POP during a heat wave!),
CII can be safely called "bullet-proof".
Pro has many of these features too, although I am not as knowledgable
about Pro as I am about CII. Hopefully someone here on the net is a Pro SysOp
and can give you (and all of us) more insight into the workings of BBS Express
Professional. I hope this helps, bye.............

Luis

--
"""""""

3903. Wanted/ForSale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-15 01:53:40 UTC
From: root@prk.UUCP
Message-ID: <6JcF11w164w@prk.UUCP>
Source record: 114156
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Wanted:
======

Atari 130XE original or 576K
ATR with hard drive controller
40, 60 or 80 meg hard drive
256K or 1024k MIO
Monitor (Preferably color)
Printer
Any other required equipment (other than modems) that is required
to run a BBS Express Pro system.

For Sale:
========

IBM Internal 2400 baud modem $ 45.00 or best offer
Supra 2400 baud external modem $100.00 or best offer
TI-99/4a system (see details below) $OFFER$
TI 99/4a For Safi
TI 99/4a system with TI peripheral box and original SS/SD disk
drive controller. Several game cartridges and tape program
recorder. All looks great; however, it is all as/is conditions.
Don't know what isn't working and what is. Make an offer or will
trade for 8-bit Atari equipment. Leave message here for more details
and I'll get back with you.
Thanks,
Phillip Keen

----
uunet!nuchat!xcluud!prk!root +--------------------------------------+
prkeen@nuchat.sccsi.com | PRK Consulting +1 713 941 5467 [data] |
prkeen@xcluud.sccsi.com | Phillip Keen |
root@prk | 2705 Martin |
| Pasadena, TX 77502-5724 |
+--------------------------------------+
```

3904. Re: BBS Programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-15 02:41:49 UTC
From: nazgul@alphalpha.com
Message-ID: <1991Apr15.024149.24710@alphalpha.com>
Source record: 114158
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

In article <Nk6c11w164w@prk.UUCP> root@prk.UUCP (Phillip Keen) writes:
>I am in the process of getting either an Atari 8-bit, an Atari ST, or an Apple
>// system to run my BBS on. I have decided to go this route rather than
>upgrading for it is much cheaper. However, I do realize the consequences of

Without question the best BBS I have ever seen - on any system, is
Morgan Davis' ProLine system for the Apple II. I run it on a IIe
suped up with an 8mhz zip chip. It runs for weeks sometime without
my paying any attention to it. It supports Usenet newsfeeds and
outside email connections, the software upgrades arrive electronicly
via remote copies, the code is almost all in AppleSoft basic, which
makes bug fixes and additiions relatively straightforward. And to
top it off the environment includes a large portion of Unix-style
commands and a cshell subset. You can get more info from
mdavis@pro-sol.cts.com (...crash!pnet01!pro-sol!mdavis).
--
Alfalfa Software, Inc. | Poste: The EMail for Unix
nazgul@alfalfa.com | Send Anything... Anywhere
617/646-7703 (voice/fax) | info@alfalfa.com

I'm not sure which upsets me more: that people are so unwilling to accept
responsibility for their own actions, or that they are so eager to regulate
everyone else's.

3905. Atari Computer For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-15 18:02:20 UTC
From: jbaker@coral.bucknell.edu
Message-ID: <1991Apr15.140221.3127@coral.bucknell.edu>
Source record: 114157
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers

Hi there,

Because a previous deal fell through, I am forced to repost.

For Sale:

Atari 800 Computer
Astra 1620 double disk drives (they act a little flaky)
Green Screen Monitor

Asking $150 (plus shipping) for it all (or $130 without the monitor)

Will consider any offer!

Jason
jbaker@coral.bucknell.edu

3906. WordProcessors query.

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-15 21:33:39 UTC
From: jbanner@sol.uvic.ca
Message-ID: <1991Apr15.213339.14149@sol.UVic.CA>
Source record: 114183

Hello, a freind of mine just recently got an atari (I don't even know what kind, except I know it is not in the ST line), and very shortly there after had to replace the printer. Unfortunately, the WordProcessor that came with the machine doesn't support the new printer he got (I don't even remember which printer, helpfull aren't I :-). Anyhow, now he is looking for a new WordProcessor that will deal with his printer, and as I am the local computer wiz, the task fell to me... So, knowing nothing, I am asking for help from the best place I can think of. Does anyone have any suggestions? Are there any available by FTP from somewhere (and if so, how would I get it onto a disk for him?). If there are commercial suggestions, what sort of a price range are we looking at (we are looking fairly low budget I understand).

Thanks in advance,

S. John Banner

jbanner@sol.uvic.ca
jbanner@uvvm.bitnet (Please avoid this address if possible)

--

S. John Banner

jbanner@sol.uvic.ca

3907. Re: 800XL SIO cables wanted

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-15 23:52:06 UTC
From: den@hpfcso.FC.HP.COM
Message-ID: <9360006@hpfcso.FC.HP.COM>
Source record: 114165

Please ignore this request. I have fixed the problem.

Don Novy

3908. Re: BBS Programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-15 23:59:29 UTC
From: unknown@ucscb.UCSC.EDU
Message-ID: <14533@darkstar.ucsc.edu>
Source record: 114160
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

In article <1991Apr15.024149.24710@alphalpha.com> nazgul@alphalpha.com (Kee Hinckley) writes:
>Without question the best BBS I have ever seen - on any system, is
>Morgan Davis' ProLine system for the Apple II. I run it on a IIe

I've never seen ProLine, so I can't comment on it, but I really
think GBBS is a really good BBS system from using it. (And I've read a lot
of the info on it because I was going to write a full-screen editor for one
but unfortunately there are no arrays in the language it uses)

I've pretty much gotten out of the microcomputer BBSes though, except
for getting new programs..

UNIX, cshell, the Internet and UseNet just seem to be a new dimension
in modemming... non-networked (or minimally networked) BBSes just seem
so "small."

Yeah, I realize ProLine can get a UseNet feed.

A pretty neat BBS for MSDOS systems (and it runs under UNIX too)
is waffle. If anyone's interested in an Apple II version of it, send mail
to root@darkside.com

I've wanted to port that program for a long time or have them port
it as it's pretty good (they won't let me port it, but maybe sufficient
outside interest will help it happen).
--
/unknown@ucscb.ucsc.edu Apple IIGS Forever! WANT ULTIMA VI //e or GS?-mail me.\
\CHEAP CDs info-mail me. McIntosh Junior: The Power to Crush the Other Kids. /

3909. P:R Connection

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-16 06:07:27 UTC
From: rllai@miavx1.acs.muohio.edu
Message-ID: <4877.280a4e4f@miavx1.acs.muohio.edu>
Source record: 114162

I have a P:R Connection for sale. Most reasonable offer gets it.

3910. carina

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-16 06:44:44 UTC
From: asgardia@unixland.uucp
Message-ID: <0wHH11w163w@unixland.uucp>
Source record: 114163

Question 1: IS carina a PD bbs?
Question 2: what do I set my rs232 registers to on kermit-65 with an mio?

NOTE: answer to question 2 is not the same as the 850 settings.

3911. Turbo-816

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-16 10:54:55 UTC
From: mike@mgc.uucp
Message-ID: <1991Apr16.105455.4948@mgc.uucp>
Source record: 114167

After recently getting hold of an Atari 8-bit replacement CPU - Turbo 816 - at a bargain second-hand price, I'm very interested in obtaining details of the manufacturers, or any other information relating to the device generally.

I do believe it is a Canadian product, though I'm not sure if the company is still in existance. Any help on the matter would be greatly appreciated. Email only please. Ta!

3912. 8 bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-16 15:10:12 UTC
From: <>
Message-ID: <1991Apr16.151012.3769@philabs.philips.com>
Source record: 114161

I find that I don't have time for working on the ol' 8 bit
so the following Atari stuff is available:

- 130 XE computer

- 1027 LQ printer

- 1050 disk drives; quan. two (2)

- printer interface to Centronics

- the usual bunch of books, some software, etc.

All the units are in the original cartons and include
original power supplies, cables, manuals. The disk drives
and the printer are in good operating condition. The 130XE
will need some work: it has sporadically shown a thermal (?)
problem - will occasionally sprinkle a few random characters
on the screen after it has been turned on for a while.

Would prefer to sell the items as a complete package; $160,
shipping not included.

- email philabs or: 914-945-6230 (weekdays)
203-354-1597 (eves. / weekends EDT)

larry (WA1ZSQ)...

3913. Re: BBS Programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-16 19:35:26 UTC
From: grant@bluemoon.uucp
Message-ID: <1991Apr16.193526.26734@bluemoon.uucp>
Source record: 114172

unknown@ucscb.UCSC.EDU (The Unknown User) writes:

> A pretty neat BBS for MSDOS systems (and it runs under UNIX too)
>is waffle. If anyone's interested in an Apple II version of it, send mail
>to root@darkside.com
>
> I've wanted to port that program for a long time or have them port
>it as it's pretty good (they won't let me port it, but maybe sufficient
>outside interest will help it happen).

Waffle started out as an Apple][BBS, if you want to know the truth.
Tom still has a copy of the old Apple version, but it is not where he
can get to it quickly or easily (200 mile drive one way...). The best
address to get him at for Waffle related material is dell@vox.darkside.com
as he gets to that more often than the other (or at least answers stuff
faster from that address). He really has no interest in getting the
Apple version current. There is no decent C copiler for the Apple][line,
so it would have to be a separate product. It is mostly in assembly,
with a little BASIC thrown in and not something most people could deal
with making changes in.

BTW, Matt. Tom does remember you...
--
\ Grant DeLorean (grant@bluemoon) {n8emr|nstar}!bluemoon!grant /
"You need only reflect that one of the best ways to get yourself a reputation
as a dangerous citizen these days is to go about repeating the very phrases
which our founding fathers used in the struggle for independence."-C.A. Beard

3914. More Atari Stuff for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-16 20:04:43 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <41332@cup.portal.com>
Source record: 114164

I have a couple of disk drives that I'd like to get rid of -
1 - 810 (not working, have no idea why), with power supply (which does work :), no SIO cable. $20 + shipping (probably $5)
1 - 1050 (working quite well), with power supply (also working :), but no SIO cable. $75 + shipping

If interested, send email to: Charles_K_Hughes@cup.portal.com

Thanks
Charles_K_Hughes@cup.portal.com

3915. GOS's

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-16 23:34:33 UTC
From: t90chai@mp.cs.niu.edu
Message-ID: <1991Apr16.233433.9229@mp.cs.niu.edu>
Source record: 114169

Would anybody be interested in information pertaining to Diamond GOS 3.0
which is the graphical operating system available for Atari 8-bit
systems?

3916. Re: Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-17 00:36:30 UTC
From: hutch@pluto.sybase.com
Message-ID: <12373@sybase.sybase.com>
Source record: 114171

I'm interested in obtaining information about VBI(Vertical Blank Interrupts) and was told that the book "De Re Atari" covered the subject very well. The book is about a few years old now and not in most book stores, would anyone have one they would care to part with, or better yet, would someone happend to be a VBI expert care to share the information in the book, other references, or their own experience with myself(I'll repost to those interested)?

Thanks in advance.

-- hutch

ps many thanks to kevin garlow who peek my interest on the subject.

3917. Re: BBS Programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-17 01:20:32 UTC
From: root@prk.UUCP
Message-ID: <Xc1i11w164w@prk.UUCP>
Source record: 114166
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

scale@abode.wciu.edu (Luis Outumuro) writes:

>
> Hi Phillip,
> <quoted text deleted>

Yes, I know it does. See, that's the problem now with the IBM is that I am needing to use the computer more and more while the BBS is up. So, that's why I am looking into getting a dedicated machine, and I named my options, because my options are the cheapest around town here. I am most likely going to go with the Atari 8-bit because I like how well BBS Express Pro supports ANSI graphics. See, all three types of systems (Atari 8-bit, Atari ST and Apple][x cost right around the same amount here in town with Apple][x being the most expensive, the Atari ST being the next higher priced, and the Atari 8-bit being the lowest). However, I suffer the consequences with the Atari 8-bit systems, and that is I would have to be buying ALL used equipment. If I were at least able to purchase Apple][x or Atari ST systems, I would be able to purchase it all new. So, I don't know which route I should go. See, I am happy with most everything I see in operation, so it makes decisions hard on me. This is why I brought the conversation to such a huge network community, to kind of help me decide which route to go.

Yes, thanks for the information about Carina II, although down here in Houston, BBS Express Pro is the preferred BBS package amongst Atari 8-bit computer systems. I might just give a Carina II system a call sometime. The Carina II system in town, NiteLight has been having some problems, so I might have to call out of town or something. There is one Atari BBS program I wasn't too happy with, but don't remember what it was because it's been ages ago since I've seen it. It might of been Carina for all I know. I'll have to check them out again... Phillip

---
uunet!nuchat!xcluud!prk!root +---------------------------------------+
prkeen@nuchat.sccsi.com | PRK Consulting +1 713 941 5467 [data] |
prkeen@xcluud.sccsi.com | Phillip Keen |
root@prk | 2705 Martin |
| Pasadena, TX 77502-5724 |
+---------------------------------------+

3918. Re: BBS Programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-17 01:26:57 UTC
From: root@prk.UUCP
Message-ID: <mN1i12w164w@prk.UUCP>
Source record: 114170

unknown@ucscb.UCSC.EDU (The Unknown User) writes:

>
> In article <1991Apr15.024149.24710@alphalpha.com> nazgul@alphalpha.com (Kee H
> >Without question the best BBS I have ever seen - on any system, is
> >Morgan Davis' ProLine system for the Apple II. I run it on a IIe
>
> I've never seen ProLine, so I can't comment on it, but I really
> think GBBS is a really good BBS system from using it. (And I've read a lot
> of the info on it because I was going to write a full-screen editor for one
> but unfortunately there are no arrays in the language it uses)
>
> I've pretty much gotten out of the microcomputer BBSes though, except
> for getting new programs..
>
> UNIX, cshell, the Internet and UseNet just seem to be a new dimension
> in modemming... non-networked (or minimally networked) BBSes just seem
> so "small."

Well, true many people thing UNIX, cshell, and the internet and USENET
just seem to be a new dimension in modeming. I see that, but I just simply
do not have the money to upgrade. That is my plans eventually is to
start my own public access UNIX system and focus on education with it, but
until that time, I am looking at cheaper alternatives.

>
> Yeah, I realize ProLine can get a UseNet feed.
>
> A pretty neat BBS for MSDOS systems (and it runs under UNIX too)
> is waffle. If anyone's interested in an Apple II version of it, send mail
> to root@darkside.com
>

Yeh, Waffle is a pretty good ol' program. It's not as fancy as it could
and should be for DOS. It would be great if the DOS version would support
color ANSI graphics. If it did, I would stay with it. That's why I am
wanting to switch programs, is my users are complaining about the all text
based WAFFLE. Phillip

---
uunet!nuchat!xcluud!prk!root +---------------------------------------+
prkeen@nuchat.sccsi.com | PRK Consulting +1 713 941 5467 [data] |
prkeen@xcluud.sccsi.com | Phillip Keen |
root@prk | 2705 Martin |
| Pasadena, TX 77502-5724 |
+---------------------------------------+

3919. Re: carina

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-17 06:54:24 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr17.065424.352@abode.wciu.edu>
Source record: 114168

In article <0wHH11w163w@unixland.uucp> asgardia@unixland.uucp (Craig Rothman) writes:
>Question 1: IS carina a PD bbs?
>Question 2: what do I set my rs232 registers to on kermit-65 with an mio?
>
>NOTE: answer to question 2 is not the same as the 850 settings.

Hi Craig,
Without a doubt... none of the Carina (I or II) BBS programs
are public domain, they are commercial programs available now from Shadow
Software. Carina was sold to Shadow Software last winter. Version 2.5 will be
released later this week, it will cost $50 for new SysOp's. If anyone out
there bought Carina from Jerry Horanoff, but has not re-registered with Shadow
Software, should contact the following:

Shadow Software
8023 N. Berkeley
Portland, OR 97203

Attn: David Hunt
503/286-6276 Voice
503/285-4417 Carina Support BBS

I hope this helps anyone who has questions about where to get Carina
or re-register for support. Bye.....

Luis

--
"""""""

3920. Re: BBS Programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-17 17:31:27 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <41362@cup.portal.com>
Source record: 114175

Phillip Keen writes:
<some stuff deleted>
>Yes, I know it does. See, that's the problem now with the IBM is that I am
>needing to use the computer more and more while the BBS is up. So, that's
>why I am looking into getting a dedicated machine, and I named my options,
>because my options are the cheapest around town here. I am most likely going
>to go with the Atari 8-bit because I like how well BBS Express Pro supports
>AN

You know...it has just occurred to me that the 8-bit would be the absolute
cheapest way to go... There is a new program/cable combo out that allows the
Atari to use the IBM as a fileserver. Presumably this doesn't force the
IBM into a dedicated mode. If you bought an 8-bit, a 1050 (or better),
the BBS program of your choice, and the SIO2PC program/cable, you'd probably
pay about half of what it would cost you for a different system.

If you're interested, I'll try to dig up the reference to the SIO2PC stuff.

Charles_K_Hughes@cup.portal.com

>prkeen@xcluud.sccsi.com | Phillip Keen |

3921. Re: Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-17 19:54:49 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1991Apr17.195449.8548@sactoh0.sac.ca.us>
Source record: 114176

I think B&C Computervisions (an exclusive Atari store) has De Re
Ataris. They are on Kifer Rd, in Santa Clara, CA. Call information
or look in an Atari magazine for telephoe and address.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

3922. Re: BBS Programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-17 20:37:28 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Apr17.203728.6752@maverick.ksu.ksu.edu>
Source record: 114173

Ordania-DM@cup.portal.com (Charles K Hughes) writes:

> If you're interested, I'll try to dig up the reference to the SIO2PC stuff.
>Charles_K_Hughes@cup.portal.com

Did anyone bother to put this at atari.archive.umich.edu?

--
Scott Parish a.k.a. | "I don't believe it." -- Luke Skywalker
parsons@matt.ksu.ksu.edu | "That is why you fail." -- Yoda, Jedi Master

3923. BBS listing

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-18 04:11:33 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991Apr18.041133.14695@magnus.acs.ohio-state.edu>
Source record: 114177

I figured I would post this since it is hard to find BBS's that support the
8-bits. I got the file from Computer Software Service's BBS.
(see below for BBS listing)

I also had a question for the netters: I am still relatively new to UNIX.
I wish to put Usenet newsgroups on my 8-bit BBS's. I don't think anybody's
tried this before (if anybody has, please e-mail me!). I can handle the 8-
bit end of it, but am totally lost on the UNIX side. I used to run a network
of Carina I boards many years ago, so I understand in general how I want to
do it, but need some help. Namely, how do I:

Post a news message to a given group, from a file which has been uploaded
with, say, X-Modem 1K. The name in the From: line must somehow be changed
to the BBS user leaving the message, so e-mail will get to the right user
on the BBS. I have the same question regarding sending mail and am quite
lost on reading mail. As far as x-ferring messages, I have that completely
figured out: I will use fgrep on the active file to determine the highest
message in a given newsgroup, then send each 'new' file directly from the news
directory with X-Modem 1K or y-batch.

Atari 8-bit/ST BBS listing from C.S.S. BBS

Name Number Baud Megs St Computer Software

Eddy's Funhouse 716-328-7608 2400 40 NY Atari 8-bit Puff II
Moose BBS 716-381-5139 2400 40 NY Atari 8-bit Puff II
The Tardis 3o5-661-o194 96oo 12o FL Atari 8-bit BBS:Ufp!
LDS/BBS 408-226-6523 2400 20 CA Atari 130xe ExpressPro
LAKESIDE MANOR 716-338-2453 2400 40 NY ATARI 130XE PUFF II
Equinox 512-590-3078 2400 1.8m TX Atari Express.
BANDIT BBS 317-255-7573 2400 30 IN ATARI 800XL OASIS JR.
Fire and Ice 313-682-4847 2400 1 MI Atari 800XL Oasis Jr.3
The Key System 415-352-5528 2400 20M CA Atari XE Pro!
V.I.C.E BBS 407-567-7791 2400 3200 FL ATARI 130XE OASIS JR
MUSKRAT'S DEN 808-261-2184 2400 45 HI ATARI 1040 MICHTRON
The oUtEr ZoNe 314-291-2488 24oo 70 MO Atari 800xl Carina][
DRB SYSTEMS 716-544-7575 1200 20 NY ATARI PUFF 1.7
JUDE 3 Christian BBS 213-752-3735 2400 .70 CA Atari 130XE Oasis Jr-3
Jolly Roger 414-679-3628 2400 165 WI atari 800xl Pro
THE REEF 206-848-3371 2400? 100+ WA ATARI ST EXPRESS ST
Rodgers ST 206-759-2758 2400 33 WA Atari ST Express ST
Swap Shop 414-535-0786 2400 4meg WI atari 130 bbs expres
WhiteHouse BBS 716-392-4952 2400 40 NY Atari 8-bit Puff II
AIR WAVES BBS 407-569-9017 1200 1 FL ATARI XEG OASIS T.D
Energon BBS 716-482-3966 2400 120 NY Atari 130XE ExpressPro
Terminal Frost 303-355-1933 1200 20 CO atari 320XE TODAMIS 3!

"The UNIVERSE BBS" 516-367-2850 24000 128 NY Atari 130XE Pro!FileWk
ENIGMA 717-533-1811 2400 90 PA atari oasis
Realm of the Ring 407-830-7472 1200 10 FL Atari 800XL C II
Atari-8-Advocate 615-754-4351 2400 30 TN atari 130 Pro Expres
Sign Shop BBS 714-964-9951 1200 0.1 CA Atari 8bit XPRESS PRO
A.C.E.C. 614-471-8559 1200 11 OH atari 800 Carina 1
Pandora 614-471-9209 1200 11 OH atari 800 carina 1.0
S.N.A.C.C. 702-451-9428 2400 99 NV ATARI ST EXpZRESSST
Sign Shop BBS 714-964-9951 12oo 10 CA Atari 8bit XPRESS PRO
N.Y.C. BBS 718-604-3323 1200 100 NY ATARI 8-BIT OASIS 4.7B
CSS Support BBS 716-247-7157 1200 20 NY Atari 8-bit Puff II
The Programmer's BBS 416-466-6799 2400 60 ON Atari 8 bit Puff II
Oasis Support BBS 416-466-2272 2400 60 ON Atari 8-bit Oasis
The 19th Hole 716-394-4118 2400? 0?? NY IBM Atari Quick BBS
DuSTy_AtTiC 714-943-8687 2400 72 CA Atari 13oXe Carina 2.3
Observatory BBS 416-575-9164 2400 20 ON Atari Carina 2.2
The Atari Scene! 502-456-4292 2400 80 KY atari 800xl Express Pr
Starbase 53 716-467-5659 1200 0+ NY Atari ST ?
Repair Shop 801-967-8738 19.2 110 UT Atari 8-bit Pro
The Wall 703-941-0412 2400 4 VA Atari 8bit Carina 1!
The Thieves Guild 301-894-8516 14400 105 MD Atari 1040 ///Turbo
The Oasis 407-846-1765 2400 30 FL Atari 800XL Forem XEP
Rock and Roll UndGnd 818-7o3-8294 24oo 4o CA Atari 13oXe PhOrEm
The STun Bolt! 801-272-4243 2400 60 UT Atari ST FoReM ST
XL Connection 407-582-6140 2400 2 FL atari 800xl Carina II
SUNSET BBS 718-821-1260 2400 1 NY ATARI OASIS 4.7
The Falcons Nest 517-394-6852 2400 20 MI atari st michtron
Topaz BBS!! 209-368-5404 1200 50 CA Atari 130XE Carina][
DMS BBS 716-461-5872 2400 40 NY Atari ST DMS BBS
SUB-S*P*A*C*E BBS 206-473-6587 2400 32 WA ATARI 800XL OASIS JR.3
CANAAN the BBS!! 701-727-8137 2400 1 ND 256k 800xl BBS EXPRSS
The Connection 918-224-8859 2400 30 OK atari 800xl Carina II
Broken Citadel 206-943-7904 2400 20 WA Atari 130xe PRO!
ColGlobe BBS 404-590-8192 1200 22 GA atari 800xl CARINA
The Carnival 313-235-0158 2400 85 MI Atari Pro
TBA BBS 415-236-8242 24oo 61 CA Atari 800xl Carina II
Black Sheep BBS 717-442-9155 2400 20 PA atari 130xe Exp! Pro
The C.A.C.E. BBS 517-764-4047 1200 5 MI Atari 800XL BBS ExrsPr
[_]Dusty Attic[_] 714-656-3707 24oo 87 CA Atari 13oxe Express pr
Atari Sanctuary 714-964-9951 2400 10 CA Atari 8bits ExpressPRO
W.A.R.P. Drive BBS 404-591-7701 2400 82 GA atari 800XL Carina II
THE HOBBIT HOLE 502-864-4378 300 0 KY ATARI 8-BIT PD EXPRESS
Exile 509-487-2634 2400 80 WA Atari 800XL Carina II
Network Atari 815-962-3084 2400 96 IL Atari 8 bit Exprss PRO
The 007 BBS 503-772-0070 2400 0?? OR Atari 8-Bit Oasis
WCS BBS 415-438-9387 2400 101 CA Atari 8-bit carina 2.2
The Wizard's Attic 716-681-1654 2400 84 NY Atari 8 bit ExpressPRO
Atari Star 2 305-868-0211 1200 5 FL Atari XL Express
HOBBIT HOLE 502-864-4378 300 0 KY ATARI 800XL EXPRESS PD

3924. 64k mod for 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-18 05:38:12 UTC
From: v104nmym@ubvmsb.cc.buffalo.edu
Message-ID: <71574@eerie.acsu.Buffalo.EDU>
Source record: 114174

A few years back, I bought a upgrade kit for the 600XL which
consisted of two chips which replaced the on board 16K rams
and a bunch of jumpers to rewire the MMU. I replaced the
chips , but shortly afterwards I lost the jumpers and instructions.

Has anyone done this mod before, and either remember what pins to
connect the jumpers between, or do you still have the instructions
from a kit you might have purchased?
any help would be appreciated.
Thanks in advance.

Sherm

3925. Re: Turbo-816 (a price/product guide) LONG

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-18 05:46:53 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Apr18.054653.19263@maverick.ksu.ksu.edu>
Source record: 114178

mike@mgc.uucp (Michael Blenkiron) writes:

>After recently getting hold of an Atari 8-bit replacement
>CPU - Turbo 816 - at a bargain second-hand price, I'm very
>interested in obtaining details of the manufacturers, or any
>other information relating to the device generally.

Well, in case anyone else is wondering about this product, or other products from Dataque. Here's a current price sheet direct from Dataque via GEnie. If you look hard enough at this list, you will notice they are developing a C compiler for the 8-bit (Look down this article about 3/4 of the way).

Send me no questions, I'm only posting in case someone is interested they can look for themselves.

```
==========================================================================

--------------------------------------------------------------------------
From: DataQue Software GEnie: DataQue.1 (Daily)
Post Office Box 134 Compuserve: 71777,3223 (Weekly)
Ontario, OH 44862 DELPHI: DataQue (Daily)
Subj: Product Information Release #91.04 April 1991
--------------------------------------------------------------------------
There are several new products in this release, some of which are
still in development. They are listed here, mainly to let you know
that there ARE products still available for the Atari Classic
computers.

Starting with this release, a simplified pricing structure has been
implemented. All prices are shown in US Dollars, for end user
purchases. See company policy at the end of this file for more
information on the ordering procedures.

--------------------------------------------------------------------------
Mono-Video 80:
--------------------------------------------------------------------------
This product is a 80 column monochrome video adapter which connects
to the computer using the PBI connector. With 130XE computers you
will need a bus adapter, available from ICD, Inc. for approx $20.

The MV80 will connect to either a composite, or TTL CGA type
monitor. All needed software drivers for 80 column, and 40 column
emulation are included in ROM on the card. Multiple character sets
are available via software control. The MV80 is a text device
only, so only the E: device is modified... The S: device is still
routed to ANTIC/GTIA. More information will be made available when
the product is shipping.
```

MV80A Monochrome 80 Column Adapter ** ESTIMATED ** Cost $100.00

*** Specifications and prices listed are projected and are subject to change.
Final specifications will be released when the product is available.
This is projected to be available 3Q '91.

Turbo-816:

The Turbo-816x is a 16-bit CPU upgrade for the Atari XL/XE
computer. This upgrade will add 16-bit working registers, a 24-bit
address bus, and numerous new addressing modes and instructions.
All this new power is available to new programs written to take
advantage of the new CPU, while maximum compatibility with current
hardware, and software is maintained.

Included with the Turbo-816x is a new operating system PROM, which
can be installed to replace your current Atari OS, or using a
switch circuit, used in addition to the Atari OS. This OS chip,
called the Turbo-OS provides system calls to take advantage of the
new processor addressing.

The Turbo-816x is clocked at the same speed as the original Atari
CPU, so that current games and such will run at approximately the
same speed as with the stock CPU. Since the OS, Interrupts, and
Floating Point package are more efficient than the stock OS,
existing applications will realize a speed increase of 5-10% in
addition to an increase that is proportional to their OS system
call usage.

The Turbo-816x comes packaged with the following:

- Turbo-816 adapter board for the XL/XE computer systems.
- Turbo-OS Operating System 28-pin PROM (2 for 1200XL).
- CPU ribbon cable with connectors.
- Installation guide.

Included also are the following files on SSSD disk:

Turbo-816 expansion bus pinout.
Turbo-816 MAC/65 compatible macros for 65816 instructions.
Turbo-OS MAC/65 compatible include file.
Turbo-OS to Atari 400/800/XL/XE OS cross-ref guide.
Turbo-OS function call application information.
Turbo-OS memory map guide, menu features, and several example files.

T816X-K Turbo-816 Kit Cost $110.00

Turbo-816 for the XL/XE computers. Includes adapter
board, connection cable, Turbo-OS PROM, installation and
usage guide, programming information diskettes. Please
indicate which system (600xl, 800xl, 130xe, or 65xe).
To make room for added features the international
character set, and cassette device handler have been

removed from all versions of the Turbo-OS. Installing
the Dual-Prom option will allow use of the Atari OS in
applications where those features are desired.

T816X12-K Turbo-816 for 1200XL Cost $130.00

Same as XL/XE kit, except includes two PROMs for the
1200XL. Note: 1200XL function keys and lights are not
supported.

T816IND Installation w/Dual Prom Option Cost $45.00
T816I12D1 Installation into 1200XL (w/800XL Atari OS) Cost $70.00
T816I12D2 Installation into 1200XL (w/1200XL Atari OS) Cost $65.00

Includes installation of a Turbo-816 into an Atari 8-bit
computer. Units will be tested before the installation,
and will not be modified if the unit does not pass all
tests. Price includes any needed sockets, wire and
toggle switch. Installations usually have a three to
four day turn-around except 1200XL I12D1, which may take
longer. Please provide name, address, phone number AND
sufficient return postage.

TOS08 Turbo-OS PROM $12.00 Upgrade OS to 1.311
TOS08UG Turbo-OS PROM $22.00 Upgrade OS, and T816 board to 1.5

Upgrade/replacement Turbo-OS PROM of the current version
for the 600XL, 800XL, 130XE, 65XE or single PROM 1200XL.
Use 'UG' suffix for upgrading T816 and OS to current
version. You must return your T816 board for board
upgrades.

T816-OSW Turbo-OS source listing Cost $200.00

Turbo-OS listing includes a list file of the current
version of the Turbo-OS. It is available only as a
listing file. A signed non-disclosure form,must be
included with the order. Write for more information.
This is not for resale, and must be purchased directly
by the developer. Purchase does not grant any usage
rights to the information contained within, other than
for writing compatible applications. Available on
either Atari DOS 2.x, or MS-DOS formats.

PROGRAMMER'S PAL:

This program allows BASIC programmers to have reference data close
by while they are programming. This version is designed for DOS
2.x and compatibles. Among the functions included are:

Muliple CROSS-REFERENCE, BASIC CURRENT STATUS, CALCULATOR, DISK SECTOR
LOADER, MEMORY PEEKER, and OPERATING SYSTEM EQUATE.

PRG-PAL1 Programmer's PAL Cost $20.00
PRG-SRC1 Source code for Programmer's PAL Cost $30.00

Turbo-SRAM/PROM:

These boards will hold two memory devices. Supported types are 62256 (32k SRAM), 66204 (128k SRAM), 27256 (32k EPROM), 27512 (64k EPROM), and 27010 (128k EPROM). Information to configure the card for other devices is supplied. Both devices should be the same size, although you may have one SRAM device, and one PROM device.

Turbo-SRAM boards include a shunt selection guide, connection cable, protection sheath, and memory as specified by the part number suffix. The cable included will support one memory card. Turbo-SRAM is available without any installed RAM, 64k or SRAM, or 128k of SRAM.

TSRAM-0 0k Turbo-SRAM Cost $35.00
TSRAM-64 64k Turbo-SRAM Cost $50.00
TSRAM-128 128k Turbo-SRAM Cost $70.00
TSRAM-256 256k Turbo-SRAM Cost $99.00

Turbo-Calc:

Turbo-Calc is a cartridged based spreadsheet program for the Atari 800/XL/XE/XEGS/T816 systems. It will work with, or without a Turbo-816 installed. The Turbo-816 is required to allow access to expanded RAM. Turbo-Calc supports up to 104 columns and 99 rows of information.

Source code for Turbo-Calc is also available seperately, Please specify either MS-DOS, or Atari DOS disk format, and whether you want 5.25" or 3.5" floppies. The Turbo-View environment is not included in this source code package (see Turbo-View).

T816-S16 Turbo-Calc Cost $30.00
T816-S16S Turbo-Calc Source Code Listing (w/o Turbo-View) Cost $20.00

Turbo-View:

Turbo-View is a graphical operating environment, which uses the graphics 0 (antic 2) mode. The source code supplied contains the windowing routines, and execution control algorithms. Supplied also is the Turbo-View module of the Turbo-Calc program, to show an actual example of its use. Purchase of source allows use in non-commercial programs.

T816-V16S Turbo-View source code (non-commercial use) Cost $30.00

Turbo-A8:

This is an assembler which will run on any 8-bit Atari computer,
and generate either 6502, or 65816 object code. There is also an
extended version for systems which have XE banked type upgrades.
This was written by Jeff Williams of Canada, and coined as the Alf
Assembler.

T816-A8 Alf-Assembler for 6502/65816 Cost $20.00

TC8 *** availability to be announced ***

This is the high level language system you have been waiting for.
The C language is THE most popular language on large systems, and
now you can also develop complex programs using C, without paying
the severe code size, and speed penalties that 'other' high level
languages for the Atari 8-bit have demanded.

TC8 will be distributed on a bank selected cartridge, to allow all
the features of the ANSI C language. Not a small subset, but the
real thing. A full function library will also included on disk, to
allow users to make changes to system functions. Library source
will be offered seperately.

The system will have an integrated environment, which includes an
editor, C compiler, assembler, linker, and librarian. Other possible
utilities which *may* be included are: A profiler, symbolic debugger,
make utility, and project manager.

TC8DC Turbo-C8 Developer Cartridge ** ESTIMATED ** Cost $55.00

*** Specifications and prices listed are projected and are subject to change.
Final specifications will be released when the product is available.
This is projected to be available 3Q '91.

TBC-4000 *** availability to be announced ***

The TBC-4000 is a bank selected cartridge for all Atari 8-bit computer
systems. Many users have requested the availability of an easy to
use banked cartridge, and here it is!

The TBC-4000 has a socket for one JEDEC memory device. This can be any
EPROM from 2764 (8K byte) through 274000 (512K byte). There is an
option socket for an 8-pin EEPROM (Electrically Eraseable EPROM). This
can be used to store user programmed defaults. There are several of
these EEPROMS available, from 256 bits, through 4K bits.

To simplify programming, the TBC-4000 forces bank-0 into the upper
half of the cartridge (4K bytes) at all times. This removes the hassle
of recalculating the cartridge checksum on the XL/XE's each time the
bank is changed. Also, bank-0 will always be the bank entered through
the OS system reset/init, so you do not have to duplicate that code

in each bank. Since this bank is always accessible, your bank switching and other often used subroutines can be located here for optimum performance. The lower 4K of the cartridge will power up randomly, so your bank-0 init code will have to initialize the select register.

The price below does NOT include any EPROM or EEPROM memory device, and is for low volume (under 25) purchases.

TBC-4000 Banked Program Cartrige ** ESTIMATED COST UNDER $17.00

*** Specifications and prices listed are projected and are subject to change. Final specifications will be released when the product is available. This is projected to be available 3Q '91.

MSDOS Cross-Development Products for the Atari 8-bit Systems:

The following products are available for those programmers which have access to a IBM/PC or compatible computer, and would like to be able to develop code for their Atari 8-bit (and Turbo-816) systems.

These programs require a minimum of 256K of available RAM, and either MSDOS or PCDOS, version 3.0 or higher. They will all work on 8088 through 80386 based machines. A hard drive is recommended.

The X816 assembler will produce code in either binary image (for EPROMS) or Atari binary load format. Extended Turbo-816 object format is also supported for images which are to be loaded above the normal 6502 addressing range.

X816 cross-assembler for 6502/65816 Cost $20.00

D816 will accept either of the two binary forms for input, in addition it will accept the link file produced by X816 (or you can construct your own with a text editor) to add symbols to the disassembly.

D816 cross-disassembler for 6502/65816 Cost $15.00

The TT utility will convert Ascii, and Atascii files from one format to another with several options.

TT text-translator Cost $10.00

H2B and B2H are used to transfer binary images in an ascii form, and convert them back to binary images. Many EPROM programmers use one of the supported hex formats.

B2H binary to intel/motorola hex and...
H2B intel/mot hex to binary translators Cost $10.00

A disk with all of the above (most recent versions of each) is available for $32.00 on 5.25" MSDOS diskettes. If you would prefer a 3.5" diskette, please indicate such, and enclose an extra $2.00

per diskette.

POLICY:

We accept personal checks, Money Orders, or cashier's checks made
out to DataQue Software. Personal checks must clear before
shipment is made. If you would prefer a COD delivery, include
$5.00 for special handling. Shipments are shipped via parcel post
unless special handling is noted. Foreign orders must be a money
order drawn on a US bank, in US funds, and require an additional
$5.00 added to the total amount. Any taxes are the responsibility
of the purchaser. All orders should include $4.00 to cover
shipping and handling, except for installations, which should
include return postage. All prices are in US dollars and are
subject to change without notice.

DataQue warrants its products for 1 year on parts (hardware and
media), and 90 days on labor. Shipping to DataQue Software is the
responsibility of the customer, and return postage is payed by
DataQue. Please include a complete description of the problem, and
a phone number in case we need to contact you.

--
Scott Parish a.k.a. | "I don't believe it." -- Luke Skywalker
parsons@matt.ksu.ksu.edu | "That is why you fail." -- Yoda, Jedi Master

3926. Re: BBS Programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-18 06:53:24 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr18.065324.3071@abode.wciu.edu>
Source record: 114179
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

Hi Phillip,
I have seen Nitelite's name on the ICN (Carina's own network).
If it is possible, it would be great if both some local CII and Pro SysOp's
could give you a hands on tour; who knows, ask around.
CII does support ANSI now, also SpartaDOS X. Really whatever one (Pro
or CII) comes out with first, the other adds it shortly after. CII networking
will have F-Net compatibility soon (it is in beta-testing). I have also heard
that CII/Pro network compatibility is being talked about.
CII 2.5 will be released probably this week or next week. I am not
sure what the latest version of Pro is, but I'm one of the local Pro SysOp's
can tell you.
Also MIO's can still be bought brand new from ICD, they have lowered
all the prices on thier Atari 8-Bit products. Take care, bye.....

Luis

--
"""""""

3927. Atari 8bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-18 16:47:18 UTC
From: dave@msb.com
Message-ID: <1991Apr18.164718.18368@msb.com>
Source record: 114180

```
Atari 800 160K (w/ Axlon 128K board)
Monochrome monitor
810 (Happy) drive
1030 modem
Okidata Okimate 10 color printer

Ooodles of software

$250 or best offer (buyer takes all)
--
"So many have have bled for you... | dave@msb.com (Dave Lockwood)
frozen cold...Or gone to particles | UUCP: ...!uupsi!mpoint!dave
not even enough to find. You don't | Sysop of Meetpoint Station BBS
know the ways you can die out here." | cat flames | mail santa@north.pole.com
```

3928. Re: BBS Programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-18 18:30:04 UTC
From: taob@pnet91.cts.com
Message-ID: <621@generic.UUCP>
Source record: 114181
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

From root@prk.UUCP (Phillip Keen):

> See, all three types of systems (Atari 8-bit, Atari ST and Apple][x cost
> right around the same amount here in town with Apple][x being the most
> expensive, the Atari ST being the next higher priced, and the Atari 8-bit
> being the lowest).

I know that Atari ST's can be had for very little, but a used Apple //e,
mono monitor and 20-meg HD can probably be bought for under $500, if that.
ProLine and GBBS are both excellent BBS programs for the //e. In any case,
good luck with your BBS.

Brian T. Tao *B-) | t569taob@bluffs.scar.utoronto.ca | "Though this be
U of Metro Toronto | - or - | madness, yet there
Scarberia, ON | taob@pnet91.cts.com | is method in 't."

3929. lost mail at ux1.cso.uiuc.edu

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-18 20:26:06 UTC
From: walk@mrcnext.cso.uiuc.edu
Message-ID: <walk.672006366@mrcnext>
Source record: 114182

To whoever mailed me at UofI that they would take the disk pack 1(?),
the cso file system died on ux1, killing a lot of mail, including your
message. I didn't get any information written down, so you will have
to email me again. Particulars when you get back to me...

Please email to mrcnext...

Todd Walk
walk@mrcnext.cso.uiuc.edu

3930. What is an Atari 400 ???

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-19 17:02:34 UTC
From: tletski@iccgcc.decnet.ab.com
Message-ID: <4326.280edc5a@iccgcc.decnet.ab.com>
Source record: 114184

I recently fell into possession of an Atari 400. I know nothing about this machine. Could someone give me the basic details of the machine (processor and such).

Thanks,

Paul Tletski, Highland Hts., Ohio

3931. Re: BBS Programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-19 23:45:01 UTC
From: greg@hoss.unl.edu
Message-ID: <1991Apr19.234501.7190@unlinfo.unl.edu>
Source record: 114186
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

root@prk.UUCP (Phillip Keen) writes:

>I am looking into getting a dedicated machine, and I named my options,
>because my options are the cheapest around town here. I am most likely going
>to go with the Atari 8-bit because I like how well BBS Express Pro supports
>ANSI graphics. See, all three types of systems (Atari 8-bit, Atari ST and
>Apple][x cost right around the same amount here in town with Apple][x being
>the most expensive, the Atari ST being the next higher priced, and the
>Atari 8-bit being the lowest). However, I suffer the consequences with the
>Atari 8-bit systems, and that is I would have to be buying ALL used equipment.
>If I were at least able to purchase Apple][x or Atari ST systems, I would
>be able to purchase it all new. So, I don't know which route I should go.
>See, I am happy with most everything I see in operation, so it makes decisions
>hard on me. This is why I brought the conversation to such a huge network
>community, to kind of help me decide which route to go.

There are several choices though for the Apple // series. Proline gets
lots of raves it seems. GBBS "Pro" is nice, and you're not restricted to
using AppleSoft BASIC. (It's nice to get away from line numbers once in
awhile.) Its language (ACOS) is similar to BASIC, but is more structured.

METAL though is a rather new Apple BBS language, has lots of the features
of the ACOS language, but adds a lot more. I'm still catching up with the
documentation that came with the disks, and that by no means is the entire
manual. The packaged program Future Visions is nice, comes ready for
networking, and is easily editable by any text editor from Freewriter to
ProTERM to AppleWorks, and even editable ONLINE (as is ACOS). Its only
problem right now is that it is so new that it lacks some drivers, namely
printer drivers and support for some modems, like my DataLink 2400
internal. It has a lot going for it though, including some of the
features others have mentioned that Proline has. (Sorry guys, didn't know
it would run on a non-GS.) I believe you can also use ANSI with it, and
several other emulations.

>----
>uunet!nuchat!xcluud!prk!root | PRK Consulting +1 713 941 5467 [data] |
>prkeen@nuchat.sccsi.com | Phillip Keen |
>prkeen@xcluud.sccsi.com | 2705 Martin |
>root@prk | Pasadena, TX 77502-5724 |

--
/// ____ \\\ "It says, `Golgafrincham Ark Fleet, Ship B, Hold 7, Telephone
| |/ / \ \| | Sanitizer, Second Class,' and a serial number." "A telephone
_(____/)_// sanitizer? A dead telephone sanitizer?" "Best
greg _\\\/ hoss.unl.edu kind." "But what's he doing here?" "Not a lot."

3932. 1030 modem help!

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-20 02:52:20 UTC
From: moe@milton.u.washington.edu
Message-ID: <1991Apr20.025220.5592@milton.u.washington.edu>
Source record: 114185

I just got an old Atari 1030 modem with MODEMLINK program and I was wondering how to download with the thing. The Owner's Guide told me nothing and there doesn't seem to be any obvious way to do such a thing. Help!

--
---
moe@milton.acs.washington.edu
"If you see me rockin',
don't bother knockin'!"

3933. Portfolio w/mem for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-20 03:31:50 UTC
From: mikep@hpmwtd.HP.COM
Message-ID: <1000001@hpmwmat.HP.COM>
Source record: 114197

Hi folks!

I have an Atari Portfolio "palm-top" computer that is for sale
to the higest bidder...

This Portfolio is in perfect condition, in it's box with manual
and reference card AND warrenty/registration card!

I'm also including a 32K disk card.... also in perfect condition
in it's original box.

$245 dollars takes it away..... I'll pay shipping anywhere in the
U.S.

Just leave E-Mail.....

-Mike-

3934. Re: 1030 modem help!

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-20 04:07:10 UTC
From: mwoodwar@yoda.eecs.wsu.edu
Message-ID: <1991Apr20.040710.27339@serval.net.wsu.edu>
Source record: 114187

In article <1991Apr20.025220.5592@milton.u.washington.edu> moe@milton.u.washington.edu (Joe Shippert) writes:
>
>I just got an old Atari 1030 modem with MODEMLINK program and I was
>wondering how to download with the thing. The Owner's Guide told me
>nothing and there doesn't seem to be any obvious way to do such a
>thing. Help!
Modemlink won't download. You need 1030 Express, or some other 1030 term
prg. that downloads. Of course, (***big bummer***) you can't download it.
Try an atari user's group. I don't know if BRACE is still around, but they
might be able to steer you in the right direction. Also, Butler's electronics
might be able to help you. They're in Fed. Way. ph 941-9096 (I think).

>
>--
>---
>moe@milton.acs.washington.edu
>"If you see me rockin',
> don't bother knockin'!"

3935. Atari manuals listed in B&C catalog

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-20 07:50:38 UTC
From: jwd@en.ecn.purdue.edu
Message-ID: <1991Apr20.075038.3567@en.ecn.purdue.edu>
Source record: 114188

I was looking through my B&C ComputerVisions catalog and was wondering if anyone out there could make any comments/recommendations about the following?

*1) 1200XL SUPPL. TO TECH REF (I have the 400/800 tech ref notes set)
2) 810 DOS UTIL. SOURCE LISTINGS
3) 810 ROM SOURCE LISTINGS
4) DOS II REFERENCE MANUAL

* I don't have a 1200XL but do have 800XLs, a 130XE, & a 65XE. Obviously differences between the machines will cause some problems.

I am mostly interested in what topics are covered and general usefulness.

Please e-mail to me at jwd@ecn.purdue.edu. Indicate if you would object to my passing your feedback on to others. I will e-mail the results of my query to anyone who sends me his/her complete e-mail address. (This offer good until the end of the semester.)

```
+ - - - - - - - - - - - - - - - - - - - - - - - - - - - - +
| Jim Dittmer email to: jwd@ecn.purdue.edu |
+ - - - - - - - - - - - - - - - - - - - - - - - - - - - - +
--
+ - - - - - - - - - - - - - - - - - - - - - - - - - - - - +
| Jim Dittmer email to: jwd@ecn.purdue.edu |
+ - - - - - - - - - - - - - - - - - - - - - - - - - - - - +
```

3936. Re: BBS Programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-20 12:14:44 UTC
From: bobl@graphics.rent.com
Message-ID: <0uBP15w164w@graphics.rent.com>
Source record: 114189
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

greg@hoss.unl.edu (Lig Lury Jr.) writes:

> There are several choices though for the Apple // series. Proline gets
> lots of raves it seems. GBBS "Pro" is nice, and you're not restricted to
> using AppleSoft BASIC. (It's nice to get away from line numbers once in
> awhile.) Its language (ACOS) is similar to BASIC, but is more structured.

You don't have to use the line numbers in BASIC when you edit your
Proline source. You can pickup MD-BASIC which gives you alot of the
power and comfort of a C compiler but it is actually a BASIC to
Applesoft translater. MD-Basic allows you to write your programs in
a text editor and then compile them into plain-jane Applesoft. You
can setup defines and includes in your source as well as call in libs
and such. It's the ONLY way to program for Applesoft. Also, you can
use a program like Program Writer which is basically a word-processor
for BASIC programs. Either way, it's simple, easy and powerful.

MD-Basic also comes with a decompiler so you can take plain BASIC
programs and decompile them into MD-Basic source with labels and
word-variables etc, etc.

-- Bob

The Graphics BBS 908/469-0049 "It's better than a sharp stick in the eye!"
==========
InterNet: bobl@graphics.rent.com | Raven Enterprises
UUCP: ...rutgers!bobsbox!graphics!bobl | 25 Raven Avenue
BitNet: bobl%graphics.rent.com@pucc | Piscataway, NJ 08854
Home #: 908/560-7353 | 908/271-8878

3937. Re: 1030 modem help!

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-20 16:19:32 UTC
From: gdtltr@brahms.udel.edu
Message-ID: <20629@brahms.udel.edu>
Source record: 114190

In article <1991Apr20.025220.5592@milton.u.washington.edu> moe@milton.u.washington.edu (Joe Shippert) writes:
=>
=>I just got an old Atari 1030 modem with MODEMLINK program and I was
=>wondering how to download with the thing. The Owner's Guide told me
=>nothing and there doesn't seem to be any obvious way to do such a
=>thing. Help!
=>
Actually, there is no way to do such a thing with ModemLink. To
download stuff you will need another terminal program such as BobTerm.
I believe it is available for anonymous FTP on atari.archive.umich.edu,
but it may be a trick getting it onto your Atari. Your best bet would
be to find someone in your area (or perhaps a users group) that will
give you a copy on disk.

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|

3938. Atari Computer For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-20 16:50:42 UTC
From: mmoore@ux.acs.umn.edu
Message-ID: <3792@ux.acs.umn.edu>
Source record: 114191
Cross-posted to: misc.forsale.computers,comp.sys.atari.8bit

I have an Atari 8-bit computer for sale. The specs are:

Atari 800XL Computer
Indus GT Disk Drive (w/LED track display)
RF Connector
Parallel Printer Interface
Tons of software, including:
PaperClip
Gauntlet
Boulderdash
Boulderdash Construction Set
Karate Championship
Ballblazer
and much more...

I'll sell it all for $320 **OR** YOUR BEST OFFER. Please email inquiries to mmoore@ux.acs.umn.edu. You pay shipping.

Malcolm "The Capital MD" Moore

"I ain't never got gaffled like that, I used to do the gaffilin'.
McDonalds was my spot."
"Man, what you used to do??"
"Jack them motherf**kers for them Nissan trucks. Right in the drive thru."

3939. Re: 1030 modem help!

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-20 19:45:42 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <41479@cup.portal.com>
Source record: 114192

moe@milton.acs.washington.edu writes:
>I just got an old Atari 1030 modem with MODEMLINK program and I was
>wondering how to download with the thing. The Owner's Guide told me
>nothing and there doesn't seem to be any obvious way to do such a
>thing. Help!

You can't. Really stupid eh? You need to get a terminal program from
some other source.

>
>--
>---
>moe@milton.acs.washington.edu
>"If you see me rockin',
> don't bother knockin'!"

Charles_K_Hughes@cup.portal.com

3940. Re: 64k mod for 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-20 20:50:15 UTC
From: ken@hpcupt3.cup.hp.com
Message-ID: <48510005@hpcupt3.cup.hp.com>
Source record: 114196

>A few years back, I bought a upgrade kit for the 600XL which
>consisted of two chips which replaced the on board 16K rams
>and a bunch of jumpers to rewire the MMU. I replaced the
>chips , but shortly afterwards I lost the jumpers and instructions.
>
>Has anyone done this mod before, and either remember what pins to
>connect the jumpers between, or do you still have the instructions
>from a kit you might have purchased?
>any help would be appreciated.
>Thanks in advance.
>
I designed my own 64K mod for the 600XL back in 1987. It requires
two 64Kx4 ram chips, and three jumper wires. Here it is.

HOW TO UPGRADE YOUR ATARI 600XL TO 64K RAM

THIS MOD IS COPYRIGHTED BY KEN SUMRALL. HOWEVER, YOU MAY FREELY
DISTRIBUTE IT, AND MODIFY IT, AS LONG AS THIS NOTICE IS INCLUDED
IN ITS ENTIRERTY. THE AUTHOR MAY BE REACHED AT THE FOLLOWING
EMAIL ADDRESSES:
ken%hpda@hplabs.hp.com
...!hplabs!hpda!ken

You will need the follow parts to perform this mod:
(2) 4464 RAM chip, 64Kx4, 150ns or faster.
Additionally, you will need chip pullers, a soldering iron, and 3 small
pieces of wire. I used wire wrap wire when I did this mod.

If the chips on your 600XL are socketed, you're in luck, otherwise, you need to
first unsolder the following chips:
(1) 74S32 location U18
(2) 74LS158 locations U5 and U6
(2) 4416 locations U11 and U12
and put sockets on the mother board in their place to make the job easier.

Now bend up pin 9 on the 74S32, and put it back in its socket on
the mother board. Bend up pin 3 on the 74LS158 in location U5, and put it
back in its socket. Also, bend up pin 10 on the 74LS158 in location U6,
and put that chip back into its socket. The last two chips you need to
change are the two RAM chips. Put the 4464 chips into the sockets at
locations U11 and U12 on the motherboard.

Now you need to install 3 wires to complete the mod. The first wire should
be connected between pin 3 of the 74LS158 at location U5, and pin 20
of the parallel bus on the 600XL. The second wire should be connected between
pin 10 of the 74LS158 at location U6, and pin 18 of the parallel bus.

The third wire connects between pin 9 of the 74S32 at location U18, and pin 45 on the parallel bus. That's all there is to it.

3941. RF interference

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-21 19:33:32 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1991Apr21.193332.21672@merrimack.edu>
Source record: 114194

When using my ATari 130xe, I am getting very fuzzy images due to the intereference from the RF cable.

Does anyone know any practical solutions to this problems.

thanks,

David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345
Bitnet: Sheafer_davi@bentley

3942. Re: What is an Atari 400 ???

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-21 23:33:07 UTC
From: techno@lime.in-berlin.de
Message-ID: <AW8PZFU@lime.in-berlin.de>
Source record: 114193

tletski@iccgcc.decnet.ab.com writes:

>I recently fell into possession of an Atari 400. I know nothing about this
>machine. Could someone give me the basic details of the machine (processor and
>such).

16KB, 6502 main processor, ANTIC graphics display processor. Max. resolution
320x192 with 2 from 128 colors. Several other but lower resolutions available.
Works with TV set only.

Computer is 1979 vintage, but still one of the best micros. The 1.77 MHz
clock rate is shared 2:1 by the processors. I hope you got the BASIC
cart as well or the machine will be useless.

As this was my first computer, I'll gladly supply more and even detailed
tech info if you mail me.

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

3943. Re: 64k mod for 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-22 13:14:45 UTC
From: v104nmym@ubvmsd.cc.buffalo.edu
Message-ID: <72272@eerie.acsu.Buffalo.EDU>
Source record: 114195

In article <48510005@hpcupt3.cup.hp.com>, ken@hpcupt3.cup.hp.com (Kenneth M. Sumrall) writes...
>I designed my own 64K mod for the 600XL back in 1987. It requires
>two 64Kx4 ram chips, and three jumper wires. Here it is.
>
>
[instructions for mod deleted]
Thanks for the tips, but I've got one problem...how do i know which pin is which? That's the reason why I put off on doing it years ago, and then
I just let it sit for so long that I lost it.
So could you mail me, or post to the net on how to figure out what
pins are what? Thanks,
Sherm

3944. URGENT- Power supply info needed

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-22 14:19:57 UTC
From: wallmann@ipsi.UUCP
Message-ID: <1571@ipsi.UUCP>
Source record: 114200

This is urgent. Please respond via EMAIL if possible.
Email address: XBR1DE7B@DDATHD21.BITNET

I just need to know, what power input the 1050 drive needs
I sort of remember 110AC->9AC or 220AC->9AC but how many
amperes ? And is the above information correct ?
Just look on the back of your power supply and let me know.

Many thanks in advance
Nat!

3945. Re: 64k mod for 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-22 17:35:53 UTC
From: mwoodwar@yoda.eecs.wsu.edu
Message-ID: <1991Apr22.173553.9978@serval.net.wsu.edu>
Source record: 114198

In article <72272@eerie.acsu.Buffalo.EDU> v104nmym@ubvmsd.cc.buffalo.edu writes:
>In article <48510005@hpcupt3.cup.hp.com>, ken@hpcupt3.cup.hp.com (Kenneth M. Sumrall) writes...
>>I designed my own 64K mod for the 600XL back in 1987. It requires
>>two 64Kx4 ram chips, and three jumper wires. Here it is.
>>
>>
>[instructions for mod deleted]
>Thanks for the tips, but I've got one problem...how do i know which pin is which? That's the reason why I put off on doing it years ago, and then
>I just let it sit for so long that I lost it.
>So could you mail me, or post to the net on how to figure out what
>pins are what? Thanks,

Look at the IC so the notch on a narrow end is at the top. The pins are then numbered counter-clockwise from the notch. (Go down the left side, then up the right)

Matt

>Sherm

3946. Help...?

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-23 00:02:58 UTC
From: swiers@plains.NoDak.edu
Message-ID: <9913@plains.NoDak.edu>
Source record: 114080

I want to hook up a standard 2400 BPS modem (RS232C), and I need to know how to do it. An 80x24 term program would be nice as well. I'm also interested in the pin-outs of the 5-pin DIN on my 1200XL. Can someone please enlighten me?

Thanks,

Mike
--
'68 XLCH! "I own a Harley, not just a T-shirt!" egf-bbs
I like to trade. Got anything you want to get rid of? Sun 2/120!
I got _lots_ of motorcycle parts, whatcha need? (218) 773-6834
swiers@plains.nodak.edu, plains!egf-bbs.uucp!mike, UD169430@NDSUVM1.bitnet

3947. Re: 1030 modem help!

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-23 04:07:05 UTC
From: hooverb@h.cs.wvu.wvnet.edu
Message-ID: <1475@h.cs.wvu.wvnet.edu>
Source record: 114199

From article <1991Apr20.025220.5592@milton.u.washington.edu>, by
moe@milton.u.washington.edu (Joe Shippert):
>
> I just got an old Atari 1030 modem with MODEMLINK program and I was
> wondering how to download with the thing. The Owner's Guide told me
> nothing and there doesn't seem to be any obvious way to do such a
> thing. Help!

The best way is to use another program. Seriously!

I have one (that I haven't used in several years, but after about two
tries at using the modemlink software, I bought a shareware program from
APE (Atari Program Exchange, now defunct). If you can't get one, of some
kind, e-mail me and I can send you a disk. (Still, at 300 baud it is
Slooooooow.)

Bruce Hoover

3948. Re: What is an Atari 400 ???

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-23 07:51:22 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1991Apr23.075122.16027@sactoh0.sac.ca.us>
Source record: 114201

In article <4326.280edc5a@iccgcc.decnet.ab.com>, tletski@iccgcc.decnet.ab.com writes:
> I recently fell into possession of an Atari 400. I know nothing about this
> machine. Could someone give me the basic details of the machine (processor and
> such).
>

The Atari 400 was a less expensive ($500?) version of the Atari
800.

The 400 has 16k of memory. Uses the same 1.7 MHz 6502 CPU.

There have been memory expansion kits for the 400. There are
reported sightings of even a 1Mb 400 out there. But the 48k is the
most common. There are also keyboard kits to replace the membrane
keyboard.

All Atari 8 bit hardware works.

WIth the exception of memory, the 400 and 800 a functionally the
same computer.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

3949. Re: Protection Schemes

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-23 18:21:48 UTC
From: gary@bilbo.inmos.co.uk
Message-ID: <15571@ganymede.inmos.co.uk>
Source record: 114202

simonh@hpopd.pwd.hp.com (Simon Hunt) writes:
>Over the last few evenings, I have been trying to discover how the copy
>protection works on one of the disk-based games I have. The game loads itself
>in several stages, to display a title screen whilst the rest of the program
>loads...
>
>
>Does anyone know how the disk was manufactured such that reading the same
>sector gave TWO different, but CONSISTANT, sets of data?
>
>Any ideas?
>

The various protection schemes used on the disk based Atari 800 series computers are fascinating, and some are very clever. Quite a number of them used custom disk formats, which an unmodifed 810/1050 would be unable to produce. The custom disk format allowed: bad sectors; sectors with CRC errors; unformatted tracks; tracks with extra sectors; sectors too long; sectors too short; and tracks with duplicate sectors (amongst other techniques).

Gosh I am remembering more and more of these techniques all the time. Some custom formats had 20+ sectors per track.

This is actually not too difficult, so long as you have low level access to the floppy disk controller IC, something which was impossible with the "intellegent" Atari drives. You can in effect program the floppy disk controller (FDC) to put any data format on any track that you wish, with the right computer system.

Now each sector on a particular track is preceded by a short header, which contains (if my memory is correct), the track number, and sector number, plus a couple of other things (?) and a CRC. The floppy disk controller may be able to check the track number against the track which it believes it is on (a flag will be set in the status register if this is not the case). If a certain sector number has been requested, then as soon as this sector number is seen in the sector header, the FDC will start to read the data portion. Now it is not too difficult to lay down a track in which *all* sectors are numbered 1 (for example) and each have different data. In this case the data read will be in effect random, and depends on the rotational position of the disk when the read request was issued. The FDC will read the first sector with a matching header.

On your disk, I suspect that there are two sectors with the same sector number, and the rest may well be normal. They will probably be arranged to be directly opposite each other on the disk (180 degrees apart). Now the trick is all

to do with timing. Send a read command to the 810/1050. One of the 2
sectors will be read, which one is random. With either no delay, or a
calculated delay do another read. The disk will have rotated by some
part of a revolution past the 1st duplicate sector, so that the next
read will catch the 2nd duplicate. The trick to recreate this yourself
is too code up two reads in assembler back to back, and check the result.
Run the assembly code using your debugger, rather than using the debugger
to read the sector twice. In the assembly code, there is a fixed delay
between both reads. If you are using a debugger, there is a random delay
between subsequent reads, hence the sector read is random.

This is very clever. Using the XOR means that it doesn't matter which
of the two sectors gets read first. If you copy the disk using a straight
forward sector copier when it come to the track in question, you will read
one of the two duplicate sectors, and it will be written onto the single
sector on the destination disk. As you say this new disk will read the
same twice, and the program would crash when executing the unmangled code.

Some years ago when I has an 8 bit Atari, I bought a booklet which
described these techniques, from an advertiser in Antic (or Analog),
and it came with a specially formatted disk to play with, using some
of their supplied programs. It really is a very interesting subject!
Simon, let me know if you are interested, I can send you further details.

A UK software house (Red Rat Software), used an interesting technique.
They burnt a hole in
the disk using a laser (apparently). The sector never read the same twice.
A copy would always read the same twice. A friend of mine (who had bought
an original incidently), experimented with adding a hole using a pin. I am
not sure of its success :-} .

The well known "Happy Mod" allowed the Atari computer, low level access to
the FDC, and so could read, analyse then format these custom formats.
I first saw a similar mod called "the chip" for an 810. Using the supplied
software, it was fascinating to see the 810 analyse the disk format and
display it on the screen. Duplicate sectors were very easy to spot.

I believe that one of the commands the 810 supported was to return the
status from the FDC after a read or write. The value passed back came
in part (or all?) from the FDC (an 1771 chip) status register. The register
knew about CRC errors, data overflow, etc , which is why some of the techniques
mentioned above were popular, as the 810 could detect these specially
created disk faults. A disk formatted/copied on the 810 would be fault free.
When the 1050 drive first came out, a number of software titles wouldn't
load, as the software believed itself to be copied, although they were
originals. This was because the 1050 used a different and newer FDC
(a Western Digital 2797 or similar), one which could support double density.
The 1050 status command returned similar information to the 810 including
a copy of the FDC status register. As the status registers of the 1771 and
2797 are different with different meanings to each bit, of course software
which relied on the 1771 status register bits been set according to these
disk faults, got confused, as the new FDC returned slightly different

status results.

On a different note, Atari used both the 2797 and 2793(?) FDC's which are virtually identical in the 1050. I bought a very early Happy mod (from B&C Computervisions? in Santa Clara), which didn't work in my 1050 drive, which I had brough over from the UK. This was due to the switch in FDC (97->93 or vica versa) used by Atari in the 1050. The original Happy ROM code, which replaced the Atari 1050 ROM, was written with a particular FDC in mind. I discovered this by disassembling the Happy ROM code. It was quite a lot of hassle to get them to fix it.

Ah, those were the days.....

--Gary

==
|Gary Morton Inmos Ltd, 1000 Aztec West, Bristol / EMail(UK) |
|------------| +44 454 616616 X526 |-------------/ gary@brb.isnet.inmos.co.uk|
|The opinions above are my personal views and / EMail(ROW) |
|may not reflect company policy. / gary@brb.isnet.inmos.com |
==

3950. FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-24 00:45:52 UTC
From: robby@brahms.udel.edu
Message-ID: <20742@brahms.udel.edu>
Source record: 114203

HARDWARE

Atari 800XL 64K
Atari 1050 Disk Drive (light use)
Atari 1030 Modem (300 baud)
Atari 410 Program Recorder
2 Atari Joysticks
Dust covers for the 800XL, 1050, & the 1030

SOFTWARE

Cartridges:
Assembler Editor (Origial Documentation)
Buck Rogers Plant of Zoom
Centipede
Defender
Dig Dug
Donkey Kong
Pole Position
Major League Hockey (Thorn EMI Video)
Soccer (Thorn EMI Video)

Diskette
Atari Home Filing Manager Atari Piant
HardBall (Accolade) Slime (Synapse)
Crossfire (On-line Systems) Axis Assassin(Electronic Arts)
F15 Strike Eagle Hard Hat Mack(Electronic Arts)
The Tail of Beta Lyrae (Datamost) Sleazy Adventure(APX)
Nightraiders (Datamost)
The Cosmic Tunnels (Datamost)
Magneto Bugs (Gentry)
Gauntlet (Mindscape)
Music Construction Set (Electronic Arts)

Cassette BlackJack Tutor (APX)
BlackJack Casino (APX)
Space Chase (APX)
Shooting Gallery (Analog Software)
Protector (Synapse)
Shamus (Synapse)
Chicken (Synapse)
Ghost Hunter (arcade Plus)

Other Software

Rainbow, Encounter, Starfire, Fireone, Bruce lee, Pitfall 2
Mario Brothers, Caverns of Mars, Stellar Shuttle, Repton,
Joust, Cobra, Draper Pascal, Baseball, Football, Worm War 2, Chess
Breakout, Pitstop 2, RiverRaid, Canyon Climber, Nite Mission Pinball
Canyon Climber 2, Ms Pacman, Moon Patrol, Kangaroo, Astroids,
Milliped, Space Invaders, Donkey Kong Jr, Up Up & Away, Jungle Hunt
Vangaurd, Hi Low Same
AND a butt load of PD software!!!!

I like to sell the above as a package deal($300 or Best). However,
I might be willing to sell some software separately.

Buyer pays shipping...

= =
Rob Spotts E-Mail: robby@brahms.udel.edu
Academic Computing Services robby@chopin.udel.edu
University of Delaware
Newark, DE 19716
= =

3951. Languages

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-24 18:14:18 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1991Apr24.181418.15865@casbah.acns.nwu.edu>
Source record: 114056

Languages for the XL\XE

Iam sorry to take up 2 message slots but Ive got a few questions that I could really use some help on, and you guys seem to be the best

A plethora of questions in no particular order;

1. How good is ACTION!, what does it do and is anybody possibly willing to part with a copy.

2. Which is better, ACTION!, Light Speed C or Deep Blue C for speed of compiled programs and how do they compare with assembly. (as far as speed and learning curve);

3. Do any of the above languages have built in PM support?

4. Ive had trouble with one PD Action! program on the 1200 and I was wondering if Action!, LS C and DB C work well with the 1200. (yeah, I know I fee like a chump for owning a 1200 but at the time I wanted an XL bad, Real Bad)

Please respond via e-mail

Thank You very Much for your help, Im considering writing some game software for the 8 bit, possible shareware or freeware

Glover

3952. Software

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-24 18:20:14 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1991Apr24.182014.16248@casbah.acns.nwu.edu>
Source record: 114055

Software for the XL\XE

Iam sorry to take up 2 message slots but Ive got a few questions that I could really use some help on, and you guys seem to be the best

A plethora of questions in no particular order;

1. Is it reasonable to assume that there is a viable 8-bit market for new games in the 10.00-15.00 range?

2. Are there any game companies still publishing for the XL/XE?

3. Is it worth while to sumbit games to Antic?

Please respond via e-mail

Thank You very Much for your help, Im considering writing some game software for the 8 bit, possible shareware or freeware. Ive written several games for the 8-bit in basic with light ML, but Id really like to do something awesome on the 8bit

Glover

3953. FTP SITES

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-24 20:15:24 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91114.161525AKH104@psuvm.psu.edu>
Source record: 114057

Does anyone on here know of FTP sites for accessing Atari (8BIT!)
files and information? I know of "ATARI.ARCHIVE.UMICH.EDU", but have
been unseccessful in finding any others...

3954. Wanted: 6502->68000 translator

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-24 21:45:18 UTC
From: hedley@iitinc
Message-ID: <168@iitinc.UUCP>
Source record: 114059
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

Greetings:
Before I delve into this mess has anyone achieved this
feat? And if so are they willing to share thier efforts?

Many thanks,

Hedley
--
{decwrl|sun}!imagen!iitinc!hedley | Integrated Information Tech.
hedley@iit.com | Santa Clara, CA. (408)-727-1885 x266

3955. Atariwriter/Proofreader/Spartados

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-24 22:55:04 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1991Apr24.225504.21709@merrimack.edu>
Source record: 114058

Has anyone developed a way to use the Atari Proofreader (a spellcheck for Atariwriter) with Sparta Dos.

I am using Atariwriter (not atw +) and am wondering how or if it can be done.

--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345
Bitnet: Sheafer_davi@bentley

3956. Computer stuff, golf clubs, fridge for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-25 04:31:03 UTC
From: clf3678@isc.rit.edu
Message-ID: <1991Apr25.043103.17201@isc.rit.edu>
Source record: 114204
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.8bit

The following items are for sale due to the death of a friend.

If you are interested in any of the following, please call Don Allis at
716-293-3415 after 5pm EDT, or send a message to me at:

BITNET: clf3678@ritvax
USENET: clf3678@isc.rit.edu
BBS: 716-436-3078 (I'm the SysOp)

Arrangements can be made for shipping, except where noted. All offers
will be considered!

o Atari 1040 ST system. Includes CPU, SC1224 color monitor. The drive in the
computer was replaced with an Epson drive after the stock Chinon failed (a
BIG plus in my book). Also included is a PC-DITTO II board that WORKS in
this machine! Problem is, there MAY be a chip problem with it. It's being
included because the 68000 socket is soldered on, and not worth the time
to remove. Also included is an external 5 1/4 drive. $550.

o Panasonic KXP 1090i printer, excellent condition. Rougly 192 CPS draft. Some
extra ribbons and paper. $200.

o Avatex 1200hc Modem. Perfect working condition. $50.

o Computer desk. Commercial grade, very heavy duty and well-built. Also
includes a printer stand. $300. *** WILL NOT SHIP THIS ITEM ***

o Atari 130 XE computer, includes power supply. $75.00.

o Atari 1050 disk drive. Includes power supply and data cable. $75.00.

o Atari 800 with tape drive and all cables. $25.

o IBM Public Domain Software Disks (5 1/4) $1.00 each. approximate 250
disk to choose from. All 250 for $100.

o 5 1/4 disks. Approximately 500 blank disks. Some single sided and
some double sided. 100 disks for $20. 500 disks for $90.

o Right Handed Golf Clubs. Allied Colonials. 3 Woods, 6 Irons, and 2
Putters. Bag, umbrella, balls, tees, everything you need to play. 1
year old. $150.

o Kenmore 18 cu. ft. upright freezer. White in color. About 9 years

----
_____\ Chris Freemesser, RIT Comp.Eng.Tech. Dimension's End BBS /_____
______\ BITNET: clf3678@ritvax (716)436-3078 /______

_______\ Usenet: clf3678@isc.rit.edu 2400 baud/42 megs /_______
________\ GEnie: C.FREEMESSER STark BBS software /________

3957. Re: Atariwriter/Proofreader/Spartados

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-25 07:44:55 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Apr25.074455.24001@maverick.ksu.ksu.edu>
Source record: 114061

Along similar lines: I'm using the SDX cart and AW+. After I try
to use the proofreader option, I can not return to the editor.
The system hangs when I try to re-enter the editor from the
proofreader. Has anyone encountered similar problems?

--

Scott Parish a.k.a.
parsons@matt.ksu.ksu.edu

3958. Re: Atariwriter/Proofreader/Spartados

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-25 08:24:29 UTC
From: asgardia@unixland.uucp
Message-ID: <iJay11w163w@unixland.uucp>
Source record: 114062

nin15b0b@merrimack.edu writes:

>
> Has anyone developed a way to use the Atari Proofreader (a spellcheck for
> Atariwriter) with Sparta Dos.
>
> I am using Atariwriter (not atw +) and am wondering how or if it can be don

I would suggest that you switch to At+ if you have it.
other than that try to do a KEY OFF command with sparta.
That sometimes helps. Atariwriter + is very friendly to spartados.
Its also a lot better than old atariwriter.. Theres a lot more features to
it. and aw+ is compatable with aw...

3959. What is an Atari 400??

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-25 16:34:29 UTC
From: tletski@iccgcc.decnet.ab.com
Message-ID: <4356.2816bec5@iccgcc.decnet.ab.com>
Source record: 114060

I recently fell into possession of an Atari 400. I have ho knowledge of this machine. Could somebody fill me in with the details (kind of processor, support floppy, cartridges available) etc.

Thanks,

Paul Tletski
Highland Hts., Ohio

3960. Modify an RS232 A/B switch to a cross switch for TxD and RxD signals

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-26 22:06:11 UTC
From: wa2ise@cbnewsb.cb.att.com
Message-ID: <1991Apr26.220611.5755@cbfsb.att.com>
Source record: 114063
Cross-posted to: rec.radio.amateur.packet,rec.radio.amateur.misc,comp.sys.ibm.pc.hardware,comp.sys.atari.8bit

A/B switch to cross switch mod file

Lately, in my packet/phone modem/8bit home computer (with modem software that can store and load from disk) system, I added a VT100 terminal I got at a hamfest. This will let me view stuff using 80 characters across the screen, instead of always having to use the 40 characters the home computer does. Before I got the terminal, I used an A/B RS232 switch that switched all 25 wires. Now, to accomodate the terminal, I need a switch that can select connections of 8bit to TNC, 8bit to modem, terminal to TNC, and terminal to modem. A cross connect switch. Which would cost something like $25. I decided to see if I could modify the A/B switch. I use software Xon/Xoff flow control, which needs only 2 active lines and a ground. So, I need only switch 2 lines. Looking at the '89 ARRL Handbook, page 19-28, table 15), it shows the functions of all 25 RS232 wires. The ones I use are pin 2, TxD, and pin 3 RxD. Also pin 1, protective ground, and pin 7, signal ground. But there is a secondary TxD, called STxD, pin 14, and a secondary RxD, called SRxD, pin 16. So, I figured, I would connect the TNC to the common of the A/B switch, to the primary TxD and RxD. And connect the phone modem to the secondary TxD and RxD. (I would need to make a special Y shaped cable to do that.) And connect the 8bit machine to the primary TxD and RxD of the A connector of the switch, and the VT100 to the primary signals of B.

Here's the mod to make this work:
Wire a jumper from the A connector pin 2 (TxD) to B's pin 14 (STxD).
Another jumper from A pin 3 (RxD) to B pin 16 (SRxD).
And another from B pin 2 (TxD) to A pin 14 (STxD).
And a last jumper from B pin 3 (RxD) to A pin 16 (SRxD).
I also shorted all pin 7's together, and shorted all pin 1's together.
(This avoids switching spikes in the grounds that might glitch the equipment.

Now make the Y cable:
pins 2 and 3 of the "common" connector go to the TNC connector pins 2 and 3, respectively.
Pins 14 and 16 of the "common" connector go to the phone modem connector pins 2 and 3, respectively.
All pin 1's are connected, and all pin 7's are connected.

Label the modified A/B switch to describe what you did, so you don't try to use this switch to switch printers or something years later.

My switch was an Inmac, with all original wiring traces on a circuit board. All mods are added jumpers, and no cut traces. So, this switch could be restored later if I need to.
==========
73 de WA2ISE amateur radio packet: WA2ISE@KD6TH

Note that I'm at Bell, and no longer at Philips. :-)

3961. SpartaDOS commands

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-27 20:26:13 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991Apr27.202613.23633@magnus.acs.ohio-state.edu>
Source record: 114064

I was just messing around with SpartaDOS 3.2 and realized I could
change the commands -- make DIR into LS, ERASE into RM or ERA, etc.
The commands are stored in RAM, starting at locatin 3833 in my version.
They are in the format of one command after another. The last character
of each command is in inverse to indicate where one ends and the next
begins. You can either POKE new commands in, for temporary changes, or
use a sector editor, for permenent changes.

3962. Re: URGENT- Power supply info needed

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-28 06:40:01 UTC
From: CharlieBrown@cup.portal.com
Message-ID: <41771@cup.portal.com>
Source record: 114065

Power Supply #CO17945 output is 9VAC at 31 WATTS.Input 120V 60Hz 50 W.

3963. GOS's

Newsgroup: comp.sys.atari.8bit
Date: 1991-04-28 12:32:19 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <1991Apr28.123219.23921@kcbbs.gen.nz>
Source record: 114074

Yes I would be extremely interested in any information you have on GOS for the Atari 8-bit. A few years ago I received a PD demo of it before it was actually finished and have been wondering ever since what had happened to it.

3964. Re: What is an Atari 400??

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-01 05:35:33 UTC
From: U25042@uicvm.uic.edu
Message-ID: <91121.003533U25042@uicvm.uic.edu>
Source record: 114069

In article <4356.2816bec5@iccgcc.decnet.ab.com>, tletski@iccgcc.decnet.ab.com says:
>
>I recently fell into possession of an Atari 400. I have ho knowledge of this
>machine. Could somebody fill me in with the details (kind of processor,
>support floppy, cartridges available) etc.

Paul,
This is truly the first of firsts. First off, the ATARI 400 is
6502 based processor, with 16K (probably) built in. It has a
"membrane" keyboard, which is someone's idea of a cruel joke. As far as the
floppys go, you do need specific drives for ATARIs. Some of the ones I
remember are Rana, Indus GTS, Percomm, ATARI's own 810 and 1050, and
I'm sure that there are others. If you have the 850, the serial
interface, you can hook up 3rd party drives, I think. Cartridges
available are numerous, I'm sure, but probably hard to find.

As far as what it's good for, well, I would probably use it for
learning 6502 assembler. It's not fast, it's not nice, but it'll do
the trick if that's what you're in to.

Brought to you by the sick mind of
Bob Jackiewicz, writer of wrongs, wronger of rights.
BITNET: U25042@UICVM "Touch my monkey!" -Dieter
InterNet: U25042@UICVM.UIC.EDU
"Those people [who copycat movie murders]
"Your Lupins or your life!" should not only be put in jail, but should
-Python, M. also be sued for plagiarism!" -Stephen King

3965. 8-bit ATARI system

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-01 05:50:14 UTC
From: U25042@uicvm.uic.edu
Message-ID: <91121.005014U25042@uicvm.uic.edu>
Source record: 114068
Cross-posted to: comp.sys.atari.8bit,misc.forsale,misc.forsale.computers

Ugh, I'm cleaning the closet, and came accross this beast. I don't
know what these systems go for now, so please make me a fair offer.

ATARI 800 w/ 48K RAM w/ power pack
Rana 1000 Double Density drive w/ power pack
Ape Face Centronics printer interface (ATARI to parallel)
BASIC, PILOT
Flight Simulator II
300 baud MPP modem for use with ATARI systems only
1200 ADC modem (Hayes compatible)
De Re ATARI
Mapping the ATARI
Disk with stuff on them :-)

All this plus whatever else I can find to go with it for any reasonable
offer. Reply via E-Mail. Thanks.

Brought to you by the sick mind of
Bob Jackiewicz, writer of wrongs, wronger of rights.
BITNET: U25042@UICVM "Touch my monkey!" -Dieter
InterNet: U25042@UICVM.UIC.EDU
"Those people [who copycat movie murders]
"Your Lupins or your life!" should not only be put in jail, but should
-Python, M. also be sued for plagiarism!" -Stephen King

3966. Re: What is an Atari 400??

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-01 13:30:21 UTC
From: gdtltr@brahms.udel.edu
Message-ID: <21004@brahms.udel.edu>
Source record: 114066

In article <91121.003533U25042@uicvm.uic.edu> U25042@uicvm.uic.edu (Booby's Home) writes:
=>In article <4356.2816bec5@iccgcc.decnet.ab.com>, tletski@iccgcc.decnet.ab.com
=>says:
=>>
=>>I recently fell into possession of an Atari 400. I have ho knowledge of this
=>>machine. Could somebody fill me in with the details (kind of processor,
=>>support floppy, cartridges available) etc.
=>
=>Paul,
=> This is truly the first of firsts. First off, the ATARI 400 is
=>6502 based processor, with 16K (probably) built in. It has a
=>"membrane" keyboard, which is someone's idea of a cruel joke.

I believe the keyboard's purpose is to be "Peanut Butter & Jelly-proof".
It wouldn't be too bad for playing Star Raiders.

=> As far as the
=>floppys go, you do need specific drives for ATARIs. Some of the ones I
=>remember are Rana, Indus GTS, Percomm, ATARI's own 810 and 1050, and
=>I'm sure that there are others.

Like Atari's XF551 DSDD drive. However, there is little point in trying
to run a DOS in 16K RAM.

=> If you have the 850, the serial
=>interface, you can hook up 3rd party drives, I think.

You can do it, but not with the 850. The 850 has (I believe) 3 (4?)
serial ports and 1 parallel port. For third party drives, you probably
want something like the ATR8000, which will run IBM-type drives, a printer,
and possibly a serial device or two. In the upgraded version it will also
run CP/M.

=> Cartridges
=>available are numerous, I'm sure, but probably hard to find.
=>
=>As far as what it's good for, well, I would probably use it for
=>learning 6502 assembler. It's not fast, it's not nice, but it'll do
=>the trick if that's what you're in to.
=>
A reasonable conclusion.

=>Brought to you by the sick mind of
=>Bob Jackiewicz, writer of wrongs, wronger of rights.
=>BITNET: U25042@UICVM "Touch my monkey!" -Dieter
=>InterNet: U25042@UICVM.UIC.EDU

```
=> "Those people [who copycat movie murders]
=>"Your Lupins or your life!" should not only be put in jail, but should
=> -Python, M. also be sued for plagiarism!" -Stephen King

Gary Duzan
Time Lord
Third Regeneration

--
gdtltr@brahms.udel.edu
_o_ ---------------------- _o_
[|o o|] Two CPU's are better than one; N CPU's would be real nice. [|o o|]
|_o_| Disclaimer: I AM Brain Dead Innovations, Inc. |_o_|
```

3967. Re: What is an Atari 400??

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-01 13:55:29 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <5701@mindlink.bc.ca>
Source record: 114089

> daveg@prowler.clearpoint.com writes:
> -=> On 1 May 91 16:28:53 GMT, achilles@unixland.uucp (David Holland) said:
>
> [...]
> DH> The Atari 400 has a big brother, the Atari 800. This machine
> DH> has a full travel keyboard (in place of the 400's membrane type),
> DH> and came with 32KB memory as opposed to the 400's 16KB (someone
> DH> please correct me if I'm wrong).
>
> You're wrong. :-)
>
> Both the Atari 400 and the Atari 800 shipped with 16K of RAM.

In the beginning, both the 400 and 800 shipped with 8K of RAM. Later on it was 16K, and a while after that the 800 could be had with 32K or 48K from the factory. For a time there were a lot of articles in the magazines on how to hack an 8K RAM board into 16K by changing the RAM chips, a decoder and adding a few jumpers.

Star Raiders runs in 8K of ROM and 8K of RAM. Impressive, isn't it?

Tom
a344@mindlink.bc.ca

3968. Re: What is an Atari 400??

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-01 15:41:35 UTC
From: daveg@prowler.clearpoint.com
Message-ID: <DAVEG.91May1164135@prowler.clearpoint.com>
Source record: 114070

-=> On 1 May 91 16:28:53 GMT, achilles@unixland.uucp (David Holland) said:

[...]

DH> O The Atari 400 has a BASIC interpreter available on pop-in
DH> cartridge. Short of assembler, I'm not sure what other languages
DH> are (or were) available.

Ummm... OSS had a number of languages, including an improved BASIC (BASIC A+) and Action! (a cross between BASIC, Pascal, and 6502 which compiled). Other languages available were FORTH (in both disk and cartridge), Pascal, C, Modula-2, a micro-COBOL, and I think a FORTRAN kicked around for a while..

DH> The Atari 400 has a big brother, the Atari 800. This machine
DH> has a full travel keyboard (in place of the 400's membrane type),
DH> and came with 32KB memory as opposed to the 400's 16KB (someone
DH> please correct me if I'm wrong).

You're wrong. :-)

Both the Atari 400 and the Atari 800 shipped with 16K of RAM.

You could easily expand the 800, though, because it had a number of (damn! I can't remember how many -- four total, I think) slots which the OS cartridge, memory cartidges (often 32K), and the occassional 80-column adapter could plug into. The 400 was more difficult, since it involved prying open the case, and using bare boards.

DH> Peripherals are attached to these two machines in daisy chained
DH> fashion, sort of like SCSI devices (is this correct?). One
DH> device was plugged into the processor, the next was plugged into
DH> the first device, and so on.

Well, they were daisy-chained, but I wouldn't call 'em SCSI.. :-) You could put up to four 810 drives on one computer (possible device IDs on the drive), along with hanging off an 850 I/O interface, which provided you with four serial ports and a Centronics parallel printer port. There was also the (in)famous Atari 410 tape recorder/player.

DH> These two machines had some really fantastic video game software
DH> available. I do believe that the modern Atari home video game
DH> machines have their heritage in the 400 and 800.

Well, sort of, in that the Atari 65XE game machine was initially released as an updated 64K version of the 800.. The 5200 used a (very) similar chipset (as indicated by the fact I had a couple of games someone dumped off a 5200 cartidge and ran on an 800). I can't remember what the 7800

had in it, although I would suspect it was similarly based.

They were good little machines, though -- right on the cutting edge
for a while....

-dg-

--
"Look, folks, you can't save everyone. | Dave Goldblatt [daveg@clearpoint.com]
Just try not to be living next to | Software Engineering (Subsystems)
them when they go off." | Clearpoint Research Corporation
- Dennis Miller | 35 Parkwood Dr., Hopkinton, MA 01748

3969. Re: What is an Atari 400??

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-01 16:28:53 UTC
From: achilles@unixland.uucp
Message-ID: <uy1012w163w@unixland.uucp>
Source record: 114067

**** FORWARDED MESSAGE ****

From moonsweep!Blade!carl_gundel Wed May 1 91 10:34:17
Path: moonsweep!Blade!carl_gundel
Date: 91Apr30 8:58 pm EST
From: carl_gundel@Blade.mind.org
Organization: Beantown 617/891-7338
Newsgroups: comp.sys.atari.8bit
X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
Message-id: <91Apr308:58_pm@Blade.citadel>
Subject: Re: What is an Atari 400??

The Atari 400 is an 8 bit machine based upon the 6502
microprocessor. This is the same processor as the Commodore 64
and the Apple][series computers. It was the first (as I
remember it) personal computer with Sprite (or as Atari called
them, Player/Missile) graphics, enabling it to move a graphic
image(s) in front of or behind other images without them
disrupting each other. The hardware took care of everything, and
short of needing to learn how to program them, sprites did not
require the programmer to develop any special software.

O The Atari 400 has a BASIC interpreter available on pop-in
cartridge. Short of assembler, I'm not sure what other languages
are (or were) available.

The Atari 400 has a big brother, the Atari 800. This machine
has a full travel keyboard (in place of the 400's membrane type),
and came with 32KB memory as opposed to the 400's 16KB (someone
please correct me if I'm wrong).

Peripherals are attached to these two machines in daisy chained
fashion, sort of like SCSI devices (is this correct?). One
device was plugged into the processor, the next was plugged into
the first device, and so on.

These two machines had some really fantastic video game
software available.
I do believe that the modern Atari home video game machines have
their heritage in the 400 and 800.

As far as support goes for these machines, I'm not sure, but
aren't some of Atari's more recent 8 bit PC's compatible (or
almost?)

3970. XF551 Conversion

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-01 20:06:41 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991May1.200641.19040@magnus.acs.ohio-state.edu>
Source record: 114072

I just thought I'd tell everybody about an interesting upgrade for the XF 551 disk drive, from CSS (Computer Software Services). The XF 551 Conversion allows use of either a 5.25" or 3.5" mechanism. The dual drive upgrade allows use of both 5.25" and 3.5" drives. The DIP switches in the rear control the drive number of the first 5.25"; the 3.5" drive will assume the next higher drive number.

The other feature of this upgrade is the ability to read IBM and ST 360K and 720K disks, with the separate disk reader program. It cannot read IBM high density disks (1.2 or 1.44 meg).

It works great! Transferring files with it is a breeze -- you can get a directory of an ST or PC disk, and even convert EOL's automatically with the supplied program. It's nice to see somebody out there still cares about the 8-bit -- thanks Bob Puff! It even accesses files within subdirectories on IBM/ST disks.

I recently purchased a Blackbox from CSS, which allows you to easily interface SCSI/SASI hard drives to your 8-bit -- another great job by Bob Puff. It's nice to see somebody out there still doing something on our computers.

You can get more information from CSS, their BBS number is (716) 247-7157; the voice number is (716) 586-5545.

3971. ATARI HISTORY

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-01 21:07:07 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91121.170707AKH104@psuvm.psu.edu>
Source record: 114071

dd
Date: 1 May 1991, 16:14:02 EDT
From: AKH104 at PSUVM
To: achilles at unixland.uucp
Subject: Re: What is an Atari 400??

To set this all straight, since I am tired of seeing replies to this subject.
...First off the 400 is 16k upgradeable to 48k. Its borther the 800 is 32k up
to 48k. Note this is by using atari upgrades....upgrades to a Meg+ is possible
. The atari 850 has 4 RS232C ports and 1 standard printer parallel port. The
ATR8000 interface is an awesome piece of add on hardware...however finding one
is going to be tougher than life. The next generation of machines (8bit now we
are talking about) was the 1200XL. It is essentially an Physically redesigned
800 with a few Operating System changes and 64k standard (yes, I know not all
of which is addressable at once!..lay off it) Next, the true second generatio
n of atari machines were the 600XL and 800XL. These are not the same as the
1200XL! Note why: the 400/800 has either rev. A or the better B OS. ver.
The 1200XL has the 1200XL os. And the 600Xl and the 800Xl have the commonly
known XL OS's. The third generation of 8bits were the XE series of computers
which have the same OS as the XL's save the 1200XL (WHY it was called and XL
was because of its looks and atari's new line of components.) What makes the
XL/XE series of computers better than the 400/800/1200XL was the addition
of a parrallel bus which lets one connect massive memory upgrades and hardrives
.
Now for a brief review...
Computer Standard Ram O/S Year of Design notes...
400 16k A/B 1978/79? Membrane Keyboard...
800 32/48k A/B 1978/79? Full Featured computer.
1200XL 64k 1200 1982 Hackers dream/nightmare

600XL 16k XL 1983 Baby to the next one..
800XL 64k XL 1983 BEST ONE TO MODIFY!!

65XE 64k XL 84/85 NO PARALLEL BUS!!!!
130XE 128K XL 84/85 Newest powerful beast.

All these more or less compatible with one another....those programs that
won't run an any XL or XE machine can be runned with an Atari Translator disk
or the like....

Those 8bitters that were never released (really) are the following...
1400XL - Same as 800Xl + built in speach and modem.
1450XLD - Same as 1400XL + built in DS/DD drive. (Now you know where DOS4
came from!)
65XEP Same as 65XE but instead a portible with built in monitor.
65XEM Same as 65XE but advanced music capabilities for musicians.

The vaporware/hardware expansions are too long to list.

16bit machines know as the ST's...
520STxxxx xxx means several differnt releases/versions.
1040STxxx " "
Mega ST 1,2,4 Same as othes but with MEGS of mem.

xxxx - FM frequency modulation for TV set hookup!
e Enhanced for digital stereo sound and enhanced graphics...

32 bit machines....just released the Atari TT/30 (?) This is the BEST piece
of hardware available to any user of any system at this time (1991!)

Thats it any questions?

3972. Transfer

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-01 22:59:15 UTC
From: jason@fquest.fidonet.org
Message-ID: <g2ia22w164w@fquest.fidonet.org>
Source record: 114073

How exactly do you recieve files from the atari archive? The umich.edu thing. I have tried to read how to do it with little luck, does anyone know how?

3973. pinout wanted

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-02 14:00:09 UTC
From: dch@cs.ed.ac.uk
Message-ID: <9942@skye.cs.ed.ac.uk>
Source record: 114075

Does anyone have a pinout for the monitor port of the Atari 800XL ?

It would be much appreciated , thanks.

Dave Hamilton dch@lfcs.ed.ac.uk
!mcsun!ukc!lfcs!dch
dch%lfcs.ed.ac.uk@nsfnet-relay.ac.uk

-*-*-*

3974. Re: ATARI HISTORY

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-02 14:31:16 UTC
From: smb@cs.purdue.EDU
Message-ID: <14561@medusa.cs.purdue.edu>
Source record: 114078

In article <91121.170707AKH104@psuvm.psu.edu> AKH104@psuvm.psu.edu writes:

> [history of the Atari machines deleted]

>32 bit machines....just released the Atari TT/30 (?) This is the BEST piece
>of hardware available to any user of any system at this time (1991!)

It's too bad that you had to take an essentially correct review of
Atari machine history and end it with an editorial opinion. Many
might disagree with this comment (including me).

By the way, you missed an important happening in Atari history that
occured between the 8-bit machines and the 16-bit machines. This
event was basically the flip-flop of the hardware and software
designers of the Commodore and Atari 8-bit machines. Check out your
history and you will see that, in general, the designers of the 8-bit
machine for one company, designed the 16-bit machines of the other
company (ie., the Amiga was designed by the Atari 8-bit people and the
ST was designed by the Commodore 8-bit people). Just for you
information/amusement. :-)

Scott

3975. Re: ATARI HISTORY

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-02 16:41:26 UTC
From: brett@visix.com
Message-ID: <1991May2.164126.17915@visix.com>
Source record: 114083

In article <91121.170707AKH104@psuvm.psu.edu>, AKH104@psuvm.psu.edu writes:
> To set this all straight, since I am tired of seeing replies to this subject.

Me too.

> ...First off the 400 is 16k upgradeable to 48k. Its borther the 800 is 32k up
> to 48k.

No, the 800 was shipped with 16k and could be expanded to 48k (from Atari) and
more from 3rd party vendors.

> 32 bit machines....just released the Atari TT/30 (?) This is the BEST piece
> of hardware available to any user of any system at this time (1991!)

Oh, I am sorry, I try to stay out of any "my-computer-is-better-than-yours"
flame wars, but I can't let this go by. What was the criteria you used to
come up with this statement? I own a 32-bit machine (68030) and IMHO it
outperforms all the Atari ST/TT computers. Does this make my system better?
Does price have anything to do with it? If not, then my SPARCstation wins
hands down. Is it available software? Is it the quality of the software
releases? Is it how expandable the system is? Is it... you get the point.

Statements like the one made above hold no weight with explaining WHY one
system "is the BEST piece of hardware" since sliced bread.

Back to this group, the Atari 8-bit series was the best hardware platform
for it's time because of all the above reason I stated above, (IMHO). 8^)

> Thats it any questions?

No, but thanks for the look back on the 8-bit line.
--
__
Brett Bourbin \ / /(_ /\/ 11440 Commerce Park Drive
..!uunet!visix!brett \/ / __)/ /\ Reston, Virginia 22091
brett@visix.com Software Inc (703) 758-2733

3976. Re: ATARI HISTORY

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-02 17:39:29 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1991May2.173929.18578@cbnewsc.att.com>
Source record: 114079

From article <91121.170707AKH104@psuvm.psu.edu>, by AKH104@psuvm.psu.edu:
>
> 16bit machines know as the ST's...
> 520STxxxx xxx means several differnt releases/versions.
> 1040STxxx " "
> Mega ST 1,2,4 Same as othes but with MEGS of mem.
>
> xxxx - FM frequency modulation for TV set hookup!

This is almost correct but a few things should be pointed out. The original 520ST had an RF modulator, but the disk drives were external. Later versions (and the 1040ST) had a built in floppy drive. To differentiate the 520's, the name was changed to 520STFM, where the F meant builtin floppy drive and the M meant RF Modulator. The 1040ST's had a built-in floppy, but not an RF modulator. I don't think they were called 1040STF's though, since they all came that way until the 1040STe's came out which do have an RF modulator. Some of this is from memory and what I have read. I have never had an ocassion to have one of each vintage sitting in front of me to confirm this. :-)

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3977. Atari system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-02 18:01:27 UTC
From: walk@mrcnext.cso.uiuc.edu
Message-ID: <walk.673207287@mrcnext.cso.uiuc.edu>
Source record: 114077

All of this stuff is first come first served and is sold "As is".
Since I check my email only twice a week now at the most, it's better
to call to reserve a group; then anything that needs to be finalized
can be done by email.

I would much appreciate it if someone would post this to a Atari bbs.

Todd Walk
RR 1, Box 386
Neoga, IL 62447
(217) 895 - 3286
walk@mrcnext.cso.uiuc.edu
walk@ux1.cso.uiuc.edu

Beginner's System Hacker's System

Atari 400 (16K) SOLD
Atari 410 Cassette Recorder
2 working Silkstick joysticks
Atari Basic Reference Guide
Atari Basic
carts: Star Raiders
Asteroids
Missle Command
Caverns of Mars
Pengo
Basic rev. B
Cass: Diggerbonk
O'Riley's Mine
Instedit
Scram

$25 ppd

Beginner's Reference Hacker's Reference

Games for the Atari Mapping the Atari
An Atari 8-bit Extra Machine Language for Beginners
Atari Sound and Graphics The Second Book of Machine Language
Your Atari Computer Compute's First Book of Atari
The Analog Compehendium Compute's Second Book of Atari
62 issues of Antic Magazine The Atari Basic Sourcebook
starting from issue 1 Atari XL translator disk
1 issue of Atari Explorer

$25 ppd $20 ppd

Disk Pack 1 Disk Pack 2

SOLD Wizard's Crown
Eternal Dagger
Dragonriders of Pern
The Arcade Machine
Timewise
Superscript

$20 ppd

Disk Pack 3 Disk Pack 4

Auto Duel Mail Order Monsters
One-on-One Top Gunner
Boulder Dash Construction Kit Legionnaire
Gateway to Apshai Lords of Conquest
Compute's Best of Atari w/disk Compute's Best of Atari w/disk

$20 ppd $20 ppd

Disk Pack 5

52 disks w/ PD programs and misc. (worth ~$10 as blank disks)
100 disk carrying case
61 issues of Compute! starting from Vol. 5 Number 1

$25 ppd

3978. Re: ATARI HISTORY

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-02 23:19:55 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91122.191955AKH104@psuvm.psu.edu>
Source record: 114081

Date: 2 May 1991, 19:04:53 EDT
From: AKH104 at PSUVM
To: smb at tristram.cs.purdue.edu
Subject: Re: ATARI HISTORY

Yes, I knew about the switch..just didnt feel like confusing anyone.
Howeve, I did not know that the Amiga was design by the group who do the
Atari 8-bits.. Hmmm me thinks there is a fight brewing between the Amiga
users around here and us Atari users. heheh. (Sorry about the opinion,
just got hyped about it all a little too much. Now for the Lynx...)

3979. Re: ATARI HISTORY

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-02 23:20:43 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91122.192043AKH104@psuvm.psu.edu>
Source record: 114084

Date: 2 May 1991, 19:09:11 EDT
From: AKH104 at PSUVM
To: brett at visix.com
Subject: Re: ATARI HISTORY

SORRY! I should know better than spit out opinions here. Forgive me
for I have sinned. I was wrong in stating that. (But it sure did cause a
ruckus---yes, I'm a bad speller!)

3980. Re: ATARI HISTORY

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-02 23:21:17 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91122.192117AKH104@psuvm.psu.edu>
Source record: 114082

Date: 2 May 1991, 19:12:16 EDT
From: AKH104 at PSUVM
To: kimes at cbnewsc.att.com
Subject: Re: ATARI HISTORY

I knew I was a little sloppy, but you must agree to differentiate all of
'em would take a hell of alot of work! And as long as we are on the subject..
anyone know of the complete list of ST's? Even the prototyped 130ST? Hmmm
should post this on the ST board. 'nuff said.

3981. Forwarded message

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-03 00:59:53 UTC
From: achilles@unixland.uucp
Message-ID: <iaJc21w163w@unixland.uucp>
Source record: 114076

```
**** FORWARDED MESSAGE ****
**** Follow-up to AUTHOR, please ****

From Blade!Laird Wed May 1 91 17:10:18
Date: 91May01 12:19 pm
From: Laird@Blade.mind.org
Organization: Beantown 617/891-7338
Newsgroups: comp.sys.atari.8bit
X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
Message-id: <91May0112:19_pm@Blade.citadel>
Subject: [none]

Atari manufactures a line of PC-compatible machines which are popular in
Europe but unknown in the US, pretty much the same as Commodore except that
Atari did make one interesting model, a stripped down no-slot PC with a
floppy
drive, internal hard drive, and VGA display, while all I have seen from C=
are
fairly generic PC clones.
```

3982. Real Atari history

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-03 07:03:56 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1991May3.070356.21318@sactoh0.sac.ca.us>
Source record: 114085

Hmmm. I can't believe that in this newsgroup, there are still wrong answers, or at the least, incorrect ones.

For the most part, the information is alright, but here is another clarification from someone who has been there from the start.

The Coleen and Candy machines (Atari code names for the 400/800) came out around 1979.

Here are some facts about the 400.

16k RAM. Not user expandible. Of course you found hacks making keyboards and expanding one to at least 1Mb.

10k ROM.

Almost all peripherals worked, except it's pretty hard to do any programming with DOS loaded in the computer. This was more of a computer if you couldn't afford an 800. And if anyone has 1982 copies of COMPUTE!, you'll see why Atari sold alot of 400s with the 410 Program recorder. 810 disk drives were around $450...

The 800:
Originally shipped with only 16k, the latest version came with a full boat 48k. Early versions had a slot door with a couple of catches to keep it shut. Since the last 800s came with 48k, they screwed them shut.

The slots:
Using 16k RAM boards (I even found these gems at Sears as late as 1987- still at $100 each!) you could plug an assortment of boards to get the full 48k or so, depending on your budget. For those with less cash, they had 8k boards.
The Operating System was on a single 10k board, I speculate that they might make upgrades, and they were to be swapped. Better than a disk based system, and better than a hard wired in system. Didn't pan out...
There were various third party products that plugged into a slot, one so that you had 80 columns among others.

The 400 had one cartridge (8k) slot, the 800 had two. Originally to accomodate two cart programs (which never materialized) the right slot was unused with one exception, Monkey Wrench that had among other things, a monitor. One that might have made a two cart (16k) program, Microsoft Basic II.

The 1200XL had improvements over the 400/800, but turned into an interim machine. Some improvements were great, but weren't carried into the 600/800XLs, and some were dogs.

The 600/800XLs were newer versions of the 400/800, but had a parallel expansion bus, and the 600XL (16k) could be easily expanded to 64k with the 1064 cartridge. These machines have AtariBASIC built in (the infamous Revision B- last ones had Rev. C) and remnants of the 1200XL OS.

The 65XE and 130XE were the Tramiel Atari versions of the 8 bit machines, the 65XE had Revision C AtariBASIC, but no Parallel Bus. The 130XE had 128k bank-switched, and had the parallel bus in a different configuration.

Maybe this bored you, maybe not. But this is how it was (is).

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

3983. DOS 3 and DOS 4

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-03 07:20:38 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1991May3.072038.21653@sactoh0.sac.ca.us>
Source record: 114086

I want to correct one inaccuracy. The DOS that was designed for the 1450XLD was not DOS 4, but DOS 3.

I consider myself an expert, being about the last person in the Western Hemisphere that used DOS 3 instead of SpartaDOS. (reasons I'll not go into here...) Then I got an ST, but I digress.

The 1450XLD was a huge XL, with a double-sided (enhanced)double density drive built in, with an expansion bay for a second drive. It had a metal case, so you could put a monitor on top of it. If this is sounding like an Apple III, you're not too far off. Both were dogs, although a 1450XLD would command a far greater price than any Apple III, if you can even FIND an XLD. But I digress again.

DOS 3 was a wierd one alright, but in trying to remain compatible with all the single sided drives, DOS 3 and the XLD did things the absolute wierdest way.

Since the XLD had a double-sided (DS) drive, each side of the disk was treated like a separate drive. Yes, with DOS 3 and your XLD, your single, built in drive was actually D1: and D2:. The reverse side had it's own directory. So if you had two DS drives in your XLD, then you had D1: to D4:. Expanding on that, DOS 3 supported 8 drives like DOS 2 did.

I suppose you could have 8 drives, if Atari ever released a 1055 (?) DS drive. Or one could have an XLD with two drives, and daisychain 4 1050s...

The internal XLD drives were alot faster, as they were parallel, not serial like the 810/1050 drives.

Myself, I started with DOS 2, then DOS 3, tried DOS 2.5 then went back to DOS 3. I got DOS 4, but unless you have three drives, it was a pain. Actually, DOS 3 works better with three drives, D1: for the system disk, and 2 and 3 for files and copying.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

3984. XLs that almost were

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-03 07:26:43 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1991May3.072643.21750@sactoh0.sac.ca.us>
Source record: 114087

Boy, haven't talked about these in a long time...

The 1400XL had the voice synthesis and built in modem of the better known XLD, but not the built in drives.

The 1600XL, if I remember correctly, would have been a CP/M machine.

Other vaporware/unreleased 8 bit stuff:

1090 Expansion Box. Lets you plug in various boards, such as CP/M. Last heard as a doorstop at Antic Magazine. (really!)

A Portable 65XE with built in 5" monitor.

Color and black and white thermal printers.

A music based XE.

If anyone needs the model numbers, I can dig them up.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

3985. Re: Real Atari history

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-03 09:48:32 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1991May3.094832.21781@merrimack.edu>
Source record: 114088

In article <1991May3.070356.21318@sactoh0.sac.ca.us>, mfolivo@sactoh0.sac.ca.us (Mark Newton John) writes:
>
> Here are some facts about the 400.
>
> 16k RAM. Not user expandible. Of course you found hacks making
> keyboards and expanding one to at least 1Mb.

I beg to differ. I owned an atari 400. I expanded it to 48k with a user expandable 48k ram board from a third party developer (AXLON).

--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345
Bitnet: Sheafer_davi@bentley

3986. Re: DOS 3 and DOS 4

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-03 15:19:57 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1991May3.151957.27631@casbah.acns.nwu.edu>
Source record: 114090

Dont for get the 1400, which never made it out of Atari
warehouses. The 1400 was essentially a big brother to the 1200
and end the end atari even used the 1400 Xl cases they had
made and installed 1200 motherboards and sold them as 1200, a friend
of mine has such a 1200 with the part ID for the 1400.

BTW Im still using DOS 3.
Please. No Laughing.

Thanks to Everyone who responded to my 2 posts. I hope to keep you
informed of developments.

Glover
A man seriously seeking an Action! cart and Utils.

3987. Re: Real Atari history

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-04 01:54:11 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <1991May4.015411.3642@odin.corp.sgi.com>
Source record: 114094

In article <1991May3.094832.21781@merrimack.edu>,
nin15b0b@merrimack.edu writes:
|> In article <1991May3.070356.21318@sactoh0.sac.ca.us>,
|> mfolivo@sactoh0.sac.ca.us (Mark Newton John) writes:
|> >
|> > Here are some facts about the 400.
|> >
|> > 16k RAM. Not user expandible. Of course you found hacks making
|> > keyboards and expanding one to at least 1Mb.
|>
|> I beg to differ. I owned an atari 400. I expanded it to 48k
|> with a user
|> expandable 48k ram board from a third party developer (AXLON).

And if my memory serves me correctly, that same exact board is
installed in my Atari 400 at home.

BTW, at one point Atari marketed their own 48K expansion kit for the
400. I saw this at B&C Computervisions in Santa Clara, CA a few
months ago.

m.

--
--
\/ Michael Portuesi Silicon Graphics, Inc. portuesi@sgi.com

3988. Re: Real Atari history

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-04 02:08:53 UTC
From: whoffman@jato.jpl.nasa.gov
Message-ID: <1991May4.020853.2885@jato.jpl.nasa.gov>
Source record: 114095

Since this thread has been on Atari history (1400XL, etc.), what ever happened to the much heralded AtariTel venture? Many people were working on this, and the press was quite active about talking how this was 'going to change the way we use the telephone'. But I *never* saw any of the products. What were they? How were they different?

--
Walt Hoffman -- Jet Propulsion Laboratory
whoffman@jato.jpl.nasa.gov or elroy!jato!whoffman@csvax.caltech.edu
Galileo Orbiter Engineering Team -- Real-Time Analyst
"Jupiter...it's not just a destination, it's an adventure."

3989. Re: Real Atari history

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-04 06:38:13 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <41991@cup.portal.com>
Source record: 114098

Mark Newton John writes:
>Hmmm. I can't believe that in this newsgroup, there are still wrong
>answers, or at the least, incorrect ones.

>For the most part, the information is alright, but here is another
>clarification from someone who has been there from the start.

...

>Here are some facts about the 400.

>16k RAM. Not user expandible. Of course you found hacks making
>keyboards and expanding one to at least 1Mb.

Not entirely true... since we're questing for the way it was, there were
third party expansion boards for the 400 that made upgrading to 32K as
easy as unplugging the 16K board, and plugging in the 32K board.. I know,
I did it.. and it was easier than upgrading my ST..

There was a third party 48K board I later added which was about as easy
to do as the DataFree upgrade board I recently added to my ST.. you had
to solder a small template onto the bottom of the 400 motherboard to bring
an extra address line to the memory slot..

(I suppose that might qualify as a "hack" since it involved soldering..
the 32K board was a straight plug-in)

>Almost all peripherals worked, except it's pretty hard to do any
>programming with DOS loaded in the computer.

Actually, ALL the peripherals worked, since the 400 and 800 were identical..
with the 32K (or 48K) board installed, there was no problem doing useful
programming..

>And if anyone has 1982
>copies of COMPUTE!, you'll see why Atari sold alot of 400s with the
>410 Program recorder. 810 disk drives were around $450...

Ah... here's a bit of nostalgic trivia... my 810 disk drive cost $550..
about $50 *more* than my entire first 520ST *system*, including the 360K
disk drive (with 4 times as much storage)...

Eventually, with the 48K memory board, and an 800 keyboard I added in
a custom case, my first Atari 400 turned out to be an exceptionally
useful machine...

Kind of sad to think that I could trade it in today and buy a 1040STe for
less than the 16K 400 cost me originally...

BobR

3990. Re: Real Atari history

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-04 09:00:16 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1991May4.090016.21788@merrimack.edu>
Source record: 114097

In article <1991May4.015411.3642@odin.corp.sgi.com>, portuesi@tweezers.esd.sgi.com (Michael Portuesi) writes:
> In article <1991May3.094832.21781@merrimack.edu>,
> nin15b0b@merrimack.edu writes:
> |> In article <1991May3.070356.21318@sactoh0.sac.ca.us>,
> |> mfolivo@sactoh0.sac.ca.us (Mark Newton John) writes:
> |> >
> |> > Here are some facts about the 400.
> |> >
> |> > 16k RAM. Not user expandible. Of course you found hacks making
> |> > keyboards and expanding one to at least 1Mb.
> |>
> |> I beg to differ. I owned an atari 400. I expanded it to 48k
> |> with a user
> |> expandable 48k ram board from a third party developer (AXLON).
>
> And if my memory serves me correctly, that same exact board is
> installed in my Atari 400 at home.
>
> BTW, at one point Atari marketed their own 48K expansion kit for the
> 400. I saw this at B&C Computervisions in Santa Clara, CA a few
> months ago.
>
> m.
>
Michael, if thats the board you bought from me, then it is the same kind.
--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345
Bitnet: Sheafer_davi@bentley

3991. Re: Transfer

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-04 15:36:45 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <41996@cup.portal.com>
Source record: 114092

> How exactly do you recieve files from the atari archive? The umich.edu
> thing. I have tried to read how to do it with little luck, does anyone
> know how?

I remember reading several months ago, on this very newsgroup, that the Atari archive at umich.edu had been "abused by someone in Germany" resulting in the server's being TAKEN AWAY FOREVER. However, SINCE that time, I have seen a flock of messages, also on this very newsgroup, REFERRING people to that self-same archive as a source of Atari 8-bit software and going unchallenged on that point.

MY question, then, is this: is the archive STILL UP, after all? Did the Powers That Be at umich.edu change their minds? I'd like to hear from some-one who knows!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3992. Re: Real Atari history

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-04 16:13:39 UTC
From: andrewh@msb.com
Message-ID: <1991May4.161339.11407@msb.com>
Source record: 114091

So far, people have been saying that the Atari 800 first came out with 16K.
Actually, I think this is incorrect because when I first got the machine, it
had 16K, but it also came with a flyer. To wit:

NEW 16K MEMORY FEATURE
(Update to Atari 800 operator's manual)

"This version of the ATARI 800 personal computer system contains an additional
8K of RAM in the form of a single 16K Memory Module. This 16K memory feature
allows 16,384 bytes of user programmable memory, providing you with the
capacity to write and use longer and more sophisticated programs."

Basically, the rest of the sheet told about the contents of the new system
and that the 410 would no longer be shipped with the computer.

Later on, 16K became a bit too small, so we went for a WHOLE 48K! Fancy that!

--
##
"Aren't you prepared for death?" |
"Yes but I didn't think I was going |
to die under the command of a ditsy |

3993. Re: Transfer

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-04 19:51:15 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1991May4.195115.21791@merrimack.edu>
Source record: 114093

In article <41996@cup.portal.com>, Chris_F_Chiesa@cup.portal.com writes:
>> How exactly do you recieve files from the atari archive? The umich.edu
>> thing. I have tried to read how to do it with little luck, does anyone
>> know how?
>
> I remember reading several months ago, on this very newsgroup, that the Atari
> archive at umich.edu had been "abused by someone in Germany" resulting in the
> server's being TAKEN AWAY FOREVER. However, SINCE that time, I have seen a
> flock of messages, also on this very newsgroup, REFERRING people to that self-
> same archive as a source of Atari 8-bit software and going unchallenged on
> that point.
>
> MY question, then, is this: is the archive STILL UP, after all? Did the
> Powers That Be at umich.edu change their minds? I'd like to hear from some-
> one who knows!
>
> Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

The atari archive is still up. It was shut down for a short period of time
and security was enhanced to prevent future abuse.

It was stated that it was uncertain if the abuse was intentional or
accidental.

--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345
Bitnet: Sheafer_davi@bentley

3994. Re: Real Atari history

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-05 06:02:52 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <42014@cup.portal.com>
Source record: 114096

Some of the information which has been posted/misposted here in the last few days about how much memory came with the 400 and 800 when they were first marketed, caught my eye because I'd recently been leafing through exactly that section of my copy of the Atari OS User's Manual. Seeing all of this debate, then, makes it sure look like not too many folks out there HAVE the OS User's Manual. I know for sure I've never seen it included among any of the "systems for sale" that have ever crossed this feed. Is this because so few people HAVE it, or because those who do, like myself, would never dream of PARTING with it? Just curious...

3995. Atari Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-05 18:31:26 UTC
From: normanb@pinhead.citi.umich.edu
Message-ID: <1991May5.183126.8747@terminator.cc.umich.edu>
Source record: 114100

I have seen references to various Atari manuals from the 800 days, including:

The Operating System reference manual
The Operating System source code manual
Hardware Reference manual
DOS reference manual
DOS source code manual

and so on. Can anyone tell me which of these actually exist, and which are just different names for the same book. A brief summary of what they contain would also be helpful. More importantly, does anyone know if it is still possible to order them, and if so how. If not, would anyone be willing to provide a photocopy (I would be happy to pay duplication and shipping costs)?

Thanks,
david richardson IFS Project, University of Michigan
normanb@ifs.umich.edu (313) 763-0594

3996. Re: What is an Atari 400??

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-05 21:12:26 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <1991May5.211226.731@kcbbs.gen.nz>
Source record: 114099

Don't forget that if his Atari 400 is only 16k then it will not have
enough memory to drive a disk drive. Hopefully it has a memory upgrade.

3997. Re: Transfer

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-06 17:51:45 UTC
From: mwoodwar@yoda.eecs.wsu.edu
Message-ID: <1991May6.175145.29937@serval.net.wsu.edu>
Source record: 114101

In article <41996@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>> How exactly do you recieve files from the atari archive? The umich.edu
>> thing. I have tried to read how to do it with little luck, does anyone
>> know how?
>
>I remember reading several months ago, on this very newsgroup, that the Atari
>archive at umich.edu had been "abused by someone in Germany" resulting in the
>server's being TAKEN AWAY FOREVER. However, SINCE that time, I have seen a
>flock of messages, also on this very newsgroup, REFERRING people to that self-
>same archive as a source of Atari 8-bit software and going unchallenged on
>that point.
>
>MY question, then, is this: is the archive STILL UP, after all? Did the
>Powers That Be at umich.edu change their minds? I'd like to hear from some-
>one who knows!
>
> Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

Yes, the archive is still around...
(unix way to use it follows)
% ftp atari.archive.umich.edu
ftp> (user) anonymous
ftp> (password) anonymous
ftp> cd atari/8bit
ftp> binary
ftp> ls
ftp> get file.whatever
ftp> quit

then the file's right in yer directory. Now, go home, dial up the unix system,
and xmodem or kermit the file to your Atari.

Matt

P.S. I think mail access was restored as well.

3998. Re: Real Atari history

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-06 18:06:22 UTC
From: bill@mwca.UUCP
Message-ID: <1854@mwca.UUCP>
Source record: 114102

In article <41991@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
->Mark Newton John writes:
...
->>Almost all peripherals worked, except it's pretty hard to do any
->>programming with DOS loaded in the computer.

->Actually, ALL the peripherals worked, since the 400 and 800 were identical..
->with the 32K (or 48K) board installed, there was no problem doing useful
->programming..

Well, except that with the keyboard of the 400 there is a _big_ problem
programming - mashed fingertips! :>)
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

3999. One Last Wish

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-07 00:35:43 UTC
From: dddean@bluemoon.uucp
Message-ID: <9TwJ22w164w@bluemoon.uucp>
Source record: 114007

Hello:

I have been a user of the News Net for some time, and I know that whenever someone posts somethig totaly irrelevent to the sig that he/she gets flamed something fierce!

That is why I am donning my fire-proof suit to make this little post. It is one that I doubt anyone will flame me for, but I thought I'd be safe.

You see, there is a seven year old dying, and his one last wish was not that he get everything that everyone wants, but instead is a fairly reachable goal. I think that if you were to comletely read what I am going to show you; you too will agree.

The following is a text file that I found very touching, and thought that others could help out:

LAST WISH

A brain tumor is cutting short the life of seven-year-old Craig Shergold. His Last Wish doesn't seem very much to ask; simply that he receive some Get Well cards---hopefully enough to break The Guiness Book of World Records. If everyone reading this message could send him a card (or several!) and post this note on any bulletin boards or in any publications he/she may be in contact with, or even word of mouth, surely Craig's Last Wish will come true.

Send your card(s) to:

Craig Shergold

c/o Children's Wish Foundation

Suite 100

3200 Perimeter Center E.

Atlanta, Ga. 39346

P.S. If you are a person who believes in prayer, a prayer for this young man may, perhaps, find its way into another Book---and who knows?

He may just get a Get Well "wish" from someone else.

Please, if you can, send him at least ONE card. I know about the vastness of the net, and I think that we can all fulfill this young man's wish.

To do this, would be a kindness that eveyone can show!

Thank you for taking your time and reading this. Maybe some of us can relate to this. Maybe others can do more to help... who knows...

You can send any replies to:
David D. Dean, President David D. Dean, Vice Chairman
Explorer Post 891 Exploring Officer's Association
AT&T Systems/Bell Labs Central Ohio Council
dddean@bluemoon.uucp Columbus, OH 43227

**** Any opinions are that of the author, and NOT of AT&T ****

4000. Sparta 3.2 command renamer

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-07 00:55:42 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991May7.005542.25193@magnus.acs.ohio-state.edu>
Source record: 114103

```
2 REM SpartaDOS v3.2 Command Changer
4 REM Frank Seipel 5-2-91
6 IF PEEK(3830)+PEEK(3831)<>234 THEN 4000
10 DIM C$(10),C2$(200):W=1000
20 C$="COPY":GOSUB W:REM COPY
30 C$="LOAD":GOSUB W:REM LOAD
40 C$="SAVE":GOSUB W:REM SAVE
50 C$="APPEND":GOSUB W:REM APPEND
60 C$="CWD":GOSUB W:REM CWD
70 C$="ERASE":GOSUB W:REM ERASE
80 C$="RENAME":GOSUB W:REM RENAME
90 C$="CREDIR":GOSUB W:REM CREDIR
100 C$="DELDIR":GOSUB W:REM DELDIR
110 C$="CAR":GOSUB W:REM CAR
120 C$="RUN":GOSUB W:REM RUN
130 C$="PRINT":GOSUB W:REM PRINT
140 C$="TYPE":GOSUB W:REM TYPE
150 C$="DIR":GOSUB W:REM DIR
160 C$="DIRS":GOSUB W:REM DIRS
170 C$="MEM":GOSUB W:REM MEM
180 C$="PAUSE":GOSUB W:REM PAUSE
190 C$="VERIFY":GOSUB W:REM VERIFY
200 C$="BOOT":GOSUB W:REM BOOT
210 C$="CHKDSK":GOSUB W:REM CHKDSK
220 C$="PROTECT":GOSUB W:REM PROTECT
230 C$="UNPROTECT":GOSUB W:REM UNPROTECT
240 C$="LOCK":GOSUB W:REM LOCK
250 C$="UNLOCK":GOSUB W:REM UNLOCK
260 C$="XDIV":GOSUB W:REM XDIV
270 C$="AINIT":GOSUB W:REM AINIT
272 C$="?DIR":GOSUB W:REM ?DIR
274 C$="BASIC":GOSUB W:REM BASIC
275 C$="TIME":GOSUB W:REM TIME
276 C$="DATE":GOSUB W:REM DATE
277 C$="TD":GOSUB W:REM TD
278 C$="KEY":GOSUB W:REM KEY
280 IF LEN(C2$)>147 THEN 5000
290 FOR I=3833 TO 3832+LEN(C2$)
292 POKE I,ASC(C2$(I-3832)):NEXT I:?
300 ? "New commands written to RAM."
310 ? "type SAVE 0EF9 0F8B from DOS"
320 ? "command line to make commands"
330 ? "directly loadable from DOS."
340 END
```

```
1000 C2$(LEN(C2$)+1)=C$:Z=LEN(C2$)
1010 C2$(Z)=CHR$(ASC(C2$(Z))+128)
1020 RETURN
2000 REM
2010 REM To change SpartaDOS
2020 REM commands, simply edit the
2030 REM C$="..." definitions in
2040 REM lines 10-278. The actual
2050 REM SpartaDOS command appears
2060 REM in the REM segment of each
2070 REM of these lines.
2080 REM
2090 REM You can also have several
2100 REM command sets available and
2110 REM switch between them from
2120 REM DOS without running this
2130 REM program every time. To do
2140 REM this, you simply RUN this
2150 REM program and then use the
2160 REM SAVE command from SpartaDOS.
2170 REM Simply go to DOS and type:
2180 REM
2190 REM SAVE file.COM 0EF9 0F8B
2200 REM where "filename" is the name
2210 REM of your command set. Then
2220 REM type:
2230 REM
2240 REM LOAD file.COM
2250 REM
2260 REM from the command line to
2270 REM load in the alternate
2280 REM command set. This allows you
2290 REM to switch back and forth
2300 REM between your own and the
2310 REM original version, possibly
2320 REM useful for batch files
2330 REM which use the old commands.
2340 REM To have the computer use
2350 REM your altered command set
2360 REM automatically, simply create
2370 REM a STARTUP.BAT file
2380 REM containing "LOAD file.COM"
2390 REM as a command. Do not omit
2400 REM the LOAD!
2410 REM
4000 ? :? "Must be using SpartaDOS 3.2!":END
5000 ? :? "CAN'T OUTPUT -- must shorten"
5010 ? "the commands by ";LEN(C2$)-147;" bytes.":END
5020 END
```

```
SI
Simple program to "rename" Sparta
3.2 commands. ENTER from BASIC, then
RUN. See documentation block for
further details.
```

4001. Re: Real Atari history

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-07 03:40:14 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <1991May7.034014.5528@odin.corp.sgi.com>
Source record: 114005

```
In article <1991May4.090016.21788@merrimack.edu>,
nin15b0b@merrimack.edu writes:
|> In article <1991May4.015411.3642@odin.corp.sgi.com>,
|> portuesi@tweezers.esd.sgi.com (Michael Portuesi) writes:
|> > And if my memory serves me correctly, that same exact board is
|> > installed in my Atari 400 at home.
|> Michael, if thats the board you bought from me, then it is the same
|> kind.

It certainly is. Runs great.

m.

--

--
\/ Michael Portuesi Silicon Graphics, Inc. portuesi@sgi.com
```

4002. Happy reading IBM disks

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-07 19:06:06 UTC
From: xbm06@EVAX.IASTATE.EDU
Message-ID: <1991May7.190606.23141@news.iastate.edu>
Source record: 114006

Is there any way I can still get ahold of the latest version of the Happy software, mainly for the purpose of being able to read IBM disks? I have tried to contact Happy, and they seem not to exist anymore. The guy I bought the happy from didn't bother to get software updates, so I'm stuck with an older version (the number escapes me right now).

You can reach me either here or email at tnfw0@vax.iastate.edu

(Sorry I don't have one of those neat little boxes down here!)

4003. Re: Atari Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-07 23:18:50 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91127.191850AKH104@psuvm.psu.edu>
Source record: 114104

The first three manuals come part of the Atari Tech. Ref. Notes package.
That is the OS Ref Manual, OS source listing, and Hardware ref. Manual.
This package is available for B&C COmputer Visions in CA.
It is a $30 package? and is a must have for the ATari collector....
when ordering Pick up the 1200XL Ref notes Addition...for $12...this
you will need to see some of the changes from the 400/800 os to the
1200XL os to the somewhat similiar XL/XE os.
The Dos ref manual comes with whatever DOS you buy..2.0s, 2.0d?, 2.5....
The Dos Source manual is a COmplete source listing of Atari Dos 2.0s
by Compute! Books many, many eons ago...Howeve, if they don't have it
which is almost definite then try B&C...if you're very, very lucky!
L8tr.

4004. OS ROM versions in 800XL's

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-08 14:50:42 UTC
From: phil@calvin.ee.cornell.edu
Message-ID: <1991May8.145042.21237@calvin.ee.cornell.edu>
Source record: 114008

I had to perform repairs on my aging 800XL last night, which involved
replacing the OS ROM with one from a very early production version 800XL
I obtained for spare parts value (lots of "Rev A"'s all over the inside
of the case and motherboard).

Anybody know if the OS ROM has different versions, just like the ill-fated
BASIC "A/B/C" ROM series? If so, are any of them buggy?

Oh, and if anyone wants to give me tips on desoldering IC's from an unsocketed
motherboard, feel free :-)

--

Phil Erickson Space Plasma Physics 306 E+TC Center
Cornell University Ithaca, NY 14853
ARPA: phil@calvin.ee.cornell.edu

4005. Conversions: ASCII -> ATASCII

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-09 14:08:34 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991May9.140834.21966@magnus.acs.ohio-state.edu>
Source record: 114009

I am looking for a program I can run on a UNIX machine to convert ASCII to ATASCII. I would like something that I can simply execute before an x-modem download, and use with a pipe -- this way no extra files will be created. I want to put USENET newsgroups on my new 8-bit BBS. While there are many ASCII -> ATASCII converters for the 8-bit, it would be more convenient to do the conversion on the UNIX machine. If worse comes to worse I can probably change Trent Dudley's X/Y Modem download code to do the conversion (I think I have source laying around somewhere).

BTW ICD is dropping support of the 8-bit Atari completely at the end of June.

I have the new Z-Mag 192 and will send it up when I get a chance.

4006. Re: One Last Wish

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-09 16:42:42 UTC
From: mwoodwar@yoda.eecs.wsu.edu
Message-ID: <1991May9.164242.7764@serval.net.wsu.edu>
Source record: 114010

In article <9TwJ22w164w@bluemoon.uucp> dddean@bluemoon.uucp (David D. Dean) writes:
>
>
>Hello:
>
>
>
>I have been a user of the News Net for some time, and I know that
>
>whenever someone posts somethig totaly irrelevent to the sig that
>
>he/she gets flamed something fierce!
>
>
>
>That is why I am donning my fire-proof suit to make this little post.
>
>It is one that I doubt anyone will flame me for, but I thought I'd
>
>be safe.
>
>
>
>You see, there is a seven year old dying, and his one last wish was
>
>not that he get everything that everyone wants, but instead is a
>
>fairly reachable goal. I think that if you were to comletely read
>
>what I am going to show you; you too will agree.
>
>
>
>
>
>The following is a text file that I found very touching, and thought
>
>that others could help out:
>
>
>
>
>
> LAST WISH

>
>
>
> A brain tumor is cutting short the life of seven-year-old
>
>Craig Shergold. His Last Wish doesn't seem very much to ask; simply
>
>that he receive some Get Well cards---hopefully enough to break The
>
>Guiness Book of World Records. If everyone reading this message
>
>could send him a card (or several!) and post this note on any
>
>bulletin boards or in any publications he/she may be in contact with,
>
>or even word of mouth, surely Craig's Last Wish will come true.
>
>Send your card(s) to:
>
>
>
> Craig Shergold
>
> c/o Children's Wish Foundation
>
> Suite 100
>
> 3200 Perimeter Center E.
>
> Atlanta, Ga. 39346
>
>
>
>P.S. If you are a person who believes in prayer, a prayer for this
>
>young man may, perhaps, find its way into another Book---and who
>
>knows?
>
>
>
> He may just get a Get Well "wish" from someone else.
>
>
>
>--
>
>
>
>Please, if you can, send him at least ONE card. I know about the

>
>vastness of the net, and I think that we can all fulfill this young
>
>man's wish.
>
>
>
>To do this, would be a kindness that eveyone can show!
>
>Thank you for taking your time and reading this. Maybe some of us
>
>can relate to this. Maybe others can do more to help... who knows...
>
>
>You can send any replies to:
>David D. Dean, President David D. Dean, Vice Chairman
>Explorer Post 891 Exploring Officer's Association
>AT&T Systems/Bell Labs Central Ohio Council
>dddean@bluemoon.uucp Columbus, OH 43227
>
>**** Any opinions are that of the author, and NOT of AT&T ****

Sorry, this is not a flame, but last time I heard, this boy had recieved
TOO MANY cards. His IS now in the Guiness (sp?) Book, and the Childeren's
Wish people have asked that people stop sending cards because they don't
know what to do with them anymore.

They did however, thank everyone who had and would send cards.

It's the thought that counts!

Matt

P.S.: I'm sure that prayers are still being accepted.

4007. Re: Conversions: ASCII -> ATASCII

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-09 17:06:08 UTC
From: mwoodwar@yoda.eecs.wsu.edu
Message-ID: <1991May9.170608.8891@serval.net.wsu.edu>
Source record: 114011

```
In article <1991May9.140834.21966@magnus.acs.ohio-state.edu>
fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:
>
> I am looking for a program I can run on a UNIX machine to convert ASCII to
>ATASCII. I would like something that I can simply execute before an x-modem
>download, and use with a pipe -- this way no extra files will be created.
>I want to put USENET newsgroups on my new 8-bit BBS. While there are many
>ASCII -> ATASCII converters for the 8-bit, it would be more convenient to
>do the conversion on the UNIX machine. If worse comes to worse I can probably
>change Trent Dudley's X/Y Modem download code to do the conversion (I think
>I have source laying around somewhere).
>
> BTW ICD is dropping support of the 8-bit Atari completely at the end of
>June.
>
> I have the new Z-Mag 192 and will send it up when I get a chance.

here is a basic skeleton (in C) to do what you want to do. This task could
be pretty easily done in Atari BASIC on the Atari side, but it will definetly
go MUCH quicker on the UNIX end (unless the Unix machine is overworked or a
dog).

----------------------cut here-----------------------------------

#include <stdio.h>

/* compile command: cc ataconv.c -o ataconv */
/* this program will take a filename on the command line for input. */
/* because I was using it for another purpose, the output ALWAYS goes */
/* to standard output so you can do the following: */

/* ataconv ascii.file > atascii.file */
/* ataconv < ascii.file > atascii.file */
/* the first two have the same end result */

/* maybe you can do this (this is how our system works) */
/* ataconv ascii.file | xmodem -st */
/* pipe ataconv's output to the xmodem program (most efficient if that is */
/* your end goal. */

/* note: The shell of this program works--I used it for a TEX filter. you */
/* will need to define the defines below. The atari conversion part has */
/* not been debugged. (I think it's okay, though.) I am leaving, so if you*/
/* have any problems, I probably won't answer for at least 3 weeks. */

#define UNIX_LF \XXX /* linefeed where XXX is a 3-digit octal constant */
/* for ctrl-M. */
```

```
#define UNIX_CR \XXX /* unix CR */
#define ATARI_CR \XXX /* atari CR value */

main(argc, argv)
int argc;
char **argv;
{
FILE *fp;
int c;

if(argc < 2)
fp = stdin;
else{
fp = fopen(argv[1], "r");
if (fp == NULL){
fprintf(stderr, "bad file %s\n", argv[1]);
exit(1);
}
}

while((c = fgetc(fp)) != EOF){
if(isprint(c)) /* printables go out as-is */
putchar(c); /* you might want to filter the clearscreen which is */
else /* one of the curly braces. */
switch (c){
case UNIX_LF: /* strip linefeeds */
break; /* you may, depending on UNIX implementation */
/* want to strip CRs and convert LF */

case UNIX_CR: /* convert UNIX c/r to ATARI */
putchar(ATARI_CR);
break;
case

/* convert any other characters you want in a similar manner */

}

exit(0);
}

/* not a whole lot of error-checking here...be careful, don't toast your */
/* until you check your results */

/* disclaimer: I assume no responsiblity for the fitness of this code. */
/* IT'S ONLY A KLUDGE! :) */

/* Matt Woodward mwoodwar@yoda.eecs.wsu.edu */
```

4008. Re: One Last Wish

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-09 19:38:29 UTC
From: rik@monu6.cc.monash.edu.au
Message-ID: <1991May9.193829.5877@monu6.cc.monash.edu.au>
Source record: 114013

dddean@bluemoon.uucp (David D. Dean) writes:

>I have been a user of the News Net for some time, and I know that
>whenever someone posts somethig totaly irrelevent to the sig that
>he/she gets flamed something fierce!

>The following is a text file that I found very touching, and thought
>that others could help out:

> LAST WISH

> A brain tumor is cutting short the life of seven-year-old
>Craig Shergold. His Last Wish doesn't seem very much to ask; simply
>that he receive some Get Well cards---hopefully enough to break The
>Guiness Book of World Records. If everyone reading this message
>could send him a card (or several!) and post this note on any
>bulletin boards or in any publications he/she may be in contact with,
>or even word of mouth, surely Craig's Last Wish will come true.

Really, I find it hard to believe that there are many people who have
"been a user of the News Net for some time" to NOT have heard of Craig
Shergold. This first came up years ago. Craig got his wish, and
broke the Guiness record...3 times over. The local post-office are
throwing these cards out by the hundreds of thousands. He doesn't
want any more cards.

DON'T BOTHER SENDING CARDS. They will be thrown out.

rik.

--
Rik Harris - rik.harris@monash.edu.au || | | |\ | | \/
Phone: +61 3 571-2895 || |__| | \| | /\
Faculty of Computing and Information Technology, ||
Caulfield Campus, Monash University, Australia || RULES

4009. Z-Magazine Issue #192 (Part I)

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-09 21:20:00 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991May9.212000.26752@magnus.acs.ohio-state.edu>
Source record: 114012

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=========((=== --
=======((===== April 24, 1991 Issue #192
=====((======= --
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Rovac Industries, Inc.
Post Office Box 59
Middlesex, New Jersey 08846-0059
Z*Net BBS (908) 968-2024

EDITORS DESK
============
by Ron Kovacs

This issue contains programming information and a review. The next edition will contain more 8-bit only information and be available next week, April 30, 1991.

DEFAULT DRIVER PLUS
===================
Reprinted from the Australian Atari Gazette
(edited by Ron Kovacs)
by Peter Bailey

The following short program makes several alterations to the AtariWriter Plus printer driver F (XMM801). Before making any adjustments you should know more about the AP.OBJ file.

Each data line contains the total information for each alteration and may be deleted if not required. The format for each line is (XL Version) sector, byte, (XE Version) sector, byte, number of bytes to change and data. In some cases the format is repeated until all the necessary alterations were made. NOTE: DO NOT ALTER THE DATA STATEMENTS.

Line 80 changes [SELECT] [.] from Double Strike (two passes) to Bold (one pass). NOTE: Bold is only available with Pica.

Line 90 changes [CONTROL] [G] 4 (superscript) and [CONTROL] [G] 5 (subscript) from condensed to current type face or selected type face, e.g. for elite subscript when using pica select elite first and then

condensed, [CONTROL] [G] 6 [CONTROL] [G] 5, then return to pica,
[CONTROL] [G] 1, when subscript is finished.

Line 100 allows selection of condensed after using elite. Previously
this was not possible as elite was not cancelled first. This is done by
having condensed first select pica (to cancel elite) and then sending
the required printer code.

```
EO 10 V=2:OPEN #1,12,0,"D:AP.OBJ":NOTE #1,S1,B1:S2=S1+194:B2=B1+20
YW 20 POINT #1,S2,B2:GET #1,A:IF A=224 THEN V=1:REM XL VERSION
QF 30 READ A:IF A=-1 THEN 70
EI 40 READ B,C,D,E:S=S1+A:B=B1+B
GI 50 IF V=2 THEN S=S1+C:B=B1+D
PN 60 POINT #1,S,B:FOR X=1 TO E:READ Y:PUT #1,Y:NEXT X:GOTO 30
YA 70 CLOSE #1:END
LG 80 DATA 191,123,27,57,1,70,192,1,27,60,1,69
CJ 90 DATA 192,42,27,101,1,17,192,51,27,110,1,17
SQ 100 DATA 192,15,27,74,19,7,27,19,27,84,27,112,0,9,27,19,27,20,27,84,27,112,0,6
FY 110 DATA -1
```

The screen color of AtariWriter Plus is 144. If you would prefer a less
contrast border, why not use 146 instead of 0. To make the change,
simply add the following line to the above listing. You may prefer to
preview the combination first, so with BASIC type 'POKE 710,144:POKE
712,146'.

THE WORKBENCH
=============
(Reprinted from the Mid-Florida Atari Computer Club Bulletin)
by Len Spencer

This is probably one of the last articles original to me for a while,
but I will try to bring you some of the best fixes, modifications, and
other projects of other authors in the coming months. In this article
however, I will try to give a little help on fixing one of the more
common breakdowns, the keyboard. I'm sure quite a few of you have an
Atari in the closet with a keyboard that has gone belly-up in one way or
another. You would like to put that machine to use again, or would like
to sell it for the best price as a working computer, so let's dig right
in.

The 400's membrane keyboard was a joke from the git-go. The only
solution there is replacement, and a lot of people replaced them with
third party keyboards. Since there were so many manufacturers, I can't
even begin to cover them all here.

With the 800's, as well as the 800XL, there were more than one design of
keyboards, by far the most durable of which was the full stroke,
contact-switch type. Stackpole was one of the major manufacturers here.
While I'm notsure about what percentage of 800's used this type, not
many of the 800XL's had them. If you should happen to have an 800 or
800XL with a Stackpole keyboard, then you should have very little if any

problems with it. If you lose function of a key here, a nice bath with a good tuner cleaner will take care of even the nastiest keys. If that doesn't work, then the keyswitch can be replaced.

The other was the printed circuit contact sheet, where conductive paint traces were silkscreened onto plastic sheets. My 800 is one of these, manufactured by Mitsumi, and a lot of the 800XL's were made by Chelco. Here you must exercise a little more caution. DO NOT use any solvent type cleaner or you will wash the traces right off. The only thing you can use here is a little water and a soft cloth. Even alcohol will discolor the traces and raise the resistance. If a trace is broken, a little dab of conductive paint, available at any electronic supply store, will fix it up nicely. If the key still doesn't work, try giving the spring that presses against that contact a little stretch. Be careful here, as it is easy to go too far and have the key stick on all the time. Remember, it is easier to stretch a spring than it is to shorten it, (cutting it is "NOT" an acceptable alternative!!). If the problem is a key sticking on all the time, try it with the pressure spring removed. If it stops repeating, then shorten the pressure spring by squeezing it down with gentle pressure. If it still sticks, then take the separator sheet (the one with all the holes in it), and add a piece of scotch tape over the corresponding hole, and cut out the tape where it covers the hole. Don't use masking tape or anything like that, as it is too thick. You should never use more than two layers of scotch tape for this type of repair. If it still sticks after two, then replace the keyboard or use the computer for parts. There are quite a few 800XL's floating around that can be had for a more-than-reasonable price, and you should be able to find one with a working keyboard.

The 130XE was a radical departure from the others, in it used only a single sheet of plastic, with a contact on the bottom of the keyshafts bridging two contacts on the sheet. Here if cleaning doesn't help, save yourself a lot of aggravation and replace the keyboard.

If you've found everything to be fine and dandy with the keyboard itself, but you don't have function of a group of keys, check the ribbon connector where the keyboard connects to the computer. There may be a bad connection. On the 800 this shouldn't happen, as this is a full plastic-bodied 18-pin connector. On the 800XL, the ribbon is merely an extension of the silk-screened sheet that slips into a connector on the main board. If part of the conductive paint has been scrapped away, you can reach fresh trace by trimming down the ribbon a little. If you find yourself having to go too far, then replace the keyboard.

Sometimes the problem is on the main board itself. The keyboard is read by two 4051 decoders and fed into the POKEY chip. Try swapping out the chips, one at a time, and eventually the keyboard should come back to life. If not, then there is a more serious problem that requires professional attention.

Hopefully, I have given you enough information here to enable you to do your own keyboard repairs and save a little money.

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==========

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* At only 3 Pounds 50 Pence an issue or 20 Pounds for a year's subscription of six issues in the UK/Europe (Five Pounds 25 Pence /

4010. Z-Magazine Issue #192 (Part II)

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-10 15:09:55 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991May10.150955.1651@magnus.acs.ohio-state.edu>
Source record: 114015

This is a continuation of Z-Magazine Issue #192 (see previous article).

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THE ABC COMPILER
==========
by Mark Farmer, S*P*A*C*E

(Reprinted from the Puget Sound Atari News, May 1990)

If you 8-Bit Atari users would like to speed up your Basic programs so that they run like the high speed and memory efficienct compiled languages such as Forth, "C", Action, or Assembler then, do I have a Basic compiler for you! Monarch Data Systems has a Basic compiler called the ABC Compiler that will translate your Basic programs into compact pseudo-code, also known as p-code. Once compiled this p-code can be executed like any other binary program. ABC compiled programs run from four to twelve times faster than the original Basic program, depending on how well the source code is written. This makes it possible to use compiled Basic for professional game developement and other speed critical applications.

I first bought the ABC Compiler back in 1983. I own version 1.03, but know that it has been upgraded twice since I purchased it and now is at version 1.05. The ABC Compiler was the best back then and is the only Basic compiler out for the Atari 8-bit (the DataSoft and MGM compilers are no longer made). Even if these two compilers were still out the ABC Compiler is the easiest to use.

I am very happy with the ABC Compiler (a job hard to do, ask my wife). The ABC Compiler is cheaper now than it was when I originally purchased it ($50.00). The compiler comes with the program disk and a well put together manual that tells you how to use it. I highly recommend this Basic compiler. If you have any questions about the ABC compiler you can send a letter to me at:

SSG Mark S. Farmer
156-52-8733
A Co. 1/506 Inf
APO, SF 96251

The address and phone number for Monarch Data Systems is as follows:

Monarch Data Systems, Inc.
25 Cambridge Ct.
Morganville, NJ 07751
Phone: (201) 591-9774

THE 8-BIT DCB A Programming Tutorial
=============
by Dan Knauf of S*P*A*C*E

(Reprinted from the Puget Sound Atari News, March 1991)

Something that a lot of people seem to have a hard time learning to understand is the Device Control Block (DCB) in the Atari Computer. Actually, there are two of them - the one available to any programmer located in page 3 (memory location $300 or 768 in decimal) and the one located in zero-page that is used by the operating system and DOS. For now, we'll just worry about the one in page 3.

The main purpose of the DCB is to provide a uniform method of talking to any periphials attached to the computer. In the 8-bit Atari, this includes items attached to the SIO port and (for XL's and XE's) the expansion port. This includes such interesting devices as disk drives, cassette drives, hard drive interfaces, and the 850 interface to name a few. To keep this as simple as possible, we'll just talk about disk drives. This information pretty much applies to all periphials though.

The DCB is a table containing 12 bytes of information that is required by the operating system to talk to any and all these periphials. This info includes a device identifier (to specify D:, P:, etc.), a device unit number, a command byte, a status byte, a buffer address, a timeout byte, a buffer size, two auxilliary bytes, and one spare (unused) byte.

Here is a list of the addresses and the official Atari names of each of these fields:

* Hex Dec Name Purpose
----
*$300 768 DDEVIC Buss ID
*$301 769 DUNIT Unit number
*$302 770 DCOMND Command

*$303 771 DSTATS Status
*$304 772 DBUFLO Lo byte of buffer address
*$305 773 DBUFHI Hi byte of buffer address
*$306 774 DTIMLO Timeout value
*$307 775 DUNUSE Spare byte - unused
*$308 776 DBYTLO Lo byte of buffer size
*$309 777 DBYTHI Hi byte of buffer size
*$30A 778 DAUX1 Auxilliary byte #1
*$30B 779 DAUX2 Auxilliary byte #2

Once this table has been set up with the correct data, all that is necessary to talk to a periphial is a call to the operating systems Serial Input Output Vector (SIOV) located at address $E459 (58457 decimal). So if it's so easy, what goes in the table? Well, here is an expanded description of each item in the DCB and, where appropriate, legal values and their purpose.

DDEVIC is used to select a particular periphial. For now we'll just worry about talking to a disk drive. To do that DDEVIC must contain a $31 (49) which is the ID value for disk drives.

DUNIT is used to select the unit number. To talk to drive one, a value of 1 must be in DUNIT. For drive two, a 2 and so on.

DCOMND is the command to be executed. There are several valid commands, some of which are:

* Format $21 33
* Format enhanced $22 34 (1050 compatibles only)
* Get configuration $4E 78
* Set configuration $4F 79
* Put (no verify) $50 80
* Read $52 82
* Status $53 83
* Write (w/verify) $57 87

There are some other commands but these are the most useful and will allow you to do just about anything with a disk drive.

DSTATS is an interesting part of the table and the one I tended to forget about the most when I was learning how to use the DCB. First, it holds the status of the operation after a call to SIOV. If it is greater than 127 an error has occured and the number contained here is the Atari number for the error encountered. For example, a 138 here means the device addressed is not on-line (device time-out). Second, (the part I kept forgetting) it is used to indicate the direction of any data transfer to be peformed during the execution of the command. To send data do the drive, POKE $80 (128) here. To receive data from the drive POKE $40 (64). For commands not involving any data POKE a 0 in this location. Virtually all commands involve the transfer of some data so a zero isn't used here too often.

DBUFLO and DBUFHI contain the address of the data buffer. If you are sending data, it will be sent from this address. If you are receiving data it will received at this address. Example:

HI=INT(BUFADR/256):LO=BUFADR-256*HI:POKE DBUFLO,LO:POKE DBUFHI,HI.

DTIMLO is used to set the amount of time you want to system to wait on the periphial in seconds. I use a value of 7 a lot here. The default value is something over 30 seconds and I am an impatient sort. Usually if 7 seconds isn't long enough 30 isn't going to be either. The exception is the format command. I use a value of $F8 (248) because the format takes lotsa time.

DBYTLO and DBYTHI are used to indicate the number of bytes to transfer. This usually 128 (for single or enhanced density disks) or 256 (double density). Example:

HI=INT(SIZE/256):LO=SIZE-256*HI:POKE DBYTLO,LO:POKE DBYTHI,HI.

DAUX1 and DAUX2 contain the number of the sector to be read or written to. As with all the two byte fields this data is stored in 6502 format. Ie., the low byte is in DAUX1 and the high byte is in DAUX2. For example, to read sector 1 DAUX1 would contain a 1 and DAUX2 would be zero. Example:

HI=INT(SECTOR/256):LO=SECTOR-256*HI:POKE DAUX1,LO:POKE DAUX2,HI.

This concludes the description of the DCB. Now let's look at some of the commands and how they are used.

First comes the get configuration command. Before doing any reading or writing to the disk you must know what density it is in so you know whether to write 128 or 256 bytes to a sector. The exception to this is sectors 1-3. They are ALWAYS 128 bytes long. All drives I know of except the 810 contain a 12 byte configuration table that is user alterable. This table sets the density among other things. Here is a listing of the drive configuration table.

Byte # Purpose
* 1 Number of tracks
* 2 Step rate
* 3 Sectors per track - Hi byte
* 4 Sectors per track - Lo byte
* 5 number of heads -1
* 6 Density 0=single 4=Double or Enhanced
* 7 Bytes per sector Hi byte
* 8 Bytes per sector Lo byte
* 9 Drive present flag
* 10 Not used (Stock XF551 returns a $41 here)
* 11 Not used
* 12 Not used

Notice that the two-byte values are NOT in 6502 format. The high byte of these values comes first! Another thing to be aware of is that hard

drives use some of these locations a little differently. The number of heads is invalid for hard drives. And the first two bytes of the table contain the total number of sectors in the partition instead of tracks and step rate. I know this to be true of the BlackBox interface and think it holds true for the MIO also.

To read the table from the drive, you must set up the DCB to receive 12 bytes of data at an address you specify. Then poke $4E (78) into DCOMND and call SIOV. Here is a one line call to SIOV from BASIC.

```
X=USR(ADR("hLYd")):REM the 'd' is inverse.
```

Once you have read the configuration look at byte 7. It should be either a 1 or a 0. If it is 0 the disk is single or enhanced density.

4011. Craig shergold

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-10 16:29:33 UTC
From: asgardia@unixland.uucp
Message-ID: <yZoq21w163w@unixland.uucp>
Source record: 114014

HEy! Whoever made that craig shergold message.
CEase and desist.
My hometown paper did an update on him.
he has been cured, and to top it off the small post office in his town
has been devastated.
DOnt spread this message around and dont tell anyone to write him.
Once more, the story had a happy ending and he doesnt want any more cards.
Any questions about this? just write Adamg@world.std.com who was the
reporter who wrote the story.

4012. Z-Magazine Issue #192 (Part 3)

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-10 20:07:24 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991May10.200724.4592@magnus.acs.ohio-state.edu>
Source record: 114016

Otherwise, it is double density (256 byte sectors).

This method is not perfect. If you have a Percom drive you should read sector 1 (remember it is always 128 bytes) before getting the configuration to ensure accuracy. Reading sector one does not screw up other drives so it is safe to do under any conditions. Enhanced density disks can confuse the US Doubler and XF551 drives. I personally HATE enhanced density... One of my favorite snivels is "Why couldn't Atari have just used real double density???" (Imagine a loud voice with a strong nasal whine here.)

Now that you know how to GET the configuration, you know how to SET it too. You set the DCB up with the same values except for the command which is $4f (79) and DSTATS which is $80 (128). The only values you can set are: Sectors per track (18 for single or double, 26 for enhanced), number of heads (0 or 1), density (0 or 4), and bytes per sector (128 or 256). Note that enhanced density requires a 4 in the density byte and 128 byte sectors as well as 26 sectors per track. The most useful place to use the set configuration command is immediately before issuing a format command. This ensures that the drive will for sure be formatted in the density you want. Some DOSes don't even do this. (Ever try to format a disk with DOS 2.0 that has previously been formatted in double density? Ugh!)

The next command to mention is the STATUS command ($53 or 83 decimal). This can also be used to get the density of the drive. Again, the US Doubler can get confused and lie if enhanced density disks are used. (I HATE enhanced .....) To use this command you must set the DCB up to receive 4 bytes from the drive. The bytes received are described as follows:

```
Byte Description
------------------
1 Command status
2 Controller chip status
3 Timeout value for formatting
4 Unused (current track # for Indus drives)
```

If the first byte of the data returned is greater than 127 then the drive is in enhanced mode (supposedly). Otherwise, if bit 5 is set the drive is in double density. Else the drive is in single density. If bit 3 is set the disk is write protected. Bits 0-2 are error bits. If any are set then some error has occured.

Reading and writing sectors is the next thing on the agenda. To read a sector set the DCB up to receive data. Poke the low byte of the sector

number into DAUX1 and the high byte into DAUX2. Then call SIOV and your sector will be read into memory - assuming the drive door is closed and there is a readable disk in there and everything. To write a sector do the same thing but set up DCOMND and DSTATS to send data instead of receive it.

Finally, let's look at the format command. You must set the DCB up to receive data when you format a disk. The drive will return a bad sector list when the format is completed if successful. So poke a 64 into DSTATS and the address you want the bad sector list returned to in DBUFLO/HI. Also, poke a 0 in DBYTLO and a 1 in DBYTHI since the list can be 256 bytes long. Immediately after the format command, check for an error as described below. Then check the first two bytes of the bad sector list buffer. They should both be 255. If they aren't then there are bad sectors on the disk.

Errors! Well, they are bound to happen sometime. Immediately after your call to SIOV you should PEEK(DSTATS) and make sure the value there is not less than zero. If it IS greater than 127 then an error has occured. If this happens, the value in DSTATS is the same value that would normally show up in location 195 if BASIC had generated an error. BASIC will NOT see or TRAP any errors that happen when you talk to the disk drive through the SIOV. So, make sure you check for them yourself.

Don't get discouraged if your first attempt at doing direct sector I/O isn't successful. It took me some time to get comfortable with this method of communicating with periphials and I made some dandy mistakes too. I have even managed to format a partition or two on my hard drive. It'd probably be a pretty good idea to make sure you have a scratch disk in the drive when you do your experimenting....

Anyone interested in the IOCB's? There's 8 of those! Aw... maybe next month...

A TRIO FOR TURBO BASIC
======================
by John Picken, GCACE

Here are three short and easy programs. The first is a "fix", the second is a MyDOS 4.5 "mod" and the third is a new utility. Note that all three programs will only run under Turbo BASIC which is readily available to any user group member. There are two reasons for this: first to demonstrate some of Turbo's fine features and, more importantly, programming in Turbo is about ten times easier than in Atari BASIC (laziness wins again).

My original version of MYDOS RAMDISK AUTOLOADER, that was published in the July PSAN, fits the expression "too smart by half". It works fine with 256K because, on the 256XL, an unformatted RAMdisk shows "65535 FREE SECTORS" which tells the loader formatting is needed. The rub is that an unformatted RAMdisk with the 320XE shows "255 FREE SECTORS". Since this could mean a nearly full, formatted RAMdisk, the loader

doesn't format. Program A fixes the existing autorun file for the 320XE; it replaces the "smart" code with "smarter" NOP's so the loader formats any time DUP.SYS is not found in the RAMdisk. Apologies to any 320XE owners who have been "blue-ifying" the air.

Program B makes a modification to MyDOS 4.5 DUP.SYS which results in different default colours and keyboard parameters. I find a white on black display to be more readable on a monochrome monitor but you are free to select any colors you like. The values for the keyboard produce a fast, quiet cursor; to change them, refer to page 208 in MAPPING THE ATARI. If you do something that results in a GRAPHICS 0, (Copy to/from S: or E:, load Turbo BASIC, etc.) the colors revert to normal but the keyboard parameters remain as set until you hit RESET. The modification uses two loops which is why COLOR3 and HELPFG are included - just leave them at 70 and 0. All internal changes are made so that your modified DUP will be written if you "Write DOS Files" from DUP.

Program C produces a short machine language file that switches BASIC off or on. It is a toggle - if BASIC is on, it will be turned off; if off, it will be turned on. You can load the program anytime and/or, include it in an autorun file (it should be first with others appended to it). As an autorun, it has the effect of reversing the OPTION key so that you would need to press OPTION to enable BASIC at boot.

```
10 REM Program A: 320XE RDLoader Fix
11 DIM PRG$(700),JSR_AFP$(3)
12 PRG$(700)=CHR$(0)
13 JSR_AFP$=CHR$(32)
14 JSR_AFP$(2)=CHR$(0)
15 JSR_AFP$(3)=CHR$(216)
16 OPEN #1,4,0,"D1:AUTORUN.SYS"
17 TRAP #EOF
18 BGET #1,ADR(PRG$),LEN(PRG$)
19 # EOF:CLOSE
20 PRG$=PRG$(1,DPEEK($0358))
21 PATCH=INSTR(PRG$,JSR_AFP$)
22 FOR B=0 TO 11
23 __PRG$(PATCH+B,PATCH+B)=CHR$(234)
24 NEXT B
25 OPEN #1,8,0,"D1:AUTORUN.SYS"
26 BPUT #1,ADR(PRG$),LEN(PRG$)
27 END
```

```
10 REM Program B: Modifier for
11 REM . MyDOS 4.5 DUP.SYS
12 DIM DUP$(7000)
13 DUP$(7000)=CHR$(0)
14 TRAP #EOF
15 OPEN #1,4,0,"D:DUP.SYS"
16 BGET #1,ADR(DUP$),7000
17 # EOF:CLOSE
```

```
18 DUP$=DUP$(1,DPEEK($0358))
19 REM Code changes inside DUP
20 RESTORE #IN_MODS
21 FOR COUNT=1 TO 14
22 __READ INDEX,BYTE
23 __DUP$(INDEX,INDEX)=CHR$(BYTE)
24 NEXT COUNT
25 # IN_MODS:DATA 5,78,30,32
26 DATA 31,50,32,67
27 DATA 326,52,1682,79
28 DATA 1690,79,2385,78
29 DATA 2389,26,2393,5
30 DATA 2779,79,2986,79
31 DATA 5839,54,5840,48
32 REM Code added to end of DUP
33 RESTORE #ADD_MODS
34 FOR COUNT=6639 TO 6659
35 __READ BYTE
36 __DUP$(COUNT)=CHR$(BYTE)
37 NEXT COUNT
38 # ADD_MODS:DATA 162,4,189,70
39 DATA 67,157,196,2
40 DATA 189,74,67,157
41 DATA 216,2,202,208
42 DATA 241,142,28,2
43 DATA 96
44 REM Default bytes at end of DUP
45 DUP$(6660)=CHR$(12):REM Colr1 Text
46 DUP$(6661)=CHR$(0):REM Colr2 Bak
47 DUP$(6662)=CHR$(70):REM Color3
48 DUP$(6663)=CHR$(0):REM Col4 Border
49 REM Ref. Mapping The Atari p.208
50 DUP$(6664)=CHR$(18):REM KRPDEL
51 DUP$(6665)=CHR$(2):REM KEYREP
52 DUP$(6666)=CHR$(1):REM NOCLIK
53 DUP$(6667)=CHR$(0):REM HELPFG
54 OPEN #1,8,0,"D:DUP.SYS"
55 BPUT #1,ADR(DUP$),6667
56 END
```

```
10 REM Program C: Makes Basic Toggle
11 CLS :? :? :? "BASIC.COM Creator"
12 ? :? "Checking data lines":?
13 TRAP #EOD1
14 DO
15 __B=B+1
16 __READ A
17 __CS=CS+A*B
18 LOOP
19 # EOD1:RESTORE
```

```
20 IF CS=211369
21 __? :? "__Data OK. Insert disk,"
22 __? "push START to write file."
23 __# KEY:ON PEEK(53279)<>6 GO# KEY
24 __TRAP #DISK_ERROR
25 __OPEN #1,8,0,"D1:BASIC.COM"
26 __TRAP #EOD2
27 __DO
28 ____READ A
29 ____PUT #1,A
30 __LOOP
31 __# EOD2:CLOSE
32 __? :? "BASIC.COM created."
33 ELSE
34 __? " Sorry, data incorrect."
35 __# RETRY
36 __? "Please check and re-run."
37 ENDIF
38 END
39 # DISK_ERROR:? CHR$(253)
40 ? " DISK ERROR #";ERR:GO# RETRY
41 DATA 255,255,0,1,54,1,162,160
42 DATA 173,1,211,73,2,141,1,211
43 DATA 41,2,141,248,3,240,2,162
44 DATA 192,134,106,162,0,142,75,3
45 DATA 169,72,141,68,3,169,196,141
46 DATA 69,3,169,12,141,74,3,141
47 DATA 66,3,32,86,228,169,3,141
48 DATA 66,3,76,86,228,226,2,227
49 DATA 2,0,1
```

(This article provided courtesy of the Garden City ACE, P.O. Box 6578, Victoria, B.C., Canada V8P 5N7.)

XEP80 STATUS LINE

by Michael D. Bjorkman, S*P*A*C*E

The XEP80 has a number of special features, not all of which were demonstrated in the DEMO80.BAS program which comes on the handler disk. One of these features is a one line text window below the 24th and last line of the normal 80 column screen display. This extra text line is called the Status Line and is handy for printing error messages, prompting for input, etc. for those cases where you don't want to mess up the regular 24 lines of text.

The Status Line is not accessible from BASIC using the PRINT command. Therefore I've written a short ML routine which can be called with a USR command. My program will only print messages to the status line and will not accept input from the status line. That is left as an exercise for the reader.

Listing 1 is a short demo I've written which uses my Status Line ML routine. The program first initializes the ML string, then lists half of the program to the screen, then prints a message to the status line, then lists some more of the program, and then erases the status line.

Listing 2 is the UNICHECK checksum file for checking your typing. Do not type Listing 2, it is not part of the program.

Listing 3 is the source code for the ML string. It was written to be relocateable so that it could be placed in a BASIC string.

If you want to use the ML string in your own programs, then you will need lines 110, 120, 210, 220, and 1000-1080. The length of the message which can be printed to the status line should only be limited to the

4013. Action! tutorial

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-11 05:13:05 UTC
From: alicia@csd4.csd.uwm.edu
Message-ID: <12060@uwm.edu>
Source record: 114021

I friend of mine once wrote a tutorial on the Action! programming language. I believe it was posted to this group once. If anyone would like me to post it again, let me know.

Alicia

4014. Z-Magazine Issue #192 (Part IV)

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-11 14:07:50 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991May11.140750.7328@magnus.acs.ohio-state.edu>
Source record: 114020

```
8-bit Atari BBS's with full access on first call:

A.C.E.C. BBS (614) 471-8559 3oo/12oo/24oo bps
Pandora BBS (614) 471-9209 3oo/12oo bps

A.C.E.C. has read-only message bases containing Compuserve Atari Forum
posts and GEnie roundtable messages.

------------------------------------------------------------------------

width of screen memory, which is 256 characters. I don't know what
happens if more than 80 characters are printed to the screen, however,
they should all be there. I haven't tried this, but you should be able
to horizontally scroll over to read the rest of the message by using the
proper CIO call. I also don't know what happens if you try to print
more than 256 characters to the status line. Another exercise for the
reader. Also, I haven't built an automatic clearing of the status line
into the ML routine. You are responsible for clearing the status line
of your messages. That can be done by printing a string of spaces to
the status line. See line 170 in Listing 1.

LISTING 1

110 DIM ML$(126),MSG$(7)
120 FOR I=1 TO 126:READ BYTE:ML$(I,I)=CHR$(BYTE):NEXT I
130 MSG$="MESSAGE"
135 LIST 100,170
140 ? "MESSAGE IS STARTING"
150 GOSUB 210
160 FOR DELAY=1 TO 800:NEXT DELAY
165 LIST 180,1080
170 MSG$=" "
180 ? "MESSAGE IS ENDING"
190 GOSUB 210
200 END
210 XPOS=PEEK(85):YPOS=PEEK(84)
220 X=USR(ADR(ML$),ADR(MSG$),LEN(MSG$),XPOS,YPOS)
230 RETURN
1000 DATA 104,104,141,1,1,104,141,0,1
1010 DATA 104,141,3,1,104,141,2,1,104,104,141,4,1,104,104
1020 DATA 141,5,1,162,0,169,20,141,66,3,169,12,141,74,3
1030 DATA 169,152,141,75,3,32,86,228,162,0,169,11,141,66,3
1040 DATA 173,0,1,141,68,3,173,1,1,141,69,3,173,2,1
1050 DATA 141,72,3,173,3,1,141,73,3,32,86,228,162,0,169
1060 DATA 20,141,66,3,169,12,141,74,3,173,4,1,141,75,3
1070 DATA 32,86,228,162,0,169,20,141,66,3,169,12,141,74,3
```

```
1080 DATA 173,5,1,9,128,141,75,3,32,86,228,96
```

LISTING 2.

```
110 DATA 865,373,529,260,928,972,422,136,892,679,984,28,413,644,592,8717
1000 DATA 136,898,912,282,393,936,643,15,881,5096
```

LISTING 3.

```
1000 *= $5000 ; this code is relocatable, however MAC/65 requires
1010 ; the Program Counter be set during assembly with the
1020 ; *= directive even though it will do nothing during
1030 ; the assembly of this code.
1040 ;
1050 ; condition of stack when entering this routine.
1060 ; num of arguments (one byte: thrown away and not used.)
1070 ; buffer addr (hi byte)
1080 ; buffer addr (lo byte)
1090 ; buffer length (hi byte)
1100 ; buffer length (lo byte)
1110 ; xpos (hi byte)
1120 ; xpos (lo byte)
1130 ; ypos (hi byte)
1140 ; ypos (lo byte)
1150 ;
1160 STOR1 = $0100 ; buffer address
1170 STOR2 = $0102 ; buffer length
1180 STOR3 = $0104 ; x position of cursor before entering this routine
1190 STOR4 = $0105 ; y position of cursor before entering this routine
1200 ;
1210 ICCOM = $0342
1220 ICBAL = $0344
1230 ICBAH = $0345
1240 ICBLL = $0348
1250 ICBLH = $0349
1260 AUX1 = $034A
1270 AUX2 = $034B
1280 CIOV = $E456
1290 ;
1300 ; This segment of code stores all the arguments at the top of the
1310 ; stack on the bottom of the stack --
1320 ; Thus preventing loss of the values if CIO uses the stack.
1330 PLA ; number of arguments on stack
1340 PLA
1350 STA STOR1+1 ; ICBAH
1360 PLA
1370 STA STOR1 ; ICBAL
1380 PLA
1390 STA STOR2+1 ; ICBLH
1400 PLA
1410 STA STOR2 ; ICBLL
```

```
1420 PLA
1430 PLA
1440 STA STOR3 ; XPOS
1450 PLA
1460 PLA
1470 STA STOR4 ; YPOS
1480 ;
1490 ; Routine to move cursor to Status Line.
1500 ; Using an XEP80 Special CIO call.
1510 LDX #$00
1520 LDA #$14
1530 STA ICCOM
1540 LDA #$0C
1550 STA AUX1
1560 LDA #$98
1570 STA AUX2
1580 JSR CIOV
1590 ;
1600 ; Routine to print text buffer.
1610 ; Using a Device Independent CIO call.
1620 LDX #$00
1630 LDA #$0B
1640 STA ICCOM
1650 LDA STOR1
1660 STA ICBAL
1670 LDA STOR1+1
1680 STA ICBAH
1690 LDA STOR2
1700 STA ICBLL
1710 LDA STOR2+1
1720 STA ICBLH
1730 JSR CIOV
1740 ;
1745 ; Routine to return the cursor to its original horizontal position.
1746 ; Using a XEP80 Special CIO call.
1750 LDX #$00
1760 LDA #$14
1770 STA ICCOM
1780 LDA #$0C
1790 STA AUX1
1800 LDA STOR3
1810 STA AUX2
1820 JSR CIOV
1830 ;
1834 ; Routine to return the cursor to its original vertical position.
1836 ; Using an XEP80 Special CIO call.
1840 LDX #$00
1850 LDA #$14
1860 STA ICCOM
1870 LDA #$0C
```

```
1880 STA AUX1
1890 LDA STOR4
1900 ORA #$80
1910 STA AUX2
1920 JSR CIOV
1930 RTS
1940 .END
```

```
=========================================================================
Z*MAGAZINE ISSUE #192 APRIL 24, 1991
=========================================================================
```

4015. Looking for games?

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-12 00:48:38 UTC
From: RAD2@NS.CC.LEHIGH.EDU
Message-ID: <11059119
Source record: 114019

I am looking for some information on the following games: The Return of Heracles, Excalibur and M.U.L.E. I realize that these games came out a long time ago, however I am hoping that someone out there may be able to tell me if its still possible to get them and/or if they know who made them, any help would be greatly appreciated.
Alex

4016. manual for interface wanted

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-12 03:44:12 UTC
From: williams@fquest.fidonet.org
Message-ID: <DweT21w164w@fquest.fidonet.org>
Source record: 114022

Would anyone happen to have a manual for an old Axiom AT-846 parallel interface? Specifically, I need the pinouts of the centronics parallel port...I have a printer here that I can't get to work any need to know the pinouts for a cable..Is Axiom still in buisnesS???

Any help would be appreciated...

4017. terminator server

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-12 05:12:46 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991May12.051246.16006@news.iastate.edu>
Source record: 114025

I think I figured out the deal with the terminator.cc.umich.edu server:
It appears that to download correctly you must use ascii rather than binary
mode. Seems a little strange to me, but it also seems to work.

Well, hopefully this will help someone out...

Steven Ourada
TNFW0@vax.iastate.edu
(I wish I got to choose MY username :( )

4018. SIO-RS232

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-12 16:11:43 UTC
From: cccph@jessica.cs.ucla.edu
Message-ID: <2738@lee.SEAS.UCLA.EDU>
Source record: 114023

Some time ago, I saw an ad for a cable that allowed one to connect an RS232 device to the Atari SIO port.

Are these cables still available, or can they be made (by the home user) easily?

Thanks in advance.

|Charles P. Hobbs | BBC micro, Aquarius and Spectravideo
|cccph@jessica.cad.ucla.edu | users! Please email me! Thanks!
|Ham radio: N6YMK | L.A. Blue Line Freq: 471.3375 mHz

4019. 5200 carts on the 400/800/1200....

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-12 16:14:44 UTC
From: cccph@jessica.cs.ucla.edu
Message-ID: <2739@lee.SEAS.UCLA.EDU>
Source record: 114024

Someone mentioned a process for translating Atari 5200 software into
a form which could be run by the Atari 400, 800, etc. computers

Does anyone here know the details of this process?

(By the way, I'm looking for a Tempest 5200 game cartridge, as that
game was never released for any other Atari game/computer, to my
knowledge.)

Thanks in advance.

|Charles P. Hobbs | BBC micro, Aquarius and Spectravideo
|cccph@jessica.cad.ucla.edu | users! Please email me! Thanks!
|Ham radio: N6YMK | L.A. Blue Line Freq: 471.3375 mHz

4020. Re: manual for interface wanted

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-12 17:50:30 UTC
From: squishy@casbah.acns.nwu.edu
Message-ID: <1991May12.175030.25698@casbah.acns.nwu.edu>
Source record: 114026

In article <DweT21w164w@fquest.fidonet.org> williams@fquest.fidonet.org (Jason Williams) writes:
>Would anyone happen to have a manual for an old Axiom AT-846 parallel
>interface? Specifically, I need the pinouts of the centronics parallel
>port...I have a printer here that I can't get to work any need to know
>the pinouts for a cable..Is Axiom still in buisnesS???
>
Sorry, I don't know about Axiom corp. I did have an PR: connection though (Yes, my familly bought its first Atari 800 in 1981, and I bought a 130xe in 1985 or 86. Now, I'm a happy Mac II user, but the Atari can never be beat for having fun with the harware). Anyways, the partial pinouts of the centronics parallel interface for a 36 pin centronics male plug along with the PR: 15 pin cable is (The PR used a DB15P plug):

```
Centronics PR: Name
----------------------------
1 1 Data Strobe
2 2 D0
3 3 D1
4 4 D2
5 5 D3
6 6 D4
7 7 D5
8 8 D6
9 15 D7
11 13 Busy
16 11 Ground
32 12 Fault
```

I sorry I don't have information if the Axiom is a different connector.

```
=====================================================
Shishin "Squish" Yamada |\/\/\/|
squishy@casbah.acns.nwu.edu /---------\ | |
Northwestern University | Yo | (o)(o) |
Electrical Engineering | Dudes! \ ( < )
Class of 1991 \__________\ |___/ |
\ |
"Life sucks, but Death swallows!" / \
/______\
=====================================================
```

4021. Re: SIO-RS232

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-12 18:52:21 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991May12.185221.11545@magnus.acs.ohio-state.edu>
Source record: 114017

>Some time ago, I saw an ad for a cable that allowed one to connect
>an RS232 device to the Atari SIO port.
>Are these cables still available, or can they be made (by the home
>user) easily?

If you are really into hardware hacking, you could make one.

Several RS232 interfaces have been released commercially over the years.
The most common are the 850 interface, which has 4 RS232 ports and
a printer port, and the P:R: Connection, which has two RS232 ports and
a printer port. The ATR8000, BlackBox, and MIO all have an RS232 port and
printer port. I saw an ad for an ATR8000 for $50 on my BBS. The ATR8000
also allows you to easily interface 360K IBM style disk drives to your
Atari 8-bit. Oh, yes, it also runs CPM programs (the Atari acts as
a terminal to the ATR8000).

About seven months ago I saw a message on Compuserve from John Demar.
He is selling what are called 'R-Links' (apparently extra inventory from
1985). They come in several configurations. The base cost is $12.50 for
an "R-Link NC" -- NC meaning no connector (you solder the modem cable
connector to the wires coming out of the PCB). It does not have a case.
It is very small and can be mounted inside your modem. You can also solder
on a printer connector on and use it as a printer interface (a special
handler is included for both R: and P: devices). It works just fine and
the price is right. The guy's address is:

John Demar
(315) 451-6470
4753 Freestone Road
Liverpool, NY 13090

BTW I think he sells them with a box and/or cable soldered on for a little
extra (around $20). I would call and check pricing/availability before
ordering.

4022. Answers to various questions

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-13 06:06:56 UTC
From: mrp@polari.UUCP
Message-ID: <4059@polari.UUCP>
Source record: 114018

Someone said (a while back):
>...any information about official 8bit hardware manuals...

I have before me the following:
Atari Technical Reference Notes (includes OS User's Manual, OS Source Listing, and Hardware Manual)
Atari DOS Reference Manual
Atari DOS II Reference Manual
Atari 850 Reference Manual
Atari 800 Operators Manual
SAMS Programmer's Reference Guide for Atari 400/800 Computers
The Technical Reference Notes were definately worth the $20 I paid for them; pick up a copy if you can find them anywhere (unlikely). They were published in 1982.

Raymond Alexander Dixon says:
>I am looking for some information on the following games: The Return of
>Heracles, Excalibur and M.U.L.E. I realize that these games came out a
>long time ago, however I am hoping that someone out there may be able
>to tell me if its still possible to get them and/or if they know who
>made them, any help would be greatly appreciated.

I can only help with MULE. It was produced/marketed by Electronic Arts corporation. Although EA is still around and producing software for a number of platforms, they no longer produce MULE. If you have questions about the game, I'd be happy to answer them; if you want to buy a copy, try advertising here and in misc.wanted.

Charles Hobbs says:
>Someone mentioned a process for translating Atari 5200 software into
>a form which could be run by the Atari 400, 800, etc. computers
>Does anyone here know the details of this process?

I'm not familiar with that process; there is, however, software available to "crack" 400/800 cartridges and save them as binary files to disk, where they may be run without the cartridge.

>(By the way, I'm looking for a Tempest 5200 game cartridge, as that
>game was never released for any other Atari game/computer, to my
>knowledge.)

There was an official 400/800 cartridge version of Tempest released by Atari; where you could find it now is anyone's guess.

Christopher Rimple | mrp@seattle.online.com
Owner, Mad Rabbit Productions | "One bad sector can ruin

(206) 783-2584 (voice) | your whole day."

4023. Re: Conversions: ASCII -> ATASCII

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-14 11:43:36 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <42312@cup.portal.com>
Source record: 114028

Frank Seipel asks about ASCII <--> ATASCII conversion on a UNIX system.

Frank, the "standard" (IS there any such thing? :-)) UNIX package contains a utility called "tr" which can be convinced to do what you want. "tr" takes a UNIX character stream (a file, pipe, etc.) and substitutes characters FROM a set you specify, with OTHER characters from ANOTHER set you specify. Most people use it for, say, ROT13 transforms, up- or down-casing, etc., but you can ALSO use it for ASCII/ATASCII conversion!

The ASCII to ATASCII conversion consists of replacing all UNIX "newline" characters with ATASCII "eol" characters, and the reverse conversion is -- of course -- the opposite.

Without further ado, the commands to do the deeds:

ASCII to ATASCII:

```
tr <inputfile >outputfile '\012' '\233'
```

ATASCII to ASCII:

```
tr <inputfile >outputfile '\233' '\012'~r
```

I was as thrilled to discover this a few years ago, as I'm sure a few people are to hear it today! Enjoy! :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4024. Update (monthly disk)

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-14 23:04:22 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <May.14.19.04.20.1991.1410@utopia.rutgers.edu>
Source record: 114027

Hi all. I got something interesting in the mail today - a flyer
from Sagamore Software advertising a monthly Atari 8-bit disk
called "Update". It sounds interesting...and I'd kinda like to
have a monthly disk subscription once again for the 'ole 8-bit.
Since I've never heard of it before though, I figured I'd ask-
does anybody know anything it? Is it worth it???

-Ray

4025. XEP80, modems, VT100

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-15 14:07:14 UTC
From: slackey@bbn.com
Message-ID: <64190@bbn.BBN.COM>
Source record: 114029

Hello, I'm back. Anyway, I have an XEP80 and finally a modem, and would like to use them as a dumb terminal like VT100 or anything else that might work. Any suggestions?

BTW, I will soon be posting my emacs-like text editor using the XEP80 if there is any interest. Please ack me via private mail.

Also - Has anyone ever build a serial bus device? I want to build a ramdisk on the serial bus and would prefer to steal existing stuff rather than reinvent the wheel. (My stupid 65XE doesn't have a parallel port.)

-Stan

4026. Re: Update (monthly disk)

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-15 22:52:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <42363@cup.portal.com>
Source record: 114030

I don't know anything about the "Update" disk, but Atari Interface magazine has recently begun shipping an 8-bit "Disk of the Month" to supplement their already popular ST Disk of the month program.

I'm not sure how much the disk subscription would be, but their phone number is: (313) 973-8825.

If you belong to one of their participating Atari user groups, the club should be able to obtain the Disks of the month for a greatly reduced price... check with your club librarian.

I'll see if I can get a listing of what's been on the most recent disks..

BobR

4027. Re: Conversions: ASCII -> ATASCII

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-16 18:43:27 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <42394@cup.portal.com>
Source record: 114031

Good grief. I just noticed a typo in a very bad place in my recent posting
about using UNIX 'tr' to translate between ASCII and ATASCII text file formats.

The command for translating ATASCII to ASCII came out as

tr <inputfile >outputfile '\233' '\012'~r

... but the "~r" on the end is LINE NOISE!

The command should end with the closing quote after the number 012.

My apologies for letting this get through in the first place! I'm horri-
fied...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4028. Put Your User Group in Computer Shopper for FREE.

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-17 00:05:01 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1991May17.000501.10359@usenet.ins.cwru.edu>
Source record: 114032
Cross-posted to: freenet.sci.comp.c64.forum,comp.sys.apple,comp.sys.apple2,comp.unix.appleiigs,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc

If you want your computer user group to appear in Computer Shopper
magazine for free, then write for more information to:

Fog
User Groups listing
P.O. Box 3474
Daly City, CA 94015-0474

by FAX to (415) 755-3482

or by one of the following E-mail services:

GEnie: OFFICE.FOG
MCI Mail: 347-8112 (or FOG)
Compuserve: 71561,570
Internet: 71561.570@compuserve.com
Fog #6: 415 755-8315

I personally have no affiliation with CS magazine. I am doing this as a
service to the various computer clubs out there.

--
Just on the border of your waking mind, there lies another time, where darkness
and light are one. And as you tread the halls of sanity, you feel so glad to be
unable to go beyond. I have a message from another time..... - ELO: "Prologue
from the "Time" album -- Daicon IV Opening Animation gpinzone@george.poly.ed

4029. Apple][emulator

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-17 01:34:58 UTC
From: msmith@att3b2.tricity.wsu.edu
Message-ID: <1991May17.013458.7510@serval.net.wsu.edu>
Source record: 114033
Cross-posted to: freenet.sci.comp.c64.forum,comp.sys.apple,comp.sys.apple2,comp.unix.appleiigs,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc

Greetings.

I would like to get an apple 2 emulator for my pc. I don't care if it's software or hardware. I have taken a look at the one on simtel and about gagged. It's a nice program if all you're going to do is run applesoft basic stuff.

So here's the criteria.
1: has 128K free to the "apple"
2: is apple][e or bettor.
3: displays color.
3: will go into 80 column mode (pr#3).
4: will READ and WRITE apple dos 3.3 (16 sector) files with an ibm drive.
5: will run copy protected stuff (my collection of Ultimas)

the list looks about right off the top of my head. Any info is greatly appreciated, wanted and/or needed (I want to get rid of the old][e and recover some desk space).

msmith@att3b2.tricity.wsu.edu

4030. Re: Apple][emulator

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-17 17:45:17 UTC
From: korpela@stew.ssl.berkeley.edu
Message-ID: <1991May17.174517.21178@agate.berkeley.edu>
Source record: 114034
Cross-posted to: freenet.sci.comp.c64.forum,comp.sys.apple,comp.sys.apple2,comp.unix.appleiigs,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc

In article <1991May17.013458.7510@serval.net.wsu.edu> msmith@att3b2.tricity.wsu.edu (Mark Smith) writes:
>Greetings.
>
>I would like to get an apple 2 emulator for my pc.
>
>So here's the criteria.
> [items deleted]
> 4: will READ and WRITE apple dos 3.3 (16 sector) files with an ibm drive.
> 5: will run copy protected stuff (my collection of Ultimas)
>

You might as well give up on 4 and 5. Apple][and IBM drives use
different modulations on the disk. The hardware is incompatible.

What is this doing in comp.sys.atari.st anyway? What is this doing
in any of the groups listed above? Maybe its time to learn to use
netnews responsibly.

/\ korpela@ssl.berkeley.edu Internet
/__\ rioch BKYAST::KORPELA 42215::KORPELA DecNet
/ \ of Chaos korpela%bkyast@ucbjade Bitnet
(_____________________ <aka Eric Korpela>

4031. FORWARDED MESSAGE

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-18 01:54:48 UTC
From: achilles@unixland.uucp
Message-ID: <2TD522w163w@unixland.uucp>
Source record: 114035

```
*** FORWARDED MESSAGE -- REPLY TO AUTHOR ***
Date: 91May03 8:23 pm
From: Laird@blade.mind.org
Organization: Beantown 617/891-7338
Newsgroups: comp.sys.atari.8bit
X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
Message-id: <91May038:23_pm@Blade.citadel>
Subject: [none]

Minor point about the naming of the ST line -- the original 520ST
and 1040ST had no additional letters, but the 1040ST had an
internal floppy drive. Later, Atari added an internal floppy
drive to the 520, and renamed the computers the 520STfm (for
_f_loppy and RF _m_odulator) and 1040STf (for _f_loppy). For a
while, Atari produced 520STf's with no RF modulator. The Mega
1/2/4ST have separate keyboards, an internal expansion bus, and a
blitter chip (which Atari insists is a BLiTTER. Go figure).
Then Atari introduced a slightly improved video chipset (larger
pallatte) and much better sound chips, and introduced the 520STe
and 1040STe (for _e_nhanced). Recently Atari has introduced the
Mega 1/2/4STe, a 16 MHz 68000-based version of the STe, with an
internal floppy drive, (optionally) an internal hard drive,
separate keyboard, and a VME bus slot, for which all sorts of
nifty cards are available. They also introduced the TT, a 32 MHz
68030-based computer with the same specs as the Mega STe. Both
incorporate a new version of TOS, the first major revision that
Atari has released, and (correct me if I'm wrong) add a number of
new display modes ranging up to about 1200x1000 monochrome and
including a 256-color display mode (out of a pallatte of 16M).
One unique aspect of the TT is that it has two RAM busses, one
for 16-bit ST RAM, and one for 32-bit TT RAM. Benchmarks of the
TT have it performing remarkable similarly to a Mac IIfx, which
is pretty good for a much cheaper computer with a slower clock
speed.

--- END MESSAGE ---
```

4032. *** FORWARDED MESSAGE -- REPLY TO AUTHOR ***

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-18 01:59:12 UTC
From: achilles@unixland.uucp
Message-ID: <D2D523w163w@unixland.uucp>
Source record: 114036

```
*** FORWARDED MESSAGE -- REPLY TO AUTHOR ***
Date: 91May05 10:07 am
From: Steve_Yelvington@mast.moundst.mn.org
Organization: Minnesota Atari ST users (612) 472-6582
Newsgroups: comp.sys.atari.8bit
X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
Message-id: <91May0510:07_am@mast.citadel>
Subject: Atari ST naming

Actually, the first batch of 520STs -- at least the first batch
to hit the upper Midwest -- did NOT have RF modulators built in.
(I had one.) However, others built in '85 do have the modulator;
I'm using such a machine right now.

--- END MESSAGE ---
```

4033. magazines

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-18 02:00:28 UTC
From: achilles@unixland.uucp
Message-ID: <H4D524w163w@unixland.uucp>
Source record: 114037

```
*** FORWARDED MESSAGE -- REPLY TO AUTHOR ***
Date: 91May06 7:45 pm
From: Captain_Ameba@dish.mind.org
Organization: Amebas have hearts, too!
Newsgroups: comp.sys.atari.8bit
X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
Message-id: <91May067:45_pm@dish.citadel>
Subject: [none]

I've been a loyal fan of Atari for a while now, and, since I
havn't really had time to go out shopping, I was wondering if
there are still any magazines for the Atari 8-bit, and, if there
ARE any, do they still have advertisments of various companies
that sell peripherals? I used to have a 1020 plotter, but now I
miss it, and I'm considering getting another one.
Thanks.

- D.

--- END MESSAGE ---
```

4034. Tetris

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-18 02:01:25 UTC
From: achilles@unixland.uucp
Message-ID: <35D525w163w@unixland.uucp>
Source record: 114038

Date: 91May07 12:56 am
From: Captain_Ameba@dish.mind.org
Organization: Amebas have hearts, too!
Newsgroups: comp.sys.atari.8bit
X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
Message-id: <91May0712:56_am_@dish.citadel>
Subject: Tetris

Does anyone out there have a Tetris/clone for the Atari 8-bit?
I have one, but it locks up every so once in a while, usually
right when I start getting good. :(

*** FORWARDED MESSAGE -- REPLY TO AUTHOR ***

4035. Atariwriter Spell Check

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-18 02:02:33 UTC
From: achilles@unixland.uucp
Message-ID: <y7D526w163w@unixland.uucp>
Source record: 114042

*** FORWARDED MESSAGE -- REPLY TO AUTHOR ***

Date: 91May05 3:35 pm
From: JACS!Robert_S._Ely@mast.moundst.mn.org
Organization: Jersey Atari Computer Society
Newsgroups: comp.sys.atari.8bit
X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
Message-id: <91May053:35_pm@JACS.citadel>
Subject: Atariwriter Spell Check

For the guy that was trying to get the AWP spellchecker to work,
IT WON'T! You need a special program (built into the AWP program
to read it. Try Antic's Spell Magic. This WILL work for what you
want to do.

What was the Atari 400:
I think it was all pretty much said except that Even with all
the new high speed stuff out there, The ol' Atari 8-bit machines
are still pretty amazing. I've had 8-bit Atari computers since
'82 and I'm still finding new applications for it. As for
languages, there are Atari BASIC, MS-BASIC, BASIC A+ Turbo BASIC
XL, BASIC XL, BASIC XE, Lisp, Forth, Atari Assembler, MAC/65,
Action!, Pilot, and many others that I can't remember off hand.
BTW, Dataque should be nearing release of their new C: compiler.
There are about 4 or 5 C: compilers and a few Pascal cimiplers
out there too. Lots to choose from.

[Doctor GIF]

--- END MESSAGE ---

4036. [What is the Atari 400]

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-18 02:04:03 UTC
From: achilles@unixland.uucp
Message-ID: <g0D527w163w@unixland.uucp>
Source record: 114043

*** FORWARDED MESSAGE -- REPLY TO AUTHOR ***

Date: 91May07 2:02 am
From: JACS!Roger_Heller@mast.moundst.mn.org
Organization: Jersey Atari Computer Society
Newsgroups: comp.sys.atari.8bit
X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
Message-id: <91May072:02_am@JACS.citadel>
Subject: [What is the Atari 400]

Today we have many standards: the PC ROM BIOS, The AT bus (called ISA), RS232 serial prts, Centronics parallel ports, the EISA bus, the MCA bus, the modes of the 8080, the 80286, the 80386, etc., etc.. What we forget is that When Nolan Bushnell was inventing the Atari computer these standards weren't nearly the standards they are today ... they were in the future. Atari was in the midsty of CPM, Osbornem Kaypro, and a newcomer called the IBM PC. He invented a few wheels of his own - the SIO (serial input/output) is remarkably like SCSI - just slower. but it served (and serves) the needs of the Atari quite well. It ties together a lot of peripherals - disk drives, modems, printers, plotters, and the Atari 850 which ties in all the other RS232 and Centronucs peripherals. Today, Nick Kennedy is producing a product called the SIO-2-PC which allows the Atari 8-bit to use a PC as a huge ramdisk - even booting from it. it also allows the Atari to print on the PC's printer. (do you remember the Rocky and Bullwinkle show -Mr. Peabody, the dog who had a pet boy, Sherman? The SIO-2-PC allows your 8-bit Atari to have its own pet PC!)

Membrane keyboards are peanut-butter and jelly-proof, but they're Hell to type on. Why do you think I gave away my Sinclair/Timex? I'm out of gas -more next time

--- END MESSAGE ---

4037. membrane keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-18 02:04:59 UTC
From: achilles@unixland.uucp
Message-ID: <1ae528w163w@unixland.uucp>
Source record: 114044

*** FORWARDED MESSAGE -- REPLY TO AUTHOR ***

Date: 91May07 11:07 pm
From: JACS!Roger_Heller@mast.moundst.mn.org
Organization: Jersey Atari Computer Society
Newsgroups: comp.sys.atari.8bit
X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
Message-id: <91May0711:07_pm@JACS.citadel>
Subject: [none]

Membrane keyboards are used whenever conditions are rough -
computers for field work, etc. Some computers have a membrane
under the keys - between the keys and the electrics. We just
got an ad in the mail from somebody in Alaska selling membranes
to put over the keys on an ST. (safe keying?)

--- END MESSAGE ---

4038. Tetris

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-18 02:05:46 UTC
From: achilles@unixland.uucp
Message-ID: <Bce529w163w@unixland.uucp>
Source record: 114046

*** FORWARDED MESSAGE -- REPLY TO AUTHOR ***

Date: 91May08 10:12 pm
From: JACS!Roger_Heller@mast.moundst.mn.org
Organization: Jersey Atari Computer Society
Newsgroups: comp.sys.atari.8bit
X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
Message-id: <91May0810:12_pm@JACS.citadel>
Subject: Tetris

I have two different versions of Tetrix, a tetris clone. One drops the blocks as soon as you pull back on the joystick, the other one drops it more slowly and gives you one last chance to turn or move it. I'll have to hunt them up, but when I find them I'll upload them to GAMES.

--- END MESSAGE ---

4039. Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-18 02:06:55 UTC
From: achilles@unixland.uucp
Message-ID: <9De5210w163w@unixland.uucp>
Source record: 114045

```
*** FORWARDED MESSAGE -- REPLY TO AUTHOR ***
Date: 91May09 8:45 pm
From: b0b@interface.mind.org
Organization: North California
Newsgroups: comp.sys.atari.8bit
X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
Message-id: <91May098:45_pm@Interface.citadel>
Subject: [none]

I remember reading about people using the 400 in factories
and darkrooms, where spills of unusual liquids would kill a
normal keyboard. That didn't stop me from replacing mine with a
Stackpole keyboard, though.

The Atari 8-bit computers were the forerunner of the Amiga.
Not a bad heritage, when you stop to think about it.

--- END MESSAGE ---
```

4040. Tetris clones

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-18 02:07:46 UTC
From: achilles@unixland.uucp
Message-ID: <NFe5211w163w@unixland.uucp>
Source record: 114047

*** FORWARDED MESSAGE -- REPLY TO AUTHOR ***

Date: 91May11 12:51 pm
From: milatari!Joseph_Sliker@mast.moundst.mn.org
Organization: MilAtari Ltd. Milwaukee, Wisconsin
Newsgroups: comp.sys.atari.8bit
X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
Message-id: <91May1112:51_pm@milatari.citadel>
Subject: Tetris clones

We have a whole bunch of Tetris clones in the main 8-bit room
our club BBS (414)476-9229. (the main 8-bit room is called
"Atari forum]" I don't think there is a way to transfer files
via this networked room, but the MilAtari BBS is free and open
to all right-thinking people ;-)

--- END MESSAGE ---

4041. 8-bit DOS

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-18 04:43:20 UTC
From: achilles@unixland.uucp
Message-ID: <XmL521w163w@unixland.uucp>
Source record: 114039

*** FORWARDED MESSAGE -- REPLY TO AUTHOR ***
Date: 91May11 8:02 am
From: GatewayNJ!Willi_Kusche@mast.moundst.mn.org
Organization: Backups? What are they?
Newsgroups: comp.sys.atari.8bit
X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
Message-id: <91May118:02_am@GatewayNJ.citadel>
Subject: [none]

The fact that the Atari 8 bitters were the forerunners of the
Amiga had recently come to my attention. As a result, I've been
messing with the 800 that I acquired quite some time ago but
never used much.
I found the posts about the various variations of the
400/600/800/1200 to be very interesting. If someone would post
the same kind of info about the various versions of DOS
available for the 8 bitters, I'd appreciate it.

--- END OF MESSAGE ---

4042. 8-bit DOS

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-18 04:44:53 UTC
From: achilles@unixland.uucp
Message-ID: <iPL522w163w@unixland.uucp>
Source record: 114041

*** FORWARDED MESSAGE -- REPLY TO AUTHOR ***

Date: 91May11 9:55 pm
From: Atlantis_NJ!Robert_S._Ely@mast.moundst.mn.org
Newsgroups: comp.sys.atari.8bit
X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
Message-id: <91May119:55_pm@Atlantis_NJ.citadel>
Subject: [none]

Most of the Atari DOS's will be listed here:

Atari DOS 1.0 ---Similar to 2.0 but not as fancy. Disappeared early.
2.0 ---Still a strong standard in the Atari world. Can't
seem to shake this one.
3.0 ---Died a nasty death. If you have it, get rid of it!
2.5 ---Enhanced version of 2.0 with many added features
and extended storage capabilities with the 1050 and
XF551 drives.
XE ---DSDD dis for the XF551 drives. supports up to 360k.
MyDOS 5.x ---A very enhxnced version and offshoot of AtariDOS
2.0. Somewhat mass compatible with other DOS's.
SpartaDOS disc---MS-DOS type DOS. Probably the MOST all around
compatible of all Atari 8-bit DOS's except for SDX
CART---This has to be the best Atari 8-bit DOS available.
TopDOS ---Don't know much about this one except that it is
still available and supports up to 360k disc. There
are others, but they are not very popular or wide
spread.

BTW MyDOS, AtariDOS XE and SpartaDOS all support multi-level
directories. Unfortunately they don't all do it the same way.

[RSE]

--- END OF MESSAGE ---

4043. re: 8-bit DOS

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-18 04:46:35 UTC
From: achilles@unixland.uucp
Message-ID: <csL523w163w@unixland.uucp>
Source record: 114040

*** FORWARDED MESSAGE -- REPLY TO AUTHOR ***

Date: 91May12 9:52 am
From: Winston_Smith@blade.mind.org
Organization: Beantown 617/891-7338
Newsgroups: comp.sys.atari.8bit
X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
Message-id: <91May129:52_am@Blade.citadel>
Subject: [none]

Comment on message posted by "Robert S. Ely@Atlantis_NJ" on 91May11:

DOS 1.0 -- A very early DOS distributed by ATARI.

DOS 2.0 -- This is the UNIVERSAL, generic ATARI DOS. If you are distributing programs through uploading or downloading, make sure they use the DOS 2.0 or DOS 2.5 binary load address. --EVERYONE-- owns a copy of DOS 2.0 no matter what drive or equipment they have.

DOS 3.0 -- A troubled, nasty ATARI DOS, quickly abandoned by all of the userbase.

DOS 2.5 -- The new GENERIC, UNIVERSAL ATARI DOS. DOS 2.5 is essentially DOS 2.0 with a fix to run ATARI --ENHANCED DENSITY-- for the 1050. ATARI DOS 2.5 was the first DOS released by ATARI to come with utilities programs to UNDELETE deleted files, check floppy disk directory integrity, and configure drives. Basically DOS 2.5 was still a single sided, single density DOS, with the addition of ATARI special --ENHANCED-- density to stretch out the single sector file density to expand your floppies from 707 sectors to around 1200 sectors on a floppy. (Sometimes ATARI ENHANCED DENSITY was affectionately referred to as "single density and a half". There had been patches for "enhanced" density floating around before ATARI officially incorporated it into their DOS.) DOS 2.5 works very well. Any files that are past the 707 sector limit show up in angle brackets. "<tictacto.bin>". These files are unreadable on the "very old" ATARI drives, which is why programmers use DOS 2.0 to create working software under, and is why DOS 2.0 has the widest circulation, i.e. they know beforehand that it will work on --EVERYTHING--.

DOS XE -- DOS XE is the latest, and probably the last, officially released ATARI DOS. It is a double sided, double density DOS, that was finally pushed late out the door, for use with the new ATARI XF551 disk drive. Unfortunately, as the name implies, for DOS XE to work correctly, it really needs to be run on an ATARI 130XE

machine (grey case with slanty function keys across the top.) It only works correctly on the ATARI XF551 disk drive if you have an ATARI 130XE connected to it. DOS XE is the first DOS released by ATARI to support the concept of subdirectories and date stamping. Unfortunately, when using DOS XE with any other combination besides an ATARI 130XE and an ATARI XF551 disk drive, you seem to end up with a single sided, single density DOS with all of the overhead of subdirectories and date stamping thrown in. If I remember correctly, DOS XE was also divided into a three level tree of DOS menus: a directory menu, a utilities menu, and a file menu. DOS XE has the reputation of being an overly complicated dog of a DOS. I would tell you more about what DOS XE can do except I think I through the manual away (which came in the form of a paperback book). On the otherhand, I keep the ATARI DOS 2.5 and the MYDOS manuals close at hand. ATARI DOS XE was written as a collaboration between ATARI INC., and Bill Wilkinson founder of O.S.S., programmer of ATARI BASIC and the ACTION! computer language. I have always wondered to this day what the heck was going on at ATARI that created DOS XE. Suffice it to say, not many people find DOS XE useful. I think I have met maybe one programmer in fifty who uses it.

Well, that's about it for all of the officially released ATARI DOSes. Suprisingly enough, although the naming convetion for the XF551, like the designation for the 520STFM, implies that the disk drive unit is an XE Floppy Disk Drive 551 Unit, you do not need an ATARI 130XE to use a XF551 floppy disk drive in double sided (i.e. front and back), double density (double 128 or 256 bytes per disk sector) mode. Several non-ATARI DOSes will do this. For example, I am using an XF551 floppy disk drive in double sided, double density mode from a stock, unexpanded ATARI 800XL under MYDOS 4.5... but more on that at another time.

P.S. There is a RAM-disk driver built into ATARI DOS 2.5. If you own an unexpanded ATARI 800XL and have the DOS 2.5 RAM-disk program for the 800XL, you can create a single density RAM-disk of 105 SECTORS for use with text editors and terminal programs. (Even without this program it is possible to use the 800XL DOS 2.5 RAM-disk, but it is much harder to do so.)

--- END OF MESSAGE ---

4044. STart magazine suspends publication

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-18 14:26:08 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991May18.142608.29749@magnus.acs.ohio-state.edu>
Source record: 114053

From Delphi msg 40954 in the Atari Forum,

40954 16-MAY 02:26 General Interest START and ANTIC dead
From: ANALOG4 To: ALL

This is a Z*BREAK SPECIAL NEWS BULLETIN:

Z*NET INTERNATIONAL ATARI NEWS SERVICE - Z*BREAK #91-20 - 5/15/91

START MAGAZINE CEASES PUBLICATION

After days of conflicting rumors, it was confirmed by START Magazine staff members today that the bi-monthly Atari magazine START will NOT publish another issue until further notice.

"STart has suspended publication pending a sale of the magazine," said Editor in Chief Tom Byron. A sale is said to be in the works with unidentified parties, and no timetable is being discussed publicly.

Byron also said that the next issue, the June/July edition, is complete and was waiting for printing when he got the news today that the suspension was in effect.

The resolution of the fates of subscribers and the many writers to whom STart has owed moneys dating back to mid 1990 is not known or predictable at this point. If STart is sold, it may be that those owed will be paid from the revenues, or the new owner may assume the liabilities of the company. A third possibility is that there would be a liquidation and sale of assets held by STart itself, which may be negligible.

Z*Net will continue to follow this story which is of great concern to the entire Atari community. STart is the last commercial "slick" magazine for the Atari in the U.S.A. It will leave behind only Atari Explorer, Atari's owned house magazine, and newspaper-type publications like AtariUser and ST INFORMER.

4045. Re: XEP80, modems, VT100

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-19 15:46:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <72B0B92C21BF009C90@carleton.edu>
Source record: 114049

noao!ncar!elroy.jpl.nasa.gov!swrinde!mips!apple!bbn.com!slackey@arizona.edu
(Stan Lackey) writes:

> Hello, I'm back. Anyway, I have an XEP80 and finally a modem, and
> would like to use them as a dumb terminal like VT100 or anything else
> that might work. Any suggestions?

XEP80 + VT100 hasn't been done. Kermit-65 comes close; it runs on the XEP80,
but there are a few quirks when doing VT100-type things on the right have of
the screen. So here again is my plea: Could some programmer out there
fix K-65 so it works right on the XEP80? I doubt it will take much work; the
problems seem relatively small. I don't even think you really need an XEP80 to
do it, since the XEP80 acts quite predictably as an 80-column E: device. K-65
just needs to be taught more thoroughly that lines are 80 columns long intead
of 40. The source code is available.

> BTW, I will soon be posting my emacs-like text editor using the XEP80
> if there is any interest. Please ack me via private mail.

As long as I'm posting, yes, please post!

Michael
currentm@carleton.edu

4046. Gatewayed messages from Citadel

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-19 16:57:28 UTC
From: steve@thelake.mn.org
Message-ID: <A1596855987@thelake.mn.org>
Source record: 114048

[In article <csL523w163w@unixland.uucp>, (and many others)
achilles@unixland.uucp (David Holland) writes ...]

> *** FORWARDED MESSAGE -- REPLY TO AUTHOR ***
>
> Date: 91May12 9:52 am
> From: Winston_Smith@blade.mind.org
> Organization: Beantown 617/891-7338
> Newsgroups: comp.sys.atari.8bit
> X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
> Message-id: <91May129:52_am@Blade.citadel>
> Subject: [none]

You should be able to pipe these directly into inews (or rnews)
if you write a routine to reformat the date field, which is seriously
bad for Usenet. Send me mail so I can figure out a path to your .UUCP
site and I'll send you a C routine that will produce a correctly
formatted date field. Writing code to parse ``91May12 9:52 am''
shouldn't be very hard.

I'd also suggest that if Subject == ``[none]'' you should set
it to ``Gatewayed from Citadel network'', which is at least
informative.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

4047. Looking for games?

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-19 23:59:40 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <1991May19.235940.25553@kcbbs.gen.nz>
Source record: 114051

You're in luck Raymond. I have recently purchased (in a closing down sale) M.U.L.E and Return of Heracles. They were both released by Electronic Arts but I'm afraid I can't help you as to whether this firm is still going. Return of Heracles is on a two game disk with Ali Baba & the Forty Thieves and it is called Stuart Smith's Age of Adventure. I don't use them anymore so if you would like to get in touch with me through any of the following channels I'm sure we could come to a mutual arrangement. Either E-mail mere here OR write to me at:

Dawn Scotting
25 Laburnum Road
Avondale East
Auckland 1207
New Zealand

OR ring my BBS:-

Pandora's Box
64 9 676-495
300 1200 2400
Online 24 hours

PS If you ring be prepared for a rather large toll bill!

4048. Update (monthly disk)

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-20 00:01:19 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <1991May20.000119.25640@kcbbs.gen.nz>
Source record: 114052

I would be interested in an address for this monthly 8-bit disk please.

4049. Re: Gatewayed messages from Citadel

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-20 03:55:41 UTC
From: achilles@unixland.uucp
Message-ID: <iR9822w163w@unixland.uucp>
Source record: 114050

steve@thelake.mn.org (Steve Yelvington) writes:

> > *** FORWARDED MESSAGE -- REPLY TO AUTHOR ***
>
> You should be able to pipe these directly into inews (or rnews)
> if you write a routine to reformat the date field, which is seriously
> bad for Usenet. Send me mail so I can figure out a path to your .UUCP
> site and I'll send you a C routine that will produce a correctly
> formatted date field. Writing code to parse ``91May12 9:52 am''
> shouldn't be very hard.
>
> I'd also suggest that if Subject == ``[none]'' you should set
> it to ``Gatewayed from Citadel network'', which is at least
> informative.
>
> ----
> Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

This stuff would be piped directly into the newsgroup if I had an operable feed. At the moment I'm lacking a feed; I do not have an operating UUCICO program, nor do I have the necessary documentation to write one myself. Rewriting the date field isn't a big issue in any event. To send mail to my system, you can use any of the following paths:

mast.moundst.mn.org!blade!moonsweep!ranger [citadel]
over.mind.org!moonsweep!ranger [citadel]
theep.boston.ma.us!wildcat!moonsweep!ranger
alfalfa.com!pro-angmar!moonsweep!ranger

This is of course off topic in here...

4050. Help: Atari 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-20 04:49:16 UTC
From: ringo@athena.mit.edu
Message-ID: <1991May20.044916.19321@athena.mit.edu>
Source record: 113973

I'm thinking about resurrecting an Atari 65XE for simple WP/Game purposes (it's my younger brother's you see...).

I'll need a color monitor & a printer, as he has the 5.25" drive.

What I'm looking for is suggestions/offers of items to buy re:
* a compatible color monitor
* a compatible printer, speed irrelevant, quality relevant
* software, especially of the WP/Spreadsheet variety
* Any other suggestions as to products which may still be available to make this a viable machine.

Any & all responses are greatly appreciated. Thanks, John K. '91

4051. Re: Tetris

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-21 02:01:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <7191AFF3CF5F00B187@carleton.edu>
Source record: 113956

For those interested in Tetris, Darryl Yong's shareware Tetrix has now been posted at the atari.archive (in the /atari/8bit/new directory as of a minute ago). I've never had the game lock up on me.

-Michael

4052. AIM offer for STart subscribers

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-21 02:38:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <42544@cup.portal.com>
Source record: 114054

This Press Release appeared this weekend on CompuServe. I'm reposting
it for anyone here who had a current subscription to STart magazine.

May 18, 1991

Unicorn Publications 3487 Braeburn Circle Ann Arbor, MI 48108

FOR IMMEDIATE RELEASE CONTACT: Pattie Rayl (313) 973-8825

TO: ALL STart Subscribers

UNICORN PUBLICATIONS OFFERS START SUBSCRIBERS DISCOUNT TRIAL SUBSCRIPTIONS TO
ATARI INTERFACE

Ann Arbor, MI -- Unicorn Publications, producer of Atari Interface magazine,
today announced special discount trial subscription rates for current STart
subscribers.

As most STart subscribers already know, Antic has ceased publication of
STart. This is a tremendous loss to the entire Atari community, and an even
greater loss to the many STart/Antic subscribers out there. With the loss of
STart, Atari Explorer and Atari Interface are the only commercially
internationally-distributed, US-based magazines left supporting Atari 8-bit,
ST and TT users.

In the past few years, Atarians have seen many of their favorite magazines
disappear from the shelves. In fact, a number of STart subscribers were
"converted" from ST-Log/Analog subscriptions.

Here at Unicorn Publications, we know how hard it is for Atarians to
commit to subscribing to an Atari publication nowadays. That's why we're
thankful for each and every one of our nearly 3,000 direct subscribers to
Atari Interface. That's also why we're offering trial six- and 12-month
subscriptions to Atari Interface at special prices ONLY for STart
subscribers.

For a limited time, current STart subscribers residing in the US can
subscribe to Atari Interface for only $12 for 12 issues (an $18 value).
That's right, only $1 per issue, delivered direct to your door! Plus, we'll
throw in an ST or 8-bit disk, absolutely FREE! [Special rates for Canadian
residents: $24 (regularly $30); Foreign residents: $30 (regularly $36). All
prices are in US funds.]

If you're just not ready to commit to a full year's subscription, we're
offering a special six-month (six issue) trial subscription for only $6. The
six-month subscription does not include a free disk.

To start receiving Atari Interface at this special trial rate, just send a copy of the mailing label from your last STart magazine, or a photocopy of the disk label from your last STart disk if you didn't save the magazine wrapper, along with a check or money order for the appropriate amount. If you're signing up for 12 months, don't forget to indicate whether you want an ST or 8-bit disk. Make checks payable to Atari Interface or Unicorn Publications.

This is a one-time-only offer to all current STart subscribers and does not apply to subscriptions to the Atari Interface ST or 8-bit Disks of the Month. This offer is good only until August 31, 1991. All subscriptions taking advantage of this offer must be postmarked by that date.

If you're still not convinced, we're willing to send you a recent copy of Atari Interface FREE OF CHARGE! Send us your name and address and we'll send you a copy of the magazine.

Unicorn Publications has been producing an Atari-specific publication since December 1987. Originally called Michigan Atari Magazine, Atari Interface currently has a monthly circulation of nearly 8,000 issues and is distributed world-wide. The magazine is currently available from most major bookstore chains (such as Walden's and B.Dalton's), independent bookstores/newsstands and from select Atari dealers across the US and Canada.

Bill & Pattie Rayl / Atari Interface

4053. Re: Tetris

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-21 03:36:59 UTC
From: asgardia@unixland.uucp
Message-ID: <ck3021w163w@unixland.uucp>
Source record: 113955

achilles@unixland.uucp (David Holland) writes:

> Date: 91May07 12:56 am
> From: Captain_Ameba@dish.mind.org
> Organization: Amebas have hearts, too!
> Newsgroups: comp.sys.atari.8bit
> X-Citadel-Gateway: moonsweep.UUCP (Portcullis 0.5)
> Message-id: <91May0712:56_am_@dish.citadel>
> Subject: Tetris
>
> Does anyone out there have a Tetris/clone for the Atari 8-bit?
> I have one, but it locks up every so once in a while, usually
> right when I start getting good. :(
>
> *** FORWARDED MESSAGE -- REPLY TO AUTHOR ***

Sure, theres atartris, and Tetrix!
Both are good tetris clones.
Theres also "squares" which is in basic but stinks compared to the others.

4054. ICD address, Rtime 8 Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-21 10:35:49 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1991May21.103549.21887@merrimack.edu>
Source record: 113959

Does anyone have ICD's current address & phone #.
And their current price of an R-Time 8 cartridge

thanks,
--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345

4055. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-21 20:14:07 UTC
From: walk@ux1.cso.uiuc.edu
Message-ID: <1991May21.201407.1147@ux1.cso.uiuc.edu>
Source record: 113960

All of this stuff is first come first served and is sold "As is".
Since I check my email only twice a week now at the most, it's better
to call to reserve a group; then anything that needs to be finalized
can be done by email.

I would much appreciate it if someone would post this to a Atari bbs.

Todd Walk
RR 1, Box 386
Neoga, IL 62447
(217) 895 - 3286
walk@mrcnext.cso.uiuc.edu
walk@ux1.cso.uiuc.edu

Beginner's System Hacker's System

SOLD SOLD

Beginner's Reference Hacker's Reference

Games for the Atari SOLD
An Atari 8-bit Extra
Atari Sound and Graphics
Your Atari Computer
The Analog Compehendium
62 issues of Antic Magazine
starting from issue 1
1 issue of Atari Explorer

$25 ppd

Disk Pack 1 Disk Pack 2

SOLD SOLD

Disk Pack 3 Disk Pack 4

Auto Duel Mail Order Monsters
One-on-One Top Gunner
Boulder Dash Construction Kit Legionnaire
Gateway to Apshai Lords of Conquest
Compute's Best of Atari w/disk Compute's Best of Atari w/disk

$20 ppd $20 ppd

Disk Pack 5

52 disks w/ PD programs and misc. (worth ~$10 as blank disks)
100 disk carrying case

61 issues of Compute! starting from Vol. 5 Number 1

$25 ppd

4056. Re: Tetris

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-21 22:58:18 UTC
From: njd@cbnewsd.att.com
Message-ID: <1991May21.225818.15142@cbnewsd.att.com>
Source record: 113957

Besides ATARTRIS and TETRIX, there is yet another decent Tetris clone for the 8-bit Atari: FORTRESS. My wife has played all three and seems to like FORTRESS best (she's much more of a Tetris fan than I am). I found all three of these on Delphi, so they're probably on the 'C' and 'G' services as well, and probably many BBSs. BTW, ATARTRIS has a bug - unless you have the patch installed, play with No Singles and you'll run afoul of it. As far as I know, the author has not released a new version of the program yet (the patch he posted on Delphi was in BASIC XE [XL?] which did us no good). Why my wife wanted to play with No Singles is another mystery :-)

Nick DiMasi | Fox Valley Software, Ltd.
---
nick@udt386.chi.il.us | a subsidiary of
[I'm not there as much] | Uniq Digital Technologies, Inc.
...att!odutsa!njd [I'm on here a lot] |
or njd@odutsa.att.com | under contract to AT&T Network Systems
DELPHI: TURBONICK | (Network Software Ctr., Lisle, IL)

4057. Re: ICD address, Rtime 8 Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-21 23:06:52 UTC
From: njd@cbnewsd.att.com
Message-ID: <1991May21.230652.15499@cbnewsd.att.com>
Source record: 113958

I don't have ICD's address handy, but that's OK because what you really want is their BBS #. If you order through their BBS, you can get _any_ of their 8-bit products at 1/2 price, plus pay _no_ shipping. I found this out when I called their customer support line to ask about repairing/upgrading my old orange ACTION! cartridge - it started dying around last December, and lately has been completely unusable. ICD told me that they won't accept dead carts for an upgrade, and besides, they are having a 1/2 off sale on 8-bit stuff if ordered on their BBS. So I now have a new ACTION! cart (for $39.95 if I remember correctly) and I picked up the Sparta DOS Tool Kit also.

Their BBS # is: (815) 968-2229

Nick DiMasi | Fox Valley Software, Ltd.
---
nick@udt386.chi.il.us | a subsidiary of
[I'm not there as much] | Uniq Digital Technologies, Inc.
...att!odutsa!njd [I'm on here a lot] |
or njd@odutsa.att.com | under contract to AT&T Network Systems
DELPHI: TURBONICK | (Network Software Ctr., Lisle, IL)

4058. ATARI 8 bit system for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-22 02:52:41 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991May21.225241.10056@umiami.ir.miami.edu>
Source record: 113971

I have the following system for sale. Everything is in EXCELLENT condition
and comes in the original packaging it came in as well as the original docs.

ATARI 130XE
ATARI 1050 disk drive
Supra 300 bd modem
p/r 1150 printer connection(ISD)
LOTS OF SOFTWARE
STAR NX-1000

PACKAGE DEAL: $500

Mark Santora
Dlk0ms9s@umiami.ir.miami.edu

4059. Re: What is an Atari 400??

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-22 09:47:13 UTC
From: wolfram@cip-s02.informatik.rwth-aachen.de
Message-ID: <wolfram.674905633@cip-s02>
Source record: 113962

Pandora@kcbbs.gen.nz (Dawn Scotting) writes:

>Don't forget that if his Atari 400 is only 16k then it will not have
>enough memory to drive a disk drive.

Sure it does. I am using a 400 with only 16 KB, a 1050 drive and DOS 2.5,
and it works. However, after loading DOS there is not much space left for
anything... :(

CU
Wolfram

4060. Re: DOS 3 and DOS 4

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-22 09:58:33 UTC
From: wolfram@cip-s02.informatik.rwth-aachen.de
Message-ID: <wolfram.674906313@cip-s02>
Source record: 113963

Now that whe have an XLD expert here: `Your Atari Computer' (big blue book about 400/800 with a bit of XL stuff) said it came with a built-in speech synthesizer, complete with software support from Basic, is this right?

CU
Wolfram

4061. Re: XLs that almost were

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-22 10:01:51 UTC
From: wolfram@cip-s02.informatik.rwth-aachen.de
Message-ID: <wolfram.674906511@cip-s02>
Source record: 113964

A music-based XE? What was this supposed to be?

4062. Re: One Last Wish

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-22 10:04:46 UTC
From: wolfram@cip-s02.informatik.rwth-aachen.de
Message-ID: <wolfram.674906686@cip-s02>
Source record: 113965

I vaguely remember having read that Craig was cured and is well today,
is that true?

Hope it is
Wolfram

4063. Atari 65XE for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-22 16:03:20 UTC
From: x87x@vax5.cit.cornell.edu
Message-ID: <1991May22.120320.4990@vax5.cit.cornell.edu>
Source record: 113961

Atari 65XE, cassette drive, TV adapter, 7 cartridges, 6 cassettes, Compute! books, more.

- $75

rory

4064. Re: ICD address, Rtime 8 Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-22 18:52:59 UTC
From: scale@abode.ttank.com
Message-ID: <1991May22.185259.1716@abode.ttank.com>
Source record: 113966

Hi David,
You asked for ICD's current address and telephone number (it
hasn't changed in years), here you go:

ICD, Incorporated
1220 Rock Street
Rockford, IL 61101

815/968-2228 Phone
800/373-7700 Orders
815/968-6888 FAX

I hope that helps you out David, bye.....

Luis

--
"""""""

4065. MIDI Conversions

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-23 17:07:43 UTC
From: rempel@skorpio.Usask.CA
Message-ID: <1991May23.170743.8282@herald.usask.ca>
Source record: 113968

Hi. I'm currently using MidiTrack III with my Midimate interface on my Atari 130XE. The sequencer in MT III is pretty lousy, so I was planning on writing a few supplementary MIDI utilities (event editor, maybe a score entering/printing utility, etc.). I would also like to convert my Music Composer files to MIDI format. My problem is that the MT III manual says nothing about disk format, except that only one song is stored on a disk, along with the actual MT III code. Does anyone know how the disk format for MT III works? Or alternatively, has anyone out there already written some MIDI utilities for the Atari 8-bits?

-Al

4066. IBM server for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-23 18:59:02 UTC
From: bkd3019@rouge.usl.edu
Message-ID: <31638@rouge.usl.edu>
Source record: 113967

About six months ago I remember seeing some software posted here for the purpose of using an IBM-PC as a disk server for an atari 8-bit. Since I have bunches of old software on disks that are deteriorating, and would like the convienience of putting all the stuff on the hard drive of my PC, can anyone point me to the source of the information. I should mention that while I have the ability to transfer files with the PC, the 8-bit dosen't have any way of transfering files at the moment. If this thing works, I'll have an extra 1050 drive that I'd be glad to get rid of real cheap...

Thanks in advance,
Brian

4067. Update Monthly 8-bit Disk

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-25 01:08:31 UTC
From: wilmott@u2.rutgers.edu
Message-ID: <May.24.21.08.30.1991.6815@u2.rutgers.edu>
Source record: 113969

```
=-.-=

Since a few people have e-mailed me asking about subscription
info for the Update monthly 8-bit disk...

Sagamore Software
2104 Arapahoe Drive
Lafayette, IN 47905
1-317-474-1399

$39/year (12 monthly double sided disks)
```

4068. Re: IBM server for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-25 17:21:22 UTC
From: zielke@unssun.nevada.edu
Message-ID: <414@equinox.unr.edu>
Source record: 113970

I thought when I was FTP'ing the other night I saw that stuff...

you might look in atari.archive.umich.edu...

good luck with you transfering...
john z.

4069. wanted: Epson graphics screen dump

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-27 01:42:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <6CDD60C9755F00FA4A@carleton.edu>
Source record: 113972

I'm doing some programming on the Atari for my physics project. I would really like to be able to print out hard copies of the graphs I produce. I'm drawing things in BASIC on the gr.8 screen. Preferably, there would be a little ML program I could load that would dump the screen to my Epson printer with a single key press. I'm sure we have such programs for the Atari, but I don't know where to look, and if it's going to be useful for me I need it _soon_...

E-mail to me if you can help, and thanks.

-Michael
currentm@carleton.edu

4070. 800 power supply specs

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-28 05:32:18 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991May28.053218.7038@news.iastate.edu>
Source record: 113974

What is the voltage, amperage, polarity, etc, of the Atari 800 power supply?
Thanks a lot...

Steven Ourada

4071. Best characters to use in Ultima 3?

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-28 06:46:26 UTC
From: lord_zar@ucrmath.ucr.edu
Message-ID: <14756@ucrmath.ucr.edu>
Source record: 113975
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

First off, this is cross-posted to the following groups:
comp.sys.amiga.games & rec.games.misc (a few days ago)
comp.sys.apple2, comp.sys.atari.8bit, comp.sys.cbm (today, monday night)
(The second line of newsgroups was added after I, in my idiocy, neglected
to consider that some readers of c.s.apple2, atari.8bit, and cbm might not
know computer games are talked about in rec.games.misc)
NO COMPUTER WARS, OKAY?

So: start posting! Ultimas I-V appeared on the C-64 and apple2, and Ultimas
I-IV appeared on the atari series, so there should be more responses this
time around!!!

Now then, I'd like to know what parties net-land considers to be the best to
win with, and if using one party the entire game is good, compared to using
a party with expendable members like mages and clerics (to go up and down
dungeon levels at 1st level) and replacing them later.

I'll post what party I and my friend are using after I see everyone's 'favorite'
or 'fun' party.

Also: evaluate each class, if only to show why you wouldn't use that class,
as well as the ones you do use.

Wayne

4072. A lot of Atari 8 bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-28 22:38:29 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <42747@cup.portal.com>
Source record: 113979

Well, I've finally gotten around to buying a new computer, and in order to afford this new habit, I have been informed by my spouse that I need to alleviate myself of excess junk. In other words, "GET THIS JUNK OUTA HERE!" :) Now, of course, Atari 8-bit stuff is NOT junk, but I do have a wee bit of it, and since I'm unlikely to use all of it, I'm selling most of it off.
Listed below is everything that I am selling, with prices. Anything with a number in parenthesis after it means I have that number of those items. If you don't like my prices, feel free to make an offer, the worst I'll do is politely turn you down. The items listed together for one price are meant to be sold as a group, if noone makes a reasonable offer on them, I'll consider breaking them apart. The prices do not include shipping. If you have any questions about the items, feel free to ask.

Computers:

$50 800xl - standard

$75 800xl - hacker: RAM OS Switch, D6 & D7 pages usable as ram
External keyboard attached (NOT the upgrade)

$40 800xl - broken keyboard

$40 Atari 130xe - broken, with 4 keyboards (all broken)

$25 Atari 800, w/48k

$15 Atari 400, w/16k

$25 1200XL mother board (4)

Disk Drives:

$150 XF551 DDDS Disk Drive, Upgrade rom for 3.5" disk drive installed.

$125 Indus GT DDSS Disk Drive, with write-protect switch (ask)

$85 1050 EDSS Disk Drive

$15 Atari 810, broken

Peripherals, High End:

$400 ICD 256k MIO, 20 MB Hard Disk, SCSI-ST506 HD interface,
Power Supply & Case, SCSI cable, 130XE-MIO interface

$200 Magnavox RGB Display 80, XEP80 80-column/Printer Interface,
video cables, & switch box (to switch between 40/80 column modes)

$80 Atari 850 RS232 interface

Peripherals, Low End:

$20 Atari 1030 modem

$25 Atari direct connect Seikosha printer (slow, but it works)

$10 Alien Voicebox (doesn't work, don't know why)
$10 Atari 825 printer

$5 Standard 410
$2 Standard 410 - missing cassette cover
$4 Atari 1010 - pause button broken off, no power supply
$2 Unusual 410 - requires 6v DC input, no power supply

Connectors:

$10 Trackballs (2)

$2 Keypads (3, from 2600 Star Raiders Game)

$15 CX85 Keypad

$1 Joysticks, broken (lots)

$5 Paddles (4)

That's the end of the hardware, now for the list of software:

Cartridge languages:
$50 SpartaDOS X - latest revision
$35 RTime-8 - with battery socket

$50 Basic XE/Mac 65 - single cart, no case
$30 Basic XL
$15 Action - no docs
$15 Atari Assembler
$5 Atari Basic

Cartridge games:
$10 Adventure Creator
$10 Battlezone
$5 Super Breakout
$5 Centipede
$5 Pacman
$5 Star Raiders (2)
$5 Digdug
$5 Missile Command
$5 Jungle Hunt
$5 Qbert
$5 Gridrunner
$5 Miner 2049er
$5 Robotron
$5 Serpentine
$5 Star Trek

$5 Computer Chess
$5 Defender
$5 Jumpman Jr.
$5 Jumbo Jet Pilot

Miscellaneous Cartridges:
$5 Atari Artist
$5 Education System Master Cartridge
$5 400/800 Diagnostic Cart

Disk Software:
$10 Adventure Writer
$10 Ultima II (missing map)
$5 Superman
$10 Ghost Busters
$10 Mail Order Monsters
$10 Seven Cities of Gold
$10 Spy Versus Spy, Volumes I & II
$5 Boulder Dash Construction Set
$5 Antic MAPWARE
$5 Antic RAMbrandt
$5 Murder on the Zinderneuf
$5 The Wizard and the Princess (hi-res adventure #2)
$5 Lepus Revenge
$5 Home Financial Management
$10 SmartDOS
$5 Atari Word Processor disks
$1 Atari DOS 3 (2)
$3 Antic DISK, July 1983
$3 Antic DISK, November 1980
$3 Antic DISK, Feb/Mar 1990
$3 Analog DISK, July 1988
$5 Filemanager 800+

Tape Software:

$5 Tanktics
$15 Telengard, Andromeda Conquest, Shamus, Conflict 2500,
B-1 Nuclear Bomber, Galaxy, Voyager 1, Roadracer/Bowler,
101 Programming Tips & Tricks, Introduction to Sound,
Introduction to Graphics, Writing Programs Two, Super Cubes & Slip

Literature/Documentation:
$15 Mapping the Atari, revised edition
$15 De Re Atari
$7 Compute's Second Book of Atari
$10 Compute's Third Book of Atari
$10 Machine Language for Beginners (2)
$10 The second book of Machine Language
$10 The Atari Basic Source Book
$10 Inside Atari DOS
$5 Programmers Reference Guide for the Atari 400/800 Computers

$5 Your Atari Computer (good reference guide)

$5 Atari Roots (guide to machine language)
$5 The Atari Assembler
$10 6502 Applications - Rodney Zaks
$15 6502 Assembly Language Programming - Lance Leventhal
$19 6502 Assembly Language Subroutines - Lance Leventhal
$10 Top Down Assembly Language Programming for the 6502 - Ken Skier

$5 Inside Atari Basic
$5 Basic Exercises for the Atari
$5 Atari Programming with 55 programs

$5 Forth on the Atari
$5 Program Descriptions 1 (for Hofacker software on your atari computer)

$5 Visicalc package (no disk)

Well, that's all of it, almost... I have have a ton of paperwork (magazines, copied articles, etc), a bunch of junk that I didn't bother listing, and about 100 disks filled with PD stuff. If you don't see something you want, just ask, I might actually have it. Also, if you buy a lot, I'm willing to give you a discount (the size of the discount depends on how much you buy :).

Anyway, if you are interested in any of this, here is my address & phone:

Charles Hughes
555 E. Washington Ave, Apt #301
Sunnyvale, CA 94086

(408) 732-7749

4073. Re: Looking for games?

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-29 01:24:51 UTC
From: nicki@hpsmo100.rose.hp.com
Message-ID: <2970001@hpsmo100.rose.hp.com>
Source record: 113984

I don't remember the first two, but M.U.L.E. was a GREAT game that was produced by Electronic Arts. You could even have four players at once (if you have an old 400/800 with four joystick ports.)

4074. Old Atari Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-29 01:40:36 UTC
From: nicki@hpsmo100.rose.hp.com
Message-ID: <2970002@hpsmo100.rose.hp.com>
Source record: 113983

Here's a real old bit of ATARI trivia... Does anyone remember the Atari 815 dual disc drive? It looked like a tall 810 and had two drives mounted inside of the case. They never shipped, but I saw some at an early 80's CES show. Rumor had it that some units had found their way into the hands of some users for testing. If you found one now, it might be a real conversation piece.

Another product that never made it was the Atari lightpen that was announced with the inital release of the Atari 400/800. Atari's legal department stopped them from ever shipping due to fear of lawsuits. They weren't to keen on the idea of kids poking at the picture tube with a pointy wand.

The famous (or infamous) Atari 410 cassette recorder was produced in no less than three different versions. All it really was was a conventional tape deck with the audio portion removed and some interface circuitry to tie it to the computer. I saw at least three different versions, all with the 410 model number. The only think they had in common was that they were all beige.

I remember the excitement I felt way back in late '79, (or was it early '80) when I bought my Atari 800 with 8k of ram, a 410 tape drive, and a Star Raiders cartridge. As I recall it cost about $1100 back then.

4075. Re: ATARI 8 bit system for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-29 02:02:25 UTC
From: asgardia@unixland.uucp
Message-ID: <qiRo31w163w@unixland.uucp>
Source record: 113976

dlk0ms9s@umiami.ir.miami.edu writes:

>
>
> I have the following system for sale. Everything is in EXCELLENT condition
> and comes in the original packaging it came in as well as the original docs.
>
> ATARI 130XE
> ATARI 1050 disk drive
> Supra 300 bd modem
> p/r 1150 printer connection(ISD)
> LOTS OF SOFTWARE
> STAR NX-1000
>
>
> PACKAGE DEAL: $500
>
> Mark Santora
> Dlk0ms9s@umiami.ir.miami.edu

$500??? Are you mad?

4076. Re: Help: Atari 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-29 02:09:18 UTC
From: asgardia@unixland.uucp
Message-ID: <8TRo32w163w@unixland.uucp>
Source record: 113977

ringo@athena.mit.edu (John L. Kimble) writes:

> I'm thinking about resurrecting an Atari 65XE for simple WP/Game purposes
> (it's my younger brother's you see...).
>
> I'll need a color monitor & a printer, as he has the 5.25" drive.
>
> What I'm looking for is suggestions/offers of items to buy re:
> * a compatible color monitor
> * a compatible printer, speed irrelevant, quality relevant
> * software, especially of the WP/Spreadsheet variety
> * Any other suggestions as to products which may still be available to
> make this a viable machine.
>
> Any & all responses are greatly appreciated. Thanks, John K. '91

John, you can write me as Craigr@athena (on your system)
I can help you if you are still in the MIT area.
You dont need a color monitor, but you will need a tv set.
Ataris work on tvs quite well just like any other system that can
utilize a standard game/tv switchbox.
Any printer is compatable. Just get a 850/mio/or PR connection.
That will let you use whatever printer you want.
If not use an atari direct connect printer, but I dont recommend
any of them... especially the 1027..
Software? No problem. Can you send me email and ill send you my #
then you can call me and dl textpro from me.
Ive got a lot of things youd want to keep your atari up to date.
Theres still quite a lot of shareware still being made.
-craig

4077. Re: 800 power supply specs

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-29 02:12:28 UTC
From: asgardia@unixland.uucp
Message-ID: <HZRo33w163w@unixland.uucp>
Source record: 113978

tnfw0@isuvax.iastate.edu writes:

> What is the voltage, amperage, polarity, etc, of the Atari 800 power supply?
> Thanks a lot...
>
> Steven Ourada
>

ATari part # 61982
Power supply dv-512cm
Input 120v ac 60hz 40w
output +5v dc 1.5a

Hope this helps, thats what I see when I look at mine.

4078. Re: Best characters to use in Ultima 3?

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-29 11:21:09 UTC
From: andrewh@msb.com
Message-ID: <1991May29.112109.7903@msb.com>
Source record: 113980
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.amiga.games,rec.games.misc

In Ultima 3, I find at least one elven thief to be indispensable in the party until the final battle. Since I typically give them a higher Dex., they have a higher probability of hitting things. A dwarven/hobbit Paladin (just as long as their wisdom and strength have a max of 75 and/or 99) or a human Ranger, a fuzzy/elven Magic User, and a hobbit Cleric is a typical dungeon party. At the very beginning, I might have a hobbit Druid instead of cleric until I can get the money to boost their stats. At the final battle, my "perfect" party consists of an elven wizard, a fuzzy wizard, a hobbit druid, and a hobbit cleric. Those who made it to the end know what I mean!

4079. Age old question

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-29 19:02:48 UTC
From: dill@ux1.cso.uiuc.edu
Message-ID: <1991May29.190248.4551@ux1.cso.uiuc.edu>
Source record: 113982

I am sure this has been asked before, so I am sorry for the repetition..
but, does anyone have, or know where I can get my hands on the Atari 800
memory map, or OS details or anything along those lines. I have Mapping
the Atari, but am looking for something more...

Also, does anyone have the source codes for any decent, 'old' games. I
do not see why any manufacturer would care about keeping it private
(its not like Epyx is going to make any more money off of Jump-Man..)

Maybe I will just call Epyx myself and see if they will give it to me..
(are they still in business..)

Thanks

Steve Dillinger

--
[Steve Dillinger :: smd10696@uxa.cso.uiuc.edu :: dill@ux1.cso.uiuc.edu]

4080. 8 bit floppys

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-29 20:17:13 UTC
From: glens@natinst.com
Message-ID: <23809@natinst.natinst.com>
Source record: 113981

Hello,
I was wondering if there is an IBM program or something that would
allow me to read and write 8-bit Atari formatted floppys on a PC.
Thanks!

Now Your Playing With Power Without The Price !

My opinions do not necessarily reflect those of my employer and probably are
exact opposites.
--- Glen Sescila ---
glens@natinst.com

4081. ICD Sells Out its 8-bit line, including rights

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-30 00:50:25 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991May30.005025.28858@magnus.acs.ohio-state.edu>
Source record: 113985

A.C.E.C. BBS (614) 471-8559 3oo/12oo/24oo bps
Serving the 8-bit community since 1984

Pandora BBS (614) 471-9209 3oo/12oo bps
Full access to hundreds of public domain downloads on both BBS's.

The following is from the ICD BBS, 815-968-2229:

ICD 8-Bit Blowout Sale

Yes, it's true. The time has finally arrived for ICD to clear out the 800/XL/XE 8-Bit line of products, dust off the shelves and make room for more inventory. Our basic reason for this sale is that we can no longer show any profit margins for these products, nor produce any large quantities to keep in stock, but we can and will continue to support the end-users.

Because of Atari's decision to drop the XL/XE line, followed immediately by the decline and fall of 8-Bit support throughout the national dealer community, ICD must close out our complete stock of 8-Bit products, including both the OSS, Inc., and ICD, Inc. lines. However, we will continue to provide quality technical support during the warranty period of these close-out products.

As heartbreaking as this news may be to you and us, the truth is that it had to happen sooner or later. To be honest, it was later. We at ICD, long supporters of the 8-Bit Atari community, have held out for as long as we possibly could manage. There is, however, one bright note in this sale. It is YOU, the end-user, who benefits from the Super ICD Blowout Clearance Sale!

Our entire stock of 8-Bit items, including spare manuals, parts, pieces, and assorted used equipment, must go now! For information on purchasing parts and assorted components to these products, call ICD voice at (815) 968-2228.

Everything from our door-opening US Doublers and SpartaDOS, the complete line of OSS programming languages (including Personal Pascal for the Atari ST, the only ICD ST product included in his sale), all the way up the line to our Multi I/O (MIO) interfaces and the all-new SpartaDOS X cartridge.

We are determined to see that you have the products that you need to survive, so rather than drop the line completely and toss all of our hard work into a dusty corner, we also intend to sell the rights to these products! Once the rights have been sold, the new owner(s) can continue to manufacture all these superior products just for you. If you are interested

in the rights to these items, please call ICD voice to discuss terms.

Have you been looking high and low for your ICD product manual? Is your copy bent, folded, stapled, mutilated, torn up and dog-eared? For that matter, did your dog eat it? Have you taken so many notes in it that you can't read the original text? It doesn't matter! Whatever reason you have for wanting a new manual, now is the time to get your new copy. We have a few spares, and they are now on sale!

Never underestimate the power of your Atari 8-Bit computer system, regardless of which one you own. These systems have been well developed, and frankly, are the most researched and documented home computer systems available. There has never been a more widespread appreciation for these computers. They were the "Cutting Edge" in their time, and still are for the new computer user. These systems are excellent starter systems, perfect for the children of the die-hard club.

Unfortunately for all of us, those in Atari Corp that make the decisions sometimes do so in haste. This, then, directly affects dedicated 8-Bit users, and we come full circle to where we are today...suffering withdrawal symptoms.

Suffer no more! ICD is offering you one final chance to own those products that you have been saving your hard-earned pennies for, for so long. There are litterally thousands of folks out there that have learned to use these systems, and are willing to assist you in every effort to learn and understand them, not counting ICD. This is your last chance to buy them from ICD! Once our stock is depleted, your chance is gone.

Almost all of these products are now on sale at over 50% off! Get them while they are available. This sale will end sooner than you think since products will now be in demand at these prices. Don't wait! You've been warned!

You can order these items on the ICD Support BBS (815-968-2229), where the sale prices are ALREADY on-line! Please don't ask if you can get any better prices. You can't...anywhere! The prices listed are already over 50% off!

How To Place Your ICD Sale Order

Mail Orders: To order by mail (Pre-Pay), and pay no shipping charges, simply complete the order form below, and mail it with your enclosed payment to:

ICD, Incorporated
ATTN: 8-Bit Sale
1220 Rock Street
Rockford, Il.
61101.

BBS Orders: Ordering On The BBS is as simple as calling the ICD BBS at 815-968-2229 and placing the orders while on-line (Option-$ from the main

menu), 24 hours a day. You can use VISA, MasterCard or COD payment methods on the BBS as well as phone orders.

FREE SHIPPING WITH PRE-PAID MAIL AND BBS CREDIT CARD ORDERS!

Phone Orders: Phone orders are welcome Monday through Friday, 8 a.m. to 5 p.m. CST by calling 815-968-2228. All COD phone orders will include a nominal shipping and handling charge.

Payment: Please include full payment with all mail orders. Illinois residents add 6.25% sales tax. If ordering COD, you must call for a quote on shipping costs. No personal checks will be accepted on COD orders (cash or money orders only). Refused orders will be subject to a $15.00 service charge.

Shipping: Orders are shipped UPS whenever available. For prompt delivery, please be sure to give us your complete street address (no P.O. Box numbers are allowed by UPS). Additional shipping charges are required outside the continental U.S.A. Please call ICD for further shipping instructions.

Product Name / Description	Price
Action! Language Manual	6.95
Action! Programming Language	39.95
Action! RunTime Manual	5.95
Action! RunTime Package	14.95
Action! Tool Kit	14.95
Action! Toolkit Manual	5.95
BASIC XE Language Manual	6.95
BASIC XE Programming Language	39.95
BASIC XL Language Manual	6.95
BASIC XL Programming Language	29.95
BASIC XL Tool Kit	14.95
BASIC XL Toolkit Manual	5.95
Flashback! (Backup Utility)	14.95
FlashBack! Utility Manual	5.95
MAC/65 Cartridge Manual	6.95
MAC/65 Programming Language	39.95
MAC/65 Tool Kit	14.95
MAC/65 Toolkit Manual	5.95
Modem Cable (PRC or MIO)	6.95
Multi I/O (1 Meg Version) (*)	CALL
Multi I/O (256 K Version) (*)	CALL
Multi I/O Manual	7.95
Multi I/O to 130XE Adapter	12.95
P: R: Connection	44.95
P:R: Connection Manual	5.95
Personal Pascal (Atari ST)	44.95
Personal Pascal Manual	9.95
Printer Cable (PRC or MIO)	6.95
Printer Connection Manual	5.95
R-Time 8 Cartridge Manual	5.95

R-Time 8 Clock Cartridge | 34.95
Rambo XL 256K Manual | 5.95
Rambo XL 256K Upgrade | 19.95
Rambo XL RAM Chips (Set of 8)| 32.00
SpartaDOS Construction Set | 19.95
SpartaDOS CS Manual | 6.95
SpartaDOS Tool Kit | 19.95
SpartaDOS Tool Kit Manual | 5.95
SpartaDOS X Cartridge | 39.95
SpartaDOS X Manual | 5.95
US Doubler 1-4 Chip Set | 19.95
US Doubler Manual | 5.95
US Doubler W/SpartaDOS CS | 34.95

(*) Call for availability

Order Form For 8-Bit Sale Only

| |
| Name: _____ Date: _____/_____/_____ |
| |
| Address: _____ |
| |
| City: _____ State: ____ Country: ________ Zip: _______ |
| |
Work Phone: (____) _____-________ Home Phone: (____) _____-________
	Quantity	Name / Product Description	Price Each	Total	
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Il Residents Add 6.25% Tax		
_____ Master Card (Min $40) |-----------|
Sub-Total		
_____ Visa (Minimum $40.00) |-----------|
$5.00 COD		
Credit Card Number _____ |-----------|

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| S & H| ||
| Bank Name On Card _______________________________ |-----------||
| TOTAL| ||
| Expiration Date: ____/____ Bank Number ______ ----------- |
| |
| _________ Personal Check _________ Money Order _________ COD |
-----------------------------------------------------------------------
```

4082. Re: Best characters to use in Ultima 3?

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-30 19:06:41 UTC
From: lazer@lablues.UUCP
Message-ID: <uLXR33w164w@lablues.UUCP>
Source record: 113991
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.amiga.games,rec.games.

I find that with Ultimas II through V, Copy II Plus makes the best companion on the quests! (It won't work on Ultima I) Just do a little sector editing when you get in a jam.

Cheat? Me? No! I went through all once without cheating...I just raised my stats the second time to get to the good stuff faster.

A few tips...
^L
Ultima I: Go in the dungeon's a lot...
Ultima II: Don't bother going in dungoen's...you don't have to...I didn't.
Ultima III: Use the same guys and have them ALL get marked with burns.
Ultima IV: NightShade (I think) is available on the island near in the lake up in the northeast corner. Midnight only.
Ultima V: Geesh...I can't think of anything really...
Ultima VI: Write to Origin! They make it for the Commodore 64 even! Don't you think Apple comes BEFORE Commodore?! I do! WRITE!
Ultima VII: I wish I could do like the box says and star in this Ultima but I don't want to buy an IBM or Commie Ultima VI to find out how!

-Lazer

4083. Re: Old Atari Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-30 19:06:52 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991May30.190652.5283@magnus.acs.ohio-state.edu>
Source record: 113986

Some interesting trivia, but I have one correction: Atari finally DID release a lightpen (I used to have one). I think they did so in '84. It came with its own special cartridge drawing program, which was really quite nice (IMHO). I was impressed at the time that they hadn't merely repackaged Koala Paint, as they had done for the Atari Touch Tablet. Speaking of light pens, you can make your own: There was an article on the subject in a very early issue of Creative Computing (now defunct). It may have been 1981. Then there was the Atari Paint program, which used a joystick for input.

The code names for the original Atari 4oo and 8oo were Colleen and Candy.

4084. Re: Old Atari Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-30 19:55:11 UTC
From: collin861@snake.cs.uidaho.edu
Message-ID: <1991May30.195511.9316@groucho>
Source record: 113989

In article <2970002@hpsmo100.rose.hp.com>, nicki@hpsmo100.rose.hp.com (Nick Ingegneri) writes:
|>
|> [stuff deleted]
|>
|> Another product that never made it was the Atari lightpen that was announced
|> with the inital release of the Atari 400/800. Atari's legal department
|> stopped them from ever shipping due to fear of lawsuits. They weren't to
|> keen on the idea of kids poking at the picture tube with a pointy wand.

Thats funny, I own an Atari light-pen... It works great, too! It never fails to impress people about the capabilities of an Atari. It comes with a really neat drawing program (AtariGraphics, I believe), complete with pop-up windows and special "star-trek" sound effects... I believe it came out shortly after the 600XL and 800XL were introduced, although my memory is fading...

|> [stuff deleted]
|>
|> I remember the excitement I felt way back in late '79, (or was it early '80)
|> when I bought my Atari 800 with 8k of ram, a 410 tape drive, and a Star
|> Raiders cartridge. As I recall it cost about $1100 back then.
^^^^^
Ouch! I could barely afford my $180 600XL when it came out! :-)

Dean Collins | "The last man on earth sat alone
University of Idaho, Moscow, ID | in a room.
collin861@snake.cs.uidaho.edu | There was a knock at the door..."

4085. Re: Old Atari Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-30 21:33:31 UTC
From: gt7865a@prism.gatech.EDU
Message-ID: <30223@hydra.gatech.EDU>
Source record: 113990

Speaking of old Atari equipment, does anyone remember the ATR8000? I had one, and it was a real blessing. It was a Z80 based CP/M expander for the Atari, though I never used it for CP/M. I used it for the built in disk drive interface which allowed me to use standard disk drives with my Atari, the RS232 port for modem and printer, etc. I had mine with two Shugart DS/DD 5.25 inch floppy drives. It was an interesting piece of equipment.

Also, does anyone still have copies of the COMPUTE! series of books on the Atari 8bits? I remember Inside Atari and a couple others... they were really great. Too bad you can't get inside information like that for todays computers so cheaply! (the Mac I'm on now, for example!)

--
Comer, Matthew Brian
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt7865a
Internet: gt7865a@prism.gatech.edu

4086. Re: 800 power supply specs

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-30 23:02:41 UTC
From: ken@hpcupt3.cup.hp.com
Message-ID: <48510006@hpcupt3.cup.hp.com>
Source record: 113992

```
>ATari part # 61982
>Power supply dv-512cm
>Input 120v ac 60hz 40w
>output +5v dc 1.5a
>
>Hope this helps, thats what I see when I look at mine.
>
This sounds like the 800XL power supply. I remember the original
800 power supply being an AC output, with the DC rectifier being on
the power supply board in the computer. Sorry I don't remember what
the voltage is.

| Ken Sumrall | Internet: ken%hpda@hplabs.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |
```

4087. Re: Old Atari Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-31 00:16:49 UTC
From: thaanuj@prism.cs.orst.edu
Message-ID: <1991May31.001649.3783@lynx.CS.ORST.EDU>
Source record: 113988

In article <2970002@hpsmo100.rose.hp.com> nicki@hpsmo100.rose.hp.com (Nick Ingegneri) writes:
>Here's a real old bit of ATARI trivia... Does anyone remember the Atari 815
>dual disc drive? It looked like a tall 810 and had two drives mounted
>inside of the case. They never shipped, but I saw some at an early 80's
>CES show. Rumor had it that some units had found their way into the hands
>of some users for testing. If you found one now, it might be a real
>conversation piece.
>
Not only that, but it was double density. There was even another version
of DOS writted for it- DOS 2.0D. Too bad this product never hit the shelves.
It might have been enough to deter potential Apple][buyers.

John Thaanum thaanuj@prism.cs.orst.edu

4088. 8 bit parts

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-31 00:21:19 UTC
From: <>
Message-ID: <4296@polari.UUCP>
Source record: 113987

```
i have just received a new parts catalogue from Best +0Electronics for
you die hard * bitter like myself there address is
[B[B[K [B[B[K2021 The Alameda
Suite 290
San Jose, CA 95126-1127
it is Rev. 9 catalog
```

4089. Re: 800 power supply specs

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-31 17:17:15 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991May31.171715.13957@uokmax.ecn.uoknor.edu>
Source record: 113993

ken@hpcupt3.cup.hp.com (Kenneth M. Sumrall) writes:

>This sounds like the 800XL power supply. I remember the original
>800 power supply being an AC output, with the DC rectifier being on
>the power supply board in the computer. Sorry I don't remember what
>the voltage is.

I had an Atari 400 whose power supply died. I recall being able to use
the power supply from my 1050 drive instead (the connectors were the same,
and as I recall the voltage specs were similar also). I believe it was
9 volts AC. I don't know if this is the same as the 800, though.

>| Ken Sumrall | Internet: ken%hpda@hplabs.hp.com |
>| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
>| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
>| "What a stupid world" -Calvin (speaking to Hobbes) |

---|\-#-/_|-------/|-------,*.----||---Norman Lin, University of Oklahoma----
---|/-----|------/-|---,"--|---,"-||------norlin@uokmax.ecn.uoknor.edu-------
--/|------------/-*'---|/------|--||-----(IP addr: 129.15.[20|22|24].2)------
-|/|\---/_|-----|-----------------||-"I gazed in your eyes, and saw the moon-
--\|/-----|----*'-----------------||------------and the skies"---------------

4090. Re: Old Atari Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1991-05-31 18:58:36 UTC
From: bill@mwca.UUCP
Message-ID: <1867@mwca.UUCP>
Source record: 113994

In article <1991May30.190652.5283@magnus.acs.ohio-state.edu>
fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:
>
> Some interesting trivia, but I have one correction: Atari finally DID
>release a lightpen (I used to have one). I think they did so in '84. It
>came with its own special cartridge drawing program, which was really
>quite nice (IMHO). I was impressed at the time that they hadn't merely
>repackaged Koala Paint, as they had done for the Atari Touch Tablet.

The software was done by Steve Gibson, one of the truly visionary pioneers
of the personal computer era. The drawing program was at the time considered
to have on of the most advanced user interfaces yet seen for any PC.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

4091. Re: Old Atari Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-01 22:03:43 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <42871@cup.portal.com>
Source record: 113996

Rensselaer Polytechnic Institute sponsored or co-sponsored a scholarship back in 1981 which gave COMPLETE Atari 800 systems with 48K memory, an 850 interface, two 810 drives, the 830 (?) 300-baud acoustic modem, some cartridges (BASIC, Star Raiders, Telelink I, Assembler/Editor), a bunch of manuals including a release of the Technical Reference Notes so early that the Table of Contents didn't have Page Numbers in it, a Beta release of "Atari Pascal" on four 5.25" diskettes, and I forget what all else. One of the professors who administered the program had an 815 disk drive in his office; for all I know it might still be there gathering dust. The catch was that the students had to actually GRADUATE from RPI in order to KEEP the system; if they flunked or dropped out they had to give it back! My girlfriend-at-that-time survived RPI and still has that Atari system (and yes, it DID cost about $1100 at that time). Oh, yeah, the system also included an Epson printer and a TV (not monitor; you could watch color TV when you weren't computing)! My SAT scores were probably good enough that if I hadn't waited til the last day of admissions to APPLY to RPI, I might have gotten one of these scholarships, and if I had, the thought of KEEPING it might have kept met at RPI for four years (as it was, I left after 2.5 years). My life would have been VERY dif-ferent and I wouldn't be here telling you this right now!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4092. Re: 8 bit floppys

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-01 22:10:25 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <42872@cup.portal.com>
Source record: 113995

Yes. The program ATARIO for the IBM-PC will allow the PC to read/write Atari DOUBLE DENSITY floppies. Caveats:

* Only works with "low density" (i.e. "360K") IBM drives.

* Only reads/writes DOUBLE DENSITY (i.e. "US Doubler" or other "true double density") Atari disks

* Has some quirks/bugs which have not (to my knowledge) been quantified.

Perks:

* Source code is available: application is in C, Atari-format driver is in assembler

* Works on PC and at least the Tandy 1000SL "clone"; probably on anything.

Not sure where you can GET this program, other than rousing me (very difficult most of the time) to UUencode and ship MY copies of all this.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4093. Re: Best characters to use in Ultima 3?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-02 18:57:44 UTC
From: mnfriedr@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun2.185744.3309@informatik.uni-erlangen.de>
Source record: 113997
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.amiga.games,rec.games.misc

andrewh@msb.com (Andrew Huie) writes:

>In Ultima 3, I find at least one elven thief to be indispensable in the party
>until the final battle. Since I typically give them a higher Dex., they have
>a higher probability of hitting things. A dwarven/hobbit Paladin (just as
>long as their wisdom and strength have a max of 75 and/or 99) or a human
>Ranger, a fuzzy/elven Magic User, and a hobbit Cleric is a typical dungeon
>party. At the very beginning, I might have a hobbit Druid instead of cleric
>until I can get the money to boost their stats. At the final battle, my
>"perfect" party consists of an elven wizard, a fuzzy wizard, a hobbit druid,
>and a hobbit cleric. Those who made it to the end know what I mean!
I made it to the end, I don't know why you need different parties. Or
why do you need so much magic users. Have you ever considered taking a
horse with you into Exodus' castle? You only have to fight dragons two times
then, instead of four times.

It seems you all have many problems playing Ultima III, but it is such an easy
and uncomplicated game...
Later, every party member is as powerful as the other. Every character has
his maximum stats...

Why do you all have problems? I don't know...

Greetings, :-)
Efchen

/~\ | Martin Friedrich IRC/FN/BITNET: Efchen
C oo | Postfach 1602 NightFall: Sir Efchen, Knight of Elvendar
_(^) | 8520 Erlangen
~\ | GERMANY InterNet:mnfriedr@informatik.uni-erlangen.de

Tie two birds together. Though they have four wings, they cannot fly.
- The silent Flute

4094. ATARI Stuff for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-02 20:44:53 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Jun2.204453.10732@ncsu.edu>
Source record: 114000

Following are for sale, either separately or all together

ATARI 800XL $40
Magnovox Amber Monitor ready to use with ATARI 800XL $50
Atari 1025 Dot Matrix Printer ready to use with ATARI 800XL $40
GE Program Recorder, save your programs on this $10
All parts include necessary cables, powersupplies, manuals

Thanks
Saurabh

4095. Atari trivia

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-03 00:23:21 UTC
From: mmiller@isis.cs.du.edu
Message-ID: <1991Jun3.002321.2267@mnemosyne.cs.du.edu>
Source record: 113998

> Some interesting trivia, but I have one correction: Atari finally DID
>release a lightpen (I used to have one). I think they did so in '84. It
>came with its own special cartridge drawing program, which was really
>quite nice (IMHO). I was impressed at the time that they hadn't merely
>repackaged Koala Paint, as they had done for the Atari Touch Tablet.
>Speaking of light pens, you can make your own: There was an article on
>the subject in a very early issue of Creative Computing (now defunct).
>It may have been 1981. Then there was the Atari Paint program, which used
>a joystick for input.

I believe I know which article you're talking about. I have that Creative Computing issue. It is March 1983, in the "Outpost: Atari" article. It mainly talks about how to make a home-made Atari light pen, and gives a couple sample BASIC programs you can use with it.

What is surprising is this is an issue of Creative Computing that I just happened to look at and pick up one day. You are the second person I have heard refer to this article (I think you were referring to this one) after all these years.

Mark Miller
mmiller@isis.cs.du.edu

4096. Creative Computing lightpen (was Re: Atari trivia)

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-03 02:43:00 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991Jun3.024300.20748@uokmax.ecn.uoknor.edu>
Source record: 113999

mmiller@isis.cs.du.edu (Mark Miller) writes:

>> Some interesting trivia, but I have one correction: Atari finally DID
>>release a lightpen (I used to have one). I think they did so in '84. It
>>came with its own special cartridge drawing program, which was really
>>quite nice (IMHO). I was impressed at the time that they hadn't merely
>>repackaged Koala Paint, as they had done for the Atari Touch Tablet.
>>Speaking of light pens, you can make your own: There was an article on
>>the subject in a very early issue of Creative Computing (now defunct).
>>It may have been 1981. Then there was the Atari Paint program, which used
>>a joystick for input.

>I believe I know which article you're talking about. I have that Creative
>Computing issue. It is March 1983, in the "Outpost: Atari" article. It
>mainly talks about how to make a home-made Atari light pen, and gives a
>couple sample BASIC programs you can use with it.

>What is surprising is this is an issue of Creative Computing that I just
>happened to look at and pick up one day. You are the second person I have
>heard refer to this article (I think you were referring to this one) after
>all these years.

I built this lightpen. You mention that you "just happened to look at and
pick up" this issue of Creative Computing; similarly, I was browsing through
back issues at the library. What was a bit annoying was that the pinouts
given for the lightpen were REVERSED; this was not mentioned until a few months
later in another issue. But since I was looking through back issues at the
library anyway, it wasn't until about 2 years later that I happened to
stumble upon that correction article, during which time the lightpen had been
scrapped, rebuilt a few months later exactly as per (incorrect) instructions,
failed again, scrapped, rebuilt, failed...

When I finally found the correction article and got the lightpen working,
though, it was less than impressive. The vertical resolution was perhaps
fine enough for vertical discrimination among the 24 different graphics 0
lines; horizontal resolution was nowhere near being able to pinpoint which of
the 40 columns you had the pen pointed at. And for drawing, the pen was pretty
much useless. They included a sample drawing program in graphics 7. Vertical
resolution was almost acceptable, but the horizontal resolution was so poor
that you would get a point +/- about 40 pixels from where you were, which in
graphics 7 is abysmal. The article did mention that horizontal resolution was
poor, but I didn't expect it to be that poor. Did anyone else have better
results with this lightpen?

Ah, the days when you could build your own computer peripherals and easily
interface them... what memories...

>Mark Miller
>mmiller@isis.cs.du.edu

---|\-#-/_|-------/|-------,*.----||---Norman Lin, University of Oklahoma----
---|/-----|------/-|---,"--|---,"-||------norlin@uokmax.ecn.uoknor.edu-------
--/|------------/-*'---|/------|--||-----(IP addr: 129.15.[20|22|24].2)------
-|/|\---/_|-----|-----------------||-"I gazed in your eyes, and saw the moon-
--\|/-----|----*'-----------------||------------and the skies"--------------

4097. Re: Old Atari Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-03 17:09:23 UTC
From: daveg@prowler.clearpoint.com
Message-ID: <DAVEG.91Jun3180923@prowler.clearpoint.com>
Source record: 114002

==> On 31 May 91 00:16:49 GMT, thaanuj@prism.cs.orst.edu (John Thaanum) said:

In article <2970002@hpsmo100.rose.hp.com> nicki@hpsmo100.rose.hp.com (Nick Ingegneri) writes:
>Here's a real old bit of ATARI trivia... Does anyone remember the Atari 815
>dual disc drive? It looked like a tall 810 and had two drives mounted
>inside of the case. They never shipped, but I saw some at an early 80's
>CES show. Rumor had it that some units had found their way into the hands
>of some users for testing. If you found one now, it might be a real
>conversation piece.
>
JT> Not only that, but it was double density. There was even another version
JT> of DOS writted for it- DOS 2.0D. Too bad this product never hit the shelves.
JT> It might have been enough to deter potential Apple][buyers.

Sorry, but that's not true. It really was just two 810 drives stuffed together.
DOS 2.0D was written to deal with the two drives in one box, it was definitely
NOT double density.

How do I know? I was one of the few people who had one to play with. :-)
(the computer store I bought my Atari 800 from {and worked at} had one on
loan from Atari for a while -- we used to get a lot of toys from them due
to the volume of the store and the locals who were fairly prolific, such
as Jerry White (anyone remember him?) and Swifty Software, amongst others).

-dg-
--
"Look, folks, you can't save everyone. | Dave Goldblatt [daveg@clearpoint.com]
Just try not to be living next to | Software Engineering (Subsystems)
them when they go off." | Clearpoint Research Corporation
- Dennis Miller | 35 Parkwood Dr., Hopkinton, MA 01748

4098. Ape Face

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-03 18:05:08 UTC
From: mrsmart@buhub.bradley.edu
Message-ID: <1991Jun3.180508.19787@bradley.bradley.edu>
Source record: 114001

I recently got back into my Atari stuff after I bought a 1200XL and
1050 Disk Drive for $20.00 from the Communications department here.

The Problem is, I never had a printer when I was in Jr. High, so I am
now trying to hook one up. Here is the setup I am working with...

1200XL computer
1050 Disk Drive
(3) XLP Ape Face Interfaces
12XLP Ape Face Interface (w/o power cable)
ATARIWRITER (cart)
Gemeni 15 printer (serial and parallel inputs)

I hooked it up, and it told me that there was no device available.

--
a---
mrsmart@buhub.bradley.edu	The path of excess leads to
rknautz@heartland.bradley.edu	the tower of Wisdom.
Rob Knautz	-W. Blake

4099. Re: Old Atari Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-04 00:49:31 UTC
From: thaanuj@prism.cs.orst.edu
Message-ID: <1991Jun04.004931.22501@lynx.CS.ORST.EDU>
Source record: 114003

In article <DAVEG.91Jun3180923@prowler.clearpoint.com> daveg@prowler.clearpoint.com writes:
>==> On 31 May 91 00:16:49 GMT, thaanuj@prism.cs.orst.edu (John Thaanum) said:
>
>In article <2970002@hpsmo100.rose.hp.com> nicki@hpsmo100.rose.hp.com (Nick Ingegneri) writes:
>>Here's a real old bit of ATARI trivia... Does anyone remember the Atari 815
>>dual disc drive? It looked like a tall 810 and had two drives mounted
>>inside of the case. They never shipped, but I saw some at an early 80's
>>CES show. Rumor had it that some units had found their way into the hands
>>of some users for testing. If you found one now, it might be a real
>>conversation piece.
>>
>JT> Not only that, but it was double density. There was even another version
>JT> of DOS writted for it- DOS 2.0D. Too bad this product never hit the shelves.
>JT> It might have been enough to deter potential Apple][buyers.
>
>Sorry, but that's not true. It really was just two 810 drives stuffed together.
>DOS 2.0D was written to deal with the two drives in one box, it was definitely
>*NOT* double density.
>
>How do I know? I was one of the few people who had one to play with. :-)
>(the computer store I bought my Atari 800 from {and worked at} had one on
>loan from Atari for a while -- we used to get a lot of toys from them due
>to the volume of the store and the locals who were fairly prolific, such
>as Jerry White (anyone remember him?) and Swifty Software, amongst others).
>
>-dg-
>--
>"Look, folks, you can't save everyone. | Dave Goldblatt [daveg@clearpoint.com]
> Just try not to be living next to | Software Engineering (Subsystems)
> them when they go off." | Clearpoint Research Corporation
> - Dennis Miller | 35 Parkwood Dr., Hopkinton, MA 01748

I just wanted to let everybody know that I had intended to misinform anybody.
I was just quoting what I _thought_ I remembered reading in a Creative
Computing article from long ago. CC really was an outstanding magazine. When
it died, a couple of the editors went on to work for Atari's own magazine
(Atari Explorer?). Atari canned them about 9 months ago and hired a new staff.
Have any of you heard anything about what the previous editors are up to
these days?

John Thaanum thaanuj@prism.cs.orst.edu

them

4100. Current Notes/Dave Small query

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-04 23:15:59 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <Jun.4.19.15.50.1991.2146@utopia.rutgers.edu>
Source record: 113806
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I was just reading through the latest issue of Current Notes, specifically the article by Dave Small. I thought it was a very good article; very daring of him to write it, and it definitely made me stop and think about the topic...

Anyway, my quick question for those of you who have read the article and might [think they] know the answer - what company, and which early 80's 8-bit programmers was Dave talking about specifically? I have been around the Atari community for 10 years, so I probably will recognize the names, but I can't think of who they might be offhand.

Please limit any replies to this message to e-mail rather than posting...I do not wish to stir up a lot of muck within the newsgroups. Thanks.

-Ray

(wilmott@utopia.rutgers.edu)

4101. 1200xl - remember that?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-05 00:48:17 UTC
From: hymowitz@jhunix.hcf.jhu.edu
Message-ID: <8557@jhunix.HCF.JHU.EDU>
Source record: 113805

please help.
i own perhaps the worst piece of machinery ever to be called a computer.

does anyone have a translator disk that i can pilfer? i will supply a disk
if necessary. (i used to own one, but all of my software is currently
missing).

thanks very much. e-mail responses preferred.

--hymie
hymowitz@jhunix.hcf.jhu.edu hymowitz@jhuvms.hcf.jhu.edu
hymowitz@jhuvms.BITNET

I don't care what others say.
They say we don't listen anyway.
--Chambers Brothers

4102. Re: Creative Computing lightpen (was Re: Atari trivia)

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-05 02:29:38 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <42968@cup.portal.com>
Source record: 114004

For what it's worth, I picked up some third-party commercial light-pen at a local user-group flea market a couple of months ago, got it to work, and had the SAME experience of totally useless horizontal resolution: "picking a pixel +/- 40 pixels away from where you were pointing" sounds about right...

Must be the Atari hardware. :-(

4103. Re: 1200xl - remember that?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-05 06:18:48 UTC
From: csc23042@sumax.seattleu.edu
Message-ID: <2891@sumax.seattleu.edu>
Source record: 113807

In article <8557@jhunix.HCF.JHU.EDU> hymowitz@jhunix.hcf.jhu.edu (Eric B. Hymowitz) writes:
>please help.
>i own perhaps the worst piece of machinery ever to be called a computer.
^^^

4104. Re: 1200xl - remember that?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-05 07:57:27 UTC
From: s882854@minyos.xx.rmit.oz.au
Message-ID: <1991Jun5.075727.27887@minyos.xx.rmit.oz.au>
Source record: 113809

I tend to disagree with the keyboard issue. I think that the nicest
keyboard of the Atari 8-bit series would be the original Atari 800 computers.
Beats the pants of the current crop of ST computers' keyboard.

Tehn Yit Chin
s882854@minyos.xx.rmit.OZ.AU

4105. Re: Creative Computing lightpen (was Re: Atari trivia)

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-05 10:30:46 UTC
From: lanmaint@nssdcb.gsfc.nasa.gov
Message-ID: <5564@dftsrv.gsfc.nasa.gov>
Source record: 113808

In article <42968@cup.portal.com>, Chris_F_Chiesa@cup.portal.com writes...
>For what it's worth, I picked up some third-party commercial light-pen at
>a local user-group flea market a couple of months ago, got it to work, and
>had the SAME experience of totally useless horizontal resolution: "picking
>a pixel +/- 40 pixels away from where you were pointing" sounds about right...
>
>Must be the Atari hardware. :-(

I don't think it's the atari hardware because I got the atari "light
gun" from a friend and wrote a little c program to "shoot" at the
screen machine gun style. The gun IS a light pen and seems pretty
accurate (+-2 or 3 pixels) even from a distance of 15 feet away!

There a small algorithm necessary to map the light pen coordinates
to screen coordinates, it can be found in the technical reference
manual. If anyone needs it I would be happy to look it up and
post it. Also I would also be willing to post the C source for
MACHINE GUN (DEEP BLUE C). It's not very good from a game standpoint,
or from a C progamming standpoint (kludgey code), but it does work
and could be used to test the accuracy of your light pen hardware.

I also (once upon a time) had a KOALA lightpen with KOALA paint
for pen. When you started KOALA for pen, it would have you
"calibrate" the pen by pointing at a horizontal and then a vertical
line. It also was quite accurate once calibration was completed.

Dave Yoest
LAN M&O Section Supervisor
NASA/Goddard Space Flight Center
Greenbelt, Md. USA

DYOEST@128.183.43.16
DYOEST@zaphod.gsfc.nasa.gov

4106. Re: 1200xl - remember that?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-05 12:57:27 UTC
From: Tehn.Chin@f98.n250.z1.FidoNet.Org
Message-ID: <676362087.11@egsgate.FidoNet.Org>
Source record: 113837

I tend to disagree with the keyboard issue. I think that the nicest keyboard of the Atari 8-bit series would be the original Atari 800 computers. Beats the pants of the current crop of ST computers' keyboard.

Tehn Yit Chin
s882854@minyos.xx.rmit.OZ.AU

4107. The Great ATARI Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-05 14:11:54 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Jun5.141154.25921@ncsu.edu>
Source record: 113810

The ATARI 800 XL system includes:

ATRI 800 XL
a few game cartridges, and ATARIWriter Cartridge
A program recorder to record stuff
a monitor with cable to hook up to 800XL
TWO Joysticks
a 1025 printer, ready to print with ribbon and all

System Price (don't get too excited) : $90.00 plus shipping!

First one to give firm committment gets it!

4108. Re: Creative Computing lightpen (was Re: Atari trivia)

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-05 15:30:46 UTC
From: Dave.Yoest@f98.n250.z1.FidoNet.Org
Message-ID: <676362087.61@egsgate.FidoNet.Org>
Source record: 113836

In article <42968@cup.portal.com>, Chris_F_Chiesa@cup.portal.com writes...
>For what it's worth, I picked up some third-party commercial light-pen at
>a local user-group flea market a couple of months ago, got it to work, and
>had the SAME experience of totally useless horizontal resolution: "picking
>a pixel +/- 40 pixels away from where you were pointing" sounds about
right...
>
>Must be the Atari hardware. :-(

I don't think it's the atari hardware because I got the atari "light
gun" from a friend and wrote a little c program to "shoot" at the
screen machine gun style. The gun IS a light pen and seems pretty
accurate (+-2 or 3 pixels) even from a distance of 15 feet away!

There a small algorithm necessary to map the light pen coordinates
to screen coordinates, it can be found in the technical reference
manual. If anyone needs it I would be happy to look it up and
post it. Also I would also be willing to post the C source for
MACHINE GUN (DEEP BLUE C). It's not very good from a game standpoint,
or from a C progamming standpoint (kludgey code), but it does work
and could be used to test the accuracy of your light pen hardware.

I also (once upon a time) had a KOALA lightpen with KOALA paint
for pen. When you started KOALA for pen, it would have you
"calibrate" the pen by pointing at a horizontal and then a vertical
line. It also was quite accurate once calibration was completed.

Dave Yoest
LAN M&O Section Supervisor
NASA/Goddard Space Flight Center
Greenbelt, Md. USA

DYOEST@128.183.43.16
DYOEST@zaphod.gsfc.nasa.gov

4109. Re: Old Atari Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-05 17:17:18 UTC
From: nicki@hpsmo100.rose.hp.com
Message-ID: <2970003@hpsmo100.rose.hp.com>
Source record: 113849

Hmmm... I stopped keeping track of what Atari was doing about the time the Atari 1200 came out. (I couln't forgive them for going down to only two joystick ports!) So it looks like they did finally release the lightpen...

Another interesting factoid... You probably knew of six slots that the 800 had for expansion. There were two cartridge slots, one OS slot, and three memory slots. But did you know that there was a seventh slot buried deep inside the machine. And plugged into that slot was the processor card that contained the 6502 and it's support chips. Rumor was that the reason for putting the processor on a card would be to allow future versions that used the same bus, I/O, and graphics, but a different processor.

I knew about the Coleen and Candy code names (You can find reference to that in the technical manuals if you can find copies) But did you know who Coleen and Candy were? Supposedly they were two well-endowed secretaries who worked at Atari.

Do you all remember the CTIA chip that produced the graphics? CTIA stood for Computer Television Interface Adapter. More interesting was the naming of it's sequal: GTIA which stood for George's Television...

4110. The Great ATARI Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-05 19:11:54 UTC
From: SAURABH.MISRA@f98.n250.z1.FidoNet.Org
Message-ID: <676362172.41@egsgate.FidoNet.Org>
Source record: 113838

The ATARI 800 XL system includes:

ATRI 800 XL
a few game cartridges, and ATARIWriter Cartridge
A program recorder to record stuff
a monitor with cable to hook up to 800XL
TWO Joysticks
a 1025 printer, ready to print with ribbon and all

System Price (don't get too excited) : $90.00 plus shipping!

First one to give firm committment gets it!

4111. AtariLab

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-05 19:19:54 UTC
From: dae@duke.cs.duke.edu
Message-ID: <676149593@tyranno.cs.duke.edu>
Source record: 113812

Does anyone remember the AtariLab Science Series?
There was a Starter Set with Temperature Module and a separate
Light Module.

I was wondering what any reactions are to it and whether it
is still in use anywhere?

Dave Egolf
dae@duke.cs.duke.edu
Duke University
Department of Physics

4112. Cartridge signalling

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-05 23:25:10 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Jun5.232510.1063@news.iastate.edu>
Source record: 113813

Minor technical question here: How does the computer know when a cartridge is or is not going to supply the data for a memory access... To explain better what I mean, I will give the context of my question: The SpartaDOS X cartridge (I assume, I don't have the cart yet) can make itself virtually invisible to the computer so that RAM underneath can be accessed. How exactly does the computer know to use internal RAM rather than the cartridge ROM? Ooops, in thinking about how to write this question, I think I answered my own question... Well, someone can confirm it for me :). There is a line on the cartridge port that is held high (or low) when the cartridge wants the data bus, right?

Steven Ourada

4113. Re: Old Atari Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-06 00:32:51 UTC
From: apalmer@pyrtech.pyramid.com
Message-ID: <158316@pyramid.pyramid.com>
Source record: 113815

In article <2970002@hpsmo100.rose.hp.com> nicki@hpsmo100.rose.hp.com (Nick Ingegneri) writes:
>Here's a real old bit of ATARI trivia... Does anyone remember the Atari 815
>dual disc drive? It looked like a tall 810 and had two drives mounted
>inside of the case. They never shipped, but I saw some at an early 80's
>CES show. Rumor had it that some units had found their way into the hands
>of some users for testing. If you found one now, it might be a real
>conversation piece.
>
I own an Atari 815 disk drive. It has 2 SSDD disk drives. The format is
different from all double density drive that followed. Atari had a special
version of thier DOS II (not DOS2.0) that worked with the drive. They were
unable to manufacture a reliable product due to poor design.
>
>Another product that never made it was the Atari lightpen that was announced
>with the inital release of the Atari 400/800. Atari's legal department
>stopped them from ever shipping due to fear of lawsuits. They weren't to
>keen on the idea of kids poking at the picture tube with a pointy wand.
>
The original light pen made it as far as the Atari company store. I purchaced
one the first day they showed up in the store for a friend. He had purchaced
my 1 week old 400 so I could buy a 800. I took the light pen home that first
night and had a blast. I gave the light pen to him the next day and he
brought it back the next day with the 400. The light pen would not work on
the 400, but it worked fine on my 800. I had become friends with some
of the techs at the service dept when the 400 failed the first night with
a bad ctia. I took the 400 out to Atari and watched as they worked on the
machine. The problem turned out to be the trace for the light pin that went
to joystick port 1 on the 800 went to port 4 on the 400. As it turned out,
no one at Atari had tested the light pen on anything but an 800. In the
manufacturing process, this function was tested. Because every 400 failed
this test, they assumed the test was bad and ignored it. Because all the
cases of light pens in the warehouse had docs that said to use port 1,
they held up shipment. To my knowledge, none of these light pens ever
shipped. The light pen that came out a few years later was completely
redesigned.
>
>The famous (or infamous) Atari 410 cassette recorder was produced in no less
>than three different versions. All it really was was a conventional tape
>deck with the audio portion removed and some interface circuitry to tie it
>to the computer. I saw at least three different versions, all with the
>410 model number. The only think they had in common was that they were
>all beige.
>

>I remember the excitement I felt way back in late '79, (or was it early '80)
>when I bought my Atari 800 with 8k of ram, a 410 tape drive, and a Star
>Raiders cartridge. As I recall it cost about $1100 back then.
>
I'm posting this from my TT. I have 400s, 800s, 1200XLs, 800XLs, 1400XLs,
520STs and 1 1040ST. I still remember that first night when after 3 hours
of Star Raiders, the 400 died. I was up until 2am after I discovered the
problem was heat related. By turning the system off for 30 minutes, I
could play for 1 hour.

Al Palmer

4114. Compute Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-06 01:26:07 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <1991Jun6.012607.10279@kcbbs.gen.nz>
Source record: 113811

I still have a huge pile of the old Compute magazines going back maybe
10 years or more. Is there something specific you wanted out of them
or was it just an idle question?

4115. BEST/Xenophobe

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-06 02:07:17 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <Jun.5.22.07.14.1991.838@utopia.rutgers.edu>
Source record: 113814

Just got the new Best catalog in the mail and was browsing through the goodies when I noticed something - they have Xenophobe (and Midi Maze and Tower Toppler) listed. I was awaiting the release of this game back when the XEGS was still having carts made for it, but all 8-bit stuff got dumped before it was released. And so I was wondering... has anybody ordered any of these games from Best? Do they really exist, or is it an oversight on their part?

4116. PD Forth available

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-06 12:37:08 UTC
From: kiefer@disco-sol.comp.sys.atari.8bit
Message-ID: <KIEFER.91Jun6143708@disco-sol.comp.sys.atari.8bit>
Source record: 113816

I am looking for a public domain version of FORTH for an Atari 800XL Computer
together with a 1040 Drive. Is there someone posessing such a thing? Could you
send me a (or several) floppy disk(s)?

Or can someone tell me where i can get something like that (with a manual
at best).

If someone can help me, please e-mail to kiefer@dfki.cs.uni-sb.de
or mail to
Bernd Kiefer
Rotenbuehlerweg 23
D-6600 Saarbruecken

Thanks in advance.

Bernd Kiefer
DFKI Saarbruecken (kiefer@dfki.uni-sb.de)

4117. Re: 1200xl - remember that?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-06 21:45:43 UTC
From: rts@polari.UUCP
Message-ID: <4377@polari.UUCP>
Source record: 113820

Here here!

The 800 Keyboard is by far the best.
Anyone out here know how to get ahold of ANTIC MAG.?
Also, Im looking for CARINA BBS program, and info on these would be great!

Thanks, from the land of the blue ski and the big fish!

4118. Re: Best characters to use in Ultima 3?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-07 01:01:01 UTC
From: daguru@ucscb.UCSC.EDU
Message-ID: <16760@darkstar.ucsc.edu>
Source record: 113822
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.amiga.games,rec.games.misc

In article <1991Jun2.185744.3309@informatik.uni-erlangen.de>
mnfriedr@immd4.informatik.uni-erlangen.de (M. Friedrich) writes:

>Why do you all have problems? I don't know...

Me neither. I figured out the loophole and started all my
characters with full armament.

Even brand new, fuzzy mages can survive with the best armor money
can buy....

-Nick

<Generic Disclaimer: It was my Evil Twin.... >

4119. VT100 terminal emulator uses XEP80!

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-07 01:39:44 UTC
From: marcotte@unixland.natick.ma.us
Message-ID: <1991Jun7.013944.6357@unixland.natick.ma.us>
Source record: 113817

A short time ago, someone wrote asking about the
availability of a VT100 terminal emulator that
works with the XEP80 80 column unit. He was told
that VT100/XEP80 had not yet been done. Well,
I am happy to report that it has indeed been done
and done well at that! The product is called
VT-850 and was written by Curtis Laser. It is
available from GEnie and CompuServe. The latest
revision is B1. To get the full benefit of the
program, documentation is necessary which is
available from the author for a minimum shareware
donation of $10. I recommend sending more because
the program is worth it (I am using it now).
If you have questions please call Curtis directly:

Curtis Laser
11970 W. Hickory Dr.
Boise, ID 83704
(208) 939-8782

4120. Repairing a 130XE keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-07 03:09:50 UTC
From: marcotte@unixland.natick.ma.us
Message-ID: <1991Jun7.030950.7530@unixland.natick.ma.us>
Source record: 113818

Recently a particular key on my 130XE keyboard stopped working.
Rather than replace the entire keyboard, I took it apart to
see if I could fix it. After unscrewing the keyboard (lots
of little tiny screws) I discovered a plastic flexible
membrane with conductive traces on it. One of the traces
near the key that was not working was flaked off causing an
open circuit. My solution was to purchase Burglar Alarm
Window Foil conductive tape from Radio Shack (Cat.# 49-502,
120 ft for around $6). I peeled a small piece of the
conductive tape off and cut it to shape and then applied it
to the open trace effectively "soldering" it together.
Now the key works again. This technique could be used
to fix any open circuit problems on the keyboard membrane
without having to order new parts. Hope this helps someone
out there revive an ailing keyboard!!

Lou Marcotte

4121. Modem use on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-07 11:35:41 UTC
From: monacell@oasys.dt.navy.mil
Message-ID: <8247@oasys.dt.navy.mil>
Source record: 113819

I have had an 800XL system for many years but I have never used a modem. Recently, a friend offered me the loan of an RS232 modem so that I can see what I'm missing!

I am told that I need an 850 interface or a P:R:Connection, each of which apparently has an RS232 port, in order to use the modem. Can anyone suggest where I can get these, preferably used? I don't want to make a big investment just to try a modem. Also, what kind of cable is needed to connect the modem to the port on the 850 or P:R:Connection?

I'm not a sophisticated user, so I aplogize in advance for what are probably trivial questions. Thanks.

V. Monacella

4122. Re: 1200xl - remember that?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-07 20:15:49 UTC
From: csc23042@sumax.seattleu.edu
Message-ID: <2901@sumax.seattleu.edu>
Source record: 113825

In article <4377@polari.UUCP> rts@polari.UUCP (Randy Seacat) writes:
>
>
>Here here!
>
>The 800 Keyboard is by far the best.
^^

>Anyone out here know how to get ahold of ANTIC MAG.?
>Also, Im looking for CARINA BBS program, and info on these would be great!
>
>Thanks, from the land of the blue ski and the big fish!

It was awfully good.. my own 8 bit machine is a 800- the 130 XE
keyboard was (IMHO) awful. But I really loved the soft-touch 1200XL keyboard.
I'm no touch typist, no I won't go farther than that, but the soft-touch
feel of the 1200XL keyboard I have never seen in any other keyboard ever
in any other computer. I sure would have loved to see what the mechanism
looked like......

Dave

4123. Re: Old Atari Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-07 20:40:23 UTC
From: rbrown@CS.Cornell.EDU
Message-ID: <1991Jun7.204023.28444@cs.cornell.edu>
Source record: 113826

In article <30223@hydra.gatech.EDU> gt7865a@prism.gatech.EDU (Comer,Matthew Brian) writes:
>Speaking of old Atari equipment, does anyone remember the ATR8000? I had one,
>and it was a real blessing. It was a Z80 based CP/M expander for the Atari,
>though I never used it for CP/M. I used it for the built in disk drive
>interface which allowed me to use standard disk drives with my Atari, the
>RS232 port for modem and printer, etc. I had mine with two Shugart DS/DD
>5.25 inch floppy drives. It was an interesting piece of equipment.

A mixed blessing, surely. If you never used it for CP/M, then you
probably were able to avoid most of the severe drawbacks of the system.
I would have, but I didn't want to spring for a copy of MYDOS. At the time,
MYDOS was the only thing available which had the necessary software to allow
an Atari to use the RS232 port on the ATR8000. Not wanting to waste money on
yet another DOS (I already had OS/A+ DOS version 2 and 4, as well as a bootleg
of Atari DOS V. 2), I was forced to use the CP/M terminal emulator program
in order to be able to use the RS232 port to attach a modem.

OK, so what's the problem? Well, the CP/M or whatever was controlling
the disk drives when CP/M was running was one of the most amazingly poor
pieces of engineering I had encountered to that point. I used that system for
I guess the better part of a year. I was barely able to keep my software
intact, though, as it usually took little longer for a given copy of my CP/M
system disk to become unreadable than it did for me to make a new backup. I
had this happen at least four times. This part of the ATR system was quite
unimpressive. I will agree, though, that it was a hell of a nice system as
far as its control of disk drives for Atari format usage, as well as a nice
big printer buffer.

Russell G. Brown Graduate Student from Hell

Cornell Computer Science

4124. Using NEC 3550 Printer with P:R Interface

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-07 21:49:06 UTC
From: deg@sei.cmu.edu
Message-ID: <26715@as0c.sei.cmu.edu>
Source record: 113821

I'm the happy(!?) owner of the above letter-quality parallel printer. My problem? It works well with IBM-compatible PCs, but doesn't understand my 130XE via a P:R Connection interface.

The P:R works well with a Gemini 10X parallel printer, so I assume the internal ok/not-ok-to-print logic should work. However, the NEC printer will randomly print/not print characters, and sometimes print trash, almost as if it were a serial printer running at the wrong baud rate!

Has anyone out there used this printer, or perhaps an Anderson-Jacobson or Diablo daisy-wheel printer? If so I sure could use some pointers in making it work.

Also, assuming the printer can be made to work, am I right in expecting that the P:R will take care of any return/linefeed concerns?

Lastly, can anyone share documentation on this beast? It's supposed to be able to do bold, proportional, pica, elite, and the rest of those neat formatting things a daisy wheel/thimble/petal printer can do, and I have NO documentation at all.

Thanks for your help,

Don

4125. Re: Repairing a 130XE keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-07 22:05:37 UTC
From: rts@polari.UUCP
Message-ID: <4386@polari.UUCP>
Source record: 113823

Another method of repairing the xe keyboard.

I had a much worse problem. A whole 8 Oz. Glass of water was dumped into
the keyboard. The foil traces were all but destroyed.
I Used REAR WINDOW DEFOGGER Repair, a conductive paint that you can get
at most Auto Parts stores. It was a job, but it did work.

There are other Conductive paints on the market, which may even work better.

R. Seacat
Seattle

4126. Re: BEST/Xenophobe

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-07 23:53:59 UTC
From: marcotte@unixland.natick.ma.us
Message-ID: <1991Jun7.235359.17547@unixland.natick.ma.us>
Source record: 113824

I tried to order Midi Maze from Best Electronics, and they said it was not yet available from Atari. They said it was announced by Atari so thats why it is in their catalog, but that was about two years ago, so he didn't offer much hope. All of the products that say "Call for comp. req." fit into this catagory. Sorry for the bad news, I really wanted Midi Maze also.

4127. Antic sleeps the big sleep...

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-08 07:10:18 UTC
From: gknauss@sdcc13.ucsd.edu
Message-ID: <20329@sdcc6.ucsd.edu>
Source record: 113828

In article <4377@polari.UUCP> rts@polari.UUCP (Randy Seacat) writes:
>Anyone out here know how to get ahold of ANTIC MAG.?

Antic, the magazine, is officially dead. It was folded into Start,
and then Start folded, dragging both magazines down to a watery
grave. Antic Publishing, the company that put 'em out, is still
alive (barely) and putting out a PC magazine called PC Home Journal.
They can be reached at:
544 Second Street
San Francisco, CA 94107

>Thanks, from the land of the blue ski and the big fish!
^^^^^^^^^^^^
I don't care what you look like...

Just a joke! Just a joke!

--

Greg "Maddog" Knauss "Aiee!" gknauss@sdcc13.ucsd.edu

4128. Re: Old Atari Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-08 16:59:15 UTC
From: dwj@sactoh0.sac.ca.us
Message-ID: <1991Jun8.165915.11550@sactoh0.sac.ca.us>
Source record: 113827

In article <1991Jun7.204023.28444@cs.cornell.edu> rbrown@CS.Cornell.EDU (Russell Brown) writes:
>I would have, but I didn't want to spring for a copy of MYDOS. At the time,
>MYDOS was the only thing available which had the necessary software to allow
>an Atari to use the RS232 port on the ATR8000. Not wanting to waste money on
>yet another DOS (I already had OS/A+ DOS version 2 and 4, as well as a bootleg

Yes, but remember that MYDOS is shareware. You could have downloaded
it from just about any board to at least try it out without having to buy a
new version of dos.

4129. Zmodem?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-09 22:17:59 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Jun9.221759.11018@news.iastate.edu>
Source record: 113829

I would be most appreciative if someone could point me to a terminal program
for the 8-bits that supports Z-Modem transfers.

Thanks,
Steven Ourada

4130. Re: Zmodem?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-09 23:09:04 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <6193@mindlink.bc.ca>
Source record: 113848

> tnfw0@isuvax.iastate.edu writes:
>
> I would be most appreciative if someone could point me to a terminal
> program for the 8-bits that supports Z-Modem transfers.

I wouldn't hold your breath. :)

Zmodem, like all windowed protocols, requires that the computer can talk to the modem and talk to the drive at the same time. That's possible under some circumstances, like using a MIO serial port or a ramdisk. But for most people who have SIO modems and drives, it's pretty much impossible.

Someone might write it, but it would be wierd. Zmodem is a lot more complex to implement than, say, Ymodem, it gives only slightly better performance, and it would only work on a very small subset of Atari 8bit systems. Who'd bother?

Tom

a344@mindlink.bc.ca

4131. new 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-10 01:42:57 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <Jun.9.21.42.55.1991.502@utopia.rutgers.edu>
Source record: 113830

Due to the lack of support for Atari 8-bits, I figured I'd
pass this info along...

Just got a new catalog in the mail from B&C Computervisions
(3257 Kifer Road, Santa Clara, CA 95051, 408-749-1003).
Aside from their usual LARGE selection of 8-bit software and
hardware, they've got about half a dozen NEW commercial
games for the atari, including an Aussie Tetris clone,
2 new graphic adventures, and a strategy war game based on
the Gulf War (featuring "animated scud attacks").

4132. Re: Best characters to use in Ultima 3?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-10 05:22:38 UTC
From: andrewh@msb.com
Message-ID: <1991Jun10.052238.29583@msb.com>
Source record: 113833
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.amiga.games,rec.games.misc

In article <1991Jun2.185744.3309@informatik.uni-erlangen.de>
mnfriedr@immd4.informatik.uni-erlangen.de (M. Friedrich) writes:
>I made it to the end, I don't know why you need different parties. Or
>why do you need so much magic users. Have you ever considered taking a
>horse with you into Exodus' castle? You only have to fight dragons two times
>then, instead of four times.

At the beginning, just staying alive is most important; otherwise you go
through a lot more characters. And yes, I have brought horses into the castle,
which allowed me to evade the initial guards, but without diagonal movement,
you will find it very difficult to evade the dragons, if at all (the clerics
came in handy then). It's not necessary to enter the castle with a magician-
heavy party (I've done it with different parties) but it helps.
>
>It seems you all have many problems playing Ultima III, but it is such an easy
>and uncomplicated game...
>Later, every party member is as powerful as the other. Every character has
>his maximum stats...
Not quite. In Exodus' castle those characters that depend on weapons
proficiency will be much less valuable than those that depend on spell-casting.
>

4133. broken hardware

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-10 13:28:19 UTC
From: slackey@bbn.com
Message-ID: <64596@bbn.BBN.COM>
Source record: 113831

Well, my worst nightmare finally happened - it looks like a power line surge from a passing storm took out my whole system. Actually two - the first one, two weeks ago, took out my 65XE. I bought a 800XL off a coworker, and now that one is gone too. Roughly the same symptoms. Now, the XF551 is totally dead, the 1050 is flakey, and it looks like the XEP80 is having problems too. (I have a 400 I used to appraise the damage.)

This is the first time I have had something break. So I am asking what is the best thing people have found to do - call Atari, local repair shops, etc.

Note: I am tempted to upgrade to 32-bits. It will depend upon the cost to repair/replace, and the value I place on the 50,000 tons of software I have collected, not to mention some good Infocom text advs I haven't even booted yet.

-Stan

4134. Re: Zmodem?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-10 15:21:18 UTC
From: bmarcum@world.std.com
Message-ID: <1991Jun10.152118.22599@world.std.com>
Source record: 113832

In article <1991Jun9.221759.11018@news.iastate.edu> tnfw0@isuvax.iastate.edu writes:
> I would be most appreciative if someone could point me to a terminal program
>for the 8-bits that supports Z-Modem transfers.
>
Wouldn't we all! Unfortunately, no such animal exists yet. Maybe the new
XE version of BobTerm will, if/when it's released.

> Thanks,
> Steven Ourada
>

4135. Blue Max Help!

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-10 22:53:44 UTC
From: mrsmart@buhub.bradley.edu
Message-ID: <1991Jun10.225344.14585@bradley.bradley.edu>
Source record: 113834

I just got a copy of the _old_ game Blue Max from someone,
but there are no instructions, I can figure it out for the most
part, but there are somethings which I cannot figure out.

-How do you land on the runways? Sometimes it gives you just an R
at the bottom, but you cannot land, and some times there is
an L and you can. The last couple of games, I ran out of
fuel waiting for a runway I could land at.

-What do all of the damage codes mean? I figured out G for guns and
B for bombs, but after that I am stuck.

Thanks

--
a---
mrsmart@buhub.bradley.edu	The path of excess leads to
rknautz@heartland.bradley.edu	the tower of Wisdom.
Rob Knautz	-W. Blake

4136. Re: Blue Max Help!

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-11 03:00:28 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991Jun11.030028.16124@uokmax.ecn.uoknor.edu>
Source record: 113835

mrsmart@buhub.bradley.edu (Robert Knautz) writes:

>I just got a copy of the _old_ game Blue Max from someone,
>but there are no instructions, I can figure it out for the most
>part, but there are somethings which I cannot figure out.

>-How do you land on the runways? Sometimes it gives you just an R
> at the bottom, but you cannot land, and some times there is
> an L and you can. The last couple of games, I ran out of
> fuel waiting for a runway I could land at.

It's been quite a few years, but as I recall, you need to get fairly close
to the runway, reduce your altitude to below 100 (?), *press the fire button
once to lower the landing gear* then move your plane down to land. You
should glide to a stop.

>-What do all of the damage codes mean? I figured out G for guns and
> B for bombs, but after that I am stuck.

I think there was "F" for fuel (if damaged your fuel went down much more
quickly), and "M" for maneuverability (if damaged, your plane moved much more
sluggishly).

>Thanks

Hope this helps.

>--
>a---
>| mrsmart@buhub.bradley.edu | The path of excess leads to |
>| rknautz@heartland.bradley.edu | the tower of Wisdom. |
>| Rob Knautz | -W. Blake |
> ---

---|\-#-/_|-------/|-------,*.----||---Norman Lin, University of Oklahoma----
---|/-----|------/-|---,"--|---,"-||------norlin@uokmax.ecn.uoknor.edu-------
--/|------------/-*'---|/------|--||-----(IP addr: 129.15.[20|22|24].2)------
-|/|\---/_|-----|-----------------||-"I gazed in your eyes, and saw the moon-
--\|/-----|----*'-----------------||------------and the skies"---------------

4137. Re: broken hardware

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-12 05:38:45 UTC
From: asgardia@unixland.uucp
Message-ID: <aVye41w163w@unixland.uucp>
Source record: 113840

slackey@bbn.com (Stan Lackey) writes:

> Well, my worst nightmare finally happened - it looks like a power line
> surge from a passing storm took out my whole system. Actually two -
> the first one, two weeks ago, took out my 65XE. I bought a 800XL off
> a coworker, and now that one is gone too. Roughly the same symptoms.
> Now, the XF551 is totally dead, the 1050 is flakey, and it looks like
> the XEP80 is having problems too. (I have a 400 I used to appraise
> the damage.)
>
> This is the first time I have had something break. So I am asking what
> is the best thing people have found to do - call Atari, local repair
> shops, etc.
>
> Note: I am tempted to upgrade to 32-bits. It will depend upon the cost
> to repair/replace, and the value I place on the 50,000 tons of software
> I have collected, not to mention some good Infocom text advs I haven't
> even booted yet.
>
> -Stan

You happen to be in a great part of the US for getting your ataris fixed,
and running in no time.
THeres locally (computer zone in North attleboro), Syntronics in kenmore
square.. and better yet, theres a local board for 8 bitters where the sysop
knows the ataris inside and out and does good work for a reasonable price.
THe board is on the North Shore of Boston towards Lynn way..
If you want the # send me privately.
He fixed 5 drives for me, installed a rambo for me, and did it all well and
cheap too!
Call em.

4138. Re: Blue Max Help!

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-12 05:40:06 UTC
From: asgardia@unixland.uucp
Message-ID: <JXye42w163w@unixland.uucp>
Source record: 113841

mrsmart@buhub.bradley.edu (Robert Knautz) writes:

> I just got a copy of the _old_ game Blue Max from someone,
> but there are no instructions, I can figure it out for the most
> part, but there are somethings which I cannot figure out.
>
> -How do you land on the runways? Sometimes it gives you just an R
> at the bottom, but you cannot land, and some times there is
> an L and you can. The last couple of games, I ran out of
> fuel waiting for a runway I could land at.
>
> -What do all of the damage codes mean? I figured out G for guns and
> B for bombs, but after that I am stuck.
>
> Thanks
>
> --
> a---
> | mrsmart@buhub.bradley.edu | The path of excess leads to
> | rknautz@heartland.bradley.edu | the tower of Wisdom.
> | Rob Knautz | -W. Blake
> ---

I may have that manual around here and If I do, Ill type it in.
I havent played that game in awhile.
I saw a disk recently of Blue Max 2001.. I dont know if its the same game as
the original thogh.. ANyone know?

4139. Re: 1200xl - remember that?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-12 05:42:29 UTC
From: asgardia@unixland.uucp
Message-ID: <i2ye43w163w@unixland.uucp>
Source record: 113842

Tehn.Chin@f98.n250.z1.FidoNet.Org (Tehn Chin) writes:

>
> I tend to disagree with the keyboard issue. I think that the nicest
> keyboard of the Atari 8-bit series would be the original Atari 800 computers.
> Beats the pants of the current crop of ST computers' keyboard.
>
> Tehn Yit Chin
> s882854@minyos.xx.rmit.OZ.AU
>

I have an 800, an 800xl, and a 1200xl and while I think the 800 had a nice
keyboard to it, the "feel" and lighness of the 1200xl'S board is
awesome. Nice and springy.. I miss it now that I use an 800xl.
I needed to switch because i got an MIO.
(also put in Rambo!).
I think theres an even better keyboard than the 1200xl.
I read somewhere about putting an IBM keyboard on an atari...
THat would be great.. (probably cost an arm..).

4140. Re: 800 power supply specs

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-12 11:17:13 UTC
From: wolfram@cip-s08.informatik.rwth-aachen.de
Message-ID: <wolfram.676725433@cip-s08>
Source record: 113839

norlin@uokmax.ecn.uoknor.edu (Norman Lin) writes:

>I had an Atari 400 whose power supply died. I recall being able to use
>the power supply from my 1050 drive instead (the connectors were the same,
>and as I recall the voltage specs were similar also). I believe it was
>9 volts AC. I don't know if this is the same as the 800, though.

I am using my Disco 2400C modem with the Atari 400 power supply. It really
is a standard connector and (I believe, too) 9 volts.

CU
\/\/olfram

4141. Re: Blue Max Help!

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-12 19:09:15 UTC
From: gknauss@sdcc13.ucsd.edu
Message-ID: <20525@sdcc6.ucsd.edu>
Source record: 113844

>I saw a disk recently of Blue Max 2001.. I dont know if its the same game as
>the original thogh.. ANyone know?

It's, technically, not the same. It has new graphics and a few new
features -- but nothing spectacular. I liked the original better.
"2001" has the trying-to-cash-in-on-a-popular-name feel to it.

--

Greg "Maddog" Knauss "Aiee!" gknauss@sdcc13.ucsd.edu

4142. Help!

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-12 21:10:56 UTC
From: mark@umbra.gatech.edu
Message-ID: <1530@mephisto.gatech.edu>
Source record: 113843

I'm posting this for a friend of mine. Please don't e-mail replies to me; use his address: ce133ei@prism.gatech.edu. It's repeated below.

Somebody out there, please hear this and help me out.

I have an Atari 800XL with 256K, Spartados X, an XEP80, P:R: Connection, SX212 1050 drive w/US Doubler, AND NO SOFTWARE THAT WILL LET ME USE ALL OF THEM AT THE SAME TIME!

All I want is a terminal program that runs under Spartados X, lets me use the XEP80, and has an RS232 driver for the P:R:C (that is ALSO compatible with SPartados X AND the XEP80).

So far, every one of the terminal programs I have stubbornly refuse to work with at least one of the above-mentioned devices.

850 Express 3.0 doesn't seem to like the XEP80, regardless of what i've been told.
Bobterm totally ignores the XEP80 also.
I've also tried amodem 7.4/7.5, omnicom(total lockup no matter what), vterm (this program seems to do EVERYTHING except talk to the modem. It hates 80 cols too.) Backtalk (dumped back to the command prompt)

So far, the most success i've had is by usin the sx212 in direct-connect mode, and using Sparts 3.2 with Mark Gamber's term80 (uses a graphics 8 version of an 80-col screen) so I can see 80 cols (just barely) but am missing quite a lot of nice functions i'd prefer to have.

If there's ANYONE out there who can tell me how to get hold of a teminal package that can use all of my equipment, PLEASE email me at ce133ei@prism.gatech.edu.
I would be deeply in your debt. Oh, o ne thing: PLEASE don't assume that I necessarily have the appropriate handlers. Usually it seems that I don't. Please assume that I have NO software. I'd rather have two of something than none of it.

Sorry about the overall tone of this message, but I'm really worn out with all of this.

P.S. Macros, VT100 support, etc., would be GREAT, but aren't necessary. I'll beg for that later.

--
Krenath zantai CharghwI' (Eric Koske) ce133ei@prism.gatech.edu

4143. Software Guide for Architects

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-12 23:49:13 UTC
From: dnoble@behrens.ced.berkeley.edu
Message-ID: <1991Jun12.234913.6000@agate.berkeley.edu>
Source record: 113847
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Final Announcement

The Department of Architecture at the University of California
is putting together a catalog of software used by architects.
The book will include all software used in the profession,
including CAD, project management, modeling, rendering,
facility management, etc.

To be included in this reference guide, firms and individuals
must fill out a two page questionaire available by mailing a
request to:

Douglas Noble, AIA, Ph.D.
Department of Architecture
232 Wurster Hall
University of California
Berkeley, CA 94720

4144. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-13 19:50:00 UTC
From: bmarcum@world.std.com
Message-ID: <1991Jun13.195000.6016@world.std.com>
Source record: 113846

Bobterm will work with the XEP80, but you need the file called XEP80.BTM.
It should be on your original disk, or in BOBTERM.ARC. You rename XEP80.BTM
to MODULE1.BTM. (Or maybe MODULE2.BTM if you're using the Sparta command-line
module.)

4145. IBM keyboards can be used on 8-bit Atari computers.

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-13 23:09:00 UTC
From: njd@cbnewsd.att.com
Message-ID: <1991Jun13.230900.20612@cbnewsd.att.com>
Source record: 113845

(I tried to reply by mail, but it bounced. Since this is of general interest
anyway, I am posting it, minus extraneous mailer output - Nick DiMasi)

|------------------------ Failed addresses follow: ---------------------|
unixland!asgardia ... unknown user
|------------------------ Message text follows: ------------------------|
Date: Wed, 12 Jun 91 19:05:47 EDT
From: world.std.com!odutsa.att.com!njd (Nick J Dimasi)
To: unixland!asgardia
Subject: Re: 1200xl - remember that?
Newsgroups: comp.sys.atari.8bit
In-Reply-To: <i2ye43w163w@unixland.uucp>
References: <676362087.11@egsgate.FidoNet.Org>
Organization: AT&T Bell Laboratories
Cc:

In article <i2ye43w163w@unixland.uucp> you write:
>> .....
>
>I have an 800, an 800xl, and a 1200xl and while I think the 800 had a nice
>keyboard to it, the "feel" and lighness of the 1200xl'S board is
> .....
>I read somewhere about putting an IBM keyboard on an atari...
>THat would be great.. (probably cost an arm..).

Depends on how much an arm & a leg are worth :-) The TransKey board,
which is the interface between the IBM keyboard and the 8-bit Atari,
costs under $50 (in fact it's on sale now). It's available from
DataQue (maker of the Turbo-816 board and other stuff for the 8-bit
Atari - if you want the address & tel. #, send me mail and I'll look
it up at home. DataQue acquired TransKey from Micro Solutions, and
has posted notices on the online services, etc.). IBM keyboards can be
had for cheap (I've seen somewhere, an article saying that they can be
found for as little as $25, but I don't know for sure), so maybe you
could swing it.

Nick DiMasi | Fox Valley Software, Ltd.
----
nick@udt386.chi.il.us | a subsidiary of
[I'm not there as much] | Uniq Digital Technologies, Inc.
.att!odutsa!njd [I'm on here a lot] |
or njd@odutsa.att.com | under contract to AT&T Network Systems
DELPHI: TURBONICK | (Network Software Ctr., Lisle, IL)

4146. Re: Zmodem?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-14 03:09:54 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <6268@mindlink.bc.ca>
Source record: 113853

> tnfw0@isuvax.iastate.edu writes:
>
> Actually, the Zmodem protocol had that possible limitation in mind and
> supports systems that do not have modem/disk overlap capability. The zmodem
> protocol specifications specifically mention that zmodem will work under this
> limitation.

I wonder, though, how many existing Zmodem implementations will actually
support this. I know that 8th-bit quoting and other features for
non-transparent networks are often left out of PC Zmodem packages.

> Steven Ourada

Tom Klok
a344@mindlink.bc.ca

4147. Re: Old Atari Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-14 03:15:34 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <6269@mindlink.bc.ca>
Source record: 113854

> nicki@hpsmo100.rose.hp.com writes:
>
> Another interesting factoid... You probably knew of six slots that the 800
> had for expansion. There were two cartridge slots, one OS slot, and three
> memory slots. But did you know that there was a seventh slot buried deep
> inside the machine. And plugged into that slot was the processor card that
> contained the 6502 and it's support chips. Rumor was that the reason for
> putting the processor on a card would be to allow future versions that used
> the same bus, I/O, and graphics, but a different processor.

But there's an 8th slot (sort-of), which is even _more_ interesting. It's the long card-edge connector on the very back of the 800 motherboard, behind the CPU card. It's normally covered up by the shielding, completely inaccessable unless you remove the shielding or cut a slot through it. The connector carries just about the entire bus, and was used for factory testing. As far as I know, nobody ever developed a device that would hang off it and do something practical. Some large RAM expansion cards required jumpers run to it, though.

Tom Klok
a344@mindlink.bc.ca

4148. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-15 04:16:47 UTC
From: asgardia@unixland.uucp
Message-ID: <o3ek41w163w@unixland.uucp>
Source record: 113850

bmarcum@world.std.com (Bill Marcum) writes:

>
>
> Bobterm will work with the XEP80, but you need the file called XEP80.BTM.
> It should be on your original disk, or in BOBTERM.ARC. You rename XEP80.BTM
> to MODULE1.BTM. (Or maybe MODULE2.BTM if you're using the Sparta command-lin
> module.)

WHAT!!! Where Can I get this module for Spartacommand lines?!!?!?

4149. Re: IBM keyboards can be used on 8-bit Atari computers.

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-15 04:21:10 UTC
From: asgardia@unixland.uucp
Message-ID: <Z0ek42w163w@unixland.uucp>
Source record: 113852

njd@cbnewsd.att.com (nick.j.dimasi) writes:

> (I tried to reply by mail, but it bounced. Since this is of general interest
> has posted notices on the online services, etc.). IBM keyboards can be
> had for cheap (I've seen somewhere, an article saying that they can be
> found for as little as $25, but I don't know for sure), so maybe you
> could swing it.
>
> Nick DiMasi | Fox Valley Software, Ltd.
> -------------------------------------
> nick@udt386.chi.il.us | a subsidiary of
> [I'm not there as much] | Uniq Digital Technologies, Inc.
> .att!odutsa!njd [I'm on here a lot] |
> or njd@odutsa.att.com | under contract to AT&T Network System
> DELPHI: TURBONICK | (Network Software Ctr., Lisle, IL)

Thanks for the info.
I can be reached on Delphi as ASGARDIAN..
I heard that he was going to look into buying the ICD line too.
Is that true?

-craig

4150. Re: Zmodem?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-15 04:31:36 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Jun15.043136.11938@news.iastate.edu>
Source record: 113851

In article <6193@mindlink.bc.ca>, Tom_Klok@mindlink.bc.ca (Tom Klok) writes:
>Zmodem, like all windowed protocols, requires that the computer can talk to the
>modem and talk to the drive at the same time. That's possible under some
>circumstances, like using a MIO serial port or a ramdisk. But for most people
>who have SIO modems and drives, it's pretty much impossible.

Actually, the Zmodem protocol had that possible limitation in mind and supports systems that do not have modem/disk overlap capability. The zmodem protocol specifications specifically mention that zmodem will work under this limitation.

>Someone might write it, but it would be wierd. Zmodem is a lot more complex to
>implement than, say, Ymodem, it gives only slightly better performance, and it
>would only work on a very small subset of Atari 8bit systems. Who'd bother?

Yes, it is much more complex than other protocols, but a subset could be implemented that would give enough flexibility to satisfy hobbyists. In my case, performance is not the overriding factor, but rather the fact that Zmodem does not require complete transparency over the transmission network. This comes into play when transferring over Internet. Kermit suffices, but it unbelieveably inefficient.

As for who would bother, I'm not really sure :) I _might_ bother, but I don't know if I will. Bob Puff told me it was on his to do list for BobTerm, but that he does not have the time to work on it now.

>Tom
>
>a344@mindlink.bc.ca

Steven Ourada

4151. Re: Zmodem?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-15 07:37:50 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Jun15.073750.13436@maverick.ksu.ksu.edu>
Source record: 113855

tnfw0@isuvax.iastate.edu writes:

> The zmodem protocol specifications...

Speaking of specifications, where would one look to find the Zmodem
specification?

--
Scott Parish a.k.a. parsons@matt.ksu.ksu.edu

"Some people quitely reveal in the manner of the meek, Some people shout the way they feel
to a radical degree...
Some people speak with subtleness and don't rely on words at all." -- MWS

4152. ATR8000 & ST controls 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-16 01:53:44 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9106160153.AA00321@sun.soe.clarkson.edu>
Source record: 113856

I am basically looking for 8bit Atari people. And I have two questions.

1) Does anyone know what the cable looks like that you use to hook up
your ATR8000 to an RS232 terminal instead of an Atari, for CPM?
I believe it hooks into the SIO port of the ATR8000, but I cannot
figure out which pins are needed... I have experimented, after changing
the jumpers J7 and J10, but had no luck.

2) I want to control my 8bit from my ST. My idea is to have the machine
look to the R: instead of looking at E:, for input and output. I have
played with this idea and even got my R: handler to replace the E:
vector in the HATABS ($31A-$33F) upon booting, but then I get a never
ending flow of ERROR 133 (Device or File not Open)...
I thought that was the way to do it...

I want to use MiNT and MGR and have my ST to use and another MGR window
devoted to another machine!

I'd really appreciate ANY help on these!

-AAron

4153. In search of "MindLink"

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-17 17:29:45 UTC
From: sean@think.com
Message-ID: <1991Jun17.172945.20889@Think.COM>
Source record: 113857
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Around 1984, a friend of mine forwarded me a clip he had seen in Popular Science regarding a new Atari product called "MindLink" that purported to allow you to control your computer with your mind (read: play video games):

> Quoted from the September issue of Popular Science, an excerpt
> from an article about the latest Consumer Electronic Show
> in Chicago:
>
> '...Atari's "Mindlink" is a band that goes around your head
> and connects with the company's new 7800 video game. Result:
> no joy stick. Just THINK about where your player should be
> on the screen, and it goes there (eventually). It takes
> practice...'

Presumably this is just a piece of hardware that monitors alpha-waves and you have to train to use it via biofeedback. Does anyone out there know if this product ever really made it to market? Does anyone out there *HAVE* one of these (that they'd be willing to sell)?

--
Sean Colbath
sean@think.com ...harvard!think!sean
"...and now for something completely different..."

4154. Re: In search of "MindLink"

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-17 19:50:46 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991Jun17.195046.8027@uokmax.ecn.uoknor.edu>
Source record: 113858
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

sean@think.com (Sean Colbath) writes:

> > Quoted from the September issue of Popular Science, an excerpt
> > from an article about the latest Consumer Electronic Show
> > in Chicago:
> >
> > '...Atari's "Mindlink" is a band that goes around your head
> > and connects with the company's new 7800 video game. Result:
> > no joy stick. Just THINK about where your player should be
> > on the screen, and it goes there (eventually). It takes
> > practice...'

>Presumably this is just a piece of hardware that monitors alpha-waves and
>you have to train to use it via biofeedback.

Conceivably, it could be much more mundane; the band could simply monitor tension on the forehead muscles rather than detecting alpha waves. I believe the product "Relax!" by Synapse many, many years ago used a head band that monitored tension as a biofeedback device, with which you could "control" a kaleidoscope display. I never saw the device myself, I just read about it.

>--
>Sean Colbath
>sean@think.com ...harvard!think!sean
>"...and now for something completely different..."

---|\-#-/_|-------/|-------,*.----||---Norman Lin, University of Oklahoma----
---|/-----|------/-|---,"--|---,"-||------norlin@uokmax.ecn.uoknor.edu-------
--/|------------/-*'---|/------|--||-----(IP addr: 129.15.[20|22|24].2)------
-|/|\---/_|-----|-----------------||-"I gazed in your eyes, and saw the moon-
--\|/-----|----*'-----------------||------------and the skies"---------------

4155. Re: In search of "MindLink"

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-17 19:57:37 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun17.195737.7446@mailer.cc.fsu.edu>
Source record: 113859
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1991Jun17.172945.20889@Think.COM>, sean@think.com (Sean Colbath) writes:
>
>Around 1984, a friend of mine forwarded me a clip he had seen in Popular
>Science regarding a new Atari product called "MindLink" that purported to
>allow you to control your computer with your mind (read: play video games):
>[....]
>Presumably this is just a piece of hardware that monitors alpha-waves and
>you have to train to use it via biofeedback. Does anyone out there know if
>this product ever really made it to market? Does anyone out there *HAVE*
>one of these (that they'd be willing to sell)?
>

Well, I can vouch that such devices used to exist. I remember playing
with one on my old Atari 800 (8-bit). I cannot remember the name of
the software, but it included a "band" type sensor. The program had
three parts. One was a sophisticated biofeedback monitor, one was
a really neat graphic/sound demo which was supposed to help you "relax",
and finally there was a (very mellow) game. The game had you guide a
balloon up through the sky, avoiding mean old clouds and stuff. As a
controller, the thing basically emulated a paddle (ie left and right).
To get the 9 signals needed for a joystick would take some doing?!?!
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-----------------------------------

4156. Re: ATR8000 & ST controls 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-18 02:54:46 UTC
From: williams@fquest.fidonet.org
Message-ID: <Z0uP41w164w@fquest.fidonet.org>
Source record: 113861

AAron@sun.soe.clarkson.edu writes:

> I am basically looking for 8bit Atari people. And I have two questions.
>
> 1) Does anyone know what the cable looks like that you use to hook up
> your ATR8000 to an RS232 terminal instead of an Atari, for CPM?
> I believe it hooks into the SIO port of the ATR8000, but I cannot
> figure out which pins are needed... I have experimented, after changing
> the jumpers J7 and J10, but had no luck.
>
> 2) I want to control my 8bit from my ST. My idea is to have the machine
> look to the R: instead of looking at E:, for input and output. I have
> played with this idea and even got my R: handler to replace the E:
> vector in the HATABS ($31A-$33F) upon booting, but then I get a never
> ending flow of ERROR 133 (Device or File not Open)...
> I thought that was the way to do it...
>
> I want to use MiNT and MGR and have my ST to use and another MGR window
> devoted to another machine!
>
> I'd really appreciate ANY help on these!
>
> -AAron

I don't know but if you find out the pins for the thing could you tell
me..I don't even know if SWP still exists...

4157. ZMODEM

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-18 07:03:40 UTC
From: dt@coyote.datalog.com
Message-ID: <ms7P41w163w@coyote.datalog.com>
Source record: 113862

regarding ZMODEM on the 8bits...

next version of Bobterm should have ZMODEM transfers. coming to a system
near you...

Oscar Fowler

4158. Re: In search of "MindLink"

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-18 08:01:26 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Jun18.080126.673@cs.nott.ac.uk>
Source record: 113860
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
In article <1991Jun17.172945.20889@Think.COM> sean@think.com (Sean Colbath) writes:
>Around 1984, a friend of mine forwarded me a clip he had seen in Popular
>Science regarding a new Atari product called "MindLink" that purported to
>allow you to control your computer with your mind (read: play video games):
> > Quoted from the September issue of Popular Science, an excerpt
> > from an article about the latest Consumer Electronic Show
> > in Chicago:
> > '...Atari's "Mindlink" is a band that goes around your head
> > and connects with the company's new 7800 video game. Result:
> > no joy stick. Just THINK about where your player should be
> > on the screen, and it goes there (eventually). It takes
> > practice...'
>Presumably this is just a piece of hardware that monitors alpha-waves and
>you have to train to use it via biofeedback. Does anyone out there know if
>this product ever really made it to market? Does anyone out there *HAVE*
>one of these (that they'd be willing to sell)?

I seem to remember something like this in the APRIL (yes, **APRIL**) issue of
Atari ST User here in the UK a few years ago; think about it...
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
\*------------------------- until just after you need it." */
```

4159. Re: In search of "MindLink"

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-18 17:22:22 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jun18.172222.1900@abode.ttank.com>
Source record: 113864
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Sean,
I have a friend in Seattle who has an Atari MindLink, it does
exist (although (to my knowledge) it never actually shipped). Unfortunately he
has no intention of selling it (or his working 1450XLD!); besides..... I have
first dibs! =^) Ha! Bye.................

Luis

4160. FujiBoink Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-18 19:16:51 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Jun18.191651.7184@news.iastate.edu>
Source record: 113863

Anyone know where I can get the FujiBoink Demo (the spinning, bouncing, 3D, scrolling-color Atari symbol, etc.)? I know it's old, but I still like it, and I lost it in a disk accident about 2 years ago...

Steven Ourada

4161. TransKey - contacting DataQue

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-18 23:10:55 UTC
From: njd@cbnewsd.att.com
Message-ID: <1991Jun18.231055.4825@cbnewsd.att.com>
Source record: 113865

I rec'd e-mail from someone saying that he was interested in using an IBM keyboard on his 8-bit, and to please send him the address of DataQue. Due to line noise, I accidentally deleted his mail - so I don't have his e-mail address. Since this is probably of general interest, I decided to post it.

Quick recap: the TransKey IBM-keyboard-to-Atari-8bit adapter is available from DataQue.

Even though the sale is supposed to be over, according to the "Official ... Sale Details" article I downloaded, the solder-in version, needed for XEs and other un-socketed 8-bits, is still under $50 [$47]; the plug-in version is a bit more [$57].)

DataQue Software GEnie: DataQue.1 BBS: (419) 529-5197
P.O. Box 134 Delphi: DATAQUE
Ontario, OH 44862 CIS: 71777,3223
USA

I have no personal experience with or knowledge of TransKey. (However, I do know that Chuck Steinman of DataQue is a widely-respected developer of 8-bit software and hardware.)

Nick DiMasi | Fox Valley Software, Ltd.
---
nick@udt386.chi.il.us | a subsidiary of
[I'm not there as much] | Uniq Digital Technologies, Inc.
...att!odutsa!njd [I'm on here a lot] |
or njd@odutsa.att.com | under contract to AT&T Network Systems
DELPHI: TURBONICK | (Network Software Ctr., Lisle, IL)

4162. Still more stuff for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-19 00:06:44 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <43444@cup.portal.com>
Source record: 113866

Yep, here it is again...

Listed below is everything that I am selling, with prices. Anything with
a number in parenthesis after it means I have that number of those items.
If you don't like my prices, feel free to make an offer, the worst I'll do
is politely turn you down. The items listed together for one price are
meant to be sold as a group, if noone makes a reasonable offer on them,
I'll consider breaking them apart. THE PRICES DO NOT INCLUDE SHIPPING.
(Alot of this stuff is heavy, and shipping is too variable a cost.)
If two or more persons want the same item, I'll sell it to the person
who buys the most stuff.
If you have any questions about the items, feel free to ask.

Computers:
$75 800xl - hacker: RAM OS Switch, D6 & D7 pages usable as ram
External keyboard attached (NOT the upgrade)
$40 800xl - broken keyboard
$40 Atari 130xe - broken, with 4 keyboards (all broken)
$25 Atari 800, w/48k
$15 Atari 400, w/16k
$15each 1200XL mother board (4 available)

Disk Drives:
$150 XF551 DDDS Disk Drive, Upgrade rom for 3.5" disk drive installed.
$125 Indus GT DDSS Disk Drive, with write-protect switch (ask)
$85 1050 Standard Disk Drive

Peripherals, High End:
$200 Magnavox RGB Display 80, XEP80 80-column/Printer Interface,
video cables, & switch box (to switch between 40/80 column modes)

Peripherals, Low End:
$20 Atari 1030 modem
$25 Atari direct connect Seikosha printer (slow, but it works)
$10 Alien Voicebox (doesn't work, don't know why)
$5 Standard 410
$2 Standard 410 - missing cassette cover
$4 Atari 1010 - pause button broken off, no power supply
$6 Atari 1010 - no power supply

Connectors:
$15 CX85 Keypad
$10 Trackballs (2)
$5 Paddles (4)
$2 Keypads (3, from 2600 Star Raiders Game)
$1 Joysticks, broken (lots)

That's the end of the hardware, now for the list of software:

Cartridge languages:
$35 SpartaDOS X - latest revision
$35 RTime-8 - with battery socket
$25 Basic XL
$15 Action - no docs
$15 Atari Assembler
$10 Mac 65 ToolKit
$5 Atari Basic

Cartridge games:
$10 Adventure Creator
$5 each - Super Breakout, Star Raiders, Digdug, Jungle Hunt, Gridrunner,
Miner 2049er, Robotron, Serpentine, Star Trek, Computer Chess,
Jumpman Jr., Jumbo Jet Pilot, Submarine Commander

Miscellaneous Cartridges:
$5 Atari Artist
$5 Education System Master Cartridge
$5 Pill cartridge (may not work)

Disk Software:
$10 Visicalc
$10 SmartDOS
$10 Adventure Writer
$10 Ultima II (missing map)
$10 Ghost Busters
$10 Mail Order Monsters
$10 Seven Cities of Gold
$10 Spy Versus Spy, Volumes I & II
$5 Antic MAPWARE
$5 Superman
$5 Antic RAMbrandt
$5 Murder on the Zinderneuf
$5 The Wizard and the Princess (hi-res adventure #2)
$5 Lepus Revenge
$5 Home Financial Management
$5 Filemanager 800+
$5 Atari Word Processor disks
$1 Atari DOS 3 (2)
$3 Antic DISK, July 1983
$3 Antic DISK, November 1980
$3 Antic DISK, Feb/Mar 1990
$3 Analog DISK, July 1988

Also available are blank disks ($0.15 each), and PD disks ($0.50 each).
And, of course, diskette holders - 4 50 disk holders, $5 each.

Tape Software:
$5 Tanktics

Literature/Documentation:
$7 Compute's Second Book of Atari
$5 Programmers Reference Guide for the Atari 400/800 Computers
$10 Machine Language for Beginners (2)
$10 The second book of Machine Language
$10 The Atari Basic Source Book
$10 Inside Atari DOS
$5 Atari Roots (guide to machine language)
$5 The Atari Assembler
$10 6502 Applications - Rodney Zaks
$15 6502 Assembly Language Programming - Lance Leventhal
$19 6502 Assembly Language Subroutines - Lance Leventhal
$10 Top Down Assembly Language Programming for the 6502 - Ken Skier
$5 Inside Atari Basic
$5 Basic Exercises for the Atari
$5 Atari Programming with 55 programs
$5 Forth on the Atari
$5 Program Descriptions 1 (for Hofacker software on your atari computer)

Well, that's all of it, almost... I have have a ton of paperwork (magazines, copied articles, etc), a bunch of junk that I didn't bother listing, and about 100 disks filled with PD stuff. If you don't see something you want, just ask, I might actually have it. Also, if you buy a lot, I'm willing to give you a discount (the size of the discount depends on how much you buy :).

Anyway, if you are interested in any of this, here is my address & phone:

Charles Hughes
555 E. Washington Ave, Apt #301
Sunnyvale, CA 94086

(408) 732-7749

4163. Hard drive for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-20 03:38:44 UTC
From: md432151@longs.LANCE.ColoState.Edu
Message-ID: <15579@ccncsu.ColoState.EDU>
Source record: 113867

I was wondering if there exsists a hard drive (10 Meg or so) that can
be attached either to the serial port or, preferably, the parallel port.

Also, while on the subject of parallel ports, does anyone know where I
may find the pin-out of the parallel port on the 800XL?

Any info would be greatly appreciated.

Thanks.

Mike Donahue

Please e-mail responses to md432151@longs.lance.colostate.edu

4164. Re: ATR8000 & ST controls 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-20 21:39:42 UTC
From: jko@homer.UUCP
Message-ID: <1991Jun20.213942.7497@homer.UUCP>
Source record: 113868

In <9106160153.AA00321@sun.soe.clarkson.edu> AAron@sun.soe.clarkson.edu writes:

>1) Does anyone know what the cable looks like that you use to hook up
> your ATR8000 to an RS232 terminal instead of an Atari, for CPM?
> I believe it hooks into the SIO port of the ATR8000, but I cannot
> figure out which pins are needed... I have experimented, after changing
> the jumpers J7 and J10, but had no luck.

SWP sold a proprietary SIO<->DB25 cable that I refused to pay for. I
mounted a DB25 female jack on the back of my ATR and put a 3P2T switch on
the front. The salient SIO pins are 3 (Data in), 5 (Data out), and 6 (Ground).
I wired these to their analogous RS-232 pins on the DB25 (2, 3, & 7), and
wired the switch to J7 and J10. Now all I have to do is flip the switch
to select Atari or CP/M mode.

All in all, the ATR-8000 was a nice piece of work for its day (and for its
purpose). Mine still sees some use...

>-AAron

-jko

4165. Re: Hard drive for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-21 06:27:51 UTC
From: dwj@sactoh0.sac.ca.us
Message-ID: <1991Jun21.062751.20562@sactoh0.sac.ca.us>
Source record: 113869

(Michael Donahue) writes:
>I was wondering if there exsists a hard drive (10 Meg or so) that can
>be attached either to the serial port or, preferably, the parallel port.

I have yet to see a parallel or serial hard drive (which could conceivably attach to *any* machine, provided that a driver exisited for that machine). However, the machine that I use at home has a parallel 3.5 floppy drive, and it is soooo slow that it is unbearable to use for anything other than to move rarly used programs on to for storage purposes. Of course, a serial drive would be even slower.

Normally, hard drives connect to the machine directly through the hardware bus which ties in directly to the processor. There are several devices for the 8-bit which connect to the hardware bus (which is what you see on the back of the 800XL if you remove the small plastic panel) which act, among other things, as a hard drive controller. The Black Box is one, and the MIO (which is one of the things that ICD is blowing out for 50% off). I have little knowledge of the Black Box, but I know that the MIO also gives you two serial ports, a parallel port, either 256K or 1Meg upgrades (partitioned as RAM drives), plus it has an internal expansion slot which was intended to be used to hold a never released 80 Column card. Evidently, the MIO's power supply was mounted next to this area, and generated too much heat, and caused too many problems with the interface card.

>Also, while on the subject of parallel ports, does anyone know where I
>may find the pin-out of the parallel port on the 800XL?

Again, the port on the rear of the 800XL is not a parallel port, but rather the hardware bus.

>Please e-mail responses to md432151@longs.lance.colostate.edu

I posted this to the net because I think things of this nature are of general interest, and besides, their isn't too much traffic in here to discurage discussions of any sort.

--

Some folks try to multiply from sunrise to | dwj@sactoh0.SAC.CA.US
Sunset--leave behind more of their kind so | ames!pacbell!sactoh0!dwj
no one will forget -- Level 42 | ucbvax!csusac!sactoh0!dwj

4166. Reviving the 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-21 21:09:50 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Jun21.210950.3112@news.iastate.edu>
Source record: 113870

Just to try to start a discussion...

How can the 8 bits be revived, since it appears that they are pretty much dead?
(Ie, almost no commercial support, a fairly small number of users, etc.)
And are they worth reviving?

I still use mine, and probably will after I get a new computer soon, but it's
kind of depressing sometimes to use a computer that generates as little
excitement at these ones do...

Steven Ourada

4167. Science hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-21 22:44:50 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1991Jun21.224450.3011@colorado.edu>
Source record: 113871

I'm looking for Hardware or Software that would be useful for research
such like graphing programs, data analysis, data gathering, CAD programs,
temperature probes. I would be willing to trade or pay for such items.

Thanks,
Jonathan
Krakover_j@cubldr.colorado.edu
Krakover@spot.colorado.edu

4168. Prices?!

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-22 08:19:44 UTC
From: bluefire@triton.unm.edu
Message-ID: <1991Jun22.081944.27164@ariel.unm.edu>
Source record: 113872

I'm just curious as to how much YOU think these items are worth...
Please e-mail me and let me know how much you'd pay for any of
the following:

Atari 130XE
Atari 1050 disk drive
Atari SX212 modem (1200 baud)

Okidata Okimate 10 (color printer) w/ Commodore or Atari interface

Commodore 128 (w/ RS232 interface)
C= 1571 drive

Magnavox RGB display 80

Sony XR5000 car stereo (tape/AM/FM) Sweet stereo!
Sherwood Graphic Equalizer Xq-1101
(with digital bands, surround sound, programmable,
7 bands)
Coustic 120 watt Amp
Jensen 300 watt Amp

Thanks,
Marc Bluefire

bluefire@triton.unm.edu
(208) 523-2715
138 7th St Apt #5
Idaho Falls, Id
83401

--
M B Marc Bluefire <aka bluefire@deimos.unm.edu.UUCP>
[=] [=-=] [=] < bluefire@hydra.unm.edu.UUCP >
| |=-=-| c |-=-=| |
_|_|____|_^_|____|_|_

4169. Eight Bit Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-22 08:22:52 UTC
From: bluefire@triton.unm.edu
Message-ID: <1991Jun22.082252.27299@ariel.unm.edu>
Source record: 113873

I'm curious how the 8bit emulator for the Atari St/Mega
systems works... like, how can you get the programs from
the 8bit to the ST/Mega to begin with?
Do you need a 5 1/4" Disk drive for the ST/Mega?
Please, e-mail me and let me know!
I'm considering buying a Mega4, and then transfering my progams
from my 130xe to the Mega..

I also have heard that a C=64 emulator is out for the ST/Mega.

Does anyone out there have experience with this?

Thanks,
Marc Bluefire
bluefire@triton.unm.edu
(208)-523-2715

--
M B Marc Bluefire <aka bluefire@deimos.unm.edu.UUCP>
[=] [=-=] [=] < bluefire@hydra.unm.edu.UUCP >
| |=-=-| c |-=-=| |
_|_|____|_^_|____|_|_

4170. Re: Prices?!

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-22 20:52:12 UTC
From: ftoomey@maths.tcd.ie
Message-ID: <1991Jun22.205212.17876@maths.tcd.ie>
Source record: 113874

In article <1991Jun22.081944.27164@ariel.unm.edu> bluefire@triton.unm.edu (-=-Marc Bluefire-=-) writes:
> I'm just curious as to how much YOU think these items are worth...
> Commodore 128 (w/ RS232 interface)

Well, this one's worth $2000 off the price of an Amiga 3000, if you've got the cover off of the original manual you don't even have to trade it in, just write down the serial number and give the manual cover in to the shop.

4171. Re: Reviving the 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-22 21:14:32 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <Xuoy41w163w@unixland.natick.ma.us>
Source record: 113875

tnfw0@isuvax.iastate.edu writes:

> Just to try to start a discussion...
>
> How can the 8 bits be revived, since it appears that they are pretty much dea
> (Ie, almost no commercial support, a fairly small number of users, etc.)
> And are they worth reviving?
>
> I still use mine, and probably will after I get a new computer soon, but it's
> kind of depressing sometimes to use a computer that generates as little
> excitement at these ones do...
>
> Steven Ourada
>

I think that the 8 bits cannot be revived. For one thing everything out
is now a 16bit mega system.. Its all ST, Mac, IBM and Amiga.
In the coming years, those will be obsolete as newer technology
keeps evolving. Atari was and is a good machine for its time, but
that time is ending. If you can still enjoy it and get some use out of it
thats great! I have 4 of them and I am not even considering an upgrade.
Im getting my hard drive setup on this and im still expanding over here.
While theres no commerical support, there are a lot of things out
that can make the 8 bit every bit as good as the Ibms and Macs..

4172. Re: Prices?!

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-22 21:26:15 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <gePy42w163w@unixland.natick.ma.us>
Source record: 113876

bluefire@triton.unm.edu (-=-Marc Bluefire-=-) writes:

>
> I'm just curious as to how much YOU think these items are worth...
> Please e-mail me and let me know how much you'd pay for any of
> the following:
>
> Atari 130XE
> Atari 1050 disk drive
> Atari SX212 modem (1200 baud)
>
> Okidata Okimate 10 (color printer) w/ Commodore or Atari interface
>
> Commodore 128 (w/ RS232 interface)
> C= 1571 drive
>
> Magnavox RGB display 80
>
>
> Sony XR5000 car stereo (tape/AM/FM) Sweet stereo!
> Sherwood Graphic Equalizer Xq-1101
> (with digital bands, surround sound, programmable,
> 7 bands)
> Coustic 120 watt Amp
> Jensen 300 watt Amp
>
> Thanks,
> Marc Bluefire
Im not a stereo or Commordore expert. SO i wont comment on those.
I would say that you should really have said if you were talking
USED or new stuff..
Ill go for used.
130xe's have been known to sell locally for around $50.
Sometimes they go for $65.. Depending on its condition.
The keyboards on the machine arent too great and sometimes theres
money off due to dead keys..
1050's tend to go for all sorts of prices.
I got some damaged ones for $15, $10, and $10..
A working one should get between $50-75 again..
Depends again on the condition what I offer on those.
Im usually after defective ones as I can usually rip apart another
defective model and make a workable unit.
/e

Now, an sx212 should net $35-45 dollars used. The same price as any used 1200 baud modem..

Okimate 10's arent well liked locally, Its not a well made product according to many. I think that its a hassle to obtain the plug n' print ribbons around here.. I see them giving them away for $20.. In other areas maybe you woud get more.. I think its supposed to be a slow gadget that isnt well made, that is tough to get replaced. Not sure if they still service them either.

Im sure other people here from different parts of the US will give you differing prices so this was just an opinion of what I would expect to pay..

4173. Re: Prices?!

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-22 23:03:08 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Jun22.230308.27789@news.iastate.edu>
Source record: 113877

In article <gePy42w163w@unixland.natick.ma.us>, asgardia@unixland.natick.ma.us (Craig Rothman) writes:
>Now, an sx212 should net $35-45 dollars used. The same price as any
>used 1200 baud modem..

Just a small note here... A friend of mine told me he saw an ad for a 1200bps modem in some discount place's catalog (sorry, don't remember the name...) for $30. It wasn't advertised that it was an Atari (or that it would connect to the 8 bits), but a close look at the picture revealed that it was an SX212...
Steven Ourada

4174. Re: Reviving the 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-23 01:11:43 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1991Jun23.011143.1864@casbah.acns.nwu.edu>
Source record: 113878

I think that the 8 bits can be brought back to a point of viability but not much more. Nintendo showed that their can still be a workable 8 bit market.

But, you know technology is on your back when dedicated game machines are 16 bit.

I dont own an ST yet, And dont know if I ever will now that Ive been saddled with an IBM compat and the IBM compat market is really just starting to exploit the capability of these marvelous 16\32 bit machines.

I worshiped by 8bit Atari and would trade my 386 in an instant for the days of Ataris. I hope Atari gets their marketing together and storms the home market again.

Glover

4175. SX212 Modems (Was Prices?!)

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-23 08:02:23 UTC
From: dwj@sactoh0.sac.ca.us
Message-ID: <1991Jun23.080223.20056@sactoh0.sac.ca.us>
Source record: 113879

(Craig Rothman) writes:
>bluefire@triton.unm.edu (-=-Marc Bluefire-=-) writes:
>
>>
>> I'm just curious as to how much YOU think these items are worth...

>> Atari SX212 modem (1200 baud)
>>
>
>Now, an sx212 should net $35-45 dollars used. The same price as any
>used 1200 baud modem..
>
Just FYI (I thought this was curious anyway...)

In the most recent DAMARK catalog, on the back page, I saw advertised:

"HAYES - COMPATIBLE 1200 BAUD MODEM -- Mfr. Sugg. Retail $59.95
Model $: SC212 Damark Price $29.95"

Of course it was the SX212, not SC212. I thought that it was an
interesting thing to see in a catalog of this type. Most of the computer
hardware was old 80C88 laptops, and XT's, and a few 286's and 386's

--
____
Some folks try to multiply from sunrise to | dwj@sactoh0.SAC.CA.US
Sunset--leave behind more of their kind so | ames!pacbell!sactoh0!dwj
no one will forget -- Level 42 | ucbvax!csusac!sactoh0!dwj

4176. Re: Hard drive for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-23 21:10:20 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jun23.211020.146@abode.ttank.com>
Source record: 113880

Hi Michael,
Just to add to what Daniel has already mentioned. Unless you
are willing to spend $300 to $500 (possibly!) adding a hard drive to your
8-bit system, there is a less expensive option.
You could a 720k 3.5" floppy drive to your 8-bit for much less money.
Granted it is not as fast or as much storage as a hard drive, it does on the
other hand cost alot less than a hard drive!
You can build your own 8-bit 3.5" floppy drive by aquiring an Atari
XF551 drive, then modifying it with Bob Wolley's XF35 kit (available from CSS
I believe). Hopefully someone has the addresses and phone numbers for either
Bob Wolley or CSS (Bob Puff's company). Bye.....

Luis

4177. Re: Hard drive for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-24 14:10:01 UTC
From: slackey@bbn.com
Message-ID: <64828@bbn.BBN.COM>
Source record: 113881

In article <1991Jun21.062751.20562@sactoh0.sac.ca.us> dwj@sactoh0.sac.ca.us (Daniel W. James) writes:
>MIO (which is one of the things that ICD is blowing out for 50% off).

I got all excited when I read this too, called them, and found out that the MIOs are the only thing that is not marked down. At $100 I'd think about it, but $199 is too much to pay for 256KB at today's memory prices.

-Stan

4178. Re: Reviving the 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-24 18:03:15 UTC
From: dja1@backyard.picst.bellcore.com
Message-ID: <1991Jun24.180315.14541@bellcore.bellcore.com>
Source record: 113882

You know, when people talk about support for the 8-bits or reviving them or making them exciting again, I always wonder what the fuss is about. Sure, their time has passed and no new software is being released. But it is also true that now you can get thousands and thousands of programs and usually at discount prices these days. I personally have more programs for my 8-bit than I could ever hope to use fully in my lifetime.

So, really, I could care less if I was the last Atari 8-bit user on the planet as long as I still get good use out of it. And I do. So either you find it exciting and use it or you don't. I don't feel the need to justify my owning and using an Atari 8-bit to anyone, most especially myself.

Dave Arlington

4179. Re: SX212 Modems (Was Prices?!)

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-24 22:18:39 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <s6g341w163w@unixland.natick.ma.us>
Source record: 113883

dwj@sactoh0.sac.ca.us (Daniel W. James) writes:

> (Craig Rothman) writes:
> >bluefire@triton.unm.edu (-=-Marc Bluefire-=-) writes:
> >
> >>
> >> I'm just curious as to how much YOU think these items are worth...
>
> >> Atari SX212 modem (1200 baud)
> >>
> >
> >Now, an sx212 should net $35-45 dollars used. The same price as any
> >used 1200 baud modem..
> >
> Just FYI (I thought this was curious anyway...)
>
> In the most recent DAMARK catalog, on the back page, I saw advertised:
>
> "HAYES - COMPATIBLE 1200 BAUD MODEM -- Mfr. Sugg. Retail $59.95
> Model $: SC212 Damark Price $29.95"
>
> Of course it was the SX212, not SC212. I thought that it was an
> interesting thing to see in a catalog of this type. Most of the computer
> hardware was old 80C88 laptops, and XT's, and a few 286's and 386's
>
>
> --
> ____
> Some folks try to multiply from sunrise to | dwj@sactoh0.SAC.CA.US
> Sunset--leave behind more of their kind so | ames!pacbell!sactoh0!dwj
> no one will forget -- Level 42 | ucbvax!csusac!sactoh0!dwj

4180. Re: SX212 Modems (Was Prices?!)

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-24 22:20:14 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <F9g342w163w@unixland.natick.ma.us>
Source record: 113884

dwj@sactoh0.sac.ca.us (Daniel W. James) writes:

> (Craig Rothman) writes:
> >bluefire@triton.unm.edu (-=-Marc Bluefire-=-) writes:
> >
> >>
> >> I'm just curious as to how much YOU think these items are worth...
> >
> >> Atari SX212 modem (1200 baud)
> >>
> >
> >Now, an sx212 should net $35-45 dollars used. The same price as any
> >used 1200 baud modem..
> >
> Just FYI (I thought this was curious anyway...)
>
> In the most recent DAMARK catalog, on the back page, I saw advertised:
>
> "HAYES - COMPATIBLE 1200 BAUD MODEM -- Mfr. Sugg. Retail $59.95
> Model $: SC212 Damark Price $29.95"
>
> Of course it was the SX212, not SC212. I thought that it was an
> interesting thing to see in a catalog of this type. Most of the computer
> hardware was old 80C88 laptops, and XT's, and a few 286's and 386's
>
>
> --
> ____
> Some folks try to multiply from sunrise to | dwj@sactoh0.SAC.CA.US
> Sunset--leave behind more of their kind so | ames!pacbell!sactoh0!dwj
> no one will forget -- Level 42 | ucbvax!csusac!sactoh0!dwj

Hmm. Well then, How do I get the Catalogue for Damark then?

4181. Re: SX212 Modems (Was Prices?!)

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-25 23:14:14 UTC
From: pb1p+@andrew.cmu.edu
Message-ID: <IcNwt6q00iQ5M1IiBG@andrew.cmu.edu>
Source record: 113885

So, I just got another 800xl and a load of software.

Anyone up to trade games?

Pete Berger || ARPA: peterb@cs.cmu.edu
Professional Student || Pete.Berger@andrew.cmu.edu
Univ. Pittsburgh School of Law || BITNET: R746PB1P@CMCCVB
Attend this school, not CMU || UUCP: ...!harvard!andrew.cmu.edu!pb1p

---
"Goldilocks is about property rights. Little Red Riding Hood is a tale
of seduction, rape, murder, and cannibalism." -Bernard J. Hibbits
---

4182. kermit.

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-26 07:02:12 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <D3Z541w163w@unixland.natick.ma.us>
Source record: 113886

Does anyone know why Kermit with the xep80 will not let me
delete when I get past 40 characters on my screen?
What should my screen attributes be set to for use with the xep80? and
am I doing this right if I load in my XEP80 bootdisk prior to loading in
kermit???

Also, has anyone written a TERMInal emulation for 8 bit that is powerful
enough to run emacs? (ala vt102?)

-craig

Craig@umass.bitnet aka Craig Rothman
"there is only one thing worse than being witty, and that is not
being witty"- Oscar M. Wilde Sketch, Monty Python.

4183. Life (Conway's, that is...)

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-27 03:57:28 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Jun27.035728.13550@news.iastate.edu>
Source record: 113887

I know of a few life games for the 8 bits, there's the stupid little one from Analog (Fastlife?), some PD basic/ml one (using 160*96 graphics, pretty nice), and then, there's the one I saw advertised in Antic's catalog. This one sounded really nice from the description, with a cut and paste editor, storage of past generations, etc. (if I remember the desc. right). Now what I want to know is, does anyone know of any other ones, which one is the best, etc... And does anyone have the Antic one? I think it was PD, if so, could it be uploaded to atari.archive or something? :)

Thanks,
Steven Ourada

4184. Re: SX212 Modems (Was Prices?!)

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-27 10:35:23 UTC
From: dwj@sactoh0.sac.ca.us
Message-ID: <1991Jun27.103523.11386@sactoh0.sac.ca.us>
Source record: 113889

Craig Rothman writes:
>
>Hmm. Well then, How do I get the Catalogue for Damark then?
>
Unfortunatly, the Damark Catalogue is currently in the Sacramento County Dump. The next time I receive one, I will try to remember to post their address/phone number. In the mean time, in order to receive a Damark catalog, I suggest that you order lots of products via mail order. Sooner or later you are bound to end up on their eternal mailing list.
--

No choice, look what we've become, | dwj@sactoh0.SAC.CA.US
world peace at the point of a gun...| ames!pacbell!sactoh0!dwj
-- Level 42 | ucbvax!csusac!sactoh0!dwj

4185. Re: SX212 Modems (Was Prices?!)

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-27 10:40:46 UTC
From: dwj@sactoh0.sac.ca.us
Message-ID: <1991Jun27.104046.11556@sactoh0.sac.ca.us>
Source record: 113888

Peter Glen Berger writes:
>So, I just got another 800xl and a load of software.
>
>
>Anyone up to trade games?
>
I do have quite a few public domain games for the 8-bit that I would be
willing to send either to the net, or to you via e-mail. I suspect that
most of them have appeared here at one time or another.

Speaking of which, I wonder if someone here would be so kind as to post the
location of the archive-site for 8-bit files?
--

No choice, look what we've become, | dwj@sactoh0.SAC.CA.US
world peace at the point of a gun...| ames!pacbell!sactoh0!dwj
-- Level 42 | ucbvax!csusac!sactoh0!dwj

4186. Damark # (Was: SX212 Modems (Was Prices?!))

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-27 15:07:18 UTC
From: bcasper@taco.cc
Message-ID: <1991Jun27.150718.5550@ncsu.edu>
Source record: 113890

I just saw a 2 page Damark ad in the USA Today...

1-800-729-9000

--
Brian Casper
bcasper@eos.ncsu.edu
NCSU - Project EOS
(witty .sig pending)

4187. Re: kermit.

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-28 02:42:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <53AFB9A9AFBF600187@carleton.edu>
Source record: 113891

asgardia@unixland.natick.ma.us (Craig Rothman) writes:

> Does anyone know why Kermit with the xep80 will not let me
> delete when I get past 40 characters on my screen?
> What should my screen attributes be set to for use with the xep80? and
> am I doing this right if I load in my XEP80 bootdisk prior to loading in
> kermit???
>
> Also, has anyone written a TERMInal emulation for 8 bit that is powerful
> enough to run emacs? (ala vt102?)
>
> -craig

Are you talking about Kermit-65? I assume you are.

As I've pointed out a couple times now, Kermit-65 has never been really debugged to work properly on the XEP80. It runs, as you've discovered, but it has some weird behavior, especially when the cursor is on the right half of the screen. If you think Delete acts funny, try doing full-screen editing! Not good.

This all has to do with the fact that to run K-65 on the XEP80 you tell it Set Screen Atari, which means "Just use the Antic gr.0 display, no scrolling windows, no 80 columns in gr.8. The author finally taught the "Atari" screen to not print cr's every line, but every other line, so it comes out right on the XEP80. But that's all he did. Other VT100 types of things still don't come out right. What's really neat is when the host sends a Clear Screen command, and K-65 only clears the left half of the screen!

I am right now trying to obtain the program called VT850 that is supposed to do VT100 on the XEP80 nicely. Meanwhile, maybe now that there's not one but two of us that want Kermit-65 fixed for the XEP80, someone will magically appear out of NetLand to save the day.

-Michael
currentm@carleton.edu

4188. ATARI 800 & Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-28 03:26:47 UTC
From: U25042@uicvm.uic.edu
Message-ID: <91178.222647U25042@uicvm.uic.edu>
Source record: 113892
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

I'm cleaning the closet, and came accross this beast. I don't
know what these systems go for now, so please make me a fair offer.

ATARI 800 w/ 48K RAM w/ power pack
Rana 1000 Double Density drive w/ power pack
Ape Face Centronics printer interface (ATARI to parallel)
BASIC, PILOT
Flight Simulator II
300 baud MPP modem for use with ATARI systems only
1200 ADC modem (Hayes compatible)
De Re ATARI
Mapping the ATARI
Disks with stuff on them :-)

All this plus whatever else I can find to go with it for $200 obo.
Reply via E-Mail. Thanks.

Brought to you by the sick mind of
Bob Jackiewicz, writer of wrongs, wronger of rights.
BITNET: U25042@UICVM "Touch my monkey!" -Dieter
InterNet: U25042@UICVM.UIC.EDU
"Those people [who copycat movie murders]
"A European swallow or an should not only be put in jail, but should
African swallow?" -Python, M. also be sued for plagiarism!" -Stephen King

4189. Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-29 04:20:37 UTC
From: dt@coyote.datalog.com
Message-ID: <wkca52w163w@coyote.datalog.com>
Source record: 113894

I've used Kermit-65 many times and think it's a great program. It's certainly the most robust/reliable 80-column terminal program I've seen on the Atari to date.

I'd like to know who the author is. Maybe he'd like to put the source code into public domain, since he seems set on not updating the program any further (I believe the last version is 3.7).

Interesting, although the documentation is good, he does not give his own name or any means by which to reach him.

Does anyone know how to reach the mysterious author of Kermit-65?? If you do, please MAIL me this information, as the Unix box I read the net news on doesn't keep info for very long and I tend to miss a lot of messages.

Oscar Fowler
Cracchiolo & Feder, Inc.

4190. Re: Hard drive for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-29 08:17:35 UTC
From: CharlieBrown@cup.portal.com
Message-ID: <43803@cup.portal.com>
Source record: 113893

Supra made a Supra Hard Disk 10 meg drive which connected to a 800 XL with a 50 connector ribbon interface to the back of the 800XL.The box which is 3 1/2 by 7 inches also has a parallel printer connector outlet.Many of the old 8 bit BB Systems used the Supra.I still have two of them.I have seen them from time to time at Atari dealers still getting up to $300 for them.

4191. Can Atari 8-bit be revived?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-29 20:54:04 UTC
From: mmiller@isis.cs.du.edu
Message-ID: <1991Jun29.205404.11999@mnemosyne.cs.du.edu>
Source record: 113895

>Just to try to start a discussion...
>
>How can the 8 bits be revived, since it appears that they are pretty much dead?
>(Ie, almost no commercial support, a fairly small number of users, etc.)
>And are they worth reviving?
>
>I still use mine, and probably will after I get a new computer soon, but it's
>kind of depressing sometimes to use a computer that generates as little
>excitement at these ones do...
>
> Steven Ourada

I don't think the Atari 8-bits are worth reviving in the marketplace, since I don't believe it would be possible to get it up to the status of the C-64 as far as software. The reason I compare it to the C-64 is not because of any preference of mine. I have liked and used my Atari 8-bit for four years now. I compare it to the C-64 because it is, to my knowledge, the ONLY 8-bit personal computer that is still being sold in mass quantities, miraculously as it is. And new software is still being made for it. The amazing thing about the C-64 is that it has outlasted even the "Apple II Forever" Apple II+/e series. I believe the only Apple II that Apple has been making for the past couple years is the IIGS. And unlike Apple's usual character of supporting its computers and encouraging 3rd-party support, the Apple IIGS has gotten little support. From what I've heard from others, the discontinuation of most of the Apple II models and the lack of support for the IIGS seems to have been caused by Apple's own decision making, not because of the market. I've seen some of the stuff the IIGS can do, and it almost ranks up there with the ST and Amiga, even though its 8/16-bit 65816 CPU only runs at about 2.8 Mhz. It's a sad story reminiscent of the history of the Atari 8-bit.

I think the Atari 8-bits might still have a use in certain niche areas. I remember reading an article in Antic, back when it was still being published as a stand-alone magazine, about a company that sold teleprompter equipment to show studios. All the equipment was in a box, so all that was coming out of it was a joystick, a disk drive slot, and a keyboard. Little did the people know, who were buying it, that there was an Atari 8-bit computer inside the box. the author said the reason they picked the Atari is that it was inexpensive and it was relatively easy to make it do overscan and smooth-scrolling.

I have heard some BBS sysops (who run Atari 8-bit boards) say that some of their users are amazed when they tell the users that the BBS they've been using is an Atari 8-bit hooked up to a Multi-I/O with 60 Megs on disk. I have been on a few of the Atari 8-bit boards and they are just

FULL of features and games. As a matter of fact when I used to compare them with MS-DOS BBSes I was on, I actually considered the MS-DOS BBS software to be sub-standard compared to the 8-bit BBS software. I don't think the same can be said today, but it's taken a while for MS-DOS BBS software to match the capabilities of the Atari 8-bit BBSes. In addition, the Atari sysops said they would consider the Atari 8-bits, with the appropriate extra hardware, to be excellent BBS computers, since they are cheap, have lots of features in the BBS software, are pretty fast relative to BBSes on other computers, and you can use it to run your BBS the whole time, while you use your more powerful computer (whatever it may be) to do other things.

The reason I talk about niche markets is it's some of what Atari seems to have been encouraging with the ST. Some companies have bought, customized, and then resold ST computers for specific markets and purposes, such as desktop publishing.

I think Atari 8-bit computers could still be useful to people who don't already have one, by selling them to people in niche markets, granted that the appropriate extra hardware and software is sold along with the the computer to make it useful for that niche.

I have just about pushed my Atari 8-bit to its limits. I am looking forward to getting an STe someday. My Atari 8-bit has done well for me through three years of college, and I haven't had a single problem with it for the four years that I've had it. The one thing that's broken down twice is my 1050 drive. So far it has met my needs with word processing (Atari Writer Plus) even for large papers, entertainment (obviously), telecommunications with several term programs (BobTerm for BBSes, Chameleon for 80-column 2400 bps. VT-52/ADM-3A terminal emulation and file transfers on Unix systems, and VT-10 Squared, a PD 80-column VT-100 emulator with all 80 columns on the screen at once), and languages (Atari BASIC, and the CC8 PD C compiler). The CC8 compiler is really what added more life to my 8-bit, because now I can write programs in C and compile them into stand-alone binary programs. I really like the C language, so this has encouraged me to do more programming on my 8-bit. I would have to say that nowadays the most used software on my 8-bit is terminal software (that could be another use for it: A cheap terminal capable of a few terminal emulations), since I like communicating to other people on BBSes and stuff with it.

---Mark
mmiller@isis.cs.du.edu

4192. Re: Can Atari 8-bit be revived?

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-29 22:19:06 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Jun29.221906.11869@news.iastate.edu>
Source record: 113896

In article <1991Jun29.205404.11999@mnemosyne.cs.du.edu>, mmiller@isis.cs.du.edu (Mark Miller) writes:
[Mass deletion]
>
>I think the Atari 8-bits might still have a use in certain niche areas.
>I remember reading an article in Antic, back when it was still being
>published as a stand-alone magazine, about a company that sold
>teleprompter equipment to show studios. All the equipment was in a box,
>so all that was coming out of it was a joystick, a disk drive slot, and
>a keyboard. Little did the people know, who were buying it, that there
>was an Atari 8-bit computer inside the box. the author said the reason
>they picked the Atari is that it was inexpensive and it was relatively
>easy to make it do overscan and smooth-scrolling.
>
Niche markets are definitely a good place for the 8bits. I'm pretty sure that no other computer with a decent amount of power is available for the prices that Atari 8bits go for now. Certain educational uses could be envisioned, if, of course, the Apple][didn't have such a strong hold in that area.

>I have heard some BBS sysops (who run Atari 8-bit boards) say that some
>of their users are amazed when they tell the users that the BBS they've
>been using is an Atari 8-bit hooked up to a Multi-I/O with 60 Megs on
>disk. I have been on a few of the Atari 8-bit boards and they are just
>FULL of features and games. As a matter of fact when I used to compare
>them with MS-DOS BBSes I was on, I actually considered the MS-DOS BBS
>software to be sub-standard compared to the 8-bit BBS software. I don't
>think the same can be said today, but it's taken a while for MS-DOS BBS
>software to match the capabilities of the Atari 8-bit BBSes. In
>addition, the Atari sysops said they would consider the Atari 8-bits,
>with the appropriate extra hardware, to be excellent BBS computers,
>since they are cheap, have lots of features in the BBS software, are
>pretty fast relative to BBSes on other computers, and you can use it to
>run your BBS the whole time, while you use your more powerful computer
>(whatever it may be) to do other things.

A local BBS in my area runs on a hugely expanded 130XE system (4 meg of RAM, 60 meg of disk space, 4 floppies, etc.). The sysop is constantly adding to his system and improving his BBS software, to the point that his system is one of the fastest in the area. Not to mention that he put it all together for $1500 or less plus labor.

[Deletion]

>I have just about pushed my Atari 8-bit to its limits. I am looking
>forward to getting an STe someday. My Atari 8-bit has done well for

>me through three years of college, and I haven't had a single problem
>with it for the four years that I've had it. The one thing that's broken
>down twice is my 1050 drive. So far it has met my needs with word
>processing (Atari Writer Plus) even for large papers, entertainment
>(obviously), telecommunications with several term programs (BobTerm for
>BBSes, Chameleon for 80-column 2400 bps. VT-52/ADM-3A terminal
>emulation and file transfers on Unix systems, and VT-10 Squared, a PD
>80-column VT-100 emulator with all 80 columns on the screen at once),
>and languages (Atari BASIC, and the CC8 PD C compiler). The CC8
>compiler is really what added more life to my 8-bit, because now I can
>write programs in C and compile them into stand-alone binary programs.
>I really like the C language, so this has encouraged me to do more
>programming on my 8-bit. I would have to say that nowadays the most
>used software on my 8-bit is terminal software (that could be another
>use for it: A cheap terminal capable of a few terminal emulations),
>since I like communicating to other people on BBSes and stuff with it.

On that last note, I think an 8bit with some slightly souped up software could run a fairly complete battery of terminal emulations, and with the software on cartridge and a low res mono monitor, the package could be sold for <$350. I don't know what terminals sell for normally, but I'm sure that would be competitive.

>
>---Mark
>mmiller@isis.cs.du.edu

****
* Steven Ourada Email: TNFW0@vax.iastate.edu or ar550@Cleveland.freenet.edu *
* Iowa State student, Atari user, all around nice guy... *
* "In order to remember your dreams, you must think of them as if they were *
* little kittens." -- Ubiquitous song quote, King Missle *
****

4193. archive-site

Newsgroup: comp.sys.atari.8bit
Date: 1991-06-30 17:02:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <51A537E1A25F40148B@carleton.edu>
Source record: 113898

dwj@sactoh0.sac.ca.us (Daniel W. James) writes:

[..]

> Speaking of which, I wonder if someone here would be so kind as to post the
> location of the archive-site for 8-bit files?

FTP to atari.archive.umich.edu.
The 8-Bit files are in the /atari/8bit directory.

-Michael
currentm@carleton.edu

4194. Re: Life (Conway's, that is...)

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-01 03:23:56 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <Jun.30.23.23.55.1991.3163@utopia.rutgers.edu>
Source record: 113897

Hmmm...I have a pretty nice one somewhere, but I forget where
I got it or any details about it. I do recall that it had these
nice little drop down menu's, making it look more like an ST
program than an 8-bit. I'll have to see if I can dig it up...

4195. Re: archive-site

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-01 13:30:56 UTC
From: dwj@sactoh0.sac.ca.us
Message-ID: <1991Jul1.133056.14223@sactoh0.sac.ca.us>
Source record: 113899

(Michael Current) writes:
>
>FTP to atari.archive.umich.edu.
>The 8-Bit files are in the /atari/8bit directory.
>

Thank you for the information--however, I do not have access to ftp from
this site. It seems that every server has a different mail-server name.
I have seen 'mail-server@...' and 'listserv@...'. Who (or what) would I
send mail to at this site to access the archives.
--
____
No choice, look what we've become, | dwj@sactoh0.SAC.CA.US
world peace at the point of a gun...| ames!pacbell!sactoh0!dwj
-- Level 42 | ucbvax!csusac!sactoh0!dwj

4196. News reader?

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-01 22:30:47 UTC
From: tjdst7@unix.cis.pitt.edu
Message-ID: <146720@unix.cis.pitt.edu>
Source record: 113900

Wondering how you read news on an 8bit Atari... all we have here is vnews and rn and my friend doesn't have proper emulation for either of those... What's the best bet? Get a new terminal [he's using BobTerm]???

while i'm at it, i might as well add at least $0.015 worth... I started out when I was... ummm.... eleven or so... 1982 or 83 i think... with a used 1200xl and a 1010 tape... [well, actually i started a few years before on one of those Timex Z80 machines but...]

Now that I have my "super stomper" 386 with 105MB HD and 2MB RAM [4 on the way, of course).... allllllll I do is COMPLAIN about the thing! I would GLADLY trade it all back in to have the 'glory days' of Atari 8 bits back... They are truly wonderful machines.... the price/performance ratio just can't be matched.... and everyone that own s one almost universally agrees that they are great... ugh. now i am making myself feel like a traitor for abandoning them! [I have my reasons though.... it's hard to take an 80x86 assembly class running a 6502!]

But all and all, this machine has caused me more headaches in eight months than my ataris did in eight years [although the 1050 drive was quite of another story--- i frequently had to revert to the 1010!]

enough i guess... so, any suggestions for my friend would be VERY much appreciated!

thanks...

Todd J. Derr
University of Pittsburgh
tjdst7@unix.cis.pitt.EDU

4197. Specific Questions for the 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-01 22:47:22 UTC
From: jbuhl@daimi.aau.dk
Message-ID: <1991Jul1.224722.10341@daimi.aau.dk>
Source record: 113902

Hi, there.

In my efforts to create a multiprogram-compiler for the Atari 130xe (yes, I know: I have too much time, right ?), I've ran into two problems:

First, I need to use all 128k of the computer. The only Manual (a German, would you believe it?) I've got, says that this is done using address 54017, but not how (it tells how to switch between the 5 memorybanks). Would someone supply me with a little machinecode-routine doing the job (ie. copying the ROM to RAM, and then switching the ROM to Neverland) ? Please held it as simple as possible, since I'm using my own home-brew assembler, which I guess doesn't support all these fancy features of your favorite assembler.

Second, I need to know (EXACTLY, preferably) which addresses, routines and interrupts are used to read/write sectors, read the status, format, etc. a double-density disk in a 1050 drive (typically I need to do exactly the things, supported by the standard SIO-call) in order to make the routines as small and compact as possible (the system I intend to make is an operatingsystem capable of running 8 processes, together with a ConcurrentC-like compiler supporting these facilities, and a graphics display with 80 chars/line, so space is not what's leftover in huge measures).
So before I try to figure it out in detail, I would like to hear from people who knows - more or less precisely - what's necessary to control the diskdrive, and what is actually superfluos (<- I hope thats the right word).

Many thanks in advance,
--

Jesper Buhl / jbuhl@daimi.aau.dk
Computer Science Department,
University of Aarhus, Denmark

4198. Re: Life (Conway's, that is...)

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-02 01:08:30 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <43876@cup.portal.com>
Source record: 113905

The ancient early Video Easel cart had a simple LIFE implementation within it. Nothing like you'd find from just a few years later, but it's there! (I remember drawing my NAME in block letters and letting it run til it stabilized; it took over 4000 generations. whoa!)

4199. Re: Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-02 01:16:25 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <43877@cup.portal.com>
Source record: 113906

The mysterious author of Kermit65, in the Atari 8-bit context anyway, isn't entirely an Author so much as a Porter, and his name is John Dunning and he USED to read this newsgroup and I'm real surprised he hasn't responded to this discussion yet. John, are you out there?

Anyway, as of this time LAST year, John worked for Symbolics in Eastern Massachusetts, partway between the Mass Pike and the lovely (cough) town of Lynn. :-) I drove right by his building while en route to visit someone else last July, but didn't find out til too late...

Any-hoo, John SENT ME the Kermit65 sources a long time ago, and in fact I was just looking at them the other day. Basically, the original code was for the C= 64 (Kermit_64_), and John took out the hardware-specific VIC-chip stuff, and the C= 64 "kernel"-specific stuff, and replaced it with Atari equivalents (graphics modes, CIO calls, etc. etc.) and added ATASCII/ASCII mapping and a BUNCH of other stuff. As it happens I've seen C=64 source code for the original program, on one occasion, and it's interesting to compare. I won't pretend I COMPREHEND it, but it's still interesting. My hat's been off to John for a LONG time.

Now for the good part. I _might_ be persuaded to post the source, if enough interest is expressed; I'm also surprised it isn't available on Terminator -- has anybody LOOKED there? John is/was a mover-and-shaker of getting THAT thing started and keeping it stocked, way back when. I believe the source is intended to be cross-assembled by something that runs on the ST, since John included (to me, anyway) a C source program which "makes an a.out file into an 8-bit loadable binary"... The sources _I_ have are in UNIX-style ASCII (records delimited by ASCII 10 (LF) chars), not ATASCII, and although the files' extension is .M65 I see lots of syntax that Mac65 would probably not accept as-is.

Post here if you guys want Kermit65 source, and John Dunning you oughtta speak up if you're here! Hi guy!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4200. Re: archive-site

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-02 01:44:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <50930EF58BDF401E6B@carleton.edu>
Source record: 113903

dwj@sactoh0.sac.ca.us (Daniel W. James) writes:

>(Michael Current) writes:
>>
>>FTP to atari.archive.umich.edu.
>>The 8-Bit files are in the /atari/8bit directory.
>>
>
>Thank you for the information--however, I do not have access to ftp from
>this site. It seems that every server has a different mail-server name.
>I have seen 'mail-server@...' and 'listserv@...'. Who (or what) would I
>send mail to at this site to access the archives.

Oh, okay.
The server is called atari@atari.archive.umich.edu.
If you send the server a message with just the word "help" in the body of the
message, it sends you complete instructions on how to use it.

-Michael
currentm@carleton.edu

4201. Re: News reader?

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-02 02:07:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <508FF327599F401E6B@carleton.edu>
Source record: 113904

tjdst7@unix.cis.pitt.edu (Todd J Derr) writes:

> Wondering how you read news on an 8bit Atari... all we have here is
> vnews and rn and my friend doesn't have proper emulation for either of
> those... What's the best bet? Get a new terminal [he's using
> BobTerm]???

BobTerm only does VT52 emulation. If vnews and rn require VT100 emulation,
then the choices of emulation software include OmniCom, vt10sqr, and Kermit-65.
I'm running K-65 as I type this.

-Michael
currentm@carleton.edu

4202. Re: News reader?

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-02 03:55:10 UTC
From: dean@snake.cs.uidaho.edu
Message-ID: <1991Jul02.035510.572@groucho>
Source record: 113901

In article <508FF327599F401E6B@carleton.edu>, CURRENTM@CARLETON.EDU (Michael Current) writes:
|> If vnews and rn require VT100 emulation,

Don't know about vnews, but our version of rn is just like most other unix progs.: once you select the correct terminal type for your hardware, it should work fine. My .profile just asks for my terminal type when I login, and I just respond "vt52" (for my Chamelon terminal emulator). Then, rn works fine.

Just my $0.02 worth.

Dean Collins | "The last man on earth sat alone
University of Idaho, Moscow, ID | in a room.
dean@snake.cs.uidaho.edu | There was a knock at the door..."
sysop3@ted.cs.uidaho.edu | -- Frederic Brown, "Knock", 1948

4203. Re: News reader?

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-02 04:15:09 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <146809@unix.cis.pitt.edu>
Source record: 113907

Though I am using a ST right now, when my ST was down I used my 8-bit
to access this area. It seems the best program to do so is Kermit-65,
a very good VT100 emulator. Actually, any 80-column VT100 emulator
such as that does a decent job...

Robert Anisko
rjast1@unix.cis.pitt.edu

4204. Re: Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-02 04:18:48 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <146812@unix.cis.pitt.edu>
Source record: 113908

The sources to Kermit-65 ARE at terminator (alias atari.archive.umich.edu),
in the /atari/8bit directory. Be warned though - the ARCed file is over 200k
and the main file inside (KERMIT65.M65 I believe) is around 410k - i.e.
if you don't have a hard drive, it could be interesting to say the least...

Robert Anisko
rjast1@unix.cis.pitt.edu

BTW the filename is K65SRC.ARC or something similar...

4205. Re: Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-02 04:20:48 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Jul2.042048.5800@maverick.ksu.ksu.edu>
Source record: 113909

Chris_F_Chiesa@cup.portal.com writes:

>Post here if you guys want Kermit65 source, and John Dunning you oughtta
>speak up if you're here! Hi guy!

I vote aye.

--
Scott Parish a.k.a. parsons@matt.ksu.ksu.edu

"Some people quietly reveal in the manner of the meek, Some people shout the way they feel to a radical degree...
Some people speak with subtleness, some don't rely on words at all." -- MWS

4206. Re: Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-02 19:07:34 UTC
From: monacell@oasys.dt.navy.mil
Message-ID: <8867@oasys.dt.navy.mil>
Source record: 113910

>Post here if you guys want Kermit65 source, and John Dunning you oughtta
>speak up if you're here! Hi guy!
>
>Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

I,too, vote aye.

Vinny Monacella

4207. Re: News Reader?

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-03 11:43:57 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <43942@cup.portal.com>
Source record: 113911

In something of a coincidence, just as some of us were discussing Kermit65 source code, Todd Derr (tjdst7@unix.cis.pitt.edu) appeared, asking:

>Wondering how you read news on an 8bit Atari... all we have here is
>vnews and rn and my friend doesn't have proper emulation for either of
>those... What's the best bet? Get a new terminal [he's using
>BobTerm]???

I sent Todd some mail on the subject, but then it occurred to me that a POSTING might be of interest to readers whose interest in Kermit65 has thus far been slight due to just not knowing much ABOUT it. I therefore post THIS message, which is essentially the same as what I sent Todd, except, of course, for THIS paragraph and the opening sentence. I hope someone finds this information useful. Mail text follows...

If your friend wants to do this RIGHT NOW, he can/should obtain the Kermit65 program everyone's been talking about, here, the last few days. Besides having Kermit file-transfer capabilities, Kermit65 also does a mean (in my opinion the BEST available without additional hardware) VT100 emulation, in either 40 or 80 columns. I used Kermit65 exclusively for a couple of years until I started collecting other computers and wound up with "true" 80-column mode. Don't get me wrong, though -- I will NEVER give up my Atari 8-bit!

There are a couple of other programs that purport to do 80-column VT100 emulations on the Atari 8-bit: OmniCom, VT-ten-squared, and Chameleon, or some subset thereof. All have major shortcomings in the VT100 emulation area as far as I'm concerned; I recommend Kermit65.

Finally, even BobTerm may eventually be able to do VT100 (or, rather, generic ANSI) emulation. There's a guy on this Net working on that very thing even as we speak.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4208. Re: News reader?

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-04 13:47:38 UTC
From: andrewh@msb.com
Message-ID: <1991Jul4.134738.23699@msb.com>
Source record: 113915

In article <508FF327599F401E6B@carleton.edu> CURRENTM@CARLETON.EDU (Michael Current) writes:
>tjdst7@unix.cis.pitt.edu (Todd J Derr) writes:
>
>> Wondering how you read news on an 8bit Atari... all we have here is
>> vnews and rn and my friend doesn't have proper emulation for either of
>> those... What's the best bet? Get a new terminal [he's using
>> BobTerm]???
>
>BobTerm only does VT52 emulation. If vnews and rn require VT100 emulation,
>then the choices of emulation software include OmniCom, vt10sqr, and Kermit-65.
He CAN use Bobterm with rn, but this partly depends on the system he logs into. First, use the -l option for rn (among others, assuming the terminal is set for 'dumb'). Then use the 'stty' command to set the terminal for 40 cols., 22(?) lines (he may want to put this in .profile or .cshrc or whatever). The last part is the real kicker, since not all UNIX systems support this. If not, he may want to adjust rn's options appropriately so he can use ^S/^Q to go through an article.
Hope that helps.

a dumb terminal

4209. Re: Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-04 13:51:47 UTC
From: andrewh@msb.com
Message-ID: <1991Jul4.135147.23780@msb.com>
Source record: 113916

Yes! I wouldn't mind seeing the Kermit source, though having it "crunched"
wouldn't be bad either. Please post it!

4210. Blast from the past...

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-04 21:28:15 UTC
From: rel@mtu.edu
Message-ID: <1991Jul4.212815.29859@mtu.edu>
Source record: 113912

Today I brought my Atari 800 (32K mem) out of retirement today. It has been 6 years since I last used Sparta DOS, and I would just like to say that it was one of the coolest machinces to work with. The good old days of 4 player M.U.L.E. and a quick game of Star Raiders (boy could they pack things into a 8k cart)!

Now I sit here, with my Sun workstation, wondering how I can hook it up to my Atari to bring my bbs out of its long sleep and allow remote access to it. Are there any 8-bit bbs that one can reach from the net? I yearn for the days when ATASCII cartoons were the thing to do.

ahh.....MEMO PAD....Density and a half drives...4 game ports...right carts...

--

USER: Can I get a list of *all* the unix commands?
CONSULTANT: man -k - | lpr -
USER: huh?

+---+
| Robert E. Landsparger (rel@mtu.edu) - Computing Technology Services
| Michigan Technological University, Houghton, MI 49931 (906) 487-2110
+---+
| The above comments do not always represent those of my employer.
+

4211. Kermit and uucp

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-04 21:46:32 UTC
From: rempel@skorpio.Usask.CA
Message-ID: <1991Jul4.214632.13705@herald.usask.ca>
Source record: 113913

I've been using Bobterm in ASCII mode to get onto the local unix network and it works fine, except that I have to redefine the delete key so it works properly. My problem is that I want to download files from my directory on the unix to my 130XE. Bobterm is not good, since I'd have to use a simple ASCII dump and capture it as it comes down on my 130XE. This is not ideal for binary files. So I thought of uucp, which (correct me if I'm wrong) converts binary files to text files which can be more easily dumped and captured. Question: Is there any uucp encoder/decoder written for 8-bit Ataris?

The idea is that I will d/l stuff from the archive at umich.edu into my unix account, and from there d/l to my 8-bit.

I thought of using Kermit-65, but my understanding is that it also requires uucp. Can anybody verify this?

Thanks.

-Allan

4212. Re: Blast from the past...

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-05 01:13:23 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Jul5.011323.17158@news.iastate.edu>
Source record: 113914

In article <1991Jul4.212815.29859@mtu.edu>, rel@mtu.edu (Robert E. Landsparger) writes:
>Now I sit here, with my Sun workstation, wondering how I can hook it up
>to my Atari to bring my bbs out of its long sleep and allow remote access
>to it. Are there any 8-bit bbs that one can reach from the net? I yearn
>for the days when ATASCII cartoons were the thing to do.

Oooh ooh ooh!! (Expression of excitement :))... I don't know of any bbs's on the net that have 8 bit focus... But I would _love_ to see one! Sorry I can't give you any help on connecting them, as I know little about Sun workstations... But I would be highly interested in your BBS...

Steven Ourada

****
* Steven Ourada Email: TNFW0@vax.iastate.edu or ar550@Cleveland.freenet.edu *
* Iowa State student, Atari user, all around nice guy... *
* "In order to remember your dreams, you must think of them as if they were *
* little kittens." -- Ubiquitous song quote, King Missle *
****

4213. Re: Kermit and uucp

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-06 11:33:54 UTC
From: andrewh@msb.com
Message-ID: <1991Jul6.113354.14533@msb.com>
Source record: 113917

In article <1991Jul4.214632.13705@herald.usask.ca> rempel@skorpio.Usask.CA (Allan Rempel) writes:
>My problem is that I want to download files from my directory on the unix to
>my 130XE. Bobterm is not good, since I'd have to use a simple ASCII dump and
>capture it as it comes down on my 130XE. This is not ideal for binary files.
>So I thought of uucp, which (correct me if I'm wrong) converts binary files to
>text files which can be more easily dumped and captured. Question: Is there
>any uucp encoder/decoder written for 8-bit Ataris?

I think you mean uuencode and uudecode, and yes, it exists for the Atari 8bits. There are Basic/ML versions which work fine, and a pure ML version called YAU and YAUE (the decoder and encoder). If nobody else does, I'll upload the basic version of the decoder.
Also, check to see if your system has the programs rz and sz. They are primarily zmodem transfer programs, but they can do Ymodem batch, Xmodem 1K, and Xmodem. Only problem is, it doesn't properly pad the last packet, so Bobterm won't get rid of the extra junk (this only happens with the last 3 protocols. Later versions of sz/rz may have corrected this). Most of the time this means nothing; just slightly larger files and some garbage if it was a text file.
>
>The idea is that I will d/l stuff from the archive at umich.edu into my unix
>account, and from there d/l to my 8-bit.
>
>I thought of using Kermit-65, but my understanding is that it also requires
>uucp. Can anybody verify this?
>

No, it's not necessary for Kermit. If you want to dl a binary file using kermit, just set the file type or transfer mode to binary at both ends when you transfer. There is no problem with padding either. However, Kermit in general is slow and very inefficient.
For text files, you set the file type at your end to ascii (I think) if you want the file to be received as atascii, with the transfer mode at the remote end set for text.
>Thanks.
>
>-Allan

Your welcome.

4214. 6502 detailed information

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-07 00:35:49 UTC
From: buzzard@eng.umd.edu
Message-ID: <1991Jul07.003549.25402@eng.umd.edu>
Source record: 113918

I'm trying to write a 6502 emulator in C, and unfortunately
I can't find my old Rodney Zaks book on the 6502, so I can't
find out several things. I went to a decent local bookstore
but they didn't have any real technical information.

Here are the things I need to know:

o Which bit positions in P are the various flags?
(This is important in case you try to look at the
processor flag after it's been pushed; the Atari
OS does this to check the status of the I flag
during interrupt handling.)

o Which operations set which flags? I have a vague
memory of this, but I can't remember all the
variants. On the same subject, what is the bizarre
thing that BIT does?

o Does S point to the last byte pushed, or to the next
location to push? (This is imporpant if you use
TSX to read into the stack)

o On interrupts, does it push P and then the return
address, or the return address and then P? (I need
this mainly to make sure I get the popping order
right for RTI). For JSR and interrupts, does it
push low-byte then high-byte, or vice-versa?

o What exactly is the formula for calculating branch
distance for the relative branches again? PC after
the branch + offset - 128 maybe? Something like
that, I know.

o When using indexed addressing modes, does indexing
reach across to the next page? My best guess about
this is that indexed zero-paged addressing doesn't,
but indexed absolute does. For example, I'm assuming
these results:

```
LDX #$10
LDA $FF,X ; read from location $000F
LDA $1FF,X ; read from location $020F
```

where the middle instruction uses zero-paged X addressing.
[There may be no version of LDA that uses zero-page X
addressing, this is just to try to get the idea across.]
Either way is trivial to code in C, I just need to know
which version for each addressing mode. (Yeah, ditto for

indexed indirect and indirect indexed; what happens then?)

If you have any answers to these questions, if you want copies of answers to these questions, you have comments about 6502 emulation in C or you know of an existing program, or if you are interested in getting a copy of mine, *mail* me, buzzard@eng.umd.edu; the net doesn't need to hear it.

4215. Assistance needed with MULE and ARCH. II

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-07 17:25:18 UTC
From: cs00bd@unccvax.uncc.edu
Message-ID: <3512@unccvax.uncc.edu>
Source record: 113919

I was wondering--does anyone out there know how to break the
copy protection on M.U.L.E. and Archon II?

(Put down that flamethrower!)

I OWN BOTH OF THEM---ORIGINALS, OK?

It's just that I love to play both of these on my ol' 800xl.
The original disks are getting pretty old and it would be a
shame to lose either of them to bit rot...

Any ideas on how to back them up.... (technical solutions ok. I don't
mind editing sectors)

Thanks,
Brian

--

Reality is what YOU make of it. Brian Daniels (cs00bd@unccvax.uncc.edu)
"My opinions are mine and do not represent those of my host computer"

4216. Re: Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-08 11:50:52 UTC
From: bluefire@triton.unm.edu
Message-ID: <1991Jul08.115052.16104@ariel.unm.edu>
Source record: 113920

I'm very interested in having the source to k-65 posted!
I've been using k-65 for over 2yrs. I remember when we where having trouble
getting the sx212 handler ot work with k-65... for some reason my 130XE
was one of the few that could succesfully fuse the handler with the program.
Strange!

Life in the Navy...
Don't go Nuke!

Marc Bluefire

--
M B Marc Bluefire <aka bluefire@deimos.unm.edu.UUCP>
[=] [=-=] [=] < bluefire@hydra.unm.edu.UUCP >
| |=-=-| c |-=-=| |
_|_|____|_^_|____|_|_

4217. Atari 8-bit and related stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-08 14:43:12 UTC
From: kwright@dcsc.dla.mil
Message-ID: <1144@dcsc.dla.mil>
Source record: 113921

Atari 8-bit computer and related stuff for sale.

Hardware:
Atari 1200XL - 64K computer
Indus GT - single sided, double density floppy drive
Atari 410 - program recorder (cassette)
Atari 850 - parallel/serial interface
Axiom AT-846 - parallel printer interface
Avatex 1200 - 1200 baud modem (does not work)
All power supplies
All cables relevent cables
All original manuals

Software:
Syncalc spreadsheet
Paint graphics program
Graphic Master graphics program
PrintShop - make cards, banners, posters, etc.
A few games
Various public domain software - graphics, music, games, etc.
Extra disks and cassettes

Literature:
Antic magazines:
Vol. 1 Issue 6
Vol. 2 Issues 1-12
Vol. 3 Issues 1, 3-12
Vol. 4 Issues 1, 2, 4-12
Vol. 5 Issues 1-12
Vol. 6 Issues 1-5, 7
Atari Explorer February, Summer 1985
The Atari User's Encyclopedia, 267 pages
The Book of Atari Software 1984, 429 pages
Atari Color Graphics: A Beginner's Workbook, 203 pages
The Best of Antic: An Anthology Vol. 1, 298 pages w/disk
The Elemtary Atari, 267 pages
Understanding Atari Graphics, 49 pages
24 Tested, Ready-to-Run Game Programs in BASIC, 252 pages

I haven't been around this scene for awhile so I don't kow what to ask for this stuff. Basically, I am at your mercy; make me an offer.

I would like to sell all of this in one batch, but I will consider offers for specific items.

Everything works except the modem. Books and magazines are in excellent
condition.

--
Information Processing Center Columbus Telecommunications
"The difficult can be done at once; | Internet: kwright@dcsc.dla.mil
the impossible takes a little longer." | UUCP: ...osu-cis!dsac!dcsc!kwright

4218. FTP SERVERS

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-09 05:06:15 UTC
From: dt@coyote.datalog.com
Message-ID: <ycXs54w163w@coyote.datalog.com>
Source record: 113923

Does anyone have a good list of FTP SERVERS or MAIL SERVERS (I don't know what the proper terminology is). I'm trying to get the Kermit 65 source code uuencoded and mailed to me here at this mail-only site (coyote.datalog.com). I tried bitftp@pucc.princeton.edu, but I received a message saying that it no longer serviced mail-only sites (or some such message). I can't seem to get through to atari@atari.archive.umich.edu at all. Any help would be appreciated. Please reply via mail.

Oscar Fowler
Tucson AZ!
dt@coyote.datalog.com

4219. Re: Another question on terminal emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-09 12:33:37 UTC
From: jewison@physics.utoronto.ca
Message-ID: <1991Jul9.123337.29377@helios.physics.utoronto.ca>
Source record: 113922

In article <1991Jul9.013615.27198@en.ecn.purdue.edu> n9ljx@en.ecn.purdue.edu (Scott A Stembaugh) was looking for a cartridge based terminal emulator because his disk drive died.

[Request deleted in the interest of conserving disk space.]

I just happen to have with me a copy of American Techna-Vision's catalog which offers for sale the (relatively) new Express! cartridge from Orion Micro Systems (Keith Ledbetter's company) for $67.95. It's a piggy-back cartridge like SpartaDOS-X or the R-Time 8. The advertising copy in the catalog states "The Express! cartridge will run without a disk drive or without DOS being loaded in the computer." As to whether it can emulate a VT compatible terminal or not, I don't know; it is, however, the only cart-based terminal software for Hayes compatible modems of which I am aware. Maybe someone else out there knows of another.

American Techna-Vision can be contacted at:

15338 Inverness St.
San Leandro, CA 94579
1-800-551-9995 (orders)
1-415-354-3787 (customer service)

Hope this helps.

- Mike Jewison
David Dunlap Observatory
University of Toronto
jewison@centaur.astro.utoronto.ca

*** DISCLAIMER: I'm not an astronomer, but I play one on TV. ***

4220. C

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-09 22:16:33 UTC
From: leekil@athena.mit.edu
Message-ID: <1991Jul9.221633.27310@athena.mit.edu>
Source record: 113924

Does anyone know where I can get a C compiler for the Atari? I think Antic used to sell a Deep Blue C. Is this still available? If anyone knows anything about this version of C or any other, how good is it? What kind of include files does it have? Probably the standard C i/o includes, but what kind of support for Atari-specific features does it have?

Lee

4221. Re: C

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-10 01:30:38 UTC
From: duzan@cis.udel.edu
Message-ID: <58324@nigel.ee.udel.edu>
Source record: 113925

In article <1991Jul9.221633.27310@athena.mit.edu> leekil@athena.mit.edu (Lee 'S' Kilpatrick) writes:
=>
=>Does anyone know where I can get a C compiler for the Atari? I think
=>Antic used to sell a Deep Blue C. Is this still available? If anyone
=>knows anything about this version of C or any other, how good is it?
=>What kind of include files does it have? Probably the standard C i/o
=>includes, but what kind of support for Atari-specific features does it
=>have?
=>

C Compilers for Atari 8-bits

Deep Blue C -- First on the scene. A bit out of date now. Generates pseudo-code and interprets it.
Ace C -- DBC derived. Faster.
CC8 -- DBC derived. Faster than Ace C. Uses Ace C's linker.
Lightspeed C -- DBC derived. Commercial product. From most reports, not any better than CC8
CC65 -- Unrelated to DBC. Generates real relocatable 6502 assembly. Includes relocating assembler, linker, library, utilities. Probably roughly the same speed as CC8.

You can FTP Ace C, CC8, and CC65 from atari.archive.umich.edu:/atari/8bit
The compilers generally have some quirks and limits, so be sure to read the docs carefully to know what you are doing.

=>
=> Lee

Gary Duzan
Time Lord
Third Regeneration

--
duzan@cis.udel.edu
_o_ ------------------ _o_
[|o o|] There must be more to life than just reading News. [|o o|]
|_o_| Disclaimer: I have no idea what I am talking about. |_o_|

4222. Re: Another question on terminal emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-10 03:59:29 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <44133@cup.portal.com>
Source record: 113926

For what it's worth (I already e-mailed the guy who first asked) there have been cartridge-based dumb terminal emulators since the first time I ever laid eyes on an Atari 800 back in 1981 (and, by definition, BEFORE then :-)) ! To wit, the to me infamous "Telelink I" cartridge which was my first-ever experience with telecommunications (used with 300 baud acoustic modem, THOSE were the days!), and a "Telelink II" cartridge which came into my possession at a much later date and which I have never even inserted into the computer for a quick look-see...

I mention these because the original poster stated that VT-series terminal emulation (e.g.) was NOT important to him...

4223. atari 8bit software wanted

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-10 12:08:44 UTC
From: towo@uqun05.nixdorf.de
Message-ID: <1335@uqun05.nixdorf.de>
Source record: 113927
Cross-posted to: comp.sys.atari.8bit,comp.sources.wanted,misc.wanted

I am looking for Sparta-DOS for my 8 - BIT Atari 800XL. Also I need CMD files
and online games for BBS-PRO.
If anyone has one of these or knows where I can get them please post a follow-
up or send me papermail.

Thomas Woelfer
Glatzer Strasse 5
4790 Paderborn

Thanx in advance

--
Siemens Nixdorf Informationssysteme AG | Thomas Woelfer
Abt. WI FT 41, Heinz Nixdorf Ring | USA: woelfer.pad@sni-usa.com
W-4790 Paderborn, Phone: +049 05251 8 23546 | !USA: woelfer.pad@sni.de
P.S.: If you want to send me B-mail, please post it into the Pader! (B=bottle)

4224. Re: Another question on terminal emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-10 16:41:00 UTC
From: bill@mwca.UUCP
Message-ID: <1886@mwca.UUCP>
Source record: 113928

In article <44133@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>For what it's worth (I already e-mailed the guy who first asked) there have
>been cartridge-based dumb terminal emulators since the first time I ever laid
>eyes on an Atari 800 back in 1981 (and, by definition, BEFORE then :-)) !
...

Anyone here ever use the not-too-widely-released-but-highly-revolutionary Plato cartridge? Plato was (not sure what form it still exists in) a very advanced graphically-based timesharing service based at the University of Illinois which had _great_ graphically-based interactive games, tons of educational software (kiddiegarten through college level), and technical discussion groups ala GEnie or Compuserve. Prior to the Atari cartridge a dedicated (expensive) Plato terminal was needed, since a touch-screen and 512x512 resolution was required. An IBM PC emulator was eventually written, but it didn't support the touch screen and thus couldn't be used for a substantial subset of the available on-line software.

Atari put Vincent Wu (?), the genius who crunched Donkey Kong into a 16K cartridge which made Colecovision's look bad, to work on a better Plato eumlator, and he came up with a cartridge which gave a scrolling window onto the 512x512 screen, or would rescale the screen to 320x192, and used the joystick to simulate the touch screen. Worked _really_ well, though the service was a bit slow since bit-mapped graphics were being sent over a 300 or 1200 baud line (this was 1982 or so).

At the time I worked as Atari computer buyer at a video/computer store, and the store's owner had pestered Atari enough to get a pre-release Plato cartridge (serial #000017 or something), one of only 50. We used this for several weeks, and were part of a very elite on-line Atari population consisting mostly of Atari R&D and other major developers. I remember dealing on-line with Gary Yost, then of Antic, now of Autodesk, frequently. There were some great on-line games on the system, including a Western where everyone had alternate (virtual) lives, you could marry other on-line players, get thrown in jail, etc., and things could happen to you while you weren't logged in!

I've still got the cartridge, which was eventually released with _very_ little fanfare, but I don't think Plato exists anymore.

For what it's worth...
--

Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201

Opinions expressed are my own, though you'd be wise to adopt them!

4225. Re: Another question on terminal emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-11 05:13:28 UTC
From: duzan@cis.udel.edu
Message-ID: <58437@nigel.ee.udel.edu>
Source record: 113929

In article <1886@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
=>
=>I've still got the cartridge, which was eventually released with _very_ little
=>fanfare, but I don't think Plato exists anymore.
=>
Nope, it is still around, but not as much. UDel used to be a major
Plato developer, but we scrapped out Cyber a year or two ago. Most of
the software was ported to the IBM PC using a language called Tencore,
but the rest was moved to NovaNet at Urbana, and we buy time on their
Plato system.
I haven't used the 8-bit Plato cartridge, but I understand that its
major limitation was that it would only work with a real, honest-to-
goodness 850 interface. Otherwise I probably would have gotten one while
we still had our Plato system.

Gary Duzan
Time Lord
Third Regeneration

--
duzan@cis.udel.edu
_o_ ------------------ _o_
[|o o|] There must be more to life than just reading News. [|o o|]
|_o_| Disclaimer: I have no idea what I am talking about. |_o_|

4226. rtime8

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-11 18:19:53 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <uFNX51w163w@unixland.natick.ma.us>
Source record: 113930

Anyone selling an rtime8 cartridge?
I need/want a used one so that I can run a BBS in the greater boston area.
So if you have one in the closet... Wasting away.. not being used.
Send me an offer. My address is Mrneutr@rcn.bitnet OR Craig@umass.bitnet
and I get on every day 4-5 times a day to check mail.
Dont send email to this UNixland address, just the ones I have listed.
-craig

4227. Re: atari 8bit software wanted

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-11 19:39:16 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jul11.193916.2482@abode.ttank.com>
Source record: 113931

In article <1335@uqun05.nixdorf.de> woelfer.pad@sni-usa.com writes:
>I am looking for Sparta-DOS for my 8 - BIT Atari 800XL. Also I need CMD files
>and online games for BBS-PRO.
>If anyone has one of these or knows where I can get them please post a follow-
>up or send me papermail.
>
>Thomas Woelfer
>Glatzer Strasse 5
>4790 Paderborn
>
>Thanx in advance
>
>
>--
>Siemens Nixdorf Informationssysteme AG | Thomas Woelfer
>Abt. WI FT 41, Heinz Nixdorf Ring | USA: woelfer.pad@sni-usa.com
>W-4790 Paderborn, Phone: +049 05251 8 23546 | !USA: woelfer.pad@sni.de
>P.S.: If you want to send me B-mail, please post it into the Pader! (B=bottle)

Hi Thomas,
SpartaDOS is available from ICD. You should be able to contact
them at one of the following addresses:

ICD, Incorporated
1220 Rock Street
Rockford, IL 61101
USA

815/968-2228 Voice

or.....

ICD Europe GmbH
Am Goldberg 9
6056 Heusenstamm
Germany

06104-6403 Voice

Godd luck, bye.....

Luis

4228. Infocom games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-12 15:45:19 UTC
From: den@hpfcso.FC.HP.COM
Message-ID: <9360007@hpfcso.FC.HP.COM>
Source record: 113932

I have the following new, unopened Infocom games for sale. These are text only adventures for the Atari 8-bit. These are duplicates in excellent condition.

Planetfall - Excellent explore the planet adventure with Floyd the robot.
Not particularly difficult.

Suspect - You're suspected of murder at a costume party.
More difficult.

Terms: Best reasonable offer plus shipping.

Don
don_novy@fc.hp.com

4229. WANTED disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-15 00:39:29 UTC
From: moore@iastate.edu
Message-ID: <moore.679538369@pv0324.vincent.iastate.edu>
Source record: 113933

I am looking for a disk drive for my 800...

mine died. Leave E-Mail if you have one for me...

--

```
_____________________________________/_____________________________________/
/ / /
/ Brian J. Moore / moore@iastate.edu /
/_____________________________________/_____________________________________/
```

--


```
_____________________________________/_____________________________________/
/ / /
/ Brian J. Moore / moore@iastate.edu /
/_____________________________________/_____________________________________/
```

4230. Re: C

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-15 04:12:24 UTC
From: lncjb@cc.newcastle.edu.au
Message-ID: <1991Jul15.141224.10336@cc.newcastle.edu.au>
Source record: 113934

In article <58324@nigel.ee.udel.edu>, duzan@cis.udel.edu (gdtltr@limbo.org (The Befuddled One)) writes:
>
> You can FTP Ace C, CC8, and CC65 from atari.archive.umich.edu:/atari/8bit
> The compilers generally have some quirks and limits, so be sure to read
> the docs carefully to know what you are doing.
>
> => Lee

Is the file cc65-src.arc in the Michigan archive what I think
it is? (ie: 6502 assembler source for a C compiler) I don't
own an atari, but instead a CBM64 where there's only 2
C compilers avalible (both commerical). Would it be feasible/
possible doing a conversion?

--- }`oo'{
`' Chris "Polar" Baird
Impoverished BSc Undergrad @ Newcastle Uni
Temp addr: LNCJB@cc.newcastle.edu.au

4231. Re: C

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-15 12:57:28 UTC
From: duzan@cis.udel.edu
Message-ID: <58739@nigel.ee.udel.edu>
Source record: 113935

In article <1991Jul15.141224.10336@cc.newcastle.edu.au> lncjb@cc.newcastle.edu.au writes:
=>
=> Is the file cc65-src.arc in the Michigan archive what I think
=> it is? (ie: 6502 assembler source for a C compiler) I don't
=> own an atari, but instead a CBM64 where there's only 2
=> C compilers avalible (both commerical). Would it be feasible/
=> possible doing a conversion?
=>
No, it is the C source for a 6502 C compiler. I imagine you could do a
conversion by changing the object file format and putting together your
own libraries. If you are on a Unix-type system, you might want to look
at the slightly modified Unix cross-compiler version that I have on
louie.udel.edu:/pub/cc65/cc65.tar.Z. You could probably bootstrap a C64
version from that.

Gary Duzan
Time Lord
Third Regeneration

--
duzan@cis.udel.edu
_o_ ------------------ _o_
[|o o|] There must be more to life than just reading News. [|o o|]
|_o_| Disclaimer: I have no idea what I am talking about. |_o_|

4232. XEP80 R-Time tech info

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-15 23:20:14 UTC
From: ahansfor@wpi.wpi.edu
Message-ID: <AHANSFOR.91Jul15182014@wpi.wpi.edu>
Source record: 113936

I recently dug out my 800XL in order to do some hardware projects.

I'm trying to put an 80 column card with clock on the PBI and would like these to be compatable with the Atari XEP80 and the ICD R-Time cart.

I would like to track down some technical information (hardware and software) on these products. If anyone has this information or a source I would be grateful if you would share.

Also, if anyone has a MAC/65 cart w/manuals and perhaps a Atari Assembly book, I'm currently in the market.

Does anyone know of a source on the PBI more extensive than the Antic articles?

Thanks for any help or suggestions you can provide.

Andrew L. Hansford
ahansfor@wpi.wpi.edu
--
==== /// ==== Andrew L. Hansford ==(Amiga, Doctor Who, West Virginia)=========
/// Abstract Concepts Department | ahansfor@wpi.wpi.edu
\\\/// Worcester Polytechnic Institute | no bitnet address
\XX/ =========== "A reasonable man never accomplished anything." ============

4233. Disable break key

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-16 02:38:48 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Jul16.023848.7696@news.iastate.edu>
Source record: 113937

I have the rather annoying habit of hitting break when I am supposed to hit return, and with Kermit-65 this can be a _bad thing_. Here's a little stupid patch to disable the break key. Just run this program, then prepend dbreak.obj to kermit65. (It has to be _before_ kermit65)

```
100 OPEN #1,8,0,"D:DBREAK.OBJ"
110 FOR A=0 TO 11
120 READ B
130 PUT #1,B
140 NEXT A
150 CLOSE #1
160 DATA 255,255,16,0,16,0,112,14,210,14,210,112
```

- Steven Ourada Email: TNFW0@vaxf.iastate.edu or ar550@Cleveland.freenet.edu
---

4234. ZMAG anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-16 04:42:54 UTC
From: ken@hpcupt3.cup.hp.com
Message-ID: <48510007@hpcupt3.cup.hp.com>
Source record: 113939

Where can I get the online magazine zmag? I used to get it, then it merged
with st-zmag to become znet. Then they restarted zmag about 1 year ago.
I haven't seen a single issue though.

Are there any BBS's or FTP sites or mail servers that I can get current
and back issues of zmag from?

Thanks for any info you may have.

| Ken Sumrall | Internet: ken%hpda@hplabs.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

4235. 8bit products

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-16 20:00:06 UTC
From: jwf10@ccc.amdahl.com
Message-ID: <5cfH02qw09kJ01@JUTS.ccc.amdahl.com>
Source record: 113938

Can/would somebody describe the following products. I have a catalogue
with just the titles and no descriptions. Please include your opinion too.

Animation station
ICD Rtime 8 cart
Midi trac II
Newell fastchip
Ramrod 800

Also: What is the best joystick?
and
Whats your opinion of the ATARI Trackball?

Thanks.

4236. AMS

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-17 16:46:47 UTC
From: dt@coyote.datalog.com
Message-ID: <H5m953w163w@coyote.datalog.com>
Source record: 113942

Concerning the Atari Music System:

Antic published the Atari Music Processor, which seemed better than AMS (although I don't know if it is compatible with AMS files). It was on one of their monthly disks. It's a VERY nice program, although it doesn't work with SpartaDOS X for some reason. :(

|
Oscar Fowler | dt@coyote.datalog.com
|
Deep Thought | Tucson, Arizona
|

4237. atari/8bit files

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-17 16:48:45 UTC
From: dt@coyote.datalog.com
Message-ID: <T8m954w163w@coyote.datalog.com>
Source record: 113943

Can anyone send a current directory listing of
atari.archive.umich.edu:atari/8bit archive? I've got access to the mail
server (finally) but the index file seems out of date.

|
Oscar Fowler | dt@coyote.datalog.com
|
Deep Thought | Tucson, Arizona
|

4238. AMS

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-17 17:50:19 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <k3P951w163w@unixland.natick.ma.us>
Source record: 113940

All this talk about AMS?
Around here AMS Is PD. Its on every single atari board there is.
Theres so many pieces of music floating around for it, its definitely
worth owning. However, its PD, and the program can be found anywhere
theres an atari board just about. I know that the program is on Delphi and
is probably on the other services as well.
It wasnt sold commercially cause its FREE!!
SHareware!!!

4239. Thorny question...

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-17 20:09:27 UTC
From: egoldberg@nssdca.gsfc.nasa.gov
Message-ID: <5911@dftsrv.gsfc.nasa.gov>
Source record: 113941

(In response to the comment of whether copying out-of-print software is piracy - I don't know how to quote messages yet!)

I have "pirated" numerous programs - stuff from 1979/1980, etc that simply can NOT be purchased regardless of how hard I try, and I am not what would be called a software pirate.

I look at the rules rather than from a purist point of view but from a realistic point of view.

1. Piracy kills computers because software publishers don't make software if no one buyys it. We learned this lesson with the 8-bit harder than any other compuer every made.

2. Piracy ceases to be unethical when:

1. The software is no longer avilable, and thus the software artists would not be making a profit anyway.
2. (This is highly contravercial, but I believe in it) When a person buys a certain amount of software per year, he has a "right" to pirate a certain amount: I have "pirate" friends who spend hundreds of dollars a year of software, and pirate about 6 times as much as they buy. Why? There is a limit to how much people will buy - the people I know who pirate 100 games a year or so would NEVER have bought them. But they DID help the computer and buy what they could reasonable afford. Why deprive themselves of software they wouldn't have purchased?

(If anyone wants to flame me on that, please use E-MAIL - it's not really related and could get NASTY!)

I learned the above since I listen to an obscure form of music called filk, in which a major releasing company that released about 1/2 of the filk tapes in publication just went bankrupt in 88 and put about 120 tapes that I wanted to buy out of print...I don't feel guilty pirating the tapes since they're out of print, not avilable (and I DO spend about $400 a year buying tapes anyway...)

But back to the Atari...The "crime" of piracy ceases to be an issue when it's a matter whether a (commercially) dead computer might (commercially) die when it's already (commercially) dead. Why deprive yourself of software that's not in print for the purpose of violating poorly considered laws?

I, personally, believe that computer companies should put software into the public domain after it's out for 4 or 5 years, and thus problems like this wouldn't happen!

"Great Pride Shall Earn Equal Humiliation" - Mercedes Lackey
The whatever this will be appended to was gronked by Eli Goldberg's hands
(EGoldberg.gsfc.nasa.gov)
The National Space Society says, "NSS members do it in orbit!"

4240. Zap!

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-18 14:30:41 UTC
From: egoldberg@nssdca.gsfc.nasa.gov
Message-ID: <5921@dftsrv.gsfc.nasa.gov>
Source record: 113946

If anyone here ever stops by a chain called Book Warehouse,
they are now selling copies of "Zap! The rise and fall of Atari" in
hard cover for $1.97!!! It does an excellent job of covering the
early days of Atari (i.e. pre-1981) but fizzles afterwards, but for $2
it's worth it!

Also, to "leekil@bbn.com", I mailed you a 2 page message, but
according to my mailer, you don't exist. Could I get a different
address that the Nasa Nauseating Murky Mailer would handle? (The
foo!bar!baz types normally work well...) thanks...

"Great Pride Shall Earn Equal Humiliation" - Mercedes Lackey
The whatever this will be appended to was gronked by Eli Goldberg's hands
(EGoldberg.gsfc.nasa.gov)
The National Space Society says, "NSS members do it in orbit!"

4241. Re: C

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-18 16:01:09 UTC
From: slackey@bbn.com
Message-ID: <65173@bbn.BBN.COM>
Source record: 113944

In article <1991Jul9.221633.27310@athena.mit.edu> leekil@athena.mit.edu (Lee 'S' Kilpatrick) writes:
>
>Does anyone know where I can get a C compiler for the Atari?

I have a copy of CC65, which works, but the copy I have of the assembler ("A65") does not load. My copies of the linker and the runtime seem OK.

Could someone send A65 to me? I would like to try the whole package. It look quite attractive, especially with the ability to link modules without a full reassembly.

Thanks! -Stan

4242. Re: AMS

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-18 18:04:07 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1991Jul18.180407.24083@cbnewsc.cb.att.com>
Source record: 113945

From article <k3P951w163w@unixland.natick.ma.us>, by (Craig Rothman):
> All this talk about AMS?
> Around here AMS Is PD. Its on every single atari board there is.

Are you talking AMS or AMS II? AMS II is a vastly improved and superior version of the original AMS. I have never seen a copy of AMS II on a BBS, although I haven't looked for quite some time. I did sent a check to LotsaBytes about two and a half years ago, but never heard from them and they never cashed my check, so I assume it is sitting in a dead letter box somewhere.

Antic's AMP is a pretty nice editor and comes with a converter to convert AMP files to AMS files. It worked on the files I tried. The main disadvantage is that there was never a player that would cycle through a disk full of songs. You had to load each one into the editor and then play them.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwcs!kimes

4243. AMP

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-18 21:52:06 UTC
From: psteffn@GNU.AI.MIT.EDU
Message-ID: <9107182152.AA19132@pogo.gnu.ai.mit.edu>
Source record: 113947

Does anyone know about the origins of the AMP that was published by
Antic? If anyone remembers a game called Alternate Reality [perhaps,
one of the most impressive games every done on the 8-bit] . The
original author, Phillip Price, wrote a music system called the
Advanced Music Processor for his partner, Gary Gilbertson, to
compose the music for AR The City [he y. Phil Price moved up to Lompococ
from Hawaii which is quite close from where I live and a friend and
I went up to meet him. This was a couple years back and he was
doing some kind of data processing work for bu business programming then. I don't While my friend and I were there
were there, we asked if he was going to give out some of his any of the early
version s of his AMP music demonstrattunes that Gary Gilbertson wrote. or his AMP program now that he
isn't going to be sold all rights to the AR series to Datasoft. He called up Gary
on the phone to ammake sure and then gave us a copy of one disk containing
a boot loader menu that had songs written with howed the eacontained several of Gary's compositions
on and showing the progression of the AMP system from version 1 to
11.2, I believe. He also gave us a copy of a disk containing
a few of the latter AMP's that used graphicscharacter based Graphics 2 mode character
animation. He also uploaded them to Compuserve and Genie. The reason
I'm posting, tho, ugh, is that the AMP in Antic didn't have Phil Price's name
name on it although ist is very suspiciouslyfar to similar to his PAMP to be coincidence.
I got the impression that he was humble but but I can't imagine not putting
his name on such a fine programiece of hard work. Id'd hate to see someone else
take credit for it..

4244. Zap!

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-19 15:17:13 UTC
From: egoldberg@nssdca.gsfc.nasa.gov
Message-ID: <5928@dftsrv.gsfc.nasa.gov>
Source record: 113952

If anyone here ever stops by a chain called Book Warehouse,
they are now selling copies of "Zap! The rise and fall of Atari" in
hard cover for $1.97!!! It does an excellent job of covering the
early days of Atari (i.e. pre-1981) but fizzles afterwards, but for $2
it's worth it!

Also, to "leekil@bbn.com", I mailed you a 2 page message, but
according to my mailer, you don't exist. Could I get a different
address that the Nasa Nauseating Murky Mailer would handle? (The
foo!bar!baz types normally work well...) thanks...

"Great Pride Shall Earn Equal Humiliation" - Mercedes Lackey
The whatever this will be appended to was gronked by Eli Goldberg's hands
(EGoldberg.gsfc.nasa.gov)
The National Space Society says, "NSS members do it in orbit!"

4245. Re: 8bit products

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-19 17:11:45 UTC
From: rempel@skorpio.Usask.CA
Message-ID: <1991Jul19.171145.26948@herald.usask.ca>
Source record: 113948

I am familiar with some of the stuff you mentioned. The Animation Station is a touch tablet packaged with some drawing software. The s/w is pretty good. The touch tablet works like a pair of paddles, which means you can use the s/w with a pair of paddles or some other electrically similar device (and I have a few of those.) The s/w lets you draw squares, circles, ovals, text, etc. and allows you to print out your creations. The color selection screen is really well done. You can NOT do DLI's (which allow you to have > 4 colors on the screen at the same time) or any other fancy h/w graphics schemes, but overall, the package is pretty good.

MidiTrack II and MidiTrack III are two versions of a software MIDI sequencer for use with the Midimate interface. All these products come from Hybrid Arts. They ARE still in business. I have their address at home and can post it if people are interested. I have MT III at home. It's a neat toy, but hardly useful for serious MIDI sequencing. Nevertheless, I am putting it to use, and I want to write a couple of small MIDI utilities that will work with MT III this summer yet. Hybrid Arts is generous with technical information on how MT III stores its files on disk, etc. If you want to do MIDI on your Atari, these packages are pretty good (although a little expensive). If you want to do serious MIDI sequencing, get an IBM or Mac or ST.

The R-Time 8 is a clock cartridge powered by a regular lithium cell. Use it with SpartaDOS to keep an accurate time/date stamp of files. The cartridge is piggybacked so you can have it and another cart at the same time. The Newell fastchip is a chip which replaces the floating-point chip to give you faster math operations. Ramrod 800 is (I think) a board that lets you have multiple operating systems in an 800. I don't have any of these last 3 so I don't know too much about them.

I have had Atari joysticks, Slik Stiks and TAC IIs by Suncom, 500XJs by Epyx. For any game where you punish your joysticks, use Atari. 500XJs are good for accurate movement (I like them for Tetrix) but the diagonals are tricky to master. Plus, they're built with a good measure of planned obsolescence, not quite as durable as I would expect. I really liked the Slik Stik until it broke, and I couldn't find another. TAC IIs take some getting used to because they're bigger than others.

The trackball is a unique device. It has a switch on it to go btwn trakball and joystick emulation. I have one, but I never use it. I wanted to make it work like a mouse, but no success yet. I think I may have to do some rewiring.

Hope this helps.

-Al

4246. AMs and Ams II

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-19 19:06:29 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <iXic62w163w@unixland.natick.ma.us>
Source record: 113949

I have AMS II here. I was referring to that.
This is PD as far as I know. I have seen it all over the place.
I think that AMP was supposed to be BETTER than AMS II and there
was a program to convert AMS--> AMP I thought. Was it the other way around?
Ah the wonders of magic player pianos.
-craig

4247. Rtime8 (used) wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-19 19:10:17 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <u4ic63w163w@unixland.natick.ma.us>
Source record: 113950

```
Is anyone selling a Used R-time8 on this network?
if so, Contact Craig@umass.bitnet with price info.
Feel free to repost this message to local BBS..
I need one but want a used one.
ICD is taking forever to deliever sale goods.
```

4248. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-19 23:09:18 UTC
From: den@hpfcso.FC.HP.COM
Message-ID: <9360008@hpfcso.FC.HP.COM>
Source record: 113954

Would it be possible to post the programs here? If they aren't too big, that is. The music on AR is really excellent and I would be interested to hear other compositions by the same authors.

Don Novy
don_novy@fc.hp.com

4249. POKE from DOS (was Disable break key)

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-20 00:20:53 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <44557@cup.portal.com>
Source record: 113951

In a recent article here, Steven Ourada (tnfw0@isuvax.iastate.edu) writes:

> I have the rather annoying habit of hitting break when I am supposed to hit
> return, and with Kermit-65 this can be a _bad thing_. Here's a little stupid
> patch to disable the break key. Just run this program, then prepend dbreak.ob
j
> to kermit65. (It has to be _before_ kermit65)
>
> 100 OPEN #1,8,0,"D:DBREAK.OBJ"
> 110 FOR A=0 TO 11
> 120 READ B
> 130 PUT #1,B
> 140 NEXT A
> 150 CLOSE #1
> 160 DATA 255,255,16,0,16,0,112,14,210,14,210,112

As you can all tell from reading the code, :-), the above BASIC program writes an Atari "binary load file" which, when loaded by DOS, causes the same things to happen as would happen if, in BASIC, we typed

POKE 16,112:POKE 53774,112

For what it's worth, I thought I'd mention that it's possible to do this type of "binary-load POKE" directly from the keyboard in most DOSes I've used, by doing a binary load from file "E:". I've never seen this dicsussed in this net or any of the once-many Atari 8-bit publications, and I like to think I've invented something "original."

The tricky part is in figuring out which keys to type to get the proper sequence of bytes. I'm not on my Atari just now to work out the key-strokes which would perform Steven's POKEs, above, but a POKE I find useful quite frequently, especially when bopping back and forth between Atari DOS 2.0, SDX, and DOS/XL without cycling power, is the following:

Binary-load equivalent of POKE 580,1 (make RESET cause COLD start):

1) At DOS prompt or menu, invoke a binary load from file "E:". In Atari DOS 2.0 this would be "L", return, "E:" return. In SDX and DOS/XL it would be "LOAD E:", return.

This opens E: for input, giving you a blank, Graphics-0 text screen.

2) Type the following:

ESC, control-Insert -- displays dark triangle on white background,
ESC, control-Insert and is the 255,255 "flag" bytes

"D", control-"B" -- that's capital normal-video D, followed
immediately by control-B. This is the
two-byte hex address $0244, or 580 decimal
"D", control-"B" (you have to do it TWICE: a _start_ and an
end address for the binary load.)

control-"A" -- ASCII 1, the data to be loaded!

control-"3" -- sends the end-of-file signal, telling DOS
that the load is complete. You get back
the DOS menu-or-prompt.

3) Hereafter, when you press the RESET key, a COLD start will take place
just as though you had gone into BASIC and done a POKE 580,1 instead
of all this rigamarole.

I've gotten to the point where I can whip this sequence into the computer in no

time flat, and it's handy when I don't have BASIC in the system...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4250. Re: AMs and Ams II

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-20 08:09:35 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <44578@cup.portal.com>
Source record: 113953

>I have AMS II here. I was referring to that.
>This is PD as far as I know. I have seen it all over the place.

I think there's a difference between "Public Domain" and
"Commonly Stolen"...

As far as I know, Lee Actor has never released any of the
Advanced Music System into the public domain..

Just because "all the BBSs have it" doesn't make it legal, or
right...

It probably doesn't matter at this late time in the life of the
Atari 8-bit computer, but there's still a difference...

BobR

4251. Stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-23 18:13:41 UTC
From: walk@mrcnext.cso.uiuc.edu
Message-ID: <walk.680292821@mrcnext.cso.uiuc.edu>
Source record: 113755

Okay, this is the last of my stuff.
This stuff is sold "As is". The person who gives me the best offer
by about Aug. 1st for this stuff gets it (as long as I feel that the offer
is at least vaguely reasonable, that is).

52 disks w/ PD programs and misc. (~$10 as blank disks)
100 disk suitcase style carrying case w/ handle (~>=$10)
Compute's best of Atari disk
AutoDuel
One-on-One
Boulder Dash Construction Kit
Gateway to Apshai
Mail Order Monsters
Top Gunner
Legionnaire
Lords of Conquest

All programs come with full docs.

Todd Walk
walk@mrcnext.cso.uiuc.edu

4252. Re: Need Help with Bobterm

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-24 07:33:22 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <B7Vk61w163w@unixland.natick.ma.us>
Source record: 113756

slackey@bbn.com (Stan Lackey) writes:

> Well, I finally got a working copy of Bobterm to run on my new sx212.
> I figured out how to put Bobterm in VT52 mode, and set the Sun I was
> logged into as VT52.
>
> OK. It seems there are some bugs. I could read news OK, but there
> seem to be serious errors in the VT52 implementation that cause emacs
> to screw up.
>
> Is there more than just setting the translation mode on Bobterm?
>
> Also, I am getting bit by the mapping of the <delete> key to <backspace>
> rather than <rubout>. Not that I make any typing errors. Can this
> be changed?
>
> -Stan
>

YEAH!! The problem is that despite what you may have been told, Bobterm isnt
really a True Vt52. Its different. It doesnt take the cursor movement
commands of a vt52. Ive tried using bobterm on UNIX and come up empty when
I have tried to use the TALK command. I get no split screen at all.
This is because the cursor location commands on bobterm ARENT the same as a
vt52. If you are using Bobterm on a unix, I have found that the backspace
can be fixed. Just try doing stty erase= (type the delete key)
Youll see ^H and it will do a destructive backspace from then on.
You may or may not need the "=" in the above, im a unix novice and im going
from memory (no doubt flawed!).
For better luck, I would use Chamelion or Kermit-65 as a vt52.
-craig

4253. Needed: Atari 800 power supply info

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-25 01:33:55 UTC
From: sff@chopin.udel.edu
Message-ID: <17417@chopin.udel.edu>
Source record: 113757

I am trying to fix someone's Atari 800. I have replaced a faulty voltage regulator inside the machine, but I need to know what the proper power supply voltage, amperage, etc. is.

If you have an Atari 800 (or XL, since both probably use the same supply), could you please tell me the specifications of the power supply unit?

I need the following info:

1. Voltage (6V? 9V? 12V?)

2. Current (AC? DC?)

3. Amperage (500ma? 800ma?)

This info can probably be found right on the unit.

Also, if someone would like to sell me the proper power supply, I would be interested in buying one.

Thank you very much!

4254. Re: Needed: Atari 800 power supply info

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-25 12:31:00 UTC
From: lanmaint@nssdca.gsfc.nasa.gov
Message-ID: <25JUL199107312183@nssdca.gsfc.nasa.gov>
Source record: 113758

In article <17417@chopin.udel.edu>, sff@chopin.udel.edu (Stephen F Felicetti) writes...
>
>I am trying to fix someone's Atari 800. I have replaced a faulty voltage
>regulator inside the machine, but I need to know what the proper power
>supply voltage, amperage, etc. is.
>
>If you have an Atari 800 (or XL, since both probably use the same supply),
>could you please tell me the specifications of the power supply unit?
>
>I need the following info:
>
> 1. Voltage (6V? 9V? 12V?)
>
> 2. Current (AC? DC?)
>
> 3. Amperage (500ma? 800ma?)
>
>This info can probably be found right on the unit.
>
>
>Also, if someone would like to sell me the proper power supply, I would
>be interested in buying one.
>
>Thank you very much!

BE CAREFUL!!!!!!!.

The old 400/800's use an AC power supply.

I believe the xl's and later use a DC power supply.

I don't have an XL, so I can't give you details on it, but I'll
try to look at my old 800 tonight and send the PS details tomorrow.

Dave Yoest
LAN M&O Section SUpervisor
NASA/Goddard Space Flight Center
Greenbelt, Md. USA 20771

DYOEST@128.183.43.16
DYOEST@zaphod.gsfc.nasa.gov

4255. Re: Needed: Atari 800 power supply info

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-25 14:06:20 UTC
From: dwj@sactoh0.sac.ca.us
Message-ID: <1991Jul25.140620.10656@sactoh0.sac.ca.us>
Source record: 113760

sff@chopin.udel.edu (Stephen F Felicetti) writes:
>
>If you have an Atari 800 (or XL, since both probably use the same supply),
>could you please tell me the specifications of the power supply unit?

No, the XL uses a completely different power supply. However, the 800 uses
the same power supply as the 810/815/1050 drives and the same as the 850.
Unfortunatly, I have packed my machine up and put it in the garage, so the
specs are not easy for me to get. I wanted to make sure that noone gave
you false information by supplying you with the specs for the XL supply.

--

Life is a game where nothing is real | dwj@sactoh0.SAC.CA.US
Right from the start we chase an ideal | ames!pacbell!sactoh0!dwj
-- Level 42 | ucbvax!csusac!sactoh0!dwj

4256. Kermit65

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-25 16:59:03 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <156489@unix.cis.pitt.edu>
Source record: 113759

Can someone tell me which keystrokes to use with Kermit-65 to allow cursor control (up arrow, down arrow,etc). I'm having a little problem with these when using VI (have been using START-leftarrow to linefeed, but that's been it). Any help would be appreciated...

RObert Anisko
rjast1@unix.cis.pitt.edu

4257. an adapter for 2600 to 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-25 18:34:17 UTC
From: snoret@unx.sas.com
Message-ID: <1991Jul25.183417.9695@unx.sas.com>
Source record: 113761

I know it may sound silly, and has probably been
asked before, but I'll go ahead anyway. I'm asking
this for my sister. Is there such a thing as
a cartridge adapter that allows an XL/XE (specifically
an XE Game System) to run Atari 2600 video games?
'nuff said.

Thanks in advance,
Rick
--
/\
| | Rick Tatem
| | snoret@unx.sas.com
/| |\

4258. Re: Needed: Atari 800 power supply info

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-26 02:30:02 UTC
From: duzan@cis.udel.edu
Message-ID: <59792@nigel.ee.udel.edu>
Source record: 113762

In article <1991Jul25.140620.10656@sactoh0.sac.ca.us> dwj@sactoh0.sac.ca.us (Daniel W. James) writes:
=>sff@chopin.udel.edu (Stephen F Felicetti) writes:
=>>
=>>If you have an Atari 800 (or XL, since both probably use the same supply),
=>>could you please tell me the specifications of the power supply unit?
=>
=>No, the XL uses a completely different power supply. However, the 800 uses
=>the same power supply as the 810/815/1050 drives and the same as the 850.
=>Unfortunatly, I have packed my machine up and put it in the garage, so the
=>specs are not easy for me to get. I wanted to make sure that noone gave
=>you false information by supplying you with the specs for the XL supply.
=>
The 1050 supply has the following specs:

INPUT: 120V, 60Hz, 50W
OUTPUT: 9V AC, 31 VA
PART NUMBER: C017945

Gary Duzan
Time Lord
Third Regeneration

--
duzan@cis.udel.edu
_o_ ------------------ _o_
[|o o|] There must be more to life than just reading News. [|o o|]
|_o_| Disclaimer: I have no idea what I am talking about. |_o_|

4259. Re: Kermit65

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-26 02:31:27 UTC
From: duzan@cis.udel.edu
Message-ID: <59793@nigel.ee.udel.edu>
Source record: 113763

In article <156489@unix.cis.pitt.edu> rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:
=>
=> Can someone tell me which keystrokes to use with Kermit-65 to allow
=>cursor control (up arrow, down arrow,etc). I'm having a little
=>problem with these when using VI (have been using START-leftarrow
=>to linefeed, but that's been it). Any help would be appreciated...
=>
=> RObert Anisko
=> rjast1@unix.cis.pitt.edu

h,j,k and l. :-)

Gary Duzan
Time Lord
Third Regeneration

--
duzan@cis.udel.edu
_o_ ------------------ _o_
[|o o|] There must be more to life than just reading News. [|o o|]
|_o_| Disclaimer: I have no idea what I am talking about. |_o_|

4260. test message

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-26 14:29:42 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9107261429.AA24297@smithkline.com>
Source record: 113764

```
Just testing to see if I can xmit to this address. Our sysadmins say we can't
handle postings to USENET. Requesting someone please send me an ack if this
message is received OK. - BEN POEHLAND
```

4261. SDX in C?

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-27 04:05:30 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Jul27.040530.5823@news.iastate.edu>
Source record: 113765

After poking around a little bit in SpartaDOS X, it looks to me like it is possibly written mainly in C (or, with a very low probability, in Action!). My main clue of this is '%10s's and the like running around, so I'm not anything like _sure_ that it is written in C... But, if it is, I would like to know what C it is written in. The code is pretty compact (efficient), although I did notice a few things that looked redundant...

I suppose I could ask ICD, if I had an net-reachable address for them (say, CompuServe...)

Later,
Steven Ourada

- Steven Ourada Email: TNFW0@vaxf.iastate.edu or ar550@Cleveland.freenet.edu
---

4262. Re: SDX in C?

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-27 17:45:40 UTC
From: dam1@ra.MsState.Edu
Message-ID: <1314@ra.MsState.Edu>
Source record: 113766

I seem to remember reading on the GEnie message base a couple of years ago
that ICD used a cross-assembler on IBM PC's to write a lot of their code
...this was around the time SDX came out so I am pretty sure the discussion
was about SDX...anyway, that's my $.02.............

Danny Martin dam1@ra.msstate.edu

4263. Atari 520 ST forsale

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-27 20:39:42 UTC
From: gathings@duncan.cs.utk.edu
Message-ID: <1991Jul27.203942.18746@cs.utk.edu>
Source record: 113767
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Keywords:

I have the following system for sale :

Atari 520 ST with, external drive mono monitor, TOS and various software,

asking $300 , O.B.O (price includes shipping).

Thanks
Golando

4264. Re: Needed: Atari 800 power supply info

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-29 06:43:42 UTC
From: monacell@oasys.dt.navy.mil
Message-ID: <9548@oasys.dt.navy.mil>
Source record: 113768

If it is of any interest to you a powersupply for your 800 can be obtained from American Techna-Vision, 15338 Inverness St., San Leandro, CA 94579--Tel:1-800-551-9995. The cost is $14.50. It also can be used for the 400/1200XL computers, the 810 and 1050 disk drives, the 850 Interface, the 1010 recorder, and the XF551 disk drive. It is advertised as replacing earlier "weaker" Atari units. It is an original Atari part #CO17945. Hope this helps.

4265. Stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-29 16:11:35 UTC
From: walk@mrcnext.cso.uiuc.edu
Message-ID: <walk.680803895@mrcnext.cso.uiuc.edu>
Source record: 113769

Okay, this is the last of my stuff.
This stuff is sold "As is". The person who gives me the best offer
by about Aug. 1st for this stuff gets it (as long as I feel that the offer
is at least vaguely reasonable, that is).

52 disks w/ PD programs and misc. (~$10 as blank disks)
100 disk suitcase style carrying case w/ handle (~>=$10)
Compute's best of Atari disk
AutoDuel
One-on-One
Boulder Dash Construction Kit
Gateway to Apshai
Mail Order Monsters
Top Gunner
Legionnaire
Lords of Conquest

All programs come with full docs.

Todd Walk
walk@mrcnext.cso.uiuc.edu

4266. Atari 8-bit stuff for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-30 02:49:55 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Jul30.024955.2692@umbc3.umbc.edu>
Source record: 113770
Cross-posted to: misc.forsale.computers,comp.sys.atari.8bit

I have the following Atari 8-bit equipment for sale:

Atari 800 (48K)
Atari 410 (quantity 2)
U-Print printer interface
Basic cartridge
Q-Bert cartridge
Manual and Basic prog. book

Make me an offer for the lot! I want to get rid of it soon!

Also, please consider that shipping and COD charges (if necessary) are not considered part of the deal unless specified by you.

Thanks!

Chuck Rickard
(chuck@umbc5.umbc.edu)
--

Chuck Rickard
(chuck@umbc5.umbc.edu)

4267. CC65

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-30 15:35:57 UTC
From: slackey@bbn.com
Message-ID: <65414@bbn.BBN.COM>
Source record: 113771

Well, I finally got a working copy of the CC65 executables off of the atari ftp machine. I had success compiling/assembling/linking the 'hello world' program, but had to insert a blank line before the keyboard call; it was getting a space instead of one of the characters in the call. I didn't try it with my old copy of CC65.

I was sad to learn that (a) CC65 does not work under mydos, (b) it does not work with the XEP80, and (c) in reading the CC65 docs I see that the executable it generates won't work with the XEP80 either, at least due to the operand stack starting out where the driver resides. Is there some way I can fix this?

It all did work under spartados, so I got motivated real quick to reassemble EMAX (my XEP80 text editor) around the memory constraints. It did basically work; there are some modifications to do, and a bug to fix. Unfortunately, a reboot is necessary to get the XEP80 driver out of memory before CC65 can be rerun.

Anyway, I may be close to breaking by compulsive assembly language behavior. I am having fantasies of building a ROM (yes ROM) disk, with all the executables I use burned in. Yes SDX you may say, nah I say, I want to be able to put my own choices in it.
-Stan

4268. SDX drivers

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-31 00:30:45 UTC
From: DE7B@br3.hrz.th-darmstadt.de
Message-ID: <1991Jul31.003045.21281@infoserver.th-darmstadt.de>
Source record: 113772

This is more or a less a test, too see whether this
is finally reaching anyone, but I have a real question
as well.
My long time project (a parallel interface between my
8-bit and my ST) is nearing completion, and after giving
up on the idea of ever writing an SDX driver, I might
yet find the motivation to do just that.

After disassembling two driver binaries (JIFFY.SYS and
XEP80.SYS) I have come across various segment headers
like
(from virtual memory (har har))
FFFE -- code (reloctable ?)
FFFD -- (relocation data ?)
FFFC -- ??
FFFB -- link symbol
FFFA -- dito

or some random permutation of the above. If anyone wants
real facts I can look them up...
Anyway.. Has anyone yet cracked that scheme ?

Greetings
Nat!

P.S. Still looking for: Excalibur, Eastern Front, Oper. Whirlwind

4269. Re: SDX drivers

Newsgroup: comp.sys.atari.8bit
Date: 1991-07-31 22:35:44 UTC
From: dt@coyote.datalog.com
Message-ID: <3L1y61w163w@coyote.datalog.com>
Source record: 113773

DE7B@br3.hrz.th-darmstadt.de (WALLMANN, GEORG) writes:

> My long time project (a parallel interface between my
> 8-bit and my ST) is nearing completion, and after giving
> up on the idea of ever writing an SDX driver, I might
> yet find the motivation to do just that.
>
> Anyway.. Has anyone yet cracked that scheme ?
>
> Greetings
> Nat!
>
> P.S. Still looking for: Excalibur, Eastern Front, Oper. Whirlwind

Your project sounds very interesting. I considered doing something similar,
but stopped because of the save problem in writing a driver. Let us know if
you come up with anything else! Oh, I have the Eastern Front cartridge (but
no manual)...

|
Oscar Fowler | dt@coyote.datalog.com
|
Deep Thought | Tucson, Arizona
|

4270. 8-bit software for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-01 20:29:55 UTC
From: dddean@bluemoon.uucp
Message-ID: <kgP161w164w@bluemoon.uucp>
Source record: 113774

Hello:

Due to a bad misfortune, I must sell my Atari 8-bit software.

I have many titles to choose from, and each title will go to the first
people that can reply.

Among the titles are:

Mail Order Monsters One-On-One
Spy Vs. Spy I and II Spy Vs. Spy III
The Pawn Ace of Aces
Gauntlet Boulderdash/Super Boulderdash

All titles will sell for $10 each. You pay shipping/handling.

Thank you, and for other titles, I may have it.

You can send any replies to:
David D. Dean, President David D. Dean, Vice Chairman
Explorer Post 891 Exploring Officer's Association
AT&T Systems/Bell Labs Central Ohio Council
dddean@bluemoon.uucp Columbus, OH 43227

**** Any opinions are that of the author, and NOT of AT&T ****

4271. SOFTWARE PIRACY & OTHER STUFF

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-02 14:22:07 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9108021422.AA09699@smithkline.com>
Source record: 113775

First, many thanks to the [several dozen] folks who responded to my test message to USENET. Most of the individual thanks I tried to send got bounced back. From that exercise I learned 2 things: the mailer at my facility is a brain-dead piece of junk (our sysadmins promise a new one coming some day); the other thing is our sysadmins appear to be equally brain-dead. I'm just a lowly user here, my ignorance of the system is profound. If only there was a manual somewhere..... .

In recent pstings to this newsgroup there has been much discussion on the subject of piracy, I have watched the thread run this way & that. In the July issue of Current Notes I hung a blatant software pirate out to dry. The company was called DataRush, operated by a fellow named Walt Huber out of CA. This case bordered most of the issues tossed about in this newsgroup. Huber began his career by operating in the shady side of the legality of this issue: he sold copies of commercial software that had been discontinued, abandoned, or was formerly distributed by companies now out of existence. Although what he was doing was probably illegal, I neverthelss gave him a positive endorsement in the Dec 1990 CN because his activities did not appear to be causing harm to ant programmers/vendors/developers presently active in the market. Then in May he suddenly went hog-wild & added a large number of commercially available programs to his inventory. That was unacceptable: I had no choice but to come down hard on him.

The fact is there is still a goodly amount of commercial software available & even several developers who are continuing to release new material into the market. The once-large commercial houses make almost nothing on the few sales of Atari software still made, but these sales are important to the 8-bit vendors who still manage to make aliving at it. An operation like DataRush is a real threat to the existence of the few 8-bit vendors we have left. When all is said & done, theft is still a crime, & it DOES hurt our market. My initial tolerance of Huber was a mistake, I wish I hadn't done it. Huber rubbed my face in humble pie, something we Alchemists have a strong distaste for.

In other matters, I noticed several postings related to power supplies for 8-bits. The 800 powers supply is just an AC 9V transformer spec'd to deliver 3.5 amperes. In November 1990 Current Notes published a long detailed article on XL/XE supplies, complete with actual test data of current delivery, plus photos, circuit diagrams & tekkie descriptions of how the circuits work. It was a good article, I know, I wrote it. If you own an Atari 8-bit & don't receive Current Notes, you're missing the boat.

- BEN POEHLAND
8-BIT EDITOR, CURRENT NOTES
INET::"POEHLAND%PHVAX.DNET@SMITHKLINE.COM"

==========

4272. 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-03 07:50:41 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1991Aug3.075041.29626@sactoh0.sac.ca.us>
Source record: 113776
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The other day, I saw these two interesting items for sale at a computer store, and I have a dew questions.

There were two 1400XL computers, presumably FCC test and/or Atari engineering models for sale. One had a 1450XLD label (It obviously wasn't, no metal case and DS built in drive) and the other had no label. These were 1400XLs, they had the PBI and the modem connections (RJ-11) THey were offering $150 each, and they guy behind the counter grunted they worked.

The other was the 1090 expansion box, with some memory board in it. It had no price.

So, what is the going price for these pieces of Atari trivia? I know that 1450XLDs have value, but a 1400XL? (I'd still like to find an XLD, I'm about one of ten DOS 3 users left on the planet. And DOS 3 was designed for the XLD drive)

By the way, the 1090 box had no cover.

I had heard that Antic (rest in peace) had a 1090 holding a door open...

Anyone know what happened to the other "lost" Ataris, like the 65XEP, 130ST, 65XEM, 121XDM, et al?

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

4273. Re: 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-04 18:00:41 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Aug4.130041.18406@doug.cae.wisc.edu>
Source record: 113777
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1991Aug3.075041.29626@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton John) writes:
>
>The other day, I saw these two interesting items for sale at a
>computer store, and I have a dew questions.
>
>There were two 1400XL computers, presumably FCC test and/or Atari
>engineering models for sale. One had a 1450XLD label (It obviously
>wasn't, no metal case and DS built in drive) and the other had no
>label. These were 1400XLs, they had the PBI and the modem
>connections (RJ-11) THey were offering $150 each, and they guy
>behind the counter grunted they worked.
>
>The other was the 1090 expansion box, with some memory board in it.
>It had no price.
>
>So, what is the going price for these pieces of Atari trivia? I
>know that 1450XLDs have value, but a 1400XL? (I'd still like to
>find an XLD, I'm about one of ten DOS 3 users left on the planet.
>And DOS 3 was designed for the XLD drive)
>
>By the way, the 1090 box had no cover.
>
>I had heard that Antic (rest in peace) had a 1090 holding a door
>open...
>
>Anyone know what happened to the other "lost" Ataris, like the
>65XEP, 130ST, 65XEM, 121XDM, et al?
>
>
>--
>the good guys! Sakura-mendo, CA
>
> Internet: mfolivo@sactoh0.SAC.CA.US

I OH SO WANTED one of those 1450XLD's. I really did. But they got canned when Tramiel, took over the place.

What a package I thought! But, we got the ST instead...:)..Darn eh?

I would pay for a 1450XLD, just as a collectors item. If anyone has one, let me know how much it would take to part with it.

I have seen adds for mother boards for 1450XLD's, complete, just no chassis to put the guts in. Which is sort of a shame cause in my opinion the machine looked nice.

But I still like my MEGA STE a lot better. :) Did I mention it also runs software a little bit faster too?

But, anyway...save your money and buy a NeXT station. Did you know they got X R4 for it now?

But seriously, hopefully the TT's price will come down to about $1500.00 retail for a 4 meg 80 megabyte/HD configuration. I think that would be a reasonable price for a TT, with its abilities.

What do the rest of you think?

--Greg

4274. Sigh. Stuff for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-04 19:10:10 UTC
From: exuhag@exurchn1.ericsson.se
Message-ID: <1991Aug4.191010.16414@exurchn1.ericsson.se>
Source record: 113778

Way back when I used to be a somewhat frequent writer for ANALOG, Antic, and COMPUTE!, and although I've been out of touch with the Atari 8-bit world for a couple of years now, I haven't been able to get rid of the ton o' stuff that I have sitting around. And I still can't. But I have found a FEW extra things with which I can part without too many second thoughts. Anyway...

MPP 1150 PARALLEL PRINTER INTERFACE. This is in the original box with the original instructions. Believe it or not, I only had this contraption hooked up for THREE DAYS so for all intents and purposes it is BRAND NEW. There is absolutely nothing wrong with it and it works fine--email me if you absolutely must know the reason for its lack of use. $15 (this is a real bargain). I'll pay shipping.

"AN ANALOG 8-BIT EXTRA" FROM ANALOG COMPUTING, 1987. Contains quite a few listings of BASIC and ACTION! progams of the typical ANALOG quality. My copy is in good condition. Originally sold for $8.95, but I'll sell it for $3.00--and that includes shipping so I'll lose money in the deal.

I've also an extra copy of ANALOG COMPUTING #52 (March 1987) which I'll simply give away for a 9x12 SASE with enough postage. ANALOG screwed up and sent me a duplicate copy of this issue so it has never been read.

Well, that about does it. I have LOTS of development type o' books and software (and, of course, games), which I'm not using but am not quite ready to get rid of yet. If you are really having trouble finding a particular item (and I know how it is these days), send email and maybe I can work something out.

Once again: sigh.

--
James Hague
exuhag@exurchn1.ericsson.se
Yes, my address ends with ".se," but I'm in Texas, not Sweden.

4275. <None>

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-04 19:38:35 UTC
From: gathings@hydra3b.cs.utk.edu
Message-ID: <1991Aug4.193835.20912@cs.utk.edu>
Source record: 113779
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I have the following system for sale :

Atari ST with, external drive, mono monitor, TOS and various software,

asking $300 (price includes shipping).

Thanks
Golando

4276. Re: 8-bit software for sale. dddean@bluemoon.uucp

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-05 16:06:17 UTC
From: deej@thrush.umesve.maine.edu
Message-ID: <1991Aug5.160617.20254@umesve.maine.edu>
Source record: 113780

Re: to dddean@bluemoon.uucp
I seem to have a problem sending mail to you.
I am interested in Gauntlet and Spy vs. Spy III for the Atari 8-bit.
Would you consider $15 for the pair?
--

+------------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| N1JOV |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+------------------------------+

4277. CURRENT NOTES

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-05 20:15:18 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9108052015.AA02090@smithkline.com>
Source record: 113781

Sheesh, I didn't expect to stir up so much interest in Current Notes, the ST phreaks mostly know about it pretty much. I had a number of individual responses to my posting in IA8 V.91 #59 requesting info about CN. Unfortunately our Mesozoic-era mailer here bounced half the responses I tried to send, so I'll post the info to the whole newsgroup. BTW, if you are on any other net besides INET & try to send me mail, be aware I probably won't be able to reply to you directly, especially if there's no indication which net you're coming from (all my received mail contains truncated headers, I'm almost blind here). I can send to INET, BITNET, & one or 2 others I think.

Current Notes began as a grass-roots usergroup newsletter in the Washington DC area around 1982 or so. Several other local UG's liked it, utilized it for their newsletter also, then groups from a wider geopgraphical region joined in, by 1986 the thing grew to where the mag split off from its parent usergroup & became indepent as Current Notes Inc. We now have usergroup affiliates all over the the country. Our total distribution is somewhere ca. 5000-6000 or so, including a few overseas subs. The subscriber base is about 10% 8-bit only, 30% owners of both 8-bits & ST's, & 60% ST owners. The edititorial content is roughly allocated according to the makeup of the distribution base, so much of the mag is devoted to the ST. CN is published 10 times/yr; I try to get four 8-bit articles published in each issue. I expect we will end up publishing 35-40 8-bit articles in 1991. 8-bit material consists of software reviews, tutorials, occasional short type-in demo software, & hardware articles.

I'm the 8-bit Editor. I run a monthly column called "The 8-Bit Alchemist" which is devoted to hardware hacking plus news of developments in the 8-bit marketplace. Since Dec 1990 I've also featured a section called "Twilight Sources" which profiles mailorder vendors of 8-bit stuff. So far I've reported over 25 such sources. My Sept column will feature a major hardware hack that will clean up the smeary video in the 600XL/800XL using $7 worth of parts you can buy at any Radio Shack store. I also edit all the 8-bit articles that go into each issue, distribute review samples & coordinate the efforts of a staff of 17 people spread all over the USA & Canada. I presently devote 25hrs/week to CN, with no pay (the mag has only one paid full-time staffer). This in addition to the 45-50 hrs/week I put in on my regular job as a research chemist.

CN is a tough mag. Good products get good reviews, lousy ones are brutally exposed. We have low tolerance for baloney & have tangled with Atari on a few occasions. Our publisher is Joe Waters who does all the DTP from his house & whose philosophy is that CN is devoted to USERS, not to Atari Corp or marketplace developers. Although there's a lot of ads in CN, I understand we are financially self-sufficient on the subscriber base alone. Being financially independent we owe nothing to our advertisers & will subject their products to the same high standards we set for everyone. The editorial content is excellent since mant regular contributors are professional people, highly educated, with Atri interests that go way back to the early 8-bit days. The editorial content is well-seasoned with a pungent blend of wit, humor, sarcasm, & above all a very

human element. We just went to full-color covers in June, but by no means are we an ANALOG or STart/ANTIC type slick full of hype & slavish devotion to the Tramiel Entente.
Individual subscriptions are available for $27/yr, a little less ($23) if you are a member of a CN affiliated usergruop. Send ypur check to:
CURRENT NOTES INC.
122 N. Johnson Rd.
Sterling VA 22170
ATTN: Joyce Waters
They also take VISA/MC, & Canadian/foreign subs cost more. For info call: (703)450-4761.
Back issues, to ca. 1987, are also available, for ca. $1.50 ea. I think. Please don't send money to me or anything, I'm just an Editor & have nothing to do with the business end of the magzine.
BTW, if anyone on this newsgroup does elect to subscribe to CN, tell Joe The Alchemist sent you. Heh, if we build up the 8-bit portion of our subscriber base, maybe Joe will have to let us have FIVE 8-bit articles per issue, nyuk! nyuk! nyuk!
Following the demise of ANTIC, CN is now prety much the las t game in town for 8-bit owners. Spread the word!!!!

- BEN POEHLAND
8-BIT EDITOR, CURRENT NOTES
****

4278. ICD Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-05 22:29:35 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <1N0861w163w@unixland.natick.ma.us>
Source record: 113783

Does anyone know if the ICD 8 bit sale is over?
-craig

4279. Wanted: Commercial C compiler(s)

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-06 01:13:32 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Aug6.011332.8120@news.iastate.edu>
Source record: 113782

I'm in the market for one or more of the commercial C compilers for the 8 bits. The ones I know of are Lightspeed and the Dataque cartridge (although I don't know if this has been released yet). I think there is one more, but I can't remember the name. Anyway, if you have one of these that you want to sell, talk to me...

- Steven Ourada Email: TNFW0@vaxf.iastate.edu or ar550@Cleveland.freenet.edu
---

4280. RECENT ITEMS OF INTEREST IN CN

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-06 21:13:26 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9108062113.AA03725@smithkline.com>
Source record: 113785

Following a couple requests for info about interesting hardware-oriented type articles that have appeared in Current Notes, I have compiled the following brief list for anyone who might want back issues. Not all of this stuff is "build it" type projects; some are tutorials, etc. Anyway, here goes:

Jul/Aug 1990: "Atari on the Test Bench"
Oct 1990: "Magic Juice" (using Cramolin to improve connections)
Nov 1990: "Secrets of XL/XE Power Supplies"
Jan/Feb 1991: "Secrets of the 1027 Printer"
Apr 1991: "80-Column Switcher" (switch between 40-col & XEP80)
May 1991: Adding stereo to XL, hardware & software, 3 articles
Jun 1991: MacInker, ribbon inking, more on 1027
Sep&Oct 1991: "Super Video Rev 2.0", in press, a major tutorial on 8-bit video interfacing, monitors, & a $7 upgrade to clean up smeary video on the XL machines.

Subjects currently in the pipeline, to be published between Nov. 1991 thru Jun 1992:
Secrets of the 1050 Disk Drive
Setting Up 8-Bit Hard Drives (2 articles)
Rebuilding the Type I Supply So It Delivers 2 Amperes
Using 3.5" Drives with the 8-Bit (2 articles)
US+ OS from CSS
BobTerm vs. Express! ROMcart
MyDOS vs SpartaDOS

Long-term stuff, kicking around on the back burner:
Build Your Own 850 Interface
Secrets of the XEP-80
Super Video for the XE
ST Slaved to an 8-Bit
Use a TTL Monitor With An 8-Bit
Use the SM124 with an 8-Bit

Some of this stuff, we're not even sure if it will work. My philosophy is, "Do the hack. If it works, publish!"

Anyone with an idea you want to work on, post to the newsgroup (not to me!) I'll monitor the chatter & let you know if I think it's worth doing.

The Alchemist has 2 pet programming projects he would dearly love to see transmuted to functional software. These are basically dedicated graphics-type things with a professional orientation, well within the capabilities of an 8-bit especially one with upgraded memory & an XEP80. If this piques the interest of any programmer-types out there, post to the net. These ideas have commercial potential if the implementation is done well enough.

- BEN POEHLAND
8-BIT EDITOR, CURRENT NOTES

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4281. Zap!

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-06 23:51:19 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <Aug.6.19.51.17.1991.12685@utopia.rutgers.edu>
Source record: 113784

-.-.-.-.

A while back, someone posted a message mentioning a book about Atari called "Zap - The Rise and Fall of Atari". It sounded interesting, so I've looked here and there and have been unable to find it. If anyone has a copy they'd like to sell (or is able to get a copy and send to me), I'd like to buy it...

-Ray

wilmott@utopia.rutgers.edu

4282. public domain editor wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-07 03:12:17 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <25727@shlump.lkg.dec.com>
Source record: 113786

Does anyone out there know of a decent PD editor for the 8-bit
(must run on an 800)?

Something like EMACS (or a clone) would be perfect, but I'll
settle for anything that works...

Many thanks in advance, and long live the 8-bits,

John

4283. RE: ATARI 8-bit stuff for sale (to deej@thrush.umesue.maine.edu)

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-07 06:24:42 UTC
From: dddean@bluemoon.uucp
Message-ID: <VBqa72w164w@bluemoon.uucp>
Source record: 113787

I tried to mail you after I read your posting here on comp.sys.atari.8bit,
but I couldn't get through to you either!

I am willing to sell you the Gauntlet and Spy Vs. Spy III both for $15.
But you need to pay the shipping.

Call me at (614) 235-6996 to set up the more important details.

(Sorry to the rest of you that are reading this, but the mail delivery
isn't working between the two of us! "Thank you for your support!" :-}
)

You can send any replies to:
David D. Dean, President David D. Dean, Vice Chairman
Explorer Post 891 Exploring Officer's Association
AT&T Systems/Bell Labs Central Ohio Council
dddean@bluemoon.uucp Columbus, OH 43227

**** Any opinions are that of the author, and NOT of AT&T ****

4284. Target compiler for FIG FORTH

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-08 17:50:01 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Aug8.175001.16925@news.iastate.edu>
Source record: 113788

This is kind of a long shot, but I'm wondering if anyone has the target compiler (one that makes a file or boot disk) for FIG FORTH on the 8bits. I am pretty sure one exists, since the error screens have a couple of error messages concerning one, and I've seen at least one application as a DOS file that started as a FORTH program.

If anyone has one or knows where I can find one, please tell me... I would have liked to have one quite a time ago, but I would still like to have one now.

- Steven Ourada Email: TNFW0@vaxf.iastate.edu or ar550@Cleveland.freenet.edu
---

4285. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-08 19:22:05 UTC
From: tomm@hpnmdla.sr.hp.com
Message-ID: <800011@hpnmdla.sr.hp.com>
Source record: 113789

Ancient Atari 800XL stuff for sale

1 Gorrila green monitor

1 1050 disk drive

1 modem (I don't know what kind)

and a whole lot of cables, power supplies, etc.

Probably worth more as collector item stuff, but if any one is interested
E-Mail me

Tom Medeiros
tomm@hpnmdla

4286. ICD numbers, once again...

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-09 18:39:28 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Aug9.183928.13750@news.iastate.edu>
Source record: 113790

```
Might as well...

ICD:
Voice: (815) 968-2228
BBS: (815) 986-2229
GEnie: ICDINC
ComServe: 76004,1600

----
- Steven Ourada Email: TNFW0@vaxf.iastate.edu or ar550@Cleveland.freenet.edu
----
```

4287. Atari 1200XL etc. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-10 19:38:08 UTC
From: samx@vax5.cit.cornell.edu
Message-ID: <1991Aug10.153808.6782@vax5.cit.cornell.edu>
Source record: 113792
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers

```
For sale:
Atari 1200XL (48K)
XF551 disk drive with DOS 2.0s
Atari 1020 Pen plotter
Basic cartridge
Two elementary basic programming books

Asking $200 for the whole deal, shipping not included.

-Scott Monsma
(607)898-3036 eve.
```

4288. RS232/Printer port connection

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-11 06:18:56 UTC
From: sslee@polyslo.CalPoly.EDU
Message-ID: <28a4d6d0.10de@polyslo.CalPoly.EDU>
Source record: 113791

Does anyone have pinouts to convert the Atari serial port to
the standard RS232?
What about pinouts to convert to the Centronic standard?
I know these components are available but I rather make them myself.

Thanks for any info.
Steven Lee

4289. Legendary Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-13 01:09:01 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <45533@cup.portal.com>
Source record: 113795

Hello all!

Due to circumstances you'll find detailed below, the author (well,
"porter" at any rate -- still no small achievement) of Kermit65 and CC65,
John Dunning, finds it necessary to sell off his Atari 8-bit equipment.
(Due to yet ANOTHER piece of circumstance, his *NIX host won't let him post
news (hence his heretofore unexplained silence during the recent discussion
of Kermit65), so he has asked ME to post this FOR him.)

John wants "to find a good home for the hardware," which gives YOU and
ME the chance to pick up The Very Atari On Which Kermit65 Was Made, truly
a piece of Classic Atariana if ever there was one!

I tried to post this a few weeks ago but John says HE never saw it and
he has received NO responses, so I can only assume Portal crapped out (it
does a lot of that, unfortunately) and didn't post it when _I_ did....

Without further ado, then, I present the Opportunity Of The Decade:
John Dunning's for-sale announcement! Be sure to reply via e-mail to JOHN's
address, seen below, NOT to MINE.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com
-------INCLUDED TEXT FOLLOWS-----------------------

4290. John Dunning system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-13 01:13:48 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <45534@cup.portal.com>
Source record: 113794

Good ol' Portal... I hope the introductory part of this posting got to the Net, even if it DID go flying off without the intended appendix of John Dunning's "for sale" message. This makes the THIRD try at posting this thing...

To recap, the author/porter of Kermit65 and CC65, John Dunning, is forced by circumstances to a) sell the Atari 8-bit environment in which his wonderful programs were hammered into form, and b) ask ME to post his for-sale message on his behalf. I feel that this is somebody's golden opportunity to purchase a piece of Classic ATARIana, namely the Very System On Which Kermit65 And CC65 Came To Be.

John's own for-sale text follows, below! Really! This time I MEAN it!

Chris_F_Chiesa@cup.portal.com

PS - don't send e-mail to ME; John's net address appears as the first line of his included text!
----- INCLUDED TEXT FOLLOWS -----

From: John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>

Yup, it's another for-sale notice for 8-bit equipment. After realizing that it's been 3 months since I've powered up any of the stuff, I decided it's time to get out of the 8-bit business. Everything must go! All equipment is in "like-new" condition except as noted.

Atari 130XE computer
Atari 800 computer
Atari XF551 disk drive
2 Indus GT disk drives
Atari 810 disk drive (electronics broken, mech ok)
Atari 850 Interface
Magnavox color monitor (with green mono mode)
ICD Printer connection
ICD Spartados X cart
Avatex 2400bps modem (suffers heat problems)

Also some books:

Inside Atari DOS
Mapping the Atari
Atari OS internal manual

Game cartridges:

Star Raiders
Pac Man

Defender
Submarine commander
Centipede
Basic

Best offer accepted for all of the above stuff (and anything else I find while I'm cleaning off that desk). I'd prefer to sell the whole works, rather than being left with extra pieces, but no reasonable offer will be refused! I'll take bids on it for the next couple weeks or so. Much of the stuff comes with original boxes. I'm willing to ship it, but if anyone in the Boston area is interested, such that it can be picked up, that'd be an advantage.

Please respond via e-mail, JRD@Stony-Brook.SCRC.Symbolics.COM.

[...] And not to worry, I'll still keep the list and archive running. Our favorite machines aren't dead yet!

4291. What are the advantages of the newer 8-bit computers?

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-13 08:39:51 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <26066@shlump.lkg.dec.com>
Source record: 113797

Hello,

A long time ago, when the 800XL first came out, I bought one ($249.95 at "Toys R Us", whew!) and Panasonic 10" color monitor. I was very impressed with the quality of the video.

Anyway, about a year ago picked up a used 800, and have been using it on a crappy old TV. I've never seen the capability of the 800's composite video signal, and I'm wondering if I buy a monitor, if I'll get as good a signal as if I was using an XL/XE system.

Other than the obvious memory increase provided by the 130XE for instance, are there any other advantages over the 800? I'm wondering if I'll ever be able to get decent quality 80 column emulation, etc...

John Miskinis

4292. CONTINUATION of last message

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-13 11:59:01 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <26071@shlump.lkg.dec.com>
Source record: 113798

I should have mentioned, that I no longer have the 800XL and color monitor.

The last message as is, probably didn't make sense!

John

4293. Re: What are the advantages of the newer 8-bit computers?

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-13 14:55:03 UTC
From: duzan@cis.udel.edu
Message-ID: <61357@nigel.ee.udel.edu>
Source record: 113793

In article <26066@shlump.lkg.dec.com> miskinis@aidev.enet.dec.com (John Miskinis) writes:
=>
=>Hello,
=>
=> A long time ago, when the 800XL first came out, I bought one
=>($249.95 at "Toys R Us", whew!) and Panasonic 10" color monitor. I
=>was very impressed with the quality of the video.
=>
=> Anyway, about a year ago picked up a used 800, and have been
=>using it on a crappy old TV. I've never seen the capability of the
=>800's composite video signal, and I'm wondering if I buy a monitor,
=>if I'll get as good a signal as if I was using an XL/XE system.
=>
If you get a monitor with split Chroma/Luma (like the Commodore 1702)
it will be even better. If not, the video should look about the same.

=> Other than the obvious memory increase provided by the
=>130XE for instance, are there any other advantages over the 800? I'm
=>wondering if I'll ever be able to get decent quality 80 column emulation,
=>etc...
=>
One thing you may miss is the RAM under the OS. Some software uses this
space and won't run without it. Also, there are some changes to the OS in
the XL/XE, so some stuff won't work properly.
For 80-column emulation, you could try Kermit-65. It is free for the
FTPing, and ought to work on an 800 (though I haven't actually tried it).

=>_John Miskinis_

Gary Duzan
Time Lord
Third Regeneration

--
duzan@cis.udel.edu
_o_ ----------------- _o_
[|o o|] There must be more to life than just reading News. [|o o|]
|_o_| Disclaimer: I have no idea what I am talking about. |_o_|

4294. some interesting behavior

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-13 15:34:45 UTC
From: slackey@bbn.com
Message-ID: <65715@bbn.BBN.COM>
Source record: 113796

I use mydos with an unmodified XF551 and a 1050 with US Doubler. Mydos can properly use the 1050 as true double density as well as enhanced density and single density, and the XF551 in DSDD, SSDD etc. modes.

I have noticed that, for the doubled 1050, the drive/OS seems to be able to "autosize" based on the disk in the drive; If I put in a SD disk and read it, mydos immediately recognizes it and sets up stuff accordingly; if I remove it and put in a DD disk, again just reading ends up reconfiguring and accessing in DD mode.

However, the XF551 does not do this apparent autosizing. It seems to "downgrade" properly; if it can't read, it goes down to SSSD and can access. IF then I put in a DD disk, it forever gets errors until I go the process of telling DUP to reconfigure the drive.

I imagine the reason for this is the drive; the US doubler does a better job of dealing with different disk formats than the XF551.

I have the sources to mydos and can change it to try different densities before giving up. I guess I am impressed that it works automatically with the 1050, though. Does anyone know the mechanism by which this works?

Also... wrt the XF551, is there any way to tell if the disk in the drive was formatted DSDD or SSDD?

Also... I have found that I cannot switch the XF551 between SSDD and DSDD under certain circumstances; I forgot the exact details, but I have found that switching modes then writing causes the disk to get corrupted (error 164 is it?) and was wondering what the problem is.

-Stan

4295. Sparta Dos X

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-14 06:49:15 UTC
From: towo@uqun05.nixdorf.de
Message-ID: <1337@uqun05.nixdorf.de>
Source record: 113799
Cross-posted to: comp.sys.atari.8bit,misc.wanted,comp.sources.wanted

I need Sparta Dos X (cartridge) for my atari 800 xl.

If you know where I can get this cartridge please give me a reply.
(I think I need a papermailaddress too!!)

Thank you.
--
Siemens Nixdorf Informationssysteme AG | Thomas Woelfer
Abt. WI FT 41, Heinz Nixdorf Ring | USA: woelfer.pad@sni-usa.com
W-4790 Paderborn, Phone: +049 05251 8 23546 | !USA: woelfer.pad@sni.de
P.S.: If you want to send me B-mail, please post it into the Pader! (B=bottle)

4296. Re: "Video Music"

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-15 09:14:55 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <1991Aug15.091455.19765@usenet.ins.cwru.edu>
Source record: 113800

In a previous article, miskinis@aidev.enet.dec.com (John Miskinis) says:

>
>>the music. (I managed to get my hands on one recently).
>
>How much is it? It sounds pretty cool! Where one see|buy one?
>
>_John_
>

I too am rather curious as to where to buy such a product...
Being a part-time disc jockey, I'm interested in such a product to add
to my show possibly using a big screen tv.
--

4297. PR: Connection for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-15 11:17:32 UTC
From: ah897@cleveland.Freenet.Edu
Message-ID: <1991Aug15.111732.25521@usenet.ins.cwru.edu>
Source record: 113801

I have an ICD PR: CONNECTION for sale. First offer over
$30 take it.

Also, about 300 5.25 discs for sale.

1027 Printer, too.

800XL with OmnimonXL and Omniview80 installed.

1050, too if the offer is right.

--
This is Robert Lai's "Signature File," and the reader is reminded
that 'tis the season to be Jolly - Falla La La La...la la la la.
-

4298. A Magazine for the Atari 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-15 17:21:09 UTC
From: SOEF_16@leicester.ac.uk
Message-ID: <9108151640.AA21219@ucbvax.berkeley.edu>
Source record: 113802

There is still one Atari 8-bit magazine in existence in the UK-
Page 6 Publishing's 'New Atari User'. I can highly recommend it.
This magazine (once known simply as 'Page 6') has been going since the
400/800 days and is a very professional publication produced bi-monthly
by 8-bit enthusiasts. It also contains coverage of the ST.

An subscription (6 issues) outside the UK costs 15.00 pounds sterling
for surface mail or 21.00 for airmail. Contact:

PAGE 6, PO Box 54, Stafford, ST16 1DR, England.
Telephone subscriptions (VISA/ACCESS/MASTERCARD):/ +44 785 213928.

I am in no way connected with Page 6 Publishing.


```
================================================================================
! Stephen T. Mynott, University of Leicester, England ! //\/\\ a D D o C |/ !
! Phone: +44 533 522701 (Work)/715006 (Most Weekends) ! // \\ |\ !
! ------------------------------------------------------------------------ !
! Janet: SOEF_16@uk.ac.leicester Internet: smynott@isis.cs.du.edu !
================================================================================
```

4299. Portfolio - program development restrictions?

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-17 15:39:33 UTC
From: abe@wet.UUCP
Message-ID: <2840@wet.UUCP>
Source record: 113804

I was given an Atari Portfolio and want to write a program for it. I will be writing in C on a UNIX system (small memory model - 64K) and plan to compile on a MS-DOS machine with a Borland compiler. I have heard that the Portfolio DOS is not 100% compatible with MS-DOS.

How can I ensure that my program will actually work on the Portfolio - are there any restrictions or things to avoid?

Is this the right newsgroup?

Thanks!

Dave Abercrombie
abe@wet.UUCP
...apple!claris!wet!lyra!abe

4300. Can 1050 do >DD?

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-17 17:58:42 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991Aug17.175842.19418@news.iastate.edu>
Source record: 113803

Is is possible to get the mechanism in the 1050 to do better than 180K per side? Say by reprogramming it (through Happy or something) to use denser encoding on the disk or something?

/--- ---\
| Steven Ourada "Erase Stupidity!!" | TNFW0@vaxf.iastate.edu |
| Disclaimer: You think ISU would claim me? | ar550@Cleveland.freenet.edu |
\--- ---/

4301. Re: Portfolio - program development restrictions?

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-18 17:14:37 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <3qXV71w163w@unixland.natick.ma.us>
Source record: 113706

abe@wet.UUCP (Dave Abercrombie) writes:

> I was given an Atari Portfolio and want to write a program
> for it. I will be writing in C on a UNIX system (small memory
> model - 64K) and plan to compile on a MS-DOS machine with a
> Borland compiler. I have heard that the Portfolio DOS is not
> 100% compatible with MS-DOS.
>
> How can I ensure that my program will actually work on the
> Portfolio - are there any restrictions or things to avoid?
>
> Is this the right newsgroup?
>
> Thanks!
>
> Dave Abercrombie
> abe@wet.UUCP
> ...apple!claris!wet!lyra!abe

Well, Actually its not the right newsgroup because this one is for owners of the atari 8 bit line... However, I am not sure if theres one for Portfolio owners out there. On the off chance someone owns an 8 bit ANDportfolio, or a portfolio owner reads this thing and knows the answer, It wasnt a bad move. Hopefully someone can respond to your post, but my guess is that it will show up in private email.
Not too much portfolio chatter around these parts.
-craig

4302. Re: Kermit

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-18 17:27:04 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1991Aug18.172704.20905@usenet.ins.cwru.edu>
Source record: 113705

Yes, the BobTerm handler does work with Kermit. I use it with
a real R-verter with my SuproModem 2400 (sadly, the 80 col screen
isn't too reliable at 2400bps). Make sure you attach it to the
KERMITNR.COM version (use the append version of the copy command
to copy KERMITNR on to the driver (a COPY of the driver!)).
For dialing--I don' know if this will work on the SX212, but it
is a Hayes command and will work on my Supramodem. If the number
you dialed was bucy, just type "a/" to redial it. No ENTER is
necessary. I think Hayes compatible modems are supposed to
have a redial command (automatic) but I don't know what it is.
(If whoever reads this knows, please let me know!)
Thats all I have!
Kevin

4303. $19.99 SX212

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-18 21:22:55 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991Aug18.212255.13555@magnus.acs.ohio-state.edu>
Source record: 113707

I just thought I'd tell everybody that Damark reduced the price of
the SX212 down to $19.99 + $5.50 S&H. You can call 1-800-729-9000 to place
orders. It was $29.95 in the last catalog. The SX212 is a direct connect
(no interface required) 1200 baud modem that works with all Atari 8-bits.
It works with most terminal programs, such as Bobterm. Item #B-475-181504.
BTW I'm not affiliated with Damark, just passing along information on a
good deal.

4304. Re: Kermit

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-19 04:25:08 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <165651@unix.cis.pitt.edu>
Source record: 113708

re: Kermit-65 at 2400

Let me guess - you lose characters sometimes when it scrolls (at 2400baud)? There's a setting that will take care of that (type set at the menu and see the options - one will I believe do a XON/XOFF to keep the screen from losing characters).

Robert Anisko
rjast1@unix.cis..pitt.edu

4305. Re: $19.99 SX212

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-19 11:31:50 UTC
From: cscullio@ncratl.AtlantaGA.NCR.COM
Message-ID: <19449@ncratl.AtlantaGA.NCR.COM>
Source record: 113709

In <1991Aug18.212255.13555@magnus.acs.ohio-state.edu> fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:

> I just thought I'd tell everybody that Damark reduced the price of
>the SX212 down to $19.99 + $5.50 S&H. You can call 1-800-729-9000 to place
>orders. It was $29.95 in the last catalog. The SX212 is a direct connect
>(no interface required) 1200 baud modem that works with all Atari 8-bits.
>It works with most terminal programs, such as Bobterm. Item #B-475-181504.
>BTW I'm not affiliated with Damark, just passing along information on a
>good deal.

Be careful of this deal. I ordered one of these from Damark. It was a great price and I received it relatively promptly. The modem I received was defective (kept getting spurious characters frm the phone line. I returned it for replacement (they paid for postage, still not bad). The new one I just received has the same problem. I checked my phone line using a known good modem, so it's not that. I haven't heard that the SX212 is inferior, but Damark must have gotten a bad batch. My only loss was the two stamps used to send my shipping receipt for refund, so no big loss, just dissappointment.
--
Chris Scullion | NCR Corporation 2651 Satellite Blvd., Duluth, GA 30136 |
| (404)623-7352 | VoicePlus 751-7352 | cscullio@ncratl.AtlantaGA.NCR.COM |

4306. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-20 04:41:00 UTC
From: JACS_NJ!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1691981@mast.citadel>
Source record: 113710

What's up with the funky
room name? Is this a net to something other than a citadel!!?!?

4307. Re: Portfolio - program development restrictions?

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-20 13:06:42 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Aug20.130642.10381@lsuc.on.ca>
Source record: 113714

In article <2840@wet.UUCP> abe@wet.UUCP (Dave Abercrombie) writes:
>
>I was given an Atari Portfolio and want to write a program
>for it. I will be writing in C on a UNIX system (small memory
>model - 64K) and plan to compile on a MS-DOS machine with a
>Borland compiler. I have heard that the Portfolio DOS is not
>100% compatible with MS-DOS.
>
>How can I ensure that my program will actually work on the
>Portfolio - are there any restrictions or things to avoid?

>Is this the right newsgroup?

The better newsgroup might be 'comp.sys.palmtops' which is
where most of the Portfolio owners hang out (as well has the
HP-95LX owners).

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4308. Cancel message

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-20 14:11:48 UTC
From: tacook@moundst.moundst.mn.org
Message-ID: <A1232606996@moundst.moundst.mn.org>
Source record: 113711

Cancel message <1691981@mast.citadel> 08/20/91 04:11 comp.sys.atari.8bit

Disclaimer: I am not posting this message in affiliation with any orgination
unless otherwise stated in the above message.

Tom Cook | tacook@moundst.mn.org | What I said may or may
2343 Fairview Lane | ...umn-cs!moundst!tacook | not be true I'm not sure
Mound, MN 55364-1754 | tacook@mast (CitaNet) | myself, if you can figure
(612) 472-5189 | mast BBS (612) 472-6582 | it out let me know.

When all else fails read the instructions

4309. Re: Kermit

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-20 17:48:26 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1991Aug20.174826.2105@usenet.ins.cwru.edu>
Source record: 113712

Yes! Flow control worked! All right! One other question--is
there any way in Kermit to set the backspace character to the
other one? (I think ^h). Backspace doesn't work well the way
it is set. I Can't backspace when I am typing commands to my
modem!
Thanks for the flow-control suggestions!
Kev

4310. Program for IBM to read and write Atari floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-20 18:43:27 UTC
From: endter@pioneer.arc.nasa.gov
Message-ID: <1991Aug20.184327.5372@riacs.edu>
Source record: 113713

Does anyone know of a program which will read and write Atari floppy disks
on an IBM PC? I would like to use the disks in a 1050 disk drive running
Atari DOS 2.5 with an Atari 800.

Also, does anyone know where I can get an 800XL cheap?

Thanks,

Bill

4311. Re: Program for IBM to read and write Atari floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-21 04:25:11 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <166691@unix.cis.pitt.edu>
Source record: 113715

In article <1991Aug20.184327.5372@riacs.edu> endter@pioneer.arc.nasa.gov (Bill Endter RCU/DEC) writes:
>
> Does anyone know of a program which will read and write Atari floppy disks
>on an IBM PC? I would like to use the disks in a 1050 disk drive running
>Atari DOS 2.5 with an Atari 800.
>

Well, the closest I could find was a program called ATARIO.ARC at
msdos.archive.umich.edu in the /msdos/disk directory, which reads
and writes Atari DOUBLE DENSITY disks (no single or enhanced
however :-(. Of course, you could get a US Doubler ($25 or less)
for your drive, and SpartaDOS-X and probably could use it.
Regular SpartaDOS probably works, but you'd have to remember to
format in ATARI mode and NOT Sparta mode.

Hope this was at least a little helpful...

Robert Anisko
rjast1@unix.cis.pitt.edu

4312. Ams file format

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-21 12:05:00 UTC
From: Michael.Malak@halluc.com
Message-ID: <682787200.0@halluc.com>
Source record: 113717

Does anyone know where I can get the AMS I and AMS II file formats?

4313. Mail order 8-bit places? (w good prices)

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-21 14:23:21 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1991Aug21.142853.6766@ryn.mro4.dec.com>
Source record: 113716

Hi,

I'm looking for places to order 8-bit hardware. I can no longer find START magazine, and was wondering if anyone could post a few places to contact regarding hardware purchases...

I'll be around for a few more days, and then out for 3 weeks...

I really want to get a CX77 tablet, monitor cable, and perhaps an 850 interface...

Many thanks in advance,

John

4314. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-22 12:38:00 UTC
From: JACS_NJ!Willi_Kusche@mast.citadel.moundst.mn.org
Message-ID: <1695338@mast.citadel>
Source record: 113723

How can I get my hands on the program that will read Atari double density diskettes on a PC? I spent some time trying to write such a program. But if it already exists, I don't want to spend any more time trying to reinvent the wheel.

4315. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-22 18:41:18 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <JFg471w163w@unixland.natick.ma.us>
Source record: 113718

JACS_NJ!Scott_Emerle@mast.citadel.moundst.mn.org writes:

> What's up with the funky
> room name? Is this a net to something other than a citadel!!?!?

As a matter of fact, this isnt just netted between citadels guy!
Its citadel tying into a Unix newsgroup called Comp.sys.atari.8bit
for chatter about 8 bit computers and the like.
All unix newsroups have funky names, dont ask me why..
But the answer to you question is "YES!?"

4316. Commodore Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-22 20:28:57 UTC
From: robby@brahms.udel.edu
Message-ID: <23782@brahms.udel.edu>
Source record: 113719

I was given a Commodore 1802 Monitor from a friend, however, he
didn't have the orginal documentation. Do any of you 8-bitters
have this monitor?? If so, do you think you could photocopy
the docs?? I will pay for photocopy and shipping charges!!

Thanks
Rob

--
Rob Spotts E-Mail: robby@brahms.udel.edu
CNS User Services robby@chopin.udel.edu
University of Delaware
Newark, DE 19716

4317. Re: Mail order 8-bit places? (w good prices)

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-23 00:59:00 UTC
From: JACS_NJ!Mike_Hopkins@mast.citadel.moundst.mn.org
Message-ID: <1696079@mast.citadel>
Source record: 113724

Miskinis:
You might want to try Best Electronics for 8-bit hardware:

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA. 95126-1127
(408) 243-6950

4318. Mail-order 8-bit sources

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-23 01:53:02 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <Aug.22.21.53.00.1991.3148@utopia.rutgers.edu>
Source record: 113720

-.-.-.-.

Someone here asked for some 8-bit mail-order sources, since he was
having ahard time locating any without STart magazine around anymore.
The following is a file I created about 3 months ago, listing most
of my known sources for 8-bit support. I hope some of you find it
useful....

The Atari 8-bit computers are one of
finest home computers ever designed.
Unfortunately, after some 12 years on
the market, software and hardware
has become very difficult to find.
Hopefully this file will help you
extend the life of your Atari. The
following is a list of companies and
individuals still marketing items
as of 5/1/91.

Software Infinity
642 East Waring Avenue
State College, PA 16801
Notes:Good PD selection. Have just
begun marketing commercial games
from overseas.

B&C ComputerVisions
3256 Kifer Road
Santa Clara, CA 95051
(408)749-1003
Notes:Huge selection of software
and hardware items. Also some new
commercial games, unavailable
elsewhere.

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
Good PD/shareware selection with
extensive documentation.

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245

Independent programmer has produced
2 excellent commercial quality
games for the 8-bit.

Bresnik Software
555 Ware Street
Mansfield, MA 02048
Another independent, producing good
educational software yet.

UltraBasic
10 East 10th Street
Bloomsburg, PA 17815
8-bit speciality software.

NERDS Software
18 Wendy Drive
Farmingville, NY 11738
Printshop related software.

IB Computers
9244 S.W. Beaverton-Hills Hwy
Valley Plaza Shopping Center
Beaverton, Oregon 97005
(503)297-8425

BellCom
PO Box 1043
Peterborough, Ontario, Canada K9J7A5
The largest PD/shareware selection.

Compsult
PO Box 5160
San Luis Obispo, CA 93403-5160
Closeout items galore.

No Frills Software
800 East 23rd Street
Kearney, NE 68847
Closeouts & Printshop graphics.

Miles Better Software
219/221 Cannock Road, Chadsmoor
Cannock, Staffordshire WS11 2DD
England
An overseas mail-order source for
the Atari. They have many games
which were never released in the US

Electronic Clinic
4916 Del Ray Ave.
Bethesda, MD 20814
Refurbished equipment.

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
assorted theme disks.

Bacmun Software
1671 East 16th Street, Suite 629
Brooklyn, NY 11229
PD theme disks.

Alpha Systems
1012 Skyland Drive
Macedonia, OH 44056
Utility software & hardware.

American Technavision
15338 Inverness Street
San Leandro, CA 94579
(415)352-3787
Large selection of commercial
software at closeout prices, and
hardware replacement parts.

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126
(408) 243-6950
Known as *the* Atari hardware
store. If they don't have the
part you need, nobody does.

BRE Software
352 West Bedford Ave, Suite 104
Fresno, CA 93711
PD/Shareware.

C&T ComputerActive
PO Box 893
Clinton, OK 73601

Chameleon Software
1013 Marvern Drive East
Chambersburg, PA 17201
New & used 8-bit software and
hardware.

MWPDS
890 North Huntington St.
Medina OH 44256

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY 41548

Vulcan Software
PO Box 692
Manassas VA 22111-0692

Walt Huber
644 East Clinton
Atwater, CA 95301
Discontinued software galore, as
well as some original programs.

Innovative Concepts
31172 Shawn Drive
Warren, MI 48093
(313)293-0730
accesories, hardware, PD software

CSS
PO Box 17660
Rochester NY 14617
(716)586-5545
Specialty hardware items, 8-bit
repair service.

San jose Computers
640 Blossom Hill Road
San Jose, CA 95123
(408)224-8575
New and reconditioned hardware
and software

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
Discontinued 8-bit software.

East Hartford Computer
202 Robert Street
East Hartford, CT 06108
Discontinued software for all
computers.

Aerion Software
PO Box 1222
Riverdale Station, NY, NY 10471-1222
Markets a new 8-bit commercial
game.

Toad Computers
556 Baltimore Annapolis Blvd
Severna Park, Maryland 21146
(301)544-6943
Now offers a selection of software
and reconditioned hardware.

When writing to request catalogs,
it's always a good idea to include
a Stamped, Self-Addressed Envelope.

Next, is a list of magazines still
supporting the 8-bit Atari.

Current Notes
122 North Johnson Road
Sterling, VA 22170
A truly excellent Atari-oriented
magazine, supporting both 8-bit
and ST.

AtariUser
113 West College Street
Covina, CA 91723
A new Atari publication covering
the full line of Atari products.

AIM
3487 Braeburn Circle
Ann Arbor, MI 48108
Joint effort of lots of user groups
throughout the US; both ST and
8-bit support.

***The above sources were compiled both
by myself, and from information
published in Current Notes magazine***

4319. Re: Commodore Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-23 02:14:07 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <167693@unix.cis.pitt.edu>
Source record: 113721

In article <23782@brahms.udel.edu> robby@brahms.udel.edu (Robert Spotts) writes:
>
> I was given a Commodore 1802 Monitor from a friend, however, he
> didn't have the orginal documentation. Do any of you 8-bitters
> have this monitor?? If so, do you think you could photocopy
> the docs?? I will pay for photocopy and shipping charges!!
>
Just curious - why would you need documentation for a monitor? I used
to have a 1702 monitor (the 1802's predecessor) and IF it is relatively
similar, I can help out a little. If I remember, there was I think
in the front of the monitor 2 RCA jacks - Audio and Visual. If you have
a XEP80, you might want to plug it into these slots. Otherwise, plug
the connections from your monitor cable (should be 3 extensions) into
the back, where there is a audio, and Chroma and Luma inputs (these
allow much clearer and crisp-looking visuals). I believe there also
was a switch on top, which basically switched between the front and
back inputs.

How some of this was useful to you...

Robert Anisko
rjast1@unix.cis.pitt.edu

4320. atari for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-23 03:41:34 UTC
From: morales@ohsu3b2.ohsu.EDU
Message-ID: <1991Aug23.034134.7109@ohsu.edu>
Source record: 113722

ATARI 1040st for sale + SC1224 RGB color monitor:

Original price (today) 1040st: $499.00
monitor: $329.00

Excellent condition, it has a lot of original (not copies)
software with manuals, and many public domain:
Original software like:

STWRITER 1.70
A & D ITEM SELECTOR II
BASE TWO 1.04
PROCOPY
INTERLINK ST
D.E.G.A.S.
PLANETFALL
ARKANOID
OIDO
CAPTAIN BLOOD
WORD FOR WORD
GFA BASIC
FLIGHT SIMULATOR II

ASKING $450.00 BUT I WILL TAKE ANY REASONABLE OFFER. I WILL COVER FOR
SHIPPING UPS GROUND.

Walter
morales@ohsu.edu
(503) 245 5083

4321. To Mike Farren

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-23 17:37:48 UTC
From: walk@mrcnext.cso.uiuc.edu
Message-ID: <walk.682969068@mrcnext.cso.uiuc.edu>
Source record: 113725

To Mike Farren (farren@cbmvax.commodore.com)

I haven't been able to get back ahold of you. I don't know whether this
is because of mailing problems or what. Could you please get back to
me within a week to tell me if you still want the stuff or not.

Todd Walk
walk@mrcnext.cso.uiuc.edu

4322. Re: Program for IBM to read and write Atari floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-23 19:13:35 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1991Aug23.191335.18114@usenet.ins.cwru.edu>
Source record: 113726

Just confirming what the previous reply said. IBM drives are not capable of reading Atari single or enhanced density disks. I worked on that Atario program and modified it to work with double sided double density (DS/DD) disks formatted with MyDOS 4.5. (I wuld like to post it to the archive, if I knew how?) It will also read SS/DD disks, formatted with SpartaDOS X in Atari mode. If I were you, I wuld suggest scoping out an Atari XF551. San Jose Computer used to advertise them. You could use MyDOS 4.5 (free!) and get 360k per disk, automatically, and read them effortlessly into a PC with Atario. This would save you having to buy SpartaDos (but that is still a good investment- I use it most of the time unless I am planning to read the dis on a PC). Ths last time I checked, XF551 s were going for about $200.
Seeya!
Kev
--
Kevin White INET: ar630@cleveland.Freenet.Edu
"The very bedrock of humor was.....
'Man is the animal who laughs,' Jubal answered."
--Robert Heinlein, "Stranger in a Strange Land"

4323. Re: questions

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-25 10:00:52 UTC
From: jbridson@kean.ucs.mun.ca
Message-ID: <1991Aug25.073052.1@kean.ucs.mun.ca>
Source record: 113727

In answer to question 2 (Memeory location for revision of OS or BASIC), I've dug up an old Antic from 1984. You can find the revision of BASIC by PEEKing 43234. In Rev A (original cartridge) it's 162; in Rev B (original built-in BASIC for the XL's) it's 96; in Rev C it's 234. I was sure that somewhere it showed you how to find the OS revision, but I couldn't find it, sorry. By the way, there was a Mosaic 64K board for the 800. It used bank switching and was the first I think.

--- Robert Bridson

4324. Re: questions

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-25 16:22:45 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991Aug25.162245.17062@uokmax.ecn.uoknor.edu>
Source record: 113728

jbridson@kean.ucs.mun.ca writes:

> In answer to question 2 (Memeory location for revision of OS or
>BASIC), I've dug up an old Antic from 1984. You can find the revision
>of BASIC by PEEKing 43234. In Rev A (original cartridge) it's 162; in Rev
>B (original built-in BASIC for the XL's) it's 96; in Rev C it's 234.
>I was sure that somewhere it showed you how to find the OS revision,
>but I couldn't find it, sorry.

I didn't see the original posting, but I gather that someone wanted to know what OS revision (s)he had. I don't know about the XL's, but here's some information about how to find out on 400/800's.

In the documentation for the 410 recorder, there was you a memory location you could PEEK to find which OS revision you had. Purely from memory, I believe the location was 58616; if it was 0 you had revision A, I think; otherwise, something else.

Once again, this is purely from memory, and may be incorrect. But I do know the information was in the docs for the 410 recorder (because one OS revision might require you to position the tape at the splice between the transparent leader and the magnetic tape before you could load).

--Norman Lin
norlin@uokmax.ecn.uoknor.edu / norlin@129.15.22.2

4325. Old Atari 5200 joysticks needed

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-26 19:56:04 UTC
From: densond@atlantis.cs.orst.edu
Message-ID: <1991Aug26.195604.23314@usenet>
Source record: 113729
Cross-posted to: rec.games.video,comp.sys.atari.8bit

I would appreciate any of the following information:

1> Where can I get joysticks for this beast? (Theres gotta be a box
in a warehouse _somewhere_)
2> The pin out of the joystick connectors, and the potentiometer
resistance range expected.

Also, does anybody have any dusty games for this machine? I miss the old
shoot 'em up games so popular then...

Thanks in advance for any and all help.

4326. Re: Can 1050 do >DD?

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-26 21:59:24 UTC
From: jbuhl@daimi.aau.dk
Message-ID: <1991Aug26.215924.21373@daimi.aau.dk>
Source record: 113730

In <1991Aug17.175842.19418@news.iastate.edu>,
tnfw0@isuvax.iastate.edu (Steven Ourada) writes:

>Is is possible to get the mechanism in the 1050 to do better than 180K per
>side? Say by reprogramming it (through Happy or something) to use denser

Is it possible to gain 180k (Yes I know, 720 sectors * 256 bytes/sector = 180
kb) - but when I try to format a disk in dd using DOS3 (soory, folks but it's
all I've got) from my 130xe, all I get is enhanced density (127k) ?

I've tried formatting using the call to SIOV (58457), as described in a
previous posting here, a reprint from something called "the Puget Sound Atari
News", but after having disassembled the ROM, I found that the getconfig and
setconfig commands are not found in the 130xe's ROM.

If it is possible to format a disk with 180k, using DOS3/130xe/1050, then how
is it done ? Any help will be appreciated.

--

Jesper Buhl / jbuhl@daimi.aau.dk
Computer Science Department,
University of Aarhus, Denmark

4327. Re: Can 1050 do >DD?

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-27 11:47:01 UTC
From: raichle@azu.informatik.uni-stuttgart.de
Message-ID: <RAICHLE.91Aug27134701@azu.informatik.uni-stuttgart.de>
Source record: 113731

In article <1991Aug26.215924.21373@daimi.aau.dk> jbuhl@daimi.aau.dk (Jesper Buhl) writes:
> If it is possible to format a disk with 180k, using DOS3/130xe/1050, then how
> is it done ? Any help will be appreciated.

You have to buy a "Happy Enhancement Kit" and make your 1050 happy!
Dos 3 does not really format in DD.

> In <1991Aug17.175842.19418@news.iastate.edu>,
> tnfw0@isuvax.iastate.edu (Steven Ourada) writes:
>
> >Is is possible to get the mechanism in the 1050 to do better than 180K per
> >side? Say by reprogramming it (through Happy or something) to use denser

No, there is a floopy controller in the 1050 and it can only write
it's predefined formats. With the Happy you can define own disk
formats (through the direct controller access) and better transmission
rates, but you can't go over the physical limits of the drive and the
controller.

-bernd

4328. Re: Old Atari 5200 joysticks needed

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-27 13:20:13 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1991Aug27.132013.18060@exu.ericsson.se>
Source record: 113735
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <1991Aug26.195604.23314@usenet@CS.ORST.EDU> densond@atlantis.cs.orst.edu (Dave Denson) writes:
>
>Also, does anybody have any dusty games for this machine? I miss the old
>shoot 'em up games so popular then...

The last few times I was in Toys 'R Us they had quite a stock of games
for the 2600, 5200, and 7800. I don't know if this is true for all of
them or just the one near me.

--
James Hague
exuhag@exu.ericsson.se

4329. Re: Old Atari 5200 joysticks needed

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-27 16:38:35 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1991Aug27.163835.18273@sactoh0.sac.ca.us>
Source record: 113732
Cross-posted to: rec.games.video,comp.sys.atari.8bit

You can get 5200 joysticks AND the TRACKBALL (really!) at Atari
Safari in Woodland, CA (15 min northwest of Sacramento)

If anyone has trouble in contacting them, let me know.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

4330. 6502 bug!!?!

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-27 17:19:21 UTC
From: slackey@bbn.com
Message-ID: <65982@bbn.BBN.COM>
Source record: 113733

I just read this on comp.arch:

...
A similar bug was found in the 6502 processor, and I don't think this
was ever fixed. If you made an indirect jump, and the instruction was
placed such that the two-byte address field in the instruction spanned
a (256 byte) page boundary, then the instruction would use the first
byte on the same page rather than the first byte on the next page for
the most significant byte of the address.

It was fairly easy to fix during compilation, as you just inserted a
NOP before the jump when necessary.

Torben Mogensen (torbenm@diku.dk)

Is this true??
-Stan

4331. Re: 6502 bug!!?!

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-27 23:47:14 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <1991Aug27.234714.4944@usenet.ins.cwru.edu>
Source record: 113734

```
In a previous article, slackey@bbn.com (Stan Lackey) says:
>I just read this on comp.arch:
>
>...
>A similar bug was found in the 6502 processor, and I don't think this
>was ever fixed. If you made an indirect jump, and the instruction was
>placed such that the two-byte address field in the instruction spanned
>a (256 byte) page boundary, then the instruction would use the first
>byte on the same page rather than the first byte on the next page for
>the most significant byte of the address.
>
>It was fairly easy to fix during compilation, as you just inserted a
>NOP before the jump when necessary.
>
> Torben Mogensen (torbenm@diku.dk)
>----------
>Is this true??
>-Stan

Close. If you tried to do a:

JMP ($xxFF)

where xx was any two hex digits, the MSB of the JMP address came
from $xx00 instead of $xy00 (the next page). It didn't matter where the
instruction was placed, but the address referenced could not cross a page
boundary. This would probably never happen, because two byte addresses
in a table (tables of vectors is what indirect JMP is for) would probably
be aligned to start on even number addresses, and therefore, never straddle
two pages.

--
Doug Wokoun / / | If you don't
(aa384@cleveland.Freenet.Edu) [o]-[o] | stand for something,
||| L (((( STe )))) | you will
Atari / | \ S I G \___/ | fall for anything.
```

4332. Re: 6502 bug!!?!

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-28 00:36:14 UTC
From: rdshepherd@lescsse.jsc.nasa.gov
Message-ID: <rdshepherd.683339774@node_e88a>
Source record: 113736

In <65982@bbn.BBN.COM> slackey@bbn.com (Stan Lackey) writes:

>I just read this on comp.arch:

>...
>A similar bug was found in the 6502 processor, and I don't think this
>was ever fixed. If you made an indirect jump, and the instruction was
>placed such that the two-byte address field in the instruction spanned
>a (256 byte) page boundary, then the instruction would use the first
>byte on the same page rather than the first byte on the next page for
>the most significant byte of the address.

>It was fairly easy to fix during compilation, as you just inserted a
>NOP before the jump when necessary.

> Torben Mogensen (torbenm@diku.dk)
>----------
>Is this true??
>-Stan

Hi, this is my first post to this group, and I may be mistaken, but this
sounds an awful lot like the standard protection scheme in a lot of atari
software. I was told to do exactly that to get around the protection
for copying purposes, but never found the time to get that good at
6502 assembler utilities for the atari. Any one else?

--
Rick D. Shepherd	S.S. Freedom SSEDF project	"Fool me once, shame
PRC c/o Bldg 977	Office = 1-713-282-6443	on you. Fool me twice,
1150 Gemini	Lockheed ph sys=8-283-6443	prepare for doom!"
Houston TX 77058	Home = 1-713-388-2907	Klingon Proverb

4333. HELP! Disk drive died!

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-28 21:27:59 UTC
From: zeibari@wharton.upenn.edu
Message-ID: <1991Aug28.162759.1@wharton.upenn.edu>
Source record: 113737

Hello 8-Bit die-hards,

My INDUS GT disk drive for my 130XE is not working.
I took it to the local ATARI dealer, and he was not
able to fix it. I would like to know where I can
send my drive to be fixed. I want my father to use
my 8-bit computer, so he doesn't consider using my
ST. If someone is selling a 5-1/4" drive I might be
interested in purchasing it from them if the price is
right. Please email me your suggestions.

Thanks in advance!

****
Greg Zeibari
email: zeibari@wharton.upenn.edu
school: Temple University
work: University of Pennsylvania
disclaimer: Hey, I'm happy just to have an account here!
****

4334. "Big" screen, flickering, "R: "/"Z:", etc

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-29 20:41:35 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991Aug29.204135.9955@magnus.acs.ohio-state.edu>
Source record: 113738

First, I was experimenting with display lists a couple days ago and found that I could add 5 Graphics 0 lines to the top or bottom of a graphics 0 display. Thus it would seem possible to have a 29 line text display on the 8-bit, by adding several 2's to display list and eliminating some of the blank scan lines (112's) at the beginning. (On some TV's it might only be possible to get one or two lines. Five seems to be an absolute maximum; the screen flickers when I attempt to add more than this).
I am able to use these lines with special programming (I put their screen memory on page six). But I would like to just use them as an extension of the normal 24 line display. What modifications to E: would be required, and how easy would it be on an XL/XE (could I just copy the OS into RAM and change a couple of bytes?)
Second, how does one avoid the flickering which occurs in a Display List Interrupt (DLI) which changes the background color of the screen? I am talking about flickering during disk I/O. It appears as if the DLI's are disabled when data is being transferred over the serial port.
I am working on a BBS program and am looking for one of those old "dual" handlers which, when PRINTed to, outputs to both screen and modem. Anybody have one of these? I could also use some short m/l subroutines callable from BASIC to do such things as send a file to R: (text mode with ^S, ^X support).
Finally, I have a working BBS program which can handle USENET newsgroups, as well as several other base types. It is read-only, but works reliably. It can handle 62^2 messages per base with MyDos, and 125^2 with Sparta. It is in BASIC XE. If anybody's interested I can send them a copy. It is missing a lot of basic features at this stage, though. Still it is somewhat interesting; made for a hard drive system, it creates a subdirectory for each user. The user data, message base info., e-mail, f-mail, etc, is (or will be for some of those!) stored in this directory. This allows for more free form user data, no fixed-length records. Of course it also has a high overhead for all those directories, but it seems to work well.

4335. Re: "Big" screen, flickering, "R: "/"Z: ", etc

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-30 00:31:07 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991Aug30.003107.27615@uokmax.ecn.uoknor.edu>
Source record: 113739

fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:

> Second, how does one avoid the flickering which occurs in a Display List
>Interrupt (DLI) which changes the background color of the screen? I am
>talking about flickering during disk I/O. It appears as if the DLI's are
>disabled when data is being transferred over the serial port.

I've got no solution to offer, but hopefully this explanation will help.
I don't believe DLI's are disabled during disk I/O; rather, it's the deferred
mode VBI's. The deferred mode VBI's are disabled during critical I/O
sections, and this could account for the flickering you mention; copying
of screen colors from shadow locations (e.g. 710, 712) to hardware
locations is done during the deferred mode. When the flickering occurs,
which color takes precedence; the value in the shadow location, or the
value you're stuffing in the hardware register?

--Norman Lin
norlin@uokmax.ecn.uoknor.edu / norlin@129.15.22.2

4336. Re: 6502 bug!!?!

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-30 03:51:10 UTC
From: tm@well.sf.ca.us
Message-ID: <27000@well.sf.ca.us>
Source record: 113740

slackey@bbn.com (Stan Lackey) writes:
>I just read this on comp.arch:
>
>...
>A similar bug was found in the 6502 processor, and I don't think this
>was ever fixed. If you made an indirect jump, and the instruction was
>placed such that the two-byte address field in the instruction spanned
>a (256 byte) page boundary, then the instruction would use the first
>byte on the same page rather than the first byte on the next page for
>the most significant byte of the address.
>
>It was fairly easy to fix during compilation, as you just inserted a
>NOP before the jump when necessary.
>
> Torben Mogensen (torbenm@diku.dk)

Yup, this is true. It's known as the JMP ($xxFF) bug. If you try to JMP ($3FF) instead of jumping to (high: $400 low: $3FF) it will jump to (high: $300 low: $3FF).

Another bit of 6502 trivia is the earliest 6502s didn't have a ROR instruction.

Toshi Morita

P.S. now that I think about it the fix he posted was wrong. A NOP before the instruction won't affect it. You just have to change the address of the indirect label the instruction is jumping to.

4337. Re: "Big" screen, flickering, "R: "/"Z: ", etc

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-30 19:40:30 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <1991Aug30.194030.1877@usenet.ins.cwru.edu>
Source record: 113741

In a previous article, norlin@uokmax.ecn.uoknor.edu (Norman Lin) says:
>fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:
>
>> Second, how does one avoid the flickering which occurs in a Display List
>>Interrupt (DLI) which changes the background color of the screen? I am
>>talking about flickering during disk I/O. It appears as if the DLI's are
>>disabled when data is being transferred over the serial port.
>
>I've got no solution to offer, but hopefully this explanation will help.
>I don't believe DLI's are disabled during disk I/O; rather, it's the deferred
>mode VBI's. The deferred mode VBI's are disabled during critical I/O
>sections, and this could account for the flickering you mention; copying
>of screen colors from shadow locations (e.g. 710, 712) to hardware
>locations is done during the deferred mode. When the flickering occurs,
>which color takes precedence; the value in the shadow location, or the
>value you're stuffing in the hardware register?

DLIs are _not_ disabled, as they are NMIs (Non-Maskable Interrupts)
and _cannot_ be simply shut off. What's happening is that during disk I/O,
the VBI routine that copies the shadow register color to the hardware register
can't run. Normally, this doesn't cause a problem, but if you changed the
color in midscreen, a la DLI, the next screen will begin with the color used
at the end of the previous screen. What might work: set up a DLI at the
very beginning of the screen, before anything is displayed, to change the
color. This will render the shadow register useless, but will prevent most
of the flickering associated with disk access. Sometimes, keypresses and
other interrupts can delay the DLI enough to cause a slight 'shiver' when
the DLI occurs a line or two late. This is normally not very noticeable.
Hope this helps...

--
Doug Wokoun / / | If you don't
(aa384@cleveland.Freenet.Edu) [o]-[o] | stand for something,
||| L ((((STe)))) | you will
Atari / | \ S I G ___/ | fall for anything.

4338. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-30 20:11:32 UTC
From: slattery@mentor.cc.purdue.edu
Message-ID: <17633@mentor.cc.purdue.edu>
Source record: 113742

does anyone know of a good C compiler for the 8bits? I have a few but
they all make p-code, not native 6502. There are: Ace C, Deep Blue C,
and C88 (i think). Those were too slow. I would like to port some
applications over to the atari.
I once began to write a compiler, but realized that it might not
be worthwhile for the time it would require. 10 years ago, it
would have been fantastic.

I would appreciate any help.....

4339. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-31 18:15:00 UTC
From: Willi_Kusche@mast.citadel.moundst.mn.org
Message-ID: <1708635@mast.citadel>
Source record: 113743

To: Robert Anisko or Kevin White

I'm still hoping to get my hands on a copy of ATARIO.ARC. If either of you would/could upload a copy to a BBS that's local to you, please leave the number of that board for me so that I may call that board and get it.

4340. high density disks :-(

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-31 20:32:06 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <Aug.31.16.32.05.1991.2307@utopia.rutgers.edu>
Source record: 113744

.+..

I think I finally solved a dilemma I've had for some time, so I thought I'd share this; and also ask a question...

I've been using my 8-bit with disk drives for the past 8 or 9 years now. Years ago, I can't remember really ever finding a "bad" disk (can't format it), or writing something to disk only to find it unusable at a later time due to a bad sector. Over the past 2 years or so, I've come across several disks that I couldn't format (on ANY of my 4 1050's), and also found quite a few times where I'd create a file and then be unable to read it due to flawed sectors a few days later. Most of the disks I use fall into 1 of 2 categories : bulk no-name disks picked up at a computer fest, or IBM demo disks (I always fill out those cards for demo software, and then just re-format 'em for use on my 8-bit :-) I assumed my problems were due to my cheapy bulk/demo disks, or disks damaged during shipping for the demo disks.

Today I got 6 disks in the mail from an old friend. He sent me a bunch of AMP music files and other tidbits. I copied 'em over (with no problems), and then was gonna reformat and copy some stuff to send back to him. Here's where the problems began. 2 of the 6 couldn't be reformatted. Some would format in 1 drive, but not another. Some would format and let you copy files to them just fine...but then I'd get mega flawed sectors when trying to read them back. I ripped my system apart, swapped computers, reconfigured drives, swapped out cables, etc. to no avail.

...and then I noticed something. The disks he sent me were nice brand name disks, which was why I was gonna copy stuff back to his disks, rather than send it on my own cheapo disks. To be specific, they were 3M brand, double sided, *high* density (1.6 meg IBM) disks. So I grabbed a couple of my "bulk" disks. They formatted, copied and read just fine. Aha! I've found the source of much frustration! Those premium high-density disks do not work well with 1050 drives. I should have thought of this possibility long ago concerning problems with those demo disks...

But now I still am puzzled about something. My friend used these disks in his xf551, seemingly with no problems at all. My 1050's can *read* those disks created on the xf551 just fine. But my 1050's can NOT format or write to them in a reliable way. WHY?!?!

-Ray

4341. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-31 21:53:15 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1991Aug31.215315.12846@usenet.ins.cwru.edu>
Source record: 113745

There is a copy of the program at the Part-Time BBS, (216)582-
1196. I dn't remembr what I called it, but it is under my name.
I am working on a slight improvement and when I get it, I will
try to post it here or on the Atari archives.
Kev
--
Kevin White INET: ar630@cleveland.Freenet.Edu
"The very bedrock of humor was.....
'Man is the animal who laughs,' Jubal answered."
--Robert Heinlein, "Stranger in a Strange Land"

4342. Re: high density disks :-(

Newsgroup: comp.sys.atari.8bit
Date: 1991-08-31 21:59:03 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1991Aug31.215903.13182@usenet.ins.cwru.edu>
Source record: 113746

This is a problem even in the IBM world! The particle size of
the magnetic thingies on the HD disks are smaller. It is just
not reliable to use one density in a drive meant for another.
Reading and writing is not completely reliable--stick with
double density! The XF551 uses a standard IBm mechanism (I
think) and they will work with HD disks (just don't try to
use a HD disk formatted double density and reformat it again
HD--tat is where the problems come from!) That is why the XF551
works. Its kinda complicated--so to keep it simple, use DD
disks in DD drives and HD disks for HD drives.
PS--Only IBm would create a beast this complicated! Things were
fine before the came along!

Kev

--
Kevin White INET: ar630@cleveland.Freenet.Edu
"The very bedrock of humor was.....
'Man is the animal who laughs,' Jubal answered."
--Robert Heinlein, "Stranger in a Strange Land"

4343. Hey

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-01 19:07:00 UTC
From: JACS_NJ!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1710127@mast.citadel>
Source record: 113748

Chris_F_Chiesaa@cup.portal.com

I got your message/mail! Your reply reached me about a week or so after I posted the message, so it must have traveled a long time to reach you! Anyway, the system I am reading these messages from is an Atari Citadel in New jersey. (Yes, an atari!).

I have seen this sort of thing before, but I was never able to respond to the messages that were there. This is the first time I've talked to anyone from a usenet system. How do you sign up for a usenet? I'd like to be able to access the other sigs that I have seen, but people tell me I have to be a member of a college or something.

WEll, thanks anyways!

4344. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-02 02:03:37 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <46399@cup.portal.com>
Source record: 113747

I believe you can get a copy of ATARIO from Computer World Jr. BBS (run by Bob Puff himself, of BobTerm and DiskComm and SuperArc and SuperUnArc and Puff BBS fame, and now operating Computer Software Services), at

(716) 247-8355

I even got the SOURCE CODE to Atario there... :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

"I've met Bob Puff in person. For a dollar you can touch me."

4345. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-02 18:57:00 UTC
From: JACS_NJ!Willi_Kusche@mast.citadel.moundst.mn.org
Message-ID: <1711557@mast.citadel>
Source record: 113751

Wow, do I ever feel stupid! I found ATARIO.ARC in the utilities room on the board that I am using to enter this message. It was posted here over a month ago. Dumb, dumb, dumb!!!
However, I would still like to see Kevin White's version so I could possibly come up with a version that reads the common flavors of DOS available in the 8 bit Atari world.

4346. Re: Hey

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-03 04:43:50 UTC
From: steve@thelake.mn.org
Message-ID: <A3178829602@thelake.mn.org>
Source record: 113749

[In article <1710127@mast.citadel>,
JACS_NJ!Scott_Emerle@mast.citadel.moundst.mn.org writes ...]

> I have seen this sort of thing before, but I was never able to respond to the
> messages that were there. This is the first time I've talked to anyone from
> a usenet system. How do you sign up for a usenet? I'd like to be able to
> access the other sigs that I have seen, but people tell me I have to be a
> member of a college or something.

All you need to set up a Usenet site is a computer, compatible
software and a friendly site that is willing to feed news (and
possibly mail) to you. Software is available for most 16-bit personal
computers.

The difficulty of finding a feed site depends largely on where you
live, whether you're willing to make long-distance phone calls, and
whether you're willing to pay for the privilege of network access.
There is no fee for becoming part of Usenet, but some sites charge
fees for using their computer resources.

An alternative to operating your own Usenet site is obtaining a user
account on a public-access Usenet site. There are many public-access
sites on the network, some of which charge a fee. The Portal System
is one such site.

Some Citadel BBSes have been carrying Usenet newsgroups on a
read-only basis for a couple of years. Allowing the posting of
messages is a fairly recent experiment.

JACS_NJ is one of several Citadel sites that are receiving this
Usenet newsgroup courtesy of MAST, a BBS that serves as a
UUCP<->Citadel gateway. It is operated under sponsorship of the
Minnesota Atari ST user group.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

4347. Mail-Order Monsters (???)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-03 20:00:20 UTC
From: moe@rainier.lib.washington.edu
Message-ID: <1991Sep3.200020.8129@milton.u.washington.edu>
Source record: 113750

Does anyone have the documentation to this amazing piece of 8bit software programming? My friend just unloaded his cache of 8bit stuff on me and he has the original disk and the command summary but no manual. No, this is not pirated, I just want to play the game. If no one has any manuals could you at least answer a couple questions?

- How do you capture the flag in the flag capture game? I must have killed the guardian 5 times and he's still there!

- What are you supposed to do against 'The Horde'?

- How is the computer opponent chosen. The computer seems to get tougher and tougher but who knows?

- What to the characteristics affect. More precisely what affects the speed at which your weapon reloads? I lost so many fights to a weaker opponent that can reload faster.

thanx for any help.

4348. C compiler (was Re: (none))

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-03 20:21:27 UTC
From: tribe@ned.cs.uidaho.edu
Message-ID: <1991Sep03.202127.27957@groucho>
Source record: 113661

In article <17633@mentor.cc.purdue.edu> slattery@mentor.cc.purdue.edu (Michael Slattery) writes:
>does anyone know of a good C compiler for the 8bits? I have a few but
>they all make p-code, not native 6502. There are: Ace C, Deep Blue C,
>and C88 (i think). Those were too slow. I would like to port some
^^^ I think you mean "CC8"
>applications over to the atari.

Try CC65. It compiles to 6502 (But not very efficiently), has a better standard library, supports unions and structs, and provides for in-line assembly. It does not directly support floating point or hardly any of the Atari hardware features. It is available via FTP to atari.archive.umich.edu at directory atari/8bit/cc65.

I have found some bugs in the compiler, the linker and the standard lib which I will post later. I have a set of floating-point routines for it (actually, C interfaces to the ROM fp routines) that I hope to give out soon.

You should keep an eye out for the rumored "TC8" C CARTRIDGE that may be out soon from DataQue; it is said to be full ANSI-C but we'll see.

--
Duane Tribe
tribe@ted.cs.uidaho.edu

4349. Need XF551 drive desperately.

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-04 13:54:21 UTC
From: rharrie@ac.dal.ca
Message-ID: <1991Sep4.105421.1228@ac.dal.ca>
Source record: 113752

I am in extreme need of an Atari XF551 disk drive (or good controller board
to replace my broken one). If anyone has one or knows where I can get one quick
please contact me A.S.A.P.. I will offer very good compensation ($$) for one.

Robert. (Phone (902)494-1230, eMAIL RHARRIE@AC.DAL.CA)

4350. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-04 19:51:00 UTC
From: JACS_NJ!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1714491@mast.citadel>
Source record: 113657

Steve @ thelake.mn.org;

Hmm.. Do you know of any systems that offer such a deal around my way? I'm willing to pay a membership fee for the acces time, but not the toll call. I'm in the 609 are code in NJ. Thanks.

4351. APAC-type software wanted

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-05 03:31:03 UTC
From: cssnsr@nmt.edu
Message-ID: <1991Sep5.033103.14046@nmt.edu>
Source record: 113753

I recently ftp'd the newest version of APACVIEW (version 2.2) from
terminator and noticed that there were other programs available for use
with it. I assume that APACVIEW can save images in other formats so that
these programs can view them, if I read the doc file correctly. According
to the documentation the following are available somewhere:

COLRVIEW
APACSHOW.OBJ
Pryzm (?)

If anyone can tell me more about the above files and where to get them
I would greatly appreciate it. Or better yet, e-mail any of the above to me
if you happen to have a copy.

"The peas are not leaving"
- Pere Ubu

Thanks much,

Clay Smith
cssnsr@jupiter.nmt.edu

4352. ChromaCAD

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-05 03:41:46 UTC
From: sourada@iastate.edu
Message-ID: <sourada.684042106@vincent1.iastate.edu>
Source record: 113658

I was _very_ pleasantly surprised to see the ad for ChromaCAD in Atari Interface. From the ad (although ads are never noted for their accuracy), this program looks really incredible, given the limited resources of the 8bits. I would _really_ like to hear from anyone who has used this package.

Also , I would like to know about the 3-d glasses that are mentioned in the ad. Are they LCD, or some cheesy thing?

Any info appreciated,
Steven Ourada

4353. Test

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-05 04:39:39 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <kcbd8bINNnmb@matt.ksu.ksu.edu>
Source record: 113655

That's it. Just a test.

--
Scott Parish a.k.a. parsons@matt.ksu.ksu.edu

"Some people quietly reveal in the manner of the meek, Some people shout the way they feel to a radical degree...
Some people speak with subtleness, some don't rely on words at all." -- MWS

4354. Finally, A Dataque Product Release

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-05 05:12:20 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <kcbf5kINNo70@matt.ksu.ksu.edu>
Source record: 113656

Well, this is my 4th attempt in as many days to post this thing.
I really hope it finally works. My test went through, I think, so
let's hope. There are a few interesting products listed here; it
might be worth your time to browse it.

DISCLAIMER: I am not affiliated with Dataque, so don't mail
me with questions. Dataque can be reached at the
addresses below.

From: DataQue Software GEnie: DataQue.1 (Daily)
Post Office Box 134 Compuserve: 71777,3223 (Weekly)
Ontario, OH 44862 DELPHI: DataQue (Daily)

Subj: Product Information Release #91.06.02 June 1991

There are several new products in this release, some of which are
still in development. They are listed here, mainly to let you know
that there ARE products still available for the Atari Classic
computers.

Starting with this release, a simplified pricing structure has been
implemented. All prices are shown in US Dollars, for end user
purchases. See company policy at the end of this file for more
information on the ordering procedures.

PLEASE NOTE: Include shipping as outlined in the company policy
section at the end of this release.

We would appreciate your input on some of the following potential
future products. If you have any suggestions, comments, or
critisisms please write! If you have an ideal for a potential
product, either software, or hardware, we would like to hear from
you!

* MIDICART: A MIDI interface and software all on one plug in cartridge
for the Atari 8-bit systems.

* AGDAGON: A multi-computer/multi-player (up to 16 systems) game which
puts you against the crowd in a first-person perspective maze. An
inexpensive interface (GameLink-II) makes it possible. Only one
cartridge is needed for each loop to keep costs WAY down! Other games
are planned if AGDAGON is accepted. Estimate the cartrige to be $20
or less!

* 130XEC: An Atari 130XE computer on a PC card! This will allow you to have all the fun and utility of an 8-bit system hidden in your PC. Using a special MSDOS interface, your 8-bit applications can use the PC video and other peripherals, in addition to normal 8-bit devices. It may even be possible to be run an 8-bit process as a task using Windows 3.0! The 'XEC' will be designed with a high degree of compatibility with the original XL/XE line.

* 1600XLE: The Ultimate 8-bit machine... with a blazing 'no wait state' 8MHz 65C816 processor on a 'baby AT' sized motherboard, nothing will come close to the performance of this machine. A custom interface chip will allow PC interface cards to be used on the 8-slot backplane. This motherboard will fit into most PC style cases, and will run Atari 8-bit applications which make no illegal entry points into the OS, or use direct screen access. This monster would be for the power users only, not the casual game player!

TransKey: Version 2.4

TransKey is an adapter board for 400/800/XL/XE computers which will allow you to use an IBM type keyboard in those systems.
There are several variations depending on connector options.

TransKey solder-in version 2.4 ..... $47.00
TransKey plug-in version 2.4 ..... $57.00
Zero-Power SRAM option (adder to above) $12.95

Upgrade ROM 2.4 from any prior $5.00
6116 SRAM (if your board lacks one) $5.00

Please Specify whether you want the keyboard connector to be of the inline or chassis mount type. If not specified the inline type will be assumed. If you have an XE type computer, or an XL which has its PoKey IC soldered in, you will probably want the solder in version, to eliminate the need to remove PoKey and add an IC socket.

Turbo-816: Version 1.5 (Turbo-OS Version 1.311)

The Turbo-816x is a 16-bit CPU upgrade for the Atari XL/XE computer. This upgrade will add 16-bit working registers, a 24-bit address bus, and numerous new addressing modes and instructions. All this new power is available to new programs written to take advantage of the new CPU, while maximum compatibility with current hardware, and software is maintained.

Included with the Turbo-816x is a new operating system PROM, which can be installed to replace your current Atari OS, or using a switch circuit, used in addition to the Atari OS. This OS chip, called the Turbo-OS provides system calls to take advantage of the new processor addressing.

The Turbo-816x is clocked at the same speed as the original Atari CPU, so that current games and such will run at approximately the same speed as with the stock CPU. Since the OS, Interrupts, and Floating Point package are more efficient than the stock OS, existing applications will realize a speed increase of 5-10% in addition to an increase that is proportional to their OS system call usage.

The Turbo-816x comes packaged with the following:
- Turbo-816 adapter board for the XL/XE computer systems.
- Turbo-OS Operating System 28-pin PROM (2 for 1200XL).
- CPU ribbon cable with connectors.
- Installation guide.

Included also are the following files on SSSD disk:
Turbo-816 expansion bus pinout.
Turbo-816 MAC/65 compatible macros for 65816 instructions.
Turbo-OS MAC/65 compatible include file.
Turbo-OS to Atari 400/800/XL/XE OS cross-ref guide.
Turbo-OS function call application information.
Turbo-OS memory map guide, menu features, and several example files.

T816X-K Turbo-816 Kit Cost $100.00

Turbo-816 for the XL/XE computers. Includes adapter board, connection cable, Turbo-OS PROM, installation and usage guide, programming information diskettes. Please indicate which system (600xl, 800xl, 130xe, or 65xe). To make room for added features the international character set, and cassette device handler have been removed from all versions of the Turbo-OS. Installing the Dual-Prom option will allow use of the Atari OS in applications where those features are desired.

T816X12-K Turbo-816 for 1200XL Cost $120.00

Same as XL/XE kit, except includes two PROMs for the 1200XL. Note: 1200XL function keys and lights are not supported.

T816IND Installation w/Dual Prom Option Cost $45.00
T816I12D1 Installation into 1200XL (w/800XL Atari OS) Cost $70.00
T816I12D2 Installation into 1200XL (w/1200XL Atari OS) Cost $65.00

Includes installation of a Turbo-816 into an Atari 8-bit computer. Units will be tested before the installation, and will not be modified if the unit does not pass all tests. Price includes any needed sockets, wire and toggle switch. Installations usually have a three to four day turn-around except 1200XL I12D1, which may take longer. Please provide name, address, phone number AND sufficient return postage.

TOS08 Turbo-OS PROM $12.00 Upgrade OS to 1.311
TOS08UG Turbo-OS PROM $22.00 Upgrade OS, and T816 board to 1.5

Upgrade/replacement Turbo-OS PROM of the current version for the
600XL, 800XL, 130XE, 65XE or single PROM 1200XL. Use 'UG' suffix
for upgrading T816 and OS to current version. You must return your
T816 board for board upgrades.

PROGRAMMER'S PAL: Version 1.0

This program allows BASIC programmers to have reference data close
by while they are programming. This version is designed for AtariDOS
2.x and compatibles. Among the functions included are:

Muliple CROSS-REFERENCE, BASIC CURRENT STATUS, CALCULATOR, DISK SECTOR
LOADER, MEMORY PEEKER, and OPERATING SYSTEM EQUATE.

PRG-PAL1 Programmer's PAL Cost $20.00

Turbo-SRAM/PROM: Version 1.01

These boards will hold two memory devices. Supported types are
62256 (32k SRAM), 66204 (128k SRAM), 27256 (32k EPROM), 27512 (64k
EPROM), and 27010 (128k EPROM). Information to configure the card
for other devices is supplied. Both devices should be the same
size, although you may have one SRAM device, and one PROM device.

Turbo-SRAM boards include a shunt selection guide, connection cable,
protection sheath, and memory as specified by the part number suffix.
The cable included will support one memory card. Turbo-SRAM is
available without any installed RAM, 64k or SRAM, or 128k of SRAM.

TSRAM-0 0k Turbo-SRAM Cost $35.00
TSRAM-64 64k Turbo-SRAM Cost $50.00
TSRAM-128 128k Turbo-SRAM Cost $70.00
TSRAM-256 256k Turbo-SRAM Cost $99.00

Turbo-Calc: Version 1.01

Turbo-Calc is a cartridged based spreadsheet program for the Atari
800/XL/XE/XEGS/T816 systems. It will work with, or without a
Turbo-816 installed. The Turbo-816 is required to allow access to
expanded RAM. Turbo-Calc supports up to 104 columns and 99 rows of
information.

Source code for Turbo-Calc is also available seperately, Please
specify either MS-DOS, or Atari DOS disk format, and whether you want
5.25" or 3.5" floppies. The Turbo-View environment is not included
in this source code package (see Turbo-View).

T816-S16 Turbo-Calc Cost $30.00

Turbo-View: Version 1.02

Turbo-View is a graphical operating environment, which uses the graphics 0 (antic 2) mode. The source code supplied contains the windowing routines, and execution control algorithms. Supplied also is the Turbo-View module of the Turbo-Calc program, to show an actual example of its use. Purchase of source allows use in non-commercial programs.

T816-S16S Turbo-Calc Source Code Listing (w/o Turbo-View) Cost $20.00
T816-V16S Turbo-View source code (non-commercial use) Cost $30.00

Turbo-A8: Version 1.2

This is an assembler which will run on any 8-bit Atari computer, and generate either 6502, or 65816 object code. There is also an extended version for systems which have XE banked type upgrades. This was written by Jeff Williams of Canada, and coined as the Alf Assembler.

T816-A8 Alf-Assembler for 6502/65816 Cost $20.00

TC8 *** availability to be announced ***

This is the high level language system you have been waiting for. The C language is THE most popular language on large systems, and now you can also develop complex programs using C, without paying the severe code size, and speed penalties that 'other' high level languages for the Atari 8-bit have demanded.

TC8 will be distributed on a bank selected cartridge, to allow the features of the ANSI C language. Not a small subset, but the real thing. A full function library will also included on disk, to allow users to make changes to system functions. Library source will be offered seperately.

Currently the runtime libraries are 90% finished, and the cross-compiler version is done except structure and union support. If you are interested in this product, please send me a post card with your thoughts!

TC8DC Turbo-C8 Developer Cartridge ** ESTIMATED ** Cost $55.00

*** Specifications and prices listed are projected and are subject to change. Final specifications will be released when the product is available. This is projected to be available 3Q '91.

TBC-4000 *** availability to be announced ***

The TBC-4000 is a bank selected cartridge for all Atari 8-bit computer systems. Many users have requested the availability of an

easy to use banked cartridge, and here it is!

The TBC-4000 has a socket for one JEDEC memory device. This can be any EPROM from 2764 (8K byte) through 274000 (512K byte). There is an option socket for an 8-pin EEPROM (Electrically Eraseable EPROM). This can be used to store user programmed defaults. There are several of these EEPROMS available, from 256 bits, through 4K bits.

To simplify programming, the TBC-4000 forces bank-0 into the upper half of the cartridge (4K bytes) at all times. This removes the hassle of recalculating the cartridge checksum on the XL/XE's each time the bank is changed. Also, bank-0 will always be the bank entered through the OS system reset/init, so you do not have to duplicate that code in each bank. Since this bank is always accessible, your bank switching and other often used subroutines can be located here for optimum performance. The lower 4K of the cartridge will power up randomly, so your bank-0 init code will have to initialize the select register.

The price below does NOT include any EPROM or EEPROM memory device, and is for low volume (under 25) purchases. This estimated cost is probably a bit on the high side and will be adjusted when I have actual boards.

TBC-4000 Banked Program Cartrige ** ESTIMATED COST UNDER $17.00

*** Specifications and prices listed are projected and are subject to change. Final specifications will be released when the product is available. This is projected to be available 3Q '91.

MSDOS Cross-Development Products for the Atari 8-bit Systems:

The following products are available for those programmers which have access to a IBM/PC or compatible computer, and would like to be able to develop code for their Atari 8-bit (and Turbo-816) systems.

These programs require a minimum of 256K of available RAM, and either MSDOS or PCDOS, version 3.0 or higher. They will all work on 8088 through 80386 based machines. A hard drive is recommended.

The X816 assembler will produce code in either binary image (for EPROMS) or Atari binary load format. Extended Turbo-816 object format is also supported for images which are to be loaded above the normal 6502 addressing range. Version of 1.17 is current.

X816 cross-assembler for 6502/65816 Cost $20.00

D816 will accept either of the two binary forms for input, in addition it will accept the link file produced by X816 (or you can construct your own with a text editor) to add symbols to the disassembly. Version 1.04 is current.

D816 cross-disassembler for 6502/65816 Cost $15.00

The TT utility will convert Ascii, and Atascii files from one format
to another with several options. Version 1.04 is current.

TT text-translator Cost $10.00

H2B and B2H are used to transfer binary images in an ascii form, and
convert them back to binary images. Many EPROM programmers use one
of the supported hex formats. Current version is 1.03 of each.

B2H binary to intel/motorola hex and...
H2B intel/mot hex to binary translators Cost $10.00

A disk with all of the above (most recent versions of each) is
available for $32.00 on 5.25" MSDOS diskettes. If you would prefer a
3.5" diskette, please indicate such, and enclose an extra $2.00 per
diskette.

POLICY:

We accept personal checks, Money Orders, or cashier's checks made out
to DataQue Software. Personal checks must clear before shipment is
made. If you would prefer a COD delivery, include $5.00 for special
handling. Shipments are shipped via parcel post unless special
handling is noted. Foreign orders must be a money order drawn on a
US bank, in US funds, and require an additional $5.00 added to the
total amount. Any taxes are the responsibility of the purchaser.
All orders should include $4.00 to cover shipping and handling,
except for installations, which should include return postage. All
prices are in US dollars and are subject to change without notice.

DataQue warrants its products for 1 year on parts (hardware and
media), and 90 days on labor. Shipping to DataQue Software is the
responsibility of the customer, and return postage is payed by
DataQue. Please include a complete description of the problem, and a
phone number in case we need to contact you.

--
Scott Parish a.k.a. parsons@matt.ksu.ksu.edu

"Some people quietly reveal in the manner of the meek, Some people shout the way they feel
to a radical degree...
Some people speak with subtleness, some don't rely on words at all." -- MWS

4355. ChromaCAD

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-05 14:14:07 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9109051414.AA25629@smithkline.com>
Source record: 113754

In IA8 V91 #65 Steve Ourada noted an ad he saw for ChromaCAD.
ChromaCAD is a brand-new issue of commercial-grade software for the Atari 8-bit by Marv Seaman of Palette Imaging. It is actually two separate programs costing $29.95 each. Prog #1 is the outline drawing module, works on XL/XE machines. Prog #2 is the 3-D shader module, for XE only.

I have a sample Review copy in hand of both programs. The manuals are beautifully written. When I first received the thing I thought there was some mistake, it looked like manuals for $500 Mac programs.

The Shader module at present won't run on RAMBO'ed XL's, as it uses ANTIC mode for displaying on-screen models. However, following a phone call to Palette about this, it now appears a 2nd version is in the works (will probably be included on the flip side of the disk) that will run extra RAM from CPU mode & thus be RAMBO-compatible tho with some slight loss of program flexibility. Also, the main program itself is being upgraded & is in the mail to me at this moment. The upgrades are minor. The same ad that appeared in AIM will also appear in the Sept issue of Current Notes. I will mentioning ChromaCAD in my October "Alchemist" column. And with a little luck, if all goes well, we might see a review of ChromaCAD in the DEcember issue of CN.

Palette also has under development (almost finished) a utility package to accompany ChromaCAD which includes an Epson-compatible screen dump for proofing your creations. The orimginal has no print facilities, you have to send your final image to Palette & they print it for you on a hi-res color laser thing.

This is probably the most sophisticated graphics package ever written for the Atari 8-bits. Every single byte of 130XE memory is used.

A pair of 3-D glasses does accompany the package. Sorry, they're the cheapie kind, cardboard, like in the movies.

- BEN POEHLAND
8-BIT EDITOR, CURRENT NOTES

4356. HD DISKS & THE XF551

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-05 14:53:54 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9109051453.AA25685@smithkline.com>
Source record: 113659

I noticed the two messages in IA8 V.91 #65 5 SEP 91 regarding HD disks. The advice given by Kevin White is correct. Particle size on HD disks is smaller than standard DD disks. Because of this, each particle is a weaker "magnet", so the write signal imparted to the disk must be stronger to obtain the same degree of magnetization.

The mech in the XF551 is indeed a standard IBM-type. The heads & electronics do deliver the extra magnetization bias to format/write on HD media. Therefore, a 1050 will read such disks with no problem. But a 1050 won't write to HD because the heads are desgined to deliver a bias to media that is more easily magnetized than HD.

I'm planning a series of articles on disk drives in my "Alchemist" column beginning early 1992, starting with "Secrets of the 1050". This is one of the subjects I had intended to address.

The XF551 is in short supply. I have purchased several new & used ones over the past year from Toad Computers. $149 used, $175 new. This is for R. Harrie who posted a message indicating a desperate need for an XF551.

If anyone knows of a source for the 8040/8050 CPU in the XF551, let me know?

I will pay $50, plus postage, for a dead XF551. Contact me as follows:
INET- POEHLAND%PHVAX.DNET@SMITHKLINE.COM
GEnie- B.POEHLAND
SnailMail- 179 Sproul Rd. Frazer PA 19355
Phone (eve)- 215-644-3677

- BEN POEHLAND
8-BIT EDITOR, CURRENT NOTES

4357. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-05 21:49:09 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1991Sep5.214909.4290@usenet.ins.cwru.edu>
Source record: 113660

I'm working on a quick upgrade--should be done in a week or so.
Then I'll do whatever I can to get it to the archives or post
it here (it is a 20,000 byte arc BEFORE UUEncoding--I dn't know
if that is desired here!)
Hold on for more info....
Kev
--
Kevin White INET: ar630@cleveland.Freenet.Edu
"The very bedrock of humor was.....
'Man is the animal who laughs,' Jubal answered."
--Robert Heinlein, "Stranger in a Strange Land"

4358. Program for IBM to read Atari disks (was NONE)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-07 04:02:41 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1991Sep7.040241.26291@usenet.ins.cwru.edu>
Source record: 113662

OK, the update is done. I'm trying to get it to here (It's
difficult because the only PC I use normally with a modem is my
Atari, and ATARIO is an IBM program, and it doesn't copy files
TO an Atari disk. Kinda stinks, huh?) Anyway, I have a plan,
and soon should be able to. The question is, do you want it
here? Like I said, it is a ARC, over 20,000 bytes BEFORE
UUEncoding. It would probably have to be posted in parts. If
not, somebody help me get it to te archives. (I don't have FTP
access.)
See you soon with more!
Kev
--
Kevin White INET: ar630@cleveland.Freenet.Edu
"The very bedrock of humor was.....
'Man is the animal who laughs,' Jubal answered."
--Robert Heinlein, "Stranger in a Strange Land"

4359. ANSITERM 0.2 available...

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-07 19:20:13 UTC
From: sourada@iastate.edu
Message-ID: <sourada.684271213@vincent1.iastate.edu>
Source record: 113663

What follows is an excerpt from a message from Bob Sinclair to me. He has asked that I forward the info to the comp.sys.atari.8bit group because he has no Usenet access. I have just grabbed the relevant portions from the message for accuracy...

An .ARC of version 0.2 of my ANSI emulator for the 8-bit (called ANSITERM) is now available for download on the FROG ATARI BBS in St. Louis, 314-776-0321.

Although higher baud rates are allowed, version 0.2 will still have problems above 1200 baud. Bear with me. Improvements in speed and in the ANSI emulation itself are top priority for version 0.3. I hope version 1.0 will come after that. (P.S. You need an ATARI 8-bit with 48K, 1 disk drive, and a HAYES compatible modem. Other modems might work, but may ignore some menu functions. ANSITERM works with the 850, PR, MIO, SX212 in direct connect, and 1030 or 835 modems. DOCs are included in the ARC file.)

-- Bob

bitnet: SINCLAIR_R@WUMS
internet: SINCLAIR_R@WUMS.WUSTL.EDU

4360. Re: Program for IBM to read Atari disks (was NONE)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-07 20:23:10 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <46691@cup.portal.com>
Source record: 113664

Interesting... MY copy of ATARIO _does_ "copy files TO an Atari disk."
Why doesn't YOURS?

4361. Re: Program for IBM to read Atari disks (was NONE)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-07 20:51:21 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1991Sep7.205121.29557@usenet.ins.cwru.edu>
Source record: 113665

In a previous article, Chris_F_Chiesa@cup.portal.com () says:

>Interesting... MY copy of ATARIO _does_ "copy files TO an Atari disk."
>Why doesn't YOURS?
>
Atario does not copy to an Atari disk. It never did. There is a program
out there called UTIL.EXE, by Charles Marselett (spelling?) that will,
but not DS/DD, and it always translates atari characters when writing.
Kev
--
Kevin White INET: ar630@cleveland.Freenet.Edu
"The very bedrock of humor was.....
'Man is the animal who laughs,' Jubal answered."
--Robert Heinlein, "Stranger in a Strange Land"

4362. Re: Program for IBM to read Atari disks (was NONE)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-07 21:04:42 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1991Sep7.210442.1966@usenet.ins.cwru.edu>
Source record: 113666

```
In a previous article, ar630@cleveland.Freenet.Edu (Kevin White) says:

>
>In a previous article, Chris_F_Chiesa@cup.portal.com () says:
>
>>Interesting... MY copy of ATARIO _does_ "copy files TO an Atari disk."
>>Why doesn't YOURS?
>>
>Atario does not copy to an Atari disk. It never did. There is a program
>out there called UTIL.EXE, by Charles Marselett (spelling?) that will,
>but not DS/DD, and it always translates atari characters when writing.
>Kev
>--
Um, if you DO have a version of Atario that copies TO an Atari disk, I
would be interested in any info about it. Please nake sure you have te
same program I am working with. Once loaded, it presents a full-screen
menu. The UTIL program gets its arguements from the command line.
Which are you working with?
Kev
--
Kevin White INET: ar630@cleveland.Freenet.Edu
"The very bedrock of humor was.....
'Man is the animal who laughs,' Jubal answered."
--Robert Heinlein, "Stranger in a Strange Land"
```

4363. Re: Program for IBM to read Atari disks (was NONE)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-08 05:38:47 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <kcjdr7INNc6v@matt.ksu.ksu.edu>
Source record: 113667

ar630@cleveland.Freenet.Edu (Kevin White) writes:
>In a previous article, Chris_F_Chiesa@cup.portal.com () says:

>>Interesting... MY copy of ATARIO _does_ "copy files TO an Atari disk."
>>Why doesn't YOURS?
>>
>Atario does not copy to an Atari disk. It never did. There is a program
>out there called UTIL.EXE, by Charles Marselett (spelling?) that will,
>but not DS/DD, and it always translates atari characters when writing.

With the UTIL.EXE program, you can specify a /B option in the command-line
that will turn off the translation. Also, has anyone encounterd problems
copying files from the IBM to the Atari disk using UTIL.EXE. The reason
I ask is I keep getting an "Invalid path for <<(null)>>" error when trying
to write to the Atari format disk. I'm using a 1.2 meg floppy to write
to the disk, and I think that is the problem. Also maybe I'm not
specifying the correct arguments, I type "util /w a: file.name"
which the computer responds with disk writing and then the error message.
Any suggestions would be appreciated.

--
Scott Parish a.k.a. parsons@matt.ksu.ksu.edu

"Some people quietly reveal in the manner of the meek, Some people shout the way they feel
to a radical degree...
Some people speak with subtleness, some don't rely on words at all." -- MWS

4364. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-09 06:34:54 UTC
From: jbuhl@daimi.aau.dk
Message-ID: <1991Sep9.063454.20278@daimi.aau.dk>
Source record: 113668

JACS_NJ!Willi_Kusche@mast.citadel.moundst.mn.org writes:

[stuff deleted]
> However, I would still like to see Kevin White's version so I could possibly
> come up with a version that reads the common flavors of DOS available in the
>8 bit Atari world.

If you do, I'll be glad to hear from you ...

4365. UUEncoded

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-09 16:55:49 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91252.125549AKH104@psuvm.psu.edu>
Source record: 113669

What is this? I have no documentation for this....How is it done.
Tanks guys.

4366. CC65 "if (globalvar)" bug

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-09 22:11:58 UTC
From: tribe@jed.cs.uidaho.edu
Message-ID: <1991Sep09.221158.14231@groucho>
Source record: 113670

PROBLEM:

The CC65 C compiler has a bug in its "if" statement. The code

```
int globalvar, x;

func()
{
x = -1;
if (globalvar) x = 0;
}
```

will not behave as expected because globalvar will be improperly evaluated.
this code fragment compiles to (roughly; my Atari is still in packing from
the summer...)

```
; (func preamble...)
ldax #-1
stax _x
lda _globalvar
ora _globalvar+1
jsr tstax
lbne L123
ldax #0
stax _x
L123:
; (func wrap up...)
```

The compiler cleverly evaluates the non-zeroness of globalvar by bit ORing
the two bytes together in the accumulator (A). But it compares A AND X,
ignoring the fact that the X register has a random value left over from the
previous expression. The bug will only show up if the previous expression
was not in the range 0...255 (i.e. X register != 0). This also only occurs
for tests of global variables and only tested in this manner.

SOLUTIONS:

Evaluate non-zero of a global variable by:

1) if (globalvar == 0)

```
2) #asm
ldx #0 ; clear the X register
#endasm
if (globalvar)
```

The latter is more efficient but a bit clumsy.

DISCLAIMER:

I may not have the latest CC65 version. Your compiler may vary.

--
Duane Tribe
tribe@ted.cs.uidaho.edu

4367. Re: Atario 2.1 ARC UUEncoded

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-10 00:07:22 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1991Sep10.000722.26644@usenet.ins.cwru.edu>
Source record: 113671

```
Just to let you all know, this is the Uu-coding info for Atario.arc:
Byte count=20945
Checksum=#x358E

Sory I didn't put that before!

Kev
--
Kevin White INET: ar630@cleveland.Freenet.Edu
"The very bedrock of humor was.....
'Man is the animal who laughs,' Jubal answered."
--Robert Heinlein, "Stranger in a Strange Land"
```

4368. Re: CC65 "if (globalvar)" bug

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-10 20:10:01 UTC
From: tribe@ted.cs.uidaho.edu
Message-ID: <1991Sep10.201001.23265@groucho>
Source record: 113672

In article <1991Sep09.221158.14231@groucho> I wrote:
>
>PROBLEM:
>
>The CC65 C compiler has a bug in its "if" statement.
...
>The compiler cleverly evaluates the non-zeroness of globalvar by bit ORing
>the two bytes together in the accumulator (A). But it compares A AND X,

Ooops, not too clear. I meant to say that A and X together as the AX pair
was compared to zero, not A compared to X.

>ignoring the fact that the X register has a random value left over from the
>previous expression.
...
>--
>Duane Tribe
>tribe@ted.cs.uidaho.edu

--
Duane Tribe
tribe@ted.cs.uidaho.edu

4369. Re: UUEncoded

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-11 06:36:28 UTC
From: steve@thelake.mn.org
Message-ID: <A210638635@thelake.mn.org>
Source record: 113673

[In article <91252.125549AKH104@psuvm.psu.edu>,
AKH104@psuvm.psu.edu writes ...]

> What is this? I have no documentation for this....How is it done.
> Tanks guys.

If your site is running Unix or a relative, you probably have a ``uudecode''
program available. If not, there is compatible software for the ST and
PC -- I don't know if it is available for the 8-bit.

The algorithm is not complicated. Basically it considers the three bytes
as a unit, and spreads the bits out across four bytes so that the result
is always a printable character. Then the data is organized into lines,
of which the first character encodes the line length. The line may or
may not be terminated by a sequence-checking character, depending on
the software used to create the uuencoded file. Some variants of uuencode
place a translation table at the top of the file to help avoid damage
created by bad EBCDIC/ASCII translation tables. Some also provide for
the automatic splitting/reassembly of long file via an ``include''
directive.

If you have access to an ST, I recommend UUCODER (shameless plug).

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

4370. ATari 5200 Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-11 15:37:57 UTC
From: dt@midiline.la.ca.us
Message-ID: <y09482w164w@midiline.la.ca.us>
Source record: 113674

You can get both Joysticks & parts for the Atari 5200 at Best Electronics in San Jose Calif. The address is: 2021 The Alameda, Suite 290, San Jose, Calif. 95126. The Phone # is: 408-243-6950. They also have almost any part for any old Atari computer also! A real nice place to deal with.

...Dennis

4371. Re: Program for IBM to read Atari disks (was NONE)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-11 16:22:18 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <46887@cup.portal.com>
Source record: 113676

Sorry, the program you refer to as UTIL.EXE _is_ the same program that's also known as ATARIO. _I_ gave it the name "UTIL" before I knew it had a name of its own, namely "ATARIO," when _I_ posted it to this Net and submitted it to the archive. And I repeat, it DOES read AND WRITE Atari double-density diskettes, "with" and "without" ASCII-ATASCII translation etc.

Now, having said that -- is it possible we're talking about two different programs here? The one I call ATARIO (and originally misnamed UTIL) is the one I'm thinking of and talking about. What ATARIO program are YOU talking about? Who wrote it, when, and where'd it come from?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4372. Re: Program for IBM to read Atari disks (was NONE)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-11 16:23:29 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <46888@cup.portal.com>
Source record: 113675

Ah. That'll teach me to post before reading the entire thread. The program I have, which I call ATARIO and which I misnamed UTIL 'way back when, is the one that takes its arguments from the command line. I've never seen the one that presents a screen menu. (Would like to, now, seeing as how it's suddenly a different program and NEW to me.)

Chris

4373. Re: Program for IBM to read Atari disks (was NONE)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-11 21:23:29 UTC
From: -Unknown-@fquest.FidoNet.Org
Message-ID: <684699655.0@fquest.FidoNet>
Source record: 113683

Organization: The Portal System (TM)

Ah. That'll teach me to post before reading the e

4374. happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-12 03:21:58 UTC
From: jwf10@ccc.amdahl.com
Message-ID: <a9hX02Ry0bUX01@JUTS.ccc.amdahl.com>
Source record: 113677

I am having trouble using ibm formated disks on my 1050 with Happy
Enhancement, and Atari disks on my ibm. In fact, no success at all.
I should mention that I am running Atari DOS 2.5 and the documentation
calls for 2.0s. Is this the problem? Should I have no success, not even
some garbage when I do a directory? If the DOS version is the problem, how
do I get 2.0s? Better yet, Is this something that the Happy Enhancement
is supposed to do?
thanks in advance.

4375. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-12 14:27:00 UTC
From: JACS_NJ!al_grill@mast.citadel.moundst.mn.org
Message-ID: <1725687@mast.citadel>
Source record: 113680

If you ever need Atari replacement mice you might want to look into the AlfaData mouse. Locally available from Golden Hedge in Cherry Hill. They go for around $45. They have a switch on the bottom so you can go from Atari to Amiga. I picked up ten of them for the class and they love them.

4376. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-12 22:50:00 UTC
From: JACS_NJ!Willi_Kusche@mast.citadel.moundst.mn.org
Message-ID: <1726190@mast.citadel>
Source record: 113681

As a result of input from Robert Anisko, Kevin White and others, I was able to get my hands on three versions of programs that can read Atari 800 diskettes on the drives in XT/AT class MS/DOS systems.
From Bob Puff's BBS, at (716) 247-8355, I got ATARIIBM.ZIP. That has source in "C" and assembly.
From the PartTime BBS, at (216) 582-1196, I got AT2IBM.ARC. That has source in Turbo Pascal and is a result of minor modifications to the source available in ATARIO.ARC. These modifications were made by Kevin White.
From the JACS BBS, at (609) 346-1224, I got ATARIO.ARC. This is apparently the grand-daddy of this kind of program. Source is Turbo Pascal.
Once again, thanks to all the people that assisted me in tracking down these files.

4377. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-13 01:38:00 UTC
From: JACS_NJ!Willi_Kusche@mast.citadel.moundst.mn.org
Message-ID: <1726358@mast.citadel>
Source record: 113682

All three archive files mentioned in my prior message about reading Atari 8 bit diskettes on an MS/DOS system equipped with a 5 1/4 inch drive are now available on the JACS_NJ BBS, at (609) 346-1224.

4378. Re: Atario 2.1 ARC UUEncoded

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-13 03:59:56 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1991Sep13.035956.846@usenet.ins.cwru.edu>
Source record: 113678

Just wondrin'.....

Has anydoby put this on the Atari Archives?

thanks!

Kev
--
Kevin White INET: ar630@cleveland.Freenet.Edu
"This is non, non non, NON heinous!"
-- Bill, Bill and Ted's Bogus Journey

4379. Re: Program for IBM to read Atari disks (was NONE)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-13 04:16:09 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1991Sep13.041609.3640@usenet.ins.cwru.edu>
Source record: 113679

In a previous article, Chris_F_Chiesa@cup.portal.com () says:

>Ah. That'll teach me to post before reading the entire thread. The program
>I have, which I call ATARIO and which I misnamed UTIL 'way back when, is the
>one that takes its arguments from the command line. I've never seen the one
>that presents a screen menu. (Would like to, now, seeing as how it's sudden-
>ly a different program and NEW to me.)
>
>Chris
>

Talk about confusing! OK--here goes:

As far as I'm concerned, the names of thse programs are those that you type
to run them. Therefore, the one that gets command-line arguements is UTIL,
and the one with the menu is Atario.

I got copies of both of these programs off of CI$, under completely
different ARC names. I have no idea what their real names are, that is why
I use the filename rule.

UTIL (what I call UTIL) gets command-line arguements. It is written in C
and 8088 assembler. The source code was included with the ARC. The C
part was called UTIL.C. The ASM part was called ATARIO.ASM. Confusing! I
would have liked to modifiy this one for DS/DD use, but the important part
(the part that needed modification) was in assembler and, alas, tat is
where my knowledge ends. So, I lef it alone. It is a good program,
though, written by an author who has moved on to immensly bigger and better
things (I have seen him hanging around, like I do, on Comart on CI$,
discussing fractals.)

ATARIO (what I call ATARIO) produces an on-screen menu when it is run. It
is written in Turbo Pascal, which I know very well. I modified it to work
DS/DD with XF551 disks, made it more colorful, and made it delete
incomplete files on the PC's disks (per request of THE Bob Puff, again from
CI$). That program is posted here, on comp.sys.atari.8bit, a couple of
posts back. I have gotten it off of the newsgroup, so I know the post is
OK. I would like somebody to place it in the archives, as I don't have
FTP.

Well, thats it. Any questions?

Kev

--
Kevin White INET: ar630@cleveland.Freenet.Edu
"This is non, non non, NON heinous!"

-- Bill, Bill and Ted's Bogus Journey

4380. Where to find Z*Magazine?

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-15 00:53:30 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1991Sep15.005330.9531@usenet.ins.cwru.edu>
Source record: 113685

```
According to a recent AtariUser, Z*Mag is still being put out on a monthly
basis. If you know how to obtain it could you let me know? I asssume I'm
looking for a BBS number.
--
Michael Current, aa700, 8-bit Atari SIGop -->>> go atari8 <<<--
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```

4381. ANSITERM.ARC at atari.archive

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-15 00:57:46 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1991Sep15.005746.10131@usenet.ins.cwru.edu>
Source record: 113684

Does whoever uploaded ANSITERM.ARC to the 8bit/new directory at
atari.archive.umich.edu realize that they put it just like that, in all
capital letters? It's bound to confuse somebody.

Can someone like me with full FTP access just go and rename it?
--
Michael Current, aa700, 8-bit Atari SIGop -->>> go atari8 <<<--
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4382. Re: happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-15 20:58:58 UTC
From: bmarcum@world.std.com
Message-ID: <1991Sep15.205858.2466@world.std.com>
Source record: 113686

In article <a9hX02Ry0bUX01@JUTS.ccc.amdahl.com> jwf10@JUTS.ccc.amdahl.com (PUT YOUR NAME HERE) writes:
>I am having trouble using ibm formated disks on my 1050 with Happy
>Enhancement, and Atari disks on my ibm. In fact, no success at all.
>I should mention that I am running Atari DOS 2.5 and the documentation
>calls for 2.0s. Is this the problem? Should I have no success, not even
>some garbage when I do a directory? If the DOS version is the problem, how
>do I get 2.0s? Better yet, Is this something that the Happy Enhancement
>is supposed to do?
> thanks in advance.

Atari DOS 2.5 cannot handle true double density (256 byte sectors). You should be able to get 2.0s from your local Atari user group or BBS. Many public domain disks come with DOS 2.0S. Mydos will also work, if you have that.

Bill Marcum bmarcum@world.std.com GEnie:B.MARCUM
--
"Dr. Fleischman, you have a call on line 1."
"We only HAVE one line!"

4383. Re: happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-16 08:44:07 UTC
From: rcbamw@rwb.urc.tue.nl
Message-ID: <rcbamw.685010647@rwb.urc.tue.nl>
Source record: 113687

bmarcum@world.std.com (Bill Marcum) writes:

>In article <a9hX02Ry0bUX01@JUTS.ccc.amdahl.com> jwf10@JUTS.ccc.amdahl.com (PUT YOUR NAME HERE) writes:
>>I am having trouble using ibm formated disks on my 1050 with Happy
>>Enhancement, and Atari disks on my ibm. In fact, no success at all.
>>I should mention that I am running Atari DOS 2.5 and the documentation
>>calls for 2.0s. Is this the problem? Should I have no success, not even
>>some garbage when I do a directory? If the DOS version is the problem, how

i) you are trying to read/write Atari disks on an IBM PC. Don't know anything about this. BUT:
ii) you are trying to read/write IBM disks on an Atari. You cannot do this with Atari DOS. You will need a program that comes with the Happy Enhancement, IBMXFR. This program actually reprograms the 1050. It "teaches" (***) it four extra commands to read an IBM sector, write an IBM sector, switch to IBM mode and switch to Atari mode. IBMXFR works fairly well to convert Atari format to IBM format and vice versa. Remember to format an IBM disk on an IBM computer, since IBMXFR cannot format a disk...
(***) Tech info: IBMXFR sends about 200 bytes of 6502 code to the 1050, adding the new commands I,J,K and L to the commands the 1050 already knows (like r for read, R for high speed read etc). I could look up the details for you, I dissassembled IBMXFR about two years ago when I decided to hook my 1050 up to my Macintosh... I even wrote a filing system for MSDOS on my Mac. I deciphered the MSDOS shit because I wanted to transfer *from* MSDOS, but I refused to implement the stuff to write MSDOS format... yuck...

>Atari DOS 2.5 cannot handle true double density (256 byte sectors). You
>should be able to get 2.0s from your local Atari user group or BBS. Many

IBM sectors are 512 bytes. I doubt Atari DOS can handle that... And as far as I can recall, IBMXFR works fine with any version of Atari DOS.
Disclaimer: I haven't used it for years...
But I do recall my 1050 having problems switching from IBM mode to Atari mode and back... I would get the typical Atari "there is something wrong on the SIO bus" sound (fart-like sound :-)) but that could also indicate bad SIO cables... If this is your problem, trying to switch from Atari to IBM mode and back a couple of times should finally work (just bear the horrible sound ;-))
Hope this helps,
Ciao!
Michel

4384. VT850 uploaded to atari.archive

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-17 00:56:50 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1991Sep17.005650.20121@usenet.ins.cwru.edu>
Source record: 113688

I finally have VT850 up and running, and as promised I've uploaded it to atari.archive.umich.edu. The file is vt850b1.arc, and it's in the 8bit/new directory.

The program is fantastic. Anyone with an XEP80 and a modem who wants to do VT100/VT102 emulation: get this program (and send Curtis Laser money). The XEP80 is not required; the CX85 keypad is also supported.
--
Michael Current, aa700, 8-bit Atari SIGop -->>> go atari8 <<<--
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4385. Hard Drive(s) for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-17 17:12:54 UTC
From: alj@bilver.uucp
Message-ID: <1991Sep17.171254.12434@bilver.uucp>
Source record: 113691

I've just recently re-entered the world of Atari 8-bits (specifically, the Atari 800) since my dad allowed me to take our old one. My question is - are there any hard drives that work on the Atari 800, with DOS' that will properly handle the drive (especially implementing directories)? Some of our old 5 1/4"'s are rotting away and I'd like the transfer the important files to a more stable medium. Thanks for any help!

--
****
* (uiucuxc, hoptoad, petsd)!peora!tarpit!bilver!alj - OR - alj@bilver.UUCP *
* GEnie: A.JOHNSONJR ...no other electronic addresses - wah!... :) *
****

4386. ICD WarpSpeed and Duplicators.

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-17 18:09:56 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91260.140956AKH104@psuvm.psu.edu>
Source record: 113689

I have a ICD US doubler for a 1050 and a Duplicator for my other 1050
running version 5.0 with the new rom upgrade.
Why is it that Ultra Speed sector scewing on the Duplicator drive is slower
that the Doubler drive? That is..If I format Ultra on the doubler..the
disk will boot in ultra speed on either drive....however if I format ultra
on the duplicator drive...neither drive boots them as fast as Ultra formated on
the doubler. The Duplicator is supposed to be ultra speed compatible..does
it not write the ultra speed scewing when formatting or does it write
a generic one..not exactly the same sequence as the doubler would write.
?????????
Anyone understand that?
Andrew. [AKH104@PSUVM.PSU.EDU]

4387. XEP80 Character set.

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-17 18:17:15 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91260.141715AKH104@psuvm.psu.edu>
Source record: 113690

Is there any easy way to redifine the internal character set on the
XEP80 card? I would assume that it is not as easy as using TOUCHEDIT since
that modifies the internal character set. But there should be a way....
Andrew.
[AKH104@PSUVM.PSU.EDU]

4388. 1050 wanted

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-17 22:32:07 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <6159.28d63c18@miavx1.acs.muohio.edu>
Source record: 113692

I need a new 1050 disk drive...how much should I expect to pay for one?

4389. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-18 02:30:00 UTC
From: JACS_NJ!Forrest_Blood@mast.citadel.moundst.mn.org
Message-ID: <1733610@mast.citadel>
Source record: 113695

Leo Hinds, IBM PC and clones are fixed speed drives. 360K 5 1/4" and 720K 3.5" floppies use 512 byte sectors. I believe 1.2 MByte 5 1/4" and 1.44 MByte floppies also use 512 byte sectors, but with more tracks and a different magnetic media to handle this. The Macintosh 400K and 800K are variable sped drives to get a little extra storage space. This carried over from the variable speed 5 1/4" drives used on the Apple II series. Atari ST/TT disk format is identical to the IBM 3.5" 720K format. In fact, Atari was using this disk format BEFORE IBM even used it. Data General was the first company to use this format. I don't know much about the Amiga disk format. I do know there is a program for the Amiga which allows you to format 720K pc format disks. The regular Amiga format is 880K. Mac 3.5" 1.44 MB is exactly the same as IBM 1.44MB, at least at the sector level. Of course the directory structure, etc is completely different. I hope this helps out.

4390. Re: XEP80 Character set.

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-18 04:24:11 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1991Sep18.042411.563@usenet.ins.cwru.edu>
Source record: 113693

In a previous article, AKH104@psuvm.psu.edu () says:

> Is there any easy way to redifine the internal character set on the
>XEP80 card? I would assume that it is not as easy as using TOUCHEDIT since
>that modifies the internal character set. But there should be a way....
> Andrew.
> [AKH104@PSUVM.PSU.EDU]
>

From page 2 of the Documentation for Curtis Laser's VT850, Rev B1:

"The XEP80 does not allow custom character sets..."
--
Michael Current, aa700, 8-bit Atari SIGop -->>> go atari8 <<<--
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4391. Re: Atario 2.1 ARC UUEncoded

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-18 04:27:36 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1991Sep18.042736.788@usenet.ins.cwru.edu>
Source record: 113694

In a previous article, ar630@cleveland.Freenet.Edu (Kevin White) says:

>
>Just wondrin'.....
>
>Has anydoby put this on the Atari Archives?
>
>thanks!
>
>Kev
>--
>Kevin White INET: ar630@cleveland.Freenet.Edu
>"This is non, non non, NON heinous!"
> -- Bill, Bill and Ted's Bogus Journey
>
>

It's there now. atario21.arc, in the 8bit/new directory.
--
Michael Current, aa700, 8-bit Atari SIGop -->>> go atari8 <<<--
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4392. 1050 DRIVES, WELCOME BAPAUG, DUPLICATOR, ETC.

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-19 14:31:51 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9109191431.AA23484@smithkline.com>
Source record: 113696

Just responding to a number of interesting items in the IA8 Digest V.91 #69 (19 Sep 91).
Regarding the post inquiring about prices for the 1050 drive: first, you said you "need a new 1050"; be aware there is likely no such thing as a "new" 1050. Anything you buy these days is used. The going price for a used 1050 at fests these days is about $75 (including xfrmr & cable). Mailorder prices are higher, typically $100-$150. I have purchased "reconditioned" drives from B&C. Their use of the word "reconditioned" is so liberal as to constitute an untruth. Both drives I purchased from them (for $149 in 1989/1990) were decrepit- burnt parts on the boards, rotten belts, missing RF shields, various other atrocities. I also purchased one used 1050 for the outrageous sum of $179 from San Jose Computer, but it was top-notch, like new, even arrived in sealed plastic. If you buy at a fest you can get better prices, but you have to trust the person selling it, as there is usually no way to test the thing on site (well, you coul d at least plug it in & see if it initializes properly & the pwr lite comes on). I'll be addressing the topic of used 1050's in my column in a future issue of Current Notes (probably the Jan/Feb issue 1992, "Secrets of the 1050").
I'm still looking for used XF551's, preferably dead/basket case, will pay $45 for a basket case or $90 if it runs.
Hello Colin Hunt, welcome to Info-Atari8. I received your correspondence. Sorry I'll miss you at this year's WAACE Fest. If you are still looking for a 5200, check my "Alchemist" column in the Sep 1990 issue of Current Notes. All Electronics in California is still selling dead 5200's for $7.50 each. They wer e still offering them in their most recent catalog. I bought 3 or 4, use them for spare parts (5200 OS is same as for XL, contains same custom chip set as in the XL). The junkers don't work & don't come with xfrmr or controller. Brand new controllers are available, I'll be giving a source in the Nov issue of CN.
RE: the posting by Andrew on 1050 Duplicator, Current Notes published a highly critical review of that upgrade several years ago. Duplicating Technol- ogies has since gone belly up. The general opinion of the Duplicator is that it never delivered as promised, never really worked, the word "hoax" comes to mind. This despite impressive ads in ANALOG & ANTIC a few years back. I'll give the exact reference for the CN article if anyone expresses interest.

- BEN POEHLAND
CN 8-BIT EDITOR
INET::"POEHLAND%PHVAX.DNET@SMITHKLINE.COM"

4393. xep80/bobterm/commie monitor

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-19 18:08:27 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <sk0i91w163w@unixland.natick.ma.us>
Source record: 113697

Ive been having a problem with using the bobterm XEP80 module with a commie
64 monitor I just inherited.. It seems that the topmost and bottommost lines
are not on the screen! I cannot see them..
previously my monochrome monitor had no trouble displaying this..
Does anyone have any ideas about what I can do to get it to work right?
-craig
NOTE: Send replies to Craigr@athena.mit.edu This acct does not have
email storage for replies (dont ask me why!)
so I use that one.

4394. Re: 1050 wanted

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-19 19:08:22 UTC
From: aj008@cleveland.Freenet.Edu
Message-ID: <1991Sep19.190822.17292@usenet.ins.cwru.edu>
Source record: 113698

Dont pay over $50 for one cause they arnt worth it.
I myself just picked up a 1050 and a 65XE for $50 for both, new c
ondition.They hadnt even been opened up before.I could tell when
I cracked it open.

--
Aaron Barnes
aj008@clevbeland.freenet.edu
Cleveland,Ohio USA
Huey Lewis and the News Fore!-ever.

4395. Happy IBM reader n' ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-20 17:52:10 UTC
From: alj@bilver.uucp
Message-ID: <1991Sep20.175210.8139@bilver.uucp>
Source record: 113700

Thank you to everyone who suggested hard drives for my Atari 800. The ATR8000 sounds like the best bet, since it will control the hard drive and a floppy if my old one dies. Can anyone suggest a mail-order company or magazine that will help guide me to places that sell these items? Thanks!
I caught a drift of a message that mentioned that Happy sells (sold?) a controller to allow Atari drives to read IBM disks. I would be very interested in buying such a product, as it would allow me to transfer files between my computer systems. Check this out for twisted file transferring - I have an internal modem on my Amiga 3000. I can write an IBM 3 1/2" disk from my Amiga. This I can take to my IBM and copy it to a 5 1/4" in disk. Finally, this disk could go to the Atari and be read. Kind of convulted, but it would work. A null-modem cable would also, but I think this method would be a bit more flexible (and fun!). :)
Any help would be appreciated. Anyone know if CrystalWare (Fantasyland 2041 AD, The Crypt, Forgotten Island, Quest For Power, etc.) is still in existence? Great pre-Ultima games and in BASIC!

--
****
* (uiucuxc, hoptoad, petsd)!peora!tarpit!bilver!alj - OR - alj@bilver.UUCP *
* GEnie: A.JOHNSONJR ...no other electronic addresses - wah!... :) *
****

4396. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-20 20:05:00 UTC
From: JACS_NJ!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1737545@mast.citadel>
Source record: 113699

Mageej@rs6112.ecs.rp1.edu:
And just think, they were only $300.00 five or six years ago!!!

4397. Tetris clones - to Curtis Wilber

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-22 19:42:43 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <47558@cup.portal.com>
Source record: 113702

Apologies for posting this to the rest of the Net, but e-mail hasn't bene
successful...

Curtis, I still have those Tetris clones, but have been unable to get
e-mail through to you. Please send me a working address!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4398. Atari's farewell to the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-23 01:03:59 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <Sep.22.21.03.58.1991.16111@remus.rutgers.edu>
Source record: 113701

-+-

I got the following info from Cuurent Notes magazine, and thought
I'd pass it along...

Atari Corp. is sponsoring the Chicago Atarifest November 23-24 at
the Ramada O'Hare in Chicago (near the airport). At this fest,
2,000 square feet of space has been reserved for 8-bit products.
Atari will be emptying out their warehouses of all remaining 8-bit
products. This is the last 8-bit support that you'll ever see from
Atari...who knows what sort of treasures may be uncovered...

for info, contact Mike Brown at LCACE user group:
M.BROWN56 (on GEnie)
or write
Chicago Computerfest by Atari c/o LCACE
Box 8788
Waukegan IL 60079-8788

4399. Re: For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-23 17:16:28 UTC
From: trag@pnet01.cts.com
Message-ID: <1991Sep23.171628.17772@crash.cts.com>
Source record: 113607

mageej@rs6112.ecs.rpi.edu (Jeffrey A Magee) writes:
>
>I wanted to tell you, this spring I picked up an 800XL for $5...
>A
>What A Deal!

A friend of mine here in San Diego saw an Atari 800 for $7.50 at a local
Salvation Army store. I told him he was a fool not to buy it.

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
ARPA: crash!pnet01!trag@nosc.mil
INET: trag@pnet01.cts.com

4400. Re: For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-24 04:17:34 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1991Sep24.041734.24009@colorado.edu>
Source record: 113610

In article <1991Sep23.171628.17772@crash.cts.com> trag@pnet01.cts.com (Jim Trageser) writes:
>mageej@rs6112.ecs.rpi.edu (Jeffrey A Magee) writes:
>>
>>I wanted to tell you, this spring I picked up an 800XL for $5...
>>A
>>What A Deal!
>
>
>A friend of mine here in San Diego saw an Atari 800 for $7.50 at a local
>Salvation Army store. I told him he was a fool not to buy it.

I picked up a 1050 last year for $5.00(works great.) And also
got a 800XL for $25.00(not that great of a deal). DOES ANYONE HAVE
a 400 or 800 or XL/XE computer working for sale? I need an extra
one since I traded the other extra XL away.

Jeff

EMAIL: chuj@horton.colorado.edu

4401. Atari 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-24 19:48:01 UTC
From: rbhardin@descartes.waterloo.edu
Message-ID: <1991Sep24.194801.15177@descartes.waterloo.edu>
Source record: 113703
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

Are there any Atari 8-bit emulators available for the ST? I'm considering writing one for [the other 68K-based home computer], and I'm interested in any perspectives I might find here. In particular, I'm concerned about ways of emulating the custom chips (display list interrupts, sound, etc.)

As far as I know, there are no Atari emulators for [the other 68K-based home computer], except for gag ST emulators. That's why I came here. I figure those who remained faithful to Atari might have pressed for an 8-bit emulator.

Thanks, peoples.

==
Nuke'Em: Get them before they get you! | Ron Harding
Another quality home game from Butler | rbharding@descartes.uwaterloo.edu
Bros. |
==

4402. 5200 JUNKERS

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-24 21:06:14 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9109242106.AA01062@smithkline.com>
Source record: 113606

OK yooz guys,
Looks like there's some characters out there who want to pick up some
Atari 8-bit junk.
Before I give out the goodies, I gotta give ya the *PITCH* :

If you guys subscribed to CURRENT NOTES, you wouldn't have to beg this info
from me on the Net. Sheesh, I published this a year ago in my Alchemist column.
If you received CN every month you would get all the goodies without having to
ask/beg like this, it's pathetic. So, SUBSCRIBE!!

Now, here's the dope:
Junker 5200 games machines are available from All Electronics P.O. Box 567
Van Nuys CA 91408-0567 order line 800-826-5432. The 5200 junkers are described
as "Experimenter's Delight" cat. # A-5200 $7.50 each or 2/$13.50. They come
sans power supply, game controller, or software. They are absolutely guaranteed
not to work (my four were 100% defective). The power supply is I think, the
same transformer used for the 1050 disk drive or 850 interface, not totally
certain of that. The board contains 4 of the 5 LSI chips used in the 800XL:
GTIA, ANTIC, POKEY, SALLY (no PIA), plus 16K DRAMs & the usual assoertment of
electronic doodads. LSI chips all socketed, easy to remove, all mine worked
fine in my 800XL. Call All Electronics customer info at 818-904-0524 if you
have other questions.
You can get the game controllers from Alltronics 2300 Zanker Road San Jose
CA 95131 phone 408-943-9773. These are brand new in boxes, $12.95 includes a
trakball plus two controllers. Don't know any deatails, I didn't buy one.

- BEN POEHLAND
8-BIT EDITOR
CURRENT NOTES MAGAZINE

****

4403. Help a new user,please!

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-25 04:41:16 UTC
From: aj008@cleveland.Freenet.Edu
Message-ID: <1991Sep25.044116.6665@usenet.ins.cwru.edu>
Source record: 113611

I have decided to abandon my Commodore(hissss) system and use thi
s 65XE and 1050 for $50.
I have ordered the SX-212 from Damark for $19. I have been told i
t does not include either an SIO cable or a term program.
Here is where all you fellow users come in.
I want you to tell me which term is the best, and where I can get
it.
I used to have a 1200XL, but I only used it with those lame game
cartridges. I later got an XEGS and used it with the better XE ca
rts. I have never done anything serious with an Atari like I have
with my Commodore, and I need some help starting all over again.
What are the prices on the old 1020 plotters these days?
I got one from CMO in late '89 for $9.99 new. It broke and I woul
d like to find another one.
Is San Jose computer still supporting the 8bits?

Thanks.
--
Aaron Matthew Barnes
aj008@cleveland.freenet.edu
Cleveland,Ohio USA
Huey Lewis and the News Fore!-ever.

4404. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-25 21:07:06 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <ieRu95w164w@sys6626.bison.mb.ca>
Source record: 113704
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

rbhardin@descartes.waterloo.edu (Ron Harding) writes:

>
> Are there any Atari 8-bit emulators available for the ST? I'm considerin
> writing one for [the other 68K-based home computer], and I'm interested in
> any perspectives I might find here. In particular, I'm concerned about ways
> of emulating the custom chips (display list interrupts, sound, etc.)
>
> As far as I know, there are no Atari emulators for [the other 68K-based
> home computer], except for gag ST emulators. That's why I came here. I
> figure those who remained faithful to Atari might have pressed for an 8-bit
>
> Thanks, peoples.
>
> ===
> Nuke'Em: Get them before they get you! | Ron Harding
> Another quality home game from Butler | rbharding@descartes.uwaterloo.edu
> Bros. |
> ===

I forget the name of it, but there is an 8-bit emulator out there
somewhere. It's pretty good I think.

--- (Bryan Kelln) a user of sys6626, running waffle 1.64
E-mail: winnipg@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

4405. APPLE][+ AND ATARI 800 FOR SALE!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-25 23:42:55 UTC
From: georgeb@seer.UUCP
Message-ID: <965@seer.UUCP>
Source record: 113609
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.8bit,comp.sys.apple2

I have an Atari 800 with a disk drive and an Atari printer. I
also have a cassette drive and the hard to find parallel interface..

It comes with the BASIC cartridge and the Donkey Kong game cartridge

The thing is in BRAND NEW condition, and works great!! I also have
TONS of manuals for it... It will make a great learning computer for your
kids or something...

Asking for $125 plus shipping & handling but price is negotiable...

I also have am Apple][+ with 48k that is also in BRAND new condition.
It's perfectly clean and works great. Comes with drive controller and
one 5.25 disk drive... Asking $100 plus shipping and handling for but
price is negiotable...

George

--
=======================================// I didn't do it,
UUCP: georgeb@seer.mystic.com // nobody saw me do it, -- Bart
or: uunet!unisoft!seer!georgeb // you can't prove anything! Simpson
CompuServe: 71160,1344 //=======================================

4406. Re: For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-26 05:09:26 UTC
From: rts@polari.UUCP
Message-ID: <5339@polari.UUCP>
Source record: 113608

In article <1991Sep23.171628.17772@crash.cts.com> trag@pnet01.cts.com (Jim Trageser) writes:
>mageej@rs6112.ecs.rpi.edu (Jeffrey A Magee) writes:
>>
>>I wanted to tell you, this spring I picked up an 800XL for $5...
>>A
>>What A Deal!
>
>
>A friend of mine here in San Diego saw an Atari 800 for $7.50 at a local
>Salvation Army store. I told him he was a fool not to buy it.
>
>UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
>ARPA: crash!pnet01!trag@nosc.mil
>INET: trag@pnet01.cts.com

You folks were talking about 8bits for sale a thrift stores?

My girlfriend and I went into a thrift store and found the following in one large box.

130xe (320k)
Indus Gt Drive
xm301 modem
4 Joysticks
All power supplies
Over 200 Disks full of software, along with all original manuals.
Basic Xe cart w/docs
Sparta X Cart w/manual
Action Lang Cart w/manual
And more..

All for.....
$49.99

We bought it, to say the least!
It was nice to have an 8bit around again!

4407. Re: Happy IBM reader n' ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-26 10:22:25 UTC
From: svh@nuchat.sccsi.com
Message-ID: <1991Sep26.102225.6748@nuchat.sccsi.com>
Source record: 113612

In article <1991Sep20.175210.8139@bilver.uucp> alj@bilver.uucp (Arthur Johnson) writes:
>
> Thank you to everyone who suggested hard drives for my Atari 800. The
>ATR8000 sounds like the best bet, since it will control the hard drive and

Yes, it will, but you will need the hard disk controller
addon daughterboard, and I have never seen one. I DO have
an atr8000 with the DOS coprocessor (256K) which works like a dandy,
and I could be tempted into selling it. (more than $150 please).
I also have two atr8500's, one in working condition and
the other almost assembled.

>a floppy if my old one dies. Can anyone suggest a mail-order company or
>magazine that will help guide me to places that sell these items? Thanks!
> I caught a drift of a message that mentioned that Happy sells (sold?) a

Regards,

--
Steven V. Hovater, Mit der Dummheit kampfen
Computer Programmer Analyst Gotter selbst vergebens.
Lockheed Engineering and Sciences Corp. -- Schiller
(713) 550-7802 (voice) svh@nuchat.sccsi.com
--
--
Steven V. Hovater, Mit der Dummheit kampfen
Computer Programmer Analyst Gotter selbst vergebens.
Lockheed Engineering and Sciences Corp. -- Schiller

4408. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-26 12:56:27 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <ssTV92w164w@ersys.edmonton.ab.ca>
Source record: 113605
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

winnipg@sys6626.bison.mb.ca (Bryan Kelln) writes:

> rbhardin@descartes.waterloo.edu (Ron Harding) writes:
>
> >
> > Are there any Atari 8-bit emulators available for the ST? I'm consider
> > writing one for [the other 68K-based home computer], and I'm interested in
> > any perspectives I might find here. In particular, I'm concerned about way
> > of emulating the custom chips (display list interrupts, sound, etc.)
> >
> > As far as I know, there are no Atari emulators for [the other 68K-based
> > home computer], except for gag ST emulators. That's why I came here. I
> > figure those who remained faithful to Atari might have pressed for an 8-bit
> >
> > Thanks, peoples.
> >
> > ==
> > Nuke'Em: Get them before they get you! | Ron Harding
> > Another quality home game from Butler | rbharding@descartes.uwaterloo.e
> > Bros. |
> > ==
>
> I forget the name of it, but there is an 8-bit emulator out there
> somewhere. It's pretty good I think.
>
> --- (Bryan Kelln) a user of sys6626, running waffle 1.64
> E-mail: winnipg@sys6626.bison.mb.ca
> system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

There is an 9-Bit Emulator for the Atari ST called Xformer 2.5. It is
pretty good, but not too fast. I think it was released into the public
domain, but I'm not sure about that so don't quote me. The only time I
saw it was at a User group meeting, and at the time it didn't do sound
(and wasn't version 2.5, so it may do it by now).

There is also a Commodore 64 Emulator, but I haven't seen or used it.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

4409. Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-26 21:08:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1746248@mast.citadel>
Source record: 113617

rbhadin@descartes.waterloo.
There are emulators for the ST. I currently have an apple][emulator, a C64 emulator, a Macintosh, IBM and 800 emulator also. About the 800 emulator, it's unbelieveably slow. I would like to see someone else design and make an 8-bit emulator, the ones I have were all done buy the same guy and are horrendous to use. it can't be that hard to emulate an 8-bit at full running speed,can it? Please go for it, I'd be very interested in seeing your end result!

- Scott

4410. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-27 01:38:00 UTC
From: JACS!Forrest_Blood@mast.citadel.moundst.mn.org
Message-ID: <1746518@mast.citadel>
Source record: 113616

Scott, how does the Apple II emulator for the ST work - I've heard about it, but thought it was never finished. I guess the 3.5 inch ST drive would have a pretty difficult time reading 5.25 inch, 140K Apple II formatted disk, huh. Do you actually own a Mac emulator? If so, which one (Magic Sac or Spectre or Aladdin)?

4411. Re: Help a new user,please!

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-27 02:28:15 UTC
From: mageej@rs6216.ecs.rpi.edu
Message-ID: <=qyna2m@rpi.edu>
Source record: 113615

Don't... DON'T buy an SX-212. That has got to be the WORST modem I have ever used in my life... Invest in a 850 box or MIO and get a real modem (2400 baud at least) I had an sx, and i figure it's called the sx cause it SuXs... It makes so much noise that it drove me up the wall. Xmodem x-fers would take forever because it would have to retry blocks like 5-8 times before they went through.. Just want to save you
from going through the same thing

Jeff

(like mama says.. you get what you pay for...)

4412. :850 Box

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-27 02:57:58 UTC
From: evilted@vesta.unm.edu
Message-ID: <l0lcd1b@lynx.unm.edu>
Source record: 113613

Definitely get an 850 box! I suffered through 6 or 7 years of not having one. GET ITand SKIP the SX212.

4413. Re: :850 Box

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-27 14:49:31 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91270.104931AKH104@psuvm.psu.edu>
Source record: 113618

Why can't the 850 do Even Parity 7 bits 1 stop bit above 300 baud?
Does anything by ICD have this ability like their MIO...
Andrew

'One ring to guide them....on ring to bind them all...'
- Tale of the IBM Token Ring.
=-=-=-

4414. SX-212

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-27 15:26:16 UTC
From: aj008@cleveland.Freenet.Edu
Message-ID: <1991Sep27.152616.20278@usenet.ins.cwru.edu>
Source record: 113619

Unfortunatly your warnings came too late to help.
I sent out my order(and my money) out on Monday.
Maybe I will try it for a while,if I dont like it I'll send it ba
ck.

Thanks.
--
Aaron Matthew Barnes
aj008@cleveland.freenet.edu
Cleveland,Ohio USA
Huey Lewis and the News Fore!-ever.

4415. Re: SX-212

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-27 18:39:57 UTC
From: news@bbn.com
Message-ID: <66571@bbn.BBN.COM>
Source record: 113614

In article <1991Sep27.152616.20278@usenet.ins.cwru.edu> aj008@cleveland.Freenet.Edu (Aaron M. Barnes) writes:
>
>Unfortunatly your warnings came too late to help.
>I sent out my order(and my money) out on Monday.
>Maybe I will try it for a while,if I dont like it I'll send it back.

Ever notice how loud the "negatives" are and how quiet the "positives" are?

I use an SX212 and it works 100% fine for me. I have done many uploads and downloads using it, under bobterm. I have had trouble with kermit, but I have no reason to believe it's the SX; I think it's due to the many hops in the path getting from the dial-in modem to the server, deep within the BBN internal LAN; if I accidentally type a long file, I can ^C to death and nothin's gonna stop the stream outside of hanging up. BTW I WISH I'd gotton mine for $20!!

At least try the modem before going suicidal.
:-) Stan

4416. Re: Help a new user,please!

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-27 19:06:45 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <6398.28e33af7@miavx1.acs.muohio.edu>
Source record: 113621

In article <=qyna2m@rpi.edu>, mageej@rs6216.ecs.rpi.edu (Jeffrey A Magee) writes:
> Don't... DON'T buy an SX-212. That has got to be the WORST modem I have
> ever used in my life... Invest in a 850 box or MIO and get a real modem
> (2400 baud at least) I had an sx, and i figure it's called the sx cause it
> SuXs... It makes so much noise that it drove me up the wall. Xmodem x-fers
> would take forever because it would have to retry blocks like 5-8 times
> before they went through.. Just want to save you
> from going through the same thing

If you want to get a modem for an 8bit, then DO, DO, DO buy a sx212. At
$20 they are a steal. I'm going on my fourth year of using my sx212 and
have never had a problem. It dials both the # and *, which comes in
handy with LD codes and turning off call-waiting.

Mine was noisy too, until I opened it up and disconnected the speaker!

I have never had a problem with transfers, maybe you just have noisy
phone lines.

I am very happy with it, and it is a very good modem for 8bitters if you
don't want to buy an interface, which is the main reason I bought one,
because I already had a parallel port interface. (And boy does it fly
compared to my xm301 modem!!!!)

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

4417. Re: Happy IBM reader n' ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-27 20:21:10 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91270.162110AKH104@psuvm.psu.edu>
Source record: 113620

Call me ignorant but what is an ATR8500 that you mention. I know of the
ATR800..
Andrew.

4418. Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-28 11:39:32 UTC
From: DrDos@gallery.UUCP
Message-ID: <34@gallery.UUCP>
Source record: 113625

Well, There is an 8-bit emulator for the ST and is called Xformer...have not used in for quite awhile, but it did pretty good. A friend of mine also has an ST emulator for the Amiga..he says its pretty good, there are acouple of things the emulator has a hard time with...but did hear he can run a good amount of ST software...have not asked about the speed... should not be too bad being both systems use 68000's the emulator does not have to redirect CPU instructions from one type to another as you do from the 8-bit emulator to the ST...

- Doctor Dos! StG Net: drdos@gallery UUCP: DrDos@gallery.UUCP
- "From strange minds, come strange answers"
- Night Gallery BBS (818) 448-8529 Since 1985...
- "A tiny Part of StG Net...and beyond!"

4419. Re: SX 212 modem...

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-28 11:57:50 UTC
From: DrDos@gallery.UUCP
Message-ID: <35@gallery.UUCP>
Source record: 113624

Well on the subject of the SX212 being a bad modem... I dont believe that... it works great hooked up to both an MS-Dos system and my Atari 8-bit...never had any problems with it on the subject of noise or the part of having to resend info 5 or 6 times each block... I have had as much hard use out of the SX traveling between work and home... and it works just as well as my US Robotics Dual Standard... (except the sx is slower of course hahah) I have had the SX-212 since 2 months after its release... I feel it is a good modem... if you have the money, I do suggest you get a MIO and a 2400 ext. that way if you ever want to update to something better (speed or error correcting in the future) you have the ability... but if you are short on money, I would get an SX-212... hahah back when I bought it...I thought it was the best thing since microwave popcorn...hahaa... after bbsing at 300 baud for about 2 or so years before that...

DrDos@gallery.UUCP

4420. STOS users

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-28 14:35:18 UTC
From: aj639@cleveland.Freenet.Edu
Message-ID: <1991Sep28.143518.1046@usenet.ins.cwru.edu>
Source record: 113622

I was wondering if there are any STOS programmers out here? I have an
Amiga and use AMOS. I'd like to see an STOS program and try porting it
to AMOS. So, if anyone could help, please email me at
aj639@cleveland.freenet.edu

Thanks in advance!!

Mike

--
Okay, folks, look for the newest AMOS PD disk called the AMONER Project. It's
available on:
ab20 (128.155.23.64) directory: /amiga/games/amos filename: amoner01.dms
ux1 (128.174.5.50) directory: /amiga/amoner filename: amoner01.dms

4421. 850 Box

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-28 16:23:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1748843@mast.citadel>
Source record: 113629

AKH104@psuvm.psu.edu;

Don't even THINK about getting the ICD P:R: COnnecter, it sucks! The only good thing about it is that it doesn't require a power supply. If you like me with a 9600 baud modem, you can not go above 4800 because the thing is messed up. IF the only thing you'll ever use is 300, wanna trade?!?!?!?!?!???

4422. 850 Interface NEEDED!

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-28 16:24:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1748844@mast.citadel>
Source record: 113628

I am looking for an 850 interface w/power supply. Will trade my ICD P:R:
Connecter (in good working shape) or just pay for it. Thanks.

(609)\546-6167 if you want to callme.

4423. Re: Happy IBM reader n' ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-28 17:45:37 UTC
From: acrosby@uafhp.uark.edu
Message-ID: <1991Sep28.174537.10688@uafhp.uark.edu>
Source record: 113623

I have an ATR8000 and a pair of 8" drives, a lot of disks, manuals, and an 800 that I might be convinced to sell. I could even throw in a monitor (amber or green composite) if someone wanted it. E-mail me if your interested.

Sorry, no DOS board or hard-drive daughter board.

--

Albert L. Crosby Why me?
acrosby@uafhp.uark.edu Because someone cared.

4424. Atari 1200XL spreadsheet wanted

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-28 19:54:01 UTC
From: mike@egf-bbs.uucp
Message-ID: <1991Sep28.195401.3258@egf-bbs.uucp>
Source record: 113626
Cross-posted to: misc.wanted,misc.forsale.computers,comp.sys.atari.8bit

I guess the subject about sums it up. Would prefer it on a 5.25" with some
sort of documentation.

Thanks,

Mike
--
Important Stuff Sun 2/120 E-mail address
Home-> (218) 773-9154 egf-bbs preferred->plains!egf-bbs!mike
Work-> (701) 795-3598 Public Access Unix always works->swiers@plains.nodak.edu
DATA-> (218) 773-6834 (login as guest) last resort->ud169430@ndsuvm1.bitnet

4425. RE: HAPPY IBM READER N' ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-28 23:27:00 UTC
From: Jason.Williams@fquest.fidonet.org
Message-ID: <686182725.0@fquest.FidoNet.Org>
Source record: 113638

What is an ATR8500??I have and ATR8000 but I've never even heard of the 8500 line.Also, Does anyone know if SWP(makers of the ATR) is still around?It one broke, could they repair it?

* Origin: Future Quest - USENET<=>Fidonet Gateway 512-451-0891 (1:19/23)

4426. 1050 DRIVE

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-29 06:28:58 UTC
From: Justin.Gibbons@tdkt.kksys.mn.org
Message-ID: <686137178.0@tdkt.kksys.mn>
Source record: 113630

How much do you want for the 1050 drive? Thanks!(Leave me E-mail)

JUSTIN GIBBONS

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (SDNetMgr) (1:282/47.0)

4427. Todd Walk, please contact me...

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-29 06:29:42 UTC
From: farren@cbmvax.commodore.com
Message-ID: <24500@cbmvax.commodore.com>
Source record: 113627
Cross-posted to: misc.wanted,misc.forsale.computers,comp.sys.atari.8bit

About a month ago, I agreed to buy a bunch of Atari 8-bit stuff from
Todd Walk. I sent him the check, but found it in my mailbox with
"Address unknown" stamped on it last week. I've lost the original
e-mail with his address, so would appreciate it if he'd either send
another e-mail message to me, so I can get it right this time, or
call me directly at (215)431-4470 after 8:00 P.M. Eastern time.
Thanks.

---+------------------------------
Mike Farren - Senior Software Engineer, CDTV | Needless to say, these are
farren@cbmvax.commodore.com | only my opinions, not those
CDTV - it's not an Amiga, it's an adventure! | of Commodore, Inc.

4428. Someone

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-29 09:36:36 UTC
From: ron.bbs@shark.cse.fau.edu
Message-ID: <PJ5191w164w@shark.cse.fau.edu>
Source record: 113631

I am thinking about purchasing a used Atari 800 and a disk drive.
Of course the price will be very reasonable (low low!). I have
a lot of computer experience (Apple 2, Mac, IBM) but have
never worked on an Atari 800 or 400 as my own machine.
I do know of the really great games the Atari 800/400 had though.
My question is: Is there a later model Atari that is compatible
with Atari 800 software that I should be aware of? I know
of the Atari ST which is not 8-bit (not even a 6502!). So
please fill me in on any 6502-based CPUs atari came out
with after the 800 that are backwards compatible. Also where
can I get catalog of all of the older Atari 8-bit HW and SW?
I would like to buy Frogger, etc.

Please reply via e-mail or post here!

Thanks,
Ron

4429. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-29 16:06:00 UTC
From: JACS!Mike_Hopkins@mast.citadel.moundst.mn.org
Message-ID: <1750266@mast.citadel>
Source record: 113640

What is STOS, and does it have anything to do with the Atari 8 bit?

4430. Re: Help a new user,please!

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-29 23:21:34 UTC
From: wilmott@zeppelin.rutgers.edu
Message-ID: <Sep.29.19.21.33.1991.7432@zeppelin.rutgers.edu>
Source record: 113632

-.,.-

Just wanted to throw in my 2 cents on the $19.95 SX-212 modem deal
from Damark. I'd say "go for it" if you're in the market for a 1200
baud modem. I've been using mine fairly heavily since I acquired it
back when they were first released ('86? '87?). I paid $75 (great
at the time) and have been mostly pleased with it. I say "mostly"
because it does have problems connecting at 300 baud. That annoyed
me slightly when I first got it because there still was one 300-baud-
only BBS in the area. For the past 3 years it doesn't matter though
becuase everything is 1200 baud (at least), and 1200baud connections
have been flawless with my SX212.

-Ray

4431. Re: 850 Box

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 00:05:39 UTC
From: dt@coyote.datalog.com
Message-ID: <yR9292w163w@coyote.datalog.com>
Source record: 113633

JACS!Scott_Emerle@mast.citadel.moundst.mn.org writes:

>
> AKH104@psuvm.psu.edu;
>
> Don't even THINK about getting the ICD P:R: COnnecter, it sucks! The only
> good thing about it is that it doesn't require a power supply. If you like me
> with a 9600 baud modem, you can not go above 4800 because the thing is messe
> up. IF the only thing you'll ever use is 300, wanna trade?!?!?!?!?!?!???

Well, here's another side to that story:
I think the PR Connection is GREAT. I've used it for over 4 years
and never had a problem with it, even at 9600 baud. (I did have a problem
at 19.2 baud, but that may have been the cabling I was using...)

Just thought you should know!

Oscar
dt@coyote.datalog.com

|
Oscar Fowler | dt@coyote.datalog.com
|
Deep Thought | Tucson, Arizona
|

4432. Re: Help a new user,please!

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 01:40:21 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <y6c392w164w@bluemoon.rn.com>
Source record: 113650

mageej@rs6216.ecs.rpi.edu (Jeffrey A Magee) writes:

> Don't... DON'T buy an SX-212. That has got to be the WORST modem I have
> ever used in my life... Invest in a 850 box or MIO and get a real modem
> (2400 baud at least) I had an sx, and i figure it's called the sx cause it
> SuXs... It makes so much noise that it drove me up the wall. Xmodem x-fers
> would take forever because it would have to retry blocks like 5-8 times
> before they went through.. Just want to save you
> from going through the same thing
>
> Jeff
>

Well, I have ran a BBS since the modem came out, about three years if memory serves me correctly and have used it to run the BBS. I have never had a problem with noise nor a problem with the modem. Now, I have used it both direct connect and connected through the sio port.

I dont think that a modem is your problem, it is that either your term program, handler, sio cable, phone line cable, phone connection, connecting modem or something else had the toruble. Of course, I could be wrong and you had a fluky one. But all in all it is a much cheaper option then buying and interface and a modem. Like I said I have used one for 3 years with no trouble! I even used it with Oasis, wich is known to have troubles with this modem with NONE! Becuase I always research ways around the trouble, yours could have been overcome by re-orienting the modem and the computer/disk drives.

> (like mama says.. you get what you pay for...)

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4433. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 01:42:00 UTC
From: JACS!steve@mast.citadel.moundst.mn.org
Message-ID: <1750842@mast.citadel>
Source record: 113641

STOS is a
game-making language for the ST. I've heard it is similar to BASIC but it
makes the graphics, sound and moving objects much easier.

4434. Re: Update us on that Atarifest thing...

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 01:42:18 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <89c393w164w@bluemoon.rn.com>
Source record: 113648

yoshida@eniac.seas.upenn.edu (Dan P. Yoshida) writes:

> #*#*#*#
>
> Somebody mentioned before that there was going to be
> an Atarifest in Chicago with lots of 8-bit stuff.
>
> If anybody goes, please fill us in on all of the
Well, chuck steiman and dataque are supposed to be there.

/list
> interesting offerings that we missed!

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4435. Re: AMAC

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 01:48:12 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <2iD394w164w@bluemoon.rn.com>
Source record: 113651

news@bbn.com (News system owner ID) writes:

> I am running AMAC (Atari's macro assembler) under MYDOS on an XE with
> XEP80. (That was a mouthful.) I find that assembly often "hangs"
> when I am assembling something large, usually in the second pass. I
> am using INCLUDEs but only one level deep. It seems to happen just as
> often when the sources are on disk (XF551 in SSDD) as when they are in
> 130XE ramdisk. (Please no AMAC flames; I'm on the last stretch.)
>
> When the "hang" occurs, no keys work, sometimes the RESET key doesn't
> even work. It looks like the thing is crashing real good.
>
Well, MyDos could be the problem. It does have problems with some
programs that dont normally have a problem with Atari Dos.

> Any suggestions?

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4436. Re: SX-212

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 01:49:52 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <TLD395w164w@bluemoon.rn.com>
Source record: 113653

aj008@cleveland.Freenet.Edu (Aaron M. Barnes) writes:

>
> Unfortunatly your warnings came too late to help.
> I sent out my order(and my money) out on Monday.
> Maybe I will try it for a while,if I dont like it I'll send it ba
> ck.
>
Well, if you have any problems post them here and maybe I can help you
with them. Just make sure to get a copy of BOTH Bob Puff's RVERTER.COM
and Jim Dillow's SX212.COM becuase some programs dont agree with both of
them!

> Thanks.

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4437. Re: Help a new user,please!

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 01:54:23 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <cTD396w164w@bluemoon.rn.com>
Source record: 113652

>
Well, the ATM command would have turned the speaker off! You dont have to
disconnect it, just use this command in Bobterm: Create a filw with a text
editer called MODEM.BTM (I thin thats what it is called, its in the docs)
and in the file put the fillowing line

ATM(CONTROL-M)(CONTROL-J)

This will turn the speaker off. Note: YOU MUST TERMINATE THE COMMAND
WITH A CONTROL-M and CONTROL-J conbination.

> Mine was noisy too, until I opened it up and disconnected the speaker!
>
> I have never had a problem with transfers, maybe you just have noisy
> phone lines.
>
> I am very happy with it, and it is a very good modem for 8bitters if you
> don't want to buy an interface, which is the main reason I bought one,
> because I already had a parallel port interface. (And boy does it fly
> compared to my xm301 modem!!!!)
>
> --
> Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
> |||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
> / || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie
> --

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4438. Re: Happy IBM reader n' ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 01:56:01 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <3VD397w164w@bluemoon.rn.com>
Source record: 113649

acrosby@uafhp.uark.edu (Albert Crosby,AG ENG 210,4452,5014447866) writes:

>
> I have an ATR8000 and a pair of 8" drives, a lot of disks, manuals, and an 80
> that I might be convinced to sell. I could even throw in a monitor (amber or
> green composite) if someone wanted it. E-mail me if your interested.
>
> Sorry, no DOS board or hard-drive daughter board.
>
>
> --
>
> Albert L. Crosby Why me?
> acrosby@uafhp.uark.edu Because someone cared.

I would be interested in the 8 inch drives tell me your price...

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4439. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 05:14:25 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Sep30.011425.9142@mailer.cc.fsu.edu>
Source record: 113634
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

In article <1991Sep24.194801.15177@descartes.waterloo.edu>,
rbhardin@descartes.waterloo.edu (Ron Harding) writes:
>
> Are there any Atari 8-bit emulators available for the ST? I'm considering
>writing one for [the other 68K-based home computer], and I'm interested in
>any perspectives I might find here. In particular, I'm concerned about ways
>of emulating the custom chips (display list interrupts, sound, etc.)
>
> As far as I know, there are no Atari emulators for [the other 68K-based
>home computer], except for gag ST emulators. That's why I came here. I
>figure those who remained faithful to Atari might have pressed for an 8-bit
>emulator.
>
> Thanks, peoples.

Yes. It is called STXformerII, and is available from atari.archive.umich.edu.
It is very complete, and you can build a cable to connect an 810 or 1050 to
your ST. Pretty neat!

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

4440. diff between 800xl and 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 12:17:04 UTC
From: deej@thrush.umesve.maine.edu
Message-ID: <1991Sep30.121704.18846@umesve.maine.edu>
Source record: 113637

In a nutshell, what are the differences between the Atari 800xl and the
1200xl ??
I can't seem to dig up my old mags, and I simply don't remember....
--

+------------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| N1JOV |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+------------------------------+

4441. Disks Magnetized...Cassette player wanted

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 12:19:12 UTC
From: charles@meaddata.com
Message-ID: <1991Sep30.121912.14060@meaddata.com>
Source record: 113635

Help Me! I just got S.A.M. (Software Automated Mouth) and Music Construction Set last week. My girlfriend was messing around with them and set them by a magnet and (you know the rest). Anyone have any idea on how I can get a backup? To my knowledge, both of these are out of production.

Also, I would like to get a cassette player for my Atari. I have some French language tapes from Atari I'd like to use again, but my old 1010 is totally shot beyond repair.

Thanks,

Chip Downs

Reply to: charles@meaddata.com

4442. Re: 850 Box

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 13:43:32 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991Sep30.134332.19027@magnus.acs.ohio-state.edu>
Source record: 113636

The P: R: Connection works well IF the PRCONSYS handler is used (the one supplied on the disk which comes with the interface). If this handler is not used, there may be some sporadic problems with some terminal programs, such as Express. The handler may be appended to Express to allow for it to work properly.
Also, I know of two cases where a P: R: has not functioned properly on a BBS. The device has a tendency to 'go to sleep'. Even when the proper handler is used, this problem can persist. For this reason, I don't recommend the P:R: for a BBS. This problem could probably be corrected if an external power supply were added. Other than this problem, the interface works well.

4443. Re: :850 Box

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 14:58:55 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91273.105855AKH104@psuvm.psu.edu>
Source record: 113639

Did I really confuse people on that one? I am running the 850 at 2400
baud, 8 BITS, NO parity. Question is this: CAN THE 850 DO 2400 baud
7 BITS 1 STOP BIT for connecting to IBM FVM/VMS Main Frame systems?????
THE MANUAL SAYS YOU CAN NO RUN THE 850 ABOVE 300 Baud with this setting.
Sparta Dos's PORT command sets XIO 36 and XIO 38 Respectivly. However
using this or basic XIO commands with values of XIO #1,28,?,"R1:"...
XIO #1,90,?,"R1:" the screen goes black and locks up...system reset works
but any time those commands are sent the the 850 it stops.!!!
So, again....how does one to E-7-1 at anything above 300 on the 850?
Andrew

'One ring to guide them....on ring to bind them all...'
- Tale of the IBM Token Ring.
=-=
= The few, the loud, the IBM support Group. =
= ====>AKH104@PSUVM.PSU.EDU<==== =
= The Atari Man Himself! =
=-=

4444. Re: diff between 800xl and 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 15:10:01 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91273.111001AKH104@psuvm.psu.edu>
Source record: 113642

In article <1991Sep30.121704.18846@umesve.maine.edu>,
deej@thrush.umesve.maine.edu (Dj Merrill) says:
>
>In a nutshell, what are the differences between the Atari 800xl and the
>1200xl ??

Well...That is a difficult to say..the MAIN AND MOST IMPORTANT difference
is that the 1200XL does not have A parallel Bus (PBI) for connecting
such great things as the BLACK BOX or the MIO for hard-drives etc..
The 800XL does not have the 4 Function keys that the 1200XL has (F1-F4)
however they are still active in the ROM and can be added with a simple
kit. 800XL has built in BAD BASIC REV.B. 1200XL has none.
The 1200XL has a neat and colorful startup screen, the 800XL doesn't.
THE 1200XL HAS THE BEST KEYBOARD ATARI EVER USED! :-)
The 800XL's isn't that great. ;-(
The internal OS Differences are MANY. Think of the 8BIT computer
OS's like this:
There was REV A, the REV B for the 400/800.
There was the XL OS in the 600XL/800Xl/1400XL/1450XL
There was the XE OS (which is a modified XL os) in the
130XE and 320XE and 130XEM..130XEP....
Also a like version for the 65XE and XEGS
And out of all of these there is no comparision to the 1200XL
The 1200XL best fits between the REV B OS and the XL OS.
For Differenses in the os Consult:
ATARI 1200XL TECH. REF. NOTES Update to the 400/800 package.
(I RECOMEND This update to all XL/XE users since it easily
tells you how to redifine the keyboard map...and a bunch
of other neat-o stuff! :-)
Compute's Mapping the ATARI REVISED Edition.
Andrew

'One ring to guide them....on ring to bind them all...'
- Tale of the IBM Token Ring.
=-=
= The few, the loud, the IBM support Group. =
= ====>AKH104@PSUVM.PSU.EDU<==== =
= The Atari Man Himself! =
=-=

4445. Ftp-Sites for Atari wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 15:27:15 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <4910@chalmers.se>
Source record: 113644

I would like to know if there are any FTP-sites for the Atari 8-bit out there.

If there is, how do I get a PC to Write Atari disks?
(ie. what program should I use, and where to obtain it.).

I don't have an 850 box or modem so therefore its very important for me to write ATARI disks via PC.

I do have two 1050 drives hooked up to my 130 XE, one is fitted with some sort of doubler chip, I can format true 180 kb from dos 4.0 , I had some other utilities on a disk that made it possible to achive much greater speed but unfortunately It was formatted by mistake the second time I used it.

I only have dos 2.0S dos 2.0Q, dos 2.5 , dos 3.0 and dos 4.0, so I would be uttermost intested in any other
better dos, such as Sparta dos etc.

I would also be very inrested in any C/Pascal compiler, prefereby pd, that is good.

Reply to:(email) d1dol@dtek.chalmers.se
Thanks!!!

If we do not succeed, then we run the risk of failure. <----- Dan Quayle
----

4446. Re: Help a new user,please!

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 16:15:36 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <183797@unix.cis.pitt.edu>
Source record: 113643

Best term for an 8-bit: BOBTERM 1.2(0/1) - most file protocols, options, etc.

Best 80-column term: if you have an XEP80, probably Bobterm (with its XEP80.BTM module). if you don't, Kermit-65 v3.7 or Omnicom are pretty good...

Robert Anisko
rjast1@unix.cis.pitt.edu

4447. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 17:59:29 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Sep30125929@rcx1.ssd.csd.harris.com>
Source record: 113645
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

> Yes. It is called STXformerII, and is available from atari.archive.umich.edu.
> It is very complete, and you can build a cable to connect an 810 or 1050 to
> your ST. Pretty neat!

Yes, but where do I plug in my cartridges. ;-)

--
==========
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

4448. Re: Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 18:58:09 UTC
From: darekm@microsoft.com
Message-ID: <1991Sep30.185809.7201@microsoft.com>
Source record: 113647

In article <1746248@mast.citadel> JACS!Scott_Emerle@mast.citadel.moundst.mn.org writes:
>
> rbhadin@descartes.waterloo.
> There are emulators for the ST. I currently have an apple][emulator, a C64
> emulator, a Macintosh, IBM and 800 emulator also. About the 800 emulator,
>it's unbelieveably slow. I would like to see someone else design and make an
> 8-bit emulator, the ones I have were all done buy the same guy and are
>horrendous to use. it can't be that hard to emulate an 8-bit at full running
> speed,can it? Please go for it, I'd be very interested in seeing your end
>result!
>
> - Scott

Scott, well I guess I'm just an idiot. I wrote the "unbelievably slow" and "horrendous to use" ST Xformer emulator (emulates Atari 800, Atari XE, Apple II and C-64). Admittedly, they all run at about 50% the speed of a real 6502 based machine. There is however enough 8-bit software out there that not only runs on Xformer but also runs at a decent speed, even at 50% normal speed.

Now, since you're such an expert in the matter, perhaps YOU would like to write a new emulator. After all, Xformer is public domain. The source code is in the public domain. Heck, I even went and wrote a series of articles in ST Log several years ago explaining exactly how the emaultors worked.

And you know what? To date, nobody has come out with another emulator. Nothing faster or easier to use. In fact, I don't ever remember receiving any sort of correspondance from you along the lines of "Dear Darek, I have some ideas concerning your ST Xformer emulator that would make it easier to use and/or faster". No, all I have seen from you is the above message.

For your information, other Atari users and developers have contributed useful comments. ST Xformer 2.5 is a lot easier to use than earlier versions. It is also much faster. Two guys by the name of Dave Small and Jan Gray showed me about 4 years ago how to more than double the speed of the original Xformer, bringing the speed from 20% the speed of a 6502 to 50% the speed. Jan and I work at Microsoft, and Dave Small, well, you know who he is. Perhaps you'd like to suggest that all 3 of us are hopeless programmers and should take up selling encyclopedias?

As a matter of fact, my C-64 implementation of Xformer actually runs at about double the speed of the commercial C-64 emulators available for the Amiga.

So please research your topics before opening your mouth.

- Darek

--

Darek Mihocka. Quick ST 3 for the ST/TT. All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007

4449. Re: Ftp-Sites for Atari wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 19:22:26 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91273.152226AKH104@psuvm.psu.edu>
Source record: 113654

To write Atari MYDOS disks on an IBM You will need the program
called UTIL. It is available FTP or on compuserve. The program
is much flakey :-). A better program to READ atari MYDOS disks on an
ibm is ATARIO2.1 Also available FTP. ATARI.ARCHIVE.UMICH.EDU.
Need help? Just E-Mail me... I could maybe send em to you.
Andrew.

'One ring to guide them....on ring to bind them all...'
- Tale of the IBM Token Ring.
=-=
= The few, the loud, the IBM support Group. =
= ====>AKH104@PSUVM.PSU.EDU<==== =
= The Atari Man Himself! =
=-=

4450. Re: Happy IBM reader n' ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 1991-09-30 22:04:57 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91273.180457AKH104@psuvm.psu.edu>
Source record: 113646

I would be happy to buy the ATR8000! Give me a pri$e.
$$ Andrew.

'One ring to guide them....on ring to bind them all...'
- Tale of the IBM Token Ring.
=-=
= The few, the loud, the IBM support Group. =
= ====>AKH104@PSUVM.PSU.EDU<==== =
= The Atari Man Himself! =
=-=

4451. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-01 01:02:00 UTC
From: JACS!Forrest_Blood@mast.citadel.moundst.mn.org
Message-ID: <1752242@mast.citadel>
Source record: 113555

I've used a SX212 modem for 2 years now - works well. I've had no problems with retries, etc when using it. It isn't a 100% Hayes compatable though. I hooked it up to an Apple IIGS using Freeterm, and it wouldn't recognize the modem. I then plugged in my Hayes Smartmodem, and it worked fine. The SX212 does work fine with an ST also.

4452. Re: 850 Box

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-01 06:25:29 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <71k592w163w@unixland.natick.ma.us>
Source record: 113556

JACS!Scott_Emerle@mast.citadel.moundst.mn.org writes:

>
> AKH104@psuvm.psu.edu;
>
> Don't even THINK about getting the ICD P:R: COnnecter, it sucks! The only
> good thing about it is that it doesn't require a power supply. If you like me
> with a 9600 baud modem, you can not go above 4800 because the thing is messe
> up. IF the only thing you'll ever use is 300, wanna trade?!?!?!?!?!?!???

WHY??? I used a PR connection for years and years. I found it to be
both reliable and well worth the cost I paid for it ($75) new.
The PR connection IS limited to speeds below 4800, but thats due to
how it hooks into the system I guess.. Still, I consider a 9600 baud
modem on an atari to be somewhat of a waste.. IF you are into file
transfers like me for the 8 bit, the largest files are usually not
bigger than a 707 sectored disk... Sure they would take seconds with a
9600 baud modem, but that extra 2-3 minutes with a 2400 baud modem
for a file transfer isnt that much of a wait... Furthermore, most atari
boards around me (and the ones I call nationally) are never equipped with
9600 baud modems..
However, You give the pr a bad rep just because YOU own a 9600 baud modem.
If you had something that ran a lesser baud rate, then you would
definitely find a PR to be to your liking.. Dont knock it.. Its
one of the most reliable pieces of atariware I have ever owned.
My drives have burned out.. My MIO went "pop" once and had to be repaired,
The PR on the other hand.. Never gave me trouble..

4453. Re: Someone

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-01 06:26:13 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <e3k593w163w@unixland.natick.ma.us>
Source record: 113557

ron.bbs@shark.cse.fau.edu writes:

> I am thinking about purchasing a used Atari 800 and a disk drive.
> Of course the price will be very reasonable (low low!). I have
> a lot of computer experience (Apple 2, Mac, IBM) but have
> never worked on an Atari 800 or 400 as my own machine.
> I do know of the really great games the Atari 800/400 had though.
> My question is: Is there a later model Atari that is compatible
> with Atari 800 software that I should be aware of? I know
> of the Atari ST which is not 8-bit (not even a 6502!). So
> please fill me in on any 6502-based CPUs atari came out
> with after the 800 that are backwards compatible. Also where
> can I get catalog of all of the older Atari 8-bit HW and SW?
> I would like to buy Frogger, etc.
>
> Please reply via e-mail or post here!
>
> Thanks,
> Ron

4454. CYBERNET, P:R:C, BEWARE BRODIE

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-01 14:39:24 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9110011439.AA13950@smithkline.com>
Source record: 113558

Here's a hot tip for all those folks (like me) who've been using the NET all this time (for me, 2 years) without the faintest idea what they're doing. Pick up the November issue of COMPUTERCRAFT (formerly Modern Electronics). There's a neat article in there called "navigating Thru Cyberspace", including sources for books describing the NET. It isn't completely accurate- they say you need a Mac or MSDOS mach. but it is informative. Recommended reading!

Regarding the several posts in IA8 V91#72 RE: the P:R:C, the variable results observed may due to which P:R:C you have. The original release version had a REV 3 board which contained bugs. A REV 3 P:R:C will *NOT* work with Dunning's KERMIT! A little later ICD came out with the P:R:C REV 4 which corrected the problems. The REV 4 board is a total redesign of the original hardware, plus there were firmware changes also. I've been using P:R:C REV 4 for 3 years at 2400 Bd with both BobTerm & KERMIT, no problem.

C'mon Colin, you really believe that line Brodie fed you? [IA8 V91#71] Atari has already announced total withdrawal from the 8bit mkt (in the US, at least) beginning Jan 1992. I don't think it is a coincidence that 5 weeks before the end of the year Atari suddenlt decides to have a "special 8bit promotion". Especially considering USA tax laws: businesses have to pay tax on their un-sold inventory in stock as of Dec 31. They know damn well they won't sell all that stuff to individual users. Thats why they wanted the vendors. The vendors would be there to *buy* - in quantity- so Atari's tax problem will become one for the vendors. Remember, Greg Pratt was involved in cooking up the idea. So why was there such poor response from the vendors? Simple: no one notified them. Wouldn't Atari send out invites to the vendors? Naahhh. Atari does not maintain a list of their 8bit vendors! Ain't that a helluva way to conduct business? Brodie roped ME into preparing the vendor invitation list! And like an ass, I did it. My reward for this from Atari is that Brodie now totally ignores me, won't answer my GEnie coms or anything. Why should he? He got what he wanted, now I'm cast aside like yesterday's newspaper. Vintage Atari mentalit mentality, business as usual.

Atari is no longer a computer company. It is an import-export company. They make them in the Orient, sell them in Europe. The USA is just a shipping station, a stop on the way so the bean-counters can check inventory. The European market looms large in Ataris future plans. Including the UK. Beware this man, Colin. He can charm the fangs off a snake. His motives are suspect, there is a price to pay for his friendship.

Abe Waranowitz, your coms get thru to me but mine to you are getting bounced. If you got a new INET address, give it to me? I sent you Ed Hall's Cursor program again; your fix introduced a small bug. Did you get it?

- BEN POEHLAND
8-BIT EDITOR

CURRENT NOTES
****

4455. Speaking of the SX212

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-01 16:05:16 UTC
From: Paul.Stefanovics@bbs.oit.unc.edu
Message-ID: <6060@beguine.oit.unc.edu>
Source record: 113559

I noticed that Damark offers the SX212 in their Fall 1991 blowout issue
as a "Famous Maker" Hayes-compatible 1200 baud modem. Their price is
$19.99, plus $5.50 shipping/handling. Their phone number is (800)729-9000.
The item number is B-478-181504, if anyone is interested in ordering it.

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: bbs.oit.unc.edu or 128.109.157.30

4456. Re: 850 Box

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-01 19:48:00 UTC
From: JACS!Mike_Hopkins@mast.citadel.moundst.mn.org
Message-ID: <1753368@mast.citadel>
Source record: 113561

I also had the
P:R: Connection operating at 9600 baud through null modem. I also couldn't get it to work at 19.2, and I'm pretty sure that 9600 is the limit of the P:R: Connection.

Personally I thought I heard that ICD made the P:R: connection *better than the 850.

4457. Re: Greetings from Down Under

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-02 04:15:16 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <6N0694w164w@bluemoon.rn.com>
Source record: 113562

Hiya Pandora! Long time no see. My Mio poped and I am waiting to get it repaired before rejoining the net. I was hoping you would pop in and say hello! Hey, did you know Prof X's phone is disconnected?

Maybe we can exchange network packets through this thing?

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4458. Greetings from Down Under

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-02 08:52:29 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <31949.274912029@kcbbs.gen.nz>
Source record: 113560

Lines: 16

> This is from
> ncrawler@bluemoon.rn.com
> ncrawler@bluemoon.uucp
>who doesn't have their own obnoxious signature yet

Hi Nightcrawler, bet you didn't expect to see me here??
Here's my obnoxious signature!

```
>+-------------------------------------+
>| O Grow your own dope... |
>| __*_<|>_*__ Plant a Man! |
>+-------------------------------------+
>| Pandora@kcbbs.gen.nz (Dawn Scotting)|
>+-------------------------------------+
```

4459. COMPOSITE TO TTL

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-02 21:18:49 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9110022118.AA17435@smithkline.com>
Source record: 113563

Stan, I recently obtained 60 pages of docs on the NS455 chip in the XEP-80.
It only took 4 or 5 tries, being polite didn't work, I finally tried lying,
that worked.
The NS405/455 is the biggest darn LSI DIP I ever saw, 48 pins. Described as
a video terminal processor. Three of the pins put out HSYNC, VSYNC, & the video
brightness signal. Sorry, I can't remember which 3 pins.
In principle it should be straightforward to connect up the appropriate wi
wires in the standard TTL DB-9 to get the signals. Hoever, I don't know if the
NS455 will drive video outputs directly, buffering might be required.
I haven't done the hack, but I been researching it, it seems possible.
It is definitely on my agenda. If you can shake the ants outta yer pants &
hold on till next year, I'll write it up in CN in gory detail, complete with
diagrams, photos, etc per my usual style.
That's all I'll say on this subject for now. I think hardware hacks
should be rigorously documented & carefully tested before they're released.
Half-baked info floating around on nets by folks who haven't done their home-
work or even done the hack themselves cause more grief than it's worth.
Be patient, have faith, & know that The Alchemist has heard you.

[It'll really change the oil in yer car & send yer kids to college, eh?
Gee, this stuuf is more potent than I realized. Here all this time I thought
it would just let me put my IBM monitor to use.]

While I hink of it, if anyone knows a commercial *SOURCE* where you can
buy the NS405 or 455, post to the NET! Also a source for the 8040/8050 CPU
used in the XF551 (or substitute therefor).

- BEN POEHLAND
8-BIT EDITOR
CURRENT NOTES MAGAZINE
****

4460. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-03 04:06:24 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <48110@cup.portal.com>
Source record: 113565
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

I don't know if this will reach you, or what other discussion may have already taken place -- Portal's news software and feed have been wacked out for a couple of days -- so if you see this on a non-Portal site, pop a reply to me in e-mail...

Anyway -- I, too, have long considered writing an Atari 8-bit emulator for "the other 68K-based home computer," but am realistic enough to admit that it will probably be many years or decades beforeI accomplish this feat, if I ever do.

I do, however, have some thoughts on how I'd go about it.

I'd start by emulating a raw 6502 CPU, without any particular supporting hardware. Of course I'd have some jacket code that initialized the 6502 environment, then went into "6502 emulation mode."

Then I'd be able to implement commercial-product-specific emulations as a series of external "environment" files, loadable by the jacket code just before entering 6502 emulation mode. One file would bring up an Atari 800-series environment; another a C= 64; another an Apple IIe, etc. As far as the 6502 is concerned, after all, it just executes instructions and accesses memory. The "environment" files would be responsible for mapping memory references into custom-chip emulation registers etc.

All you would need to do in the enviornment files would be to emulate, or provide for the emulation of, each environmment's complement of custom chips. I'd handle this by having the CPU emulation's memory-referencing code look at a table, part of the loaded environment file, that identified every address in 6502-accessible memory as being RAM, ROM, such-and-such custom chip, banked, etc. etc... (Some research would have to be done to nail down a comprehensive set of identifiers.) If I decided on sixteen different types of "memory" references, that could be represented in four bits per location, making half a byte per 6502 "memory location," or 32K to map a 64K stock Atari 800. That's a pittance on the 68K system of which we speak, and could be multiplied by several powers-of-two without even burping. Then, any time the 6502 CPU "referenced a memory location," the emulation code would look up the memory "type," and vector to the appropriate RAM, ROM, or custom-chip memory-reference emulator.

Each custom chip could be implemented as a dispatcher which decoded the function of the chip register being accessed, and vectored to appropriate code. Each custom-chip emulation would maintain its own internal database -- and could even be implemented as a separate multiprocessing "task," on the 68K system of which we're speaking.

It starts to sound so EASY now that I write it down! :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4461. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-03 13:56:39 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Oct3.135639.25185@wam.umd.edu>
Source record: 113567
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

In article <48110@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>I'd start by emulating a raw 6502 CPU, without any particular supporting
>hardware. Of course I'd have some jacket code that initialized the 6502
>environment, then went into "6502 emulation mode."
>
>All you would need to do in the enviornment files would be to emulate, or
>provide for the emulation of, each environmment's complement of custom chips.

This sounds like a reasonable approach, but realize that the custom chips are going to be very hard to emulate at full-speed (if you can do it at all). Consider the chip in the Atari 800 that reads the "display list" and updates the screen accordingly; you would have to "emulate" this chip at every single ST horizontal blank interrupt, and the emulation is not trivial. (Remember that the 800 had text modes, with different sizes of text. You could mix and match text on the screen arbitrarily using the display list. Many games were written to exploit the hardware text modes because changing a character's image data would cause all occurrances of that character on the screen to change immediately, just like changing a palette register on the ST causes all pixels of that color to change immeditately. Whereas the ST has only hardware palette animation, the 8-bit had hardware character animation too.)

I assume the way you describe is the way Darek has done Xformer, particularly since he has emulators for other 6502-based machines as well. An alternative approach, however, might be to try and translate 6502 code to 68000 code all at once, and then run the generated 68000 code. This would be faster (probably fast enough for full-speed emulation on an 8Mhz ST, but that's just speculation), but is LOTS harder, because you have to make sure you don't misread data as code and convert it. I think that solving this problem in general is impossible, but perhaps with clever heuristics it would work for enough 8-bit programs to make it useful.

Just a thought.

Dave Baggett
dmb@wam.umd.edu

4462. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-03 14:54:19 UTC
From: leekil@bbn.com
Message-ID: <66693@bbn.BBN.COM>
Source record: 113566
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

In article <1991Oct3.135639.25185@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <48110@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>>I'd start by emulating a raw 6502 CPU, without any particular supporting
>>hardware. Of course I'd have some jacket code that initialized the 6502
>>environment, then went into "6502 emulation mode."
>>
>>All you would need to do in the enviornment files would be to emulate, or
>>provide for the emulation of, each environmment's complement of custom chips.
>
>This sounds like a reasonable approach, but realize that the custom
>chips are going to be very hard to emulate at full-speed (if you
>can do it at all). Consider the chip in the Atari 800 that reads
>the "display list" and updates the screen accordingly; you would
>have to "emulate" this chip at every single ST horizontal blank

But we're talking about an Amiga here (at least I think that is "the
other 68K computer, geez) and the Amiga has something similar to a
display list; the Atari display list could possibly be translated into
an Amiga equivalent for custom graphics manipulation.

>interrupt, and the emulation is not trivial. (Remember that the
>800 had text modes, with different sizes of text. You could mix
>and match text on the screen arbitrarily using the display list.

The mixing of text and graphics could easily be handled in the routines to
translate the Atari display into the Amiga (or any other computer) display.
It would be pretty easy to check and see what type of graphics are supposed
to be displayed in that display list line and update the screen accordingly.

>Many games were written to exploit the hardware text modes because
>changing a character's image data would cause all occurrances of
>that character on the screen to change immediately, just like
>changing a palette register on the ST causes all pixels of that
>color to change immeditately. Whereas the ST has only hardware
>palette animation, the 8-bit had hardware character animation too.)

The character animation would be a little more difficult, but you
might be able to accomplish it by redrawing the whole screen every
time the character set is changed. However, this might not fit in
well to the abstraction of the custom chips.

You know, the custom chips for the Amiga were done by the guy who did
the custom chips on the Atari 8-bits. In fact, I think the Amiga is
more like the 8-bits than the ST's. The ST, in fact, are closer to
the Commodore 64. So I don't see what this "other 68K computer" stuff

is about. Unless it refers to the ST's. In any case, I think it's pretty silly.

Lee

4463. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-03 16:46:23 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <6542.28eb030f@miavx1.acs.muohio.edu>
Source record: 113568
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

Now what about interfacing a ST with a 65c02? (Sorta like the IIe card
for the MAC LC)

Use that 65c02 for the processing power and emulate all the special
chips (GTIA, ANTIC, POKEY,...) in software. Then it would be easy to do
Apple IIe and C-64 without having to worry about emulating the 65c02.

For the Apple IIe, couple it with some GCR disk drive hardware, and then
you can read/write Prodos disks.

(BTW, in Spectre GCR, how much hardware is involved to R/W mac disks?)

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

4464. NASTY available now

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-03 18:39:59 UTC
From: DE7B@br1.hrz.th-darmstadt.de
Message-ID: <1991Oct03.183959.21696@infoserver.th-darmstadt.de>
Source record: 113569

Hi

I have finally come around to pre-releasing my ST-Atari 8bit
parallel connection. It's basically just an improved plug that
goes into the joystick ports and the printer port.

A device handler N: is loaded into the 8Bit, which whom you
can access GEMDOS files directly on your ST. (at speeds I might
add that will astonish you).

The kit instructions plus software are uploaded to

atari.archive.umich.edu in atari/8bit/nasty.arc (6.02 ARC)

Hope someone will get some use out of it.
Ask me if you have any questions/problems..

Nat!

P.S. having SpartaDOS 2.3 is highly advantageous!

4465. Does the Black Box connect to Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-03 18:47:48 UTC
From: alj@bilver.uucp
Message-ID: <1991Oct3.184748.8616@bilver.uucp>
Source record: 113572

I have gotten the Black Box from CSS rather heartily recommended to me over the ATR8000. My understanding is that this does not attach to an Atari 800, but you need an XL or XE to do so. Can anyone clarify this situation for me? Sure would like SCSI support... :)

--
****
* (uiucuxc, hoptoad, petsd)!peora!tarpit!bilver!alj - OR - alj@bilver.UUCP *
* GEnie: A.JOHNSONJR ...no other electronic addresses - wah!... :) *
****

4466. MacDoom for The Alchemist

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-03 19:09:48 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9110031909.AA19516@smithkline.com>
Source record: 113570

To All My Friends In The IA8 Newsgroup:

I just got word that tomorrow I'm getting a Mac SE to replace the 800XL that has been a comfortable fisxture on my desk here at work for the past 5-1/2 years.
For some period of time, I don't know how long, I'll be off the Net until the MacChangeover is completed. If you send me email, it probably won't get answered.
I didn't want the damn thing, but to refuse it would have incurred a political liability for me. This is after all a business environment. And I'm hopelessly addicted to a regular paycheck.
Back in Sept '90 I bitched in my "Alchemist" column about the lack of professional applications for the Ataris, the 8bits especially. The reason my Atari must go is beacuse I can't draw chemical structures with it. Chemical structures consist of various collections of polygons connected by lines with subscripted/superscripted alphanumerics thrown in, & the ability to prinit it out in 24-pin resolution. Certainly a job well within the capabilities of a RAMBO'd 800XL with an XEP80.
I saw this coming some time ago. During the past year, on atleast 7 or 8 occasions, I tried to talk some 8bit programmers into writing a structure drawing program. As soon as I said the word "chemisry", to a man they all turned pale green & ran like rabbits. If it isn't a video game in player-missile graphics, 8bit programmers want nothing to do with it.
But Mac programmers have no problem writing porfessional applications. ChemDraw, ChemIntosh, ChemDTP, take yer choice.
I can only wonder, how many people have been forced away from one hard-ware platform they really liked, into one they didn't like, merely because of the existence of software applications for the undesirable platform.
The XL on my desk is already fully tax-depreciated, so financially I've certainly gotten my money's worth from it. But next Monday, when I come to work & see that stupid-ass Mac on my desk, I will know I have lost a friend.

- BEN POEHLAND
8-BIT EDITOR
CURRENT NOTES MAGAZINE
****

4467. Exchanging packets

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-04 02:49:52 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <10192.2769119358@kcbbs.gen.nz>
Source record: 113564

Lines: 16

Well STeve it seems that I was wrong (we can't all be perfect can we?)
and I can send a file through Usenet to you. The cost to me is 10c for
the first K and 3c for every K after that which is $33 per megabyte,
I don't know if you would have to pay at your end but at the size that
our packets are normally I would say it would cost peanuts, what do
you think? Shall we give it a burst to see how it pans out? I am going
to go and make up a packet right now and send it as an experiment, let
me know if/when you get it and we'll go from there shall we? Also let
me know if you are getting your email okay. I hope you have your MIO
fixed again by now, if not and you do get my packet maybe you could
pass it onto one of the other OasisNet nodes for me, perhaps Don Baldwin
in Newport News, VA. I haven't had any messages from the Professor since
about the 15th September so if you could send me a packet made up from
around that date I would appreciate it. Looking forward to hearing from
you....Pandora

4468. Hello

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-04 04:03:23 UTC
From: ckchan@eeserv1.ic.sunysb.edu
Message-ID: <1991Oct4.040323.1005@sbcs.sunysb.edu>
Source record: 113571

Hello All,
This is my first posting (attempt) to the net, even though I've been reading
this newsgroup for over a year. So, this is more or less a test message.

My first question to the net is:
I bought an ATR8000 from a friend about 2 years ago, and have been tinkering
with it every now and then. I can't seem to get the thing to work, I've tried
to hook up IBM drives (360K) to it, but no luck. All I got with the beast
is the manual and a couple of cables, no software at all.
So, any help in getting this thing to work will be greatly appreciated.
I'm also looking for the Disks that came with the ATR8000, and the CP/M
manual and disks.

Thanks...
Chi K. Chan
ckchan@csserv1.ic.sunysb.edu (UNIX)

PS: no fancy ending text yet...no flames please...

4469. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-04 09:56:55 UTC
From: awrc@dcs.ed.ac.uk
Message-ID: <18926@skye.dcs.ed.ac.uk>
Source record: 113573

In article <66693@bbn.BBN.COM> leekil@bbn.com (Lee Kilpatrick) writes:
>
>But we're talking about an Amiga here (at least I think that is "the
>other 68K computer, geez) and the Amiga has something similar to a
>display list; the Atari display list could possibly be translated into
>an Amiga equivalent for custom graphics manipulation.

Not necessarily - much 8-bit software modifies the display list on the fly.
Imagine a piece of software that modifies its display list from within the
horizontal blank interrupt (not unknown - I wrote a routine to do parallax
scrolling that did this) - to do this on the Amiga you would have to be
able to emulate fast enough to emulate the hblank 6502 code *and* perform
the necessary transformations to rebuild the Amiga display list
accordingly, all within the horizontal blank.

> The mixing of text and graphics could easily be handled in the routines to
> translate the Atari display into the Amiga (or any other computer) display.
> It would be pretty easy to check and see what type of graphics are supposed
> to be displayed in that display list line and update the screen accordingly.

The trick, though, isn't just to build up a display, it's to build up a
display *quickly*. The minute you start modifying display lists on the fly
you require your emulator to go a *lot* faster. Darek's emulator is slow at
times but I think he's pretty much gone as fast as you can go on an ST and
he's provided a very complete emulation (I was delighted upon running
XFormer to discover that you could build custom display lists etc). While
the mapping between the Atari 8-bit and the Amiga graphics hardware is a
good deal closer (due to one being the ancestor of the other) the amount of
effort and cleverness required to transform between one and the other
efficiently might be better spent just using a brute force method of
building the screen.

--
Al Crawford - awrc@dcs.ed.ac.uk
"Such a digital lifetime, it's been by numbers all the while"

4470. Re: Does the Black Box connect to Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-04 20:33:40 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991Oct4.203340.17044@magnus.acs.ohio-state.edu>
Source record: 113574

To answer your question, it is not possible to hook the Black Box up
to an Atari 8oo. The 8oo does not have a Parallel Bus Interface (PBI),
as do the Atari 8oo XL and 13o XE computers.
If you prefer the 8oo for its keyboard, consider using an XL or XE with
a Transkey and Black Box. The Transkey allows you to hook up a standard
PC keyboard to your 8-bit.
It might be possible to use an 8oo as a slave on a multiplexer system,
with the multiplexer tied to an XL or XE. The CSS Multiplexer manual
mentions this, but says to contact them about installation.

4471. WAACE ATARIFEST INFO

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-04 21:26:08 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9110042126.AA22215@smithkline.com>
Source record: 113575

The company axe men have arrived with my Mac SE. I am bravely staving
them off while I get off one last message to the IA8 newsgroup with my forlorn
800XL. They want to rip all the wires from my desk & chop up my Atari 8bit.
It is fiiting that its final utterance will nobly announce the details for next
week's WAACE Fest, I have to hurry, the bolt on the door to my office is start-
ing to give way.....

WAACE AtariFest '91
October 12 & 13, 1991
Sheraton-Reston Hotel
11810 Sunrise Valley Drive Reston VA 22091
Hotel phone: 703-620-9000
Show hours: 10:00AM-5:00PM, both days
Admission: $7.00 one day, $10.00 both days
General Info: Charles Smeton (301-465-8628) GEnie: C.S.SMETON
Vendor Info: John Barnes (301-652-0667) GEnie: J.D.BARNES
Washington Area Atari Computer Enthusiasts

- BEN POEHLAND
8-BIT EDITOR
CURRENT NOTES MAGAZINE

P.S.- A reminder, Iwon't be answering any E-mail on this Net after today,
get me on GEnie: B.POEHLAND if you want to+;;*-;+;./ oooo

oh god theyre here! help! he;**;

4472. Atari 520 system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-04 22:32:07 UTC
From: gathings@hydra3b.cs.utk.edu
Message-ID: <kepqv7INNofr@utkcs2.cs.utk.edu>
Source record: 113576
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I have the following system for sale :

Atari 520 ST with, external drive(ssdd), mono monitor,
system disks, and various software (tell me what you
are looking for).

Software that might be of interest to some :
- 1st word word processor
- Uniterm vt100 term program w/ xmodem/kermit
- protocols and tektronic graphics emulation
- Hippo C compiler
- Degas , publishing/paint program
- Asmpro ,a 68000 assembler.

external 1200 baud modem with cable and manual

asking $300 , or best offer (price includes shipping).

As a last resort , I will split up the system but, the
prices may be less negotiable. I used it as a general
purpose machine in college and it served me well. I
am now selling it because I have a 386 system.

Thanks

Golando.

4473. SIO2PC and duplicating old 8-bit programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-05 22:00:48 UTC
From: mfontana@eniac.seas.upenn.edu
Message-ID: <52695@netnews.upenn.edu>
Source record: 113577

Hi all,

I recently found out about the "SIO2PC" project, which basically allows
you to replace your old Atari floppy drives with a set of disk images
stored on a PC compatible's hard disk. A simple interface connects the
Atari's SIO port to a standard IBM serial port. The system is completely
transparent on the Atari side; you can even boot from the IBM. There
is reportedly a significant increase in speed.

I'm planning to build the device, as I'd like to keep my 800 around
and this will make it convenient and reliable to use. (Many of my old
Atari disks produce that slow, haunting "blip-- blip-- blip--" of sectors
gone to heaven.) The device also has some nice extra features, like
redirecting "P:" to the IBM's printer, etc. I recently spoke with the
author of SIO2PC, Nick Kennedy. There are about 30 happy users of
his project, and he has just completed an update of the IBM driver software.

I do most of my graphics work (raytracing, animation) on my 386 machine,
but I'd like to use the 800 for video titling, speech synthesis, and games.
(In my opinion, many of the old Atari games rival Nintendo...)

I used to have a fairly large collection of Atari programs, but I ended up
selling just about all of them. Now, of course, I want to kick myself!
There are very few places to find 8 bit games and software these days.
The only real solution is finding individual users who still own them.

I haven't been involved in the 8-bit scene for a while, but it seems
most of the major software companies for the Atari no longer exist. So
what's the deal with copyright restrictions? If no one's there to lose
money, is it okay to make a copy? Most of the devout Atari folks I know
hold the belief that that's irrelevant-- it would be blatant PIRACY.
This is kind of a new ethical issue developing as the first generation of
micro-computers slowly dies.

Any opinions on this? I think that the combination of SIO2PC, Internet,
and this "vaporization" of Atari programs into the public domain could
breathe new life into the old Ataris.

More information on SIO2PC can be found at atari.archive.umich.edu or
by contacting the author, Nick Kennedy, at (501)967-3843.

Anyone wishing to discuss these issues with me privately, please mail
to mfontana@eniac.seas.upenn.edu.

Thanks,
Mark Fontana
--

```
.-------------------------------------------------------------------------.
| Mark A. Fontana CSE 1994 | "Out of all the arts, the cinema is the |
| mfontana@eniac.seas.upenn.edu | most important." --V.I. Lenin |
`-------------------------------------------------------------------------'
```

4474. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-06 16:15:00 UTC
From: JACS!Colin_Wolfe@mast.citadel.moundst.mn.org
Message-ID: <1760355@mast.citadel>
Source record: 113578

My own feeling about "piracy" for the 8bits is: if the product is no longer commercially available, and a copy can be obtained without profit to the provider, it's morally okay to use that copy.

4475. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-07 01:29:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1760909@mast.citadel>
Source record: 113579

```
steve: Most games are going to be losing their copyrights soon,
they only last
a few years.
```

4476. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-07 01:30:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1760910@mast.citadel>
Source record: 113580

Subject: Hard Drive
I just bought a 20 Meg Hard drive for the 8-bit, and asides from case & power

Does anyone know where I can get one? it's a SCSI drive. And will the board
coe with everything I need, like a cable to plug it into the 8-bit? Thanks.

4477. Re: SIO2PC and duplicating old 8-bit programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-07 08:42:18 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <5217@chalmers.se>
Source record: 113581

In article <52695@netnews.upenn.edu>, mfontana@eniac.seas.upenn.edu (Mark A Fontana) writes:
|>
|>
|> I haven't been involved in the 8-bit scene for a while, but it seems
|> most of the major software companies for the Atari no longer exist. So
|> what's the deal with copyright restrictions? If no one's there to lose
|> money, is it okay to make a copy? Most of the devout Atari folks I know
|> hold the belief that that's irrelevant-- it would be blatant PIRACY.
|> This is kind of a new ethical issue developing as the first generation of
|> micro-computers slowly dies.
|>
|> Any opinions on this? I think that the combination of SIO2PC, Internet,
|> and this "vaporization" of Atari programs into the public domain could
|> breathe new life into the old Ataris.
|>

I'd think thath would be a great Idea, I would gladely upload some classic Games like Pac-Man etc. if I knew were to upload them, and if others also did that, we could get a very interesting
Atari 8-bit ftp liberary somewhere.
With all respects, I wouldn't call that PIRACY.

I mean, like for a car, the manufacturer stopped making spares, should we just throw the darn thing
away, should we?

comments apprishiated,

Fredrik Lundholm.
(email:d1dol@dtek.chalmers.se)

4478. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-07 18:01:36 UTC
From: rbhardin@descartes.waterloo.edu
Message-ID: <1991Oct7.180136.11212@descartes.waterloo.edu>
Source record: 113582

In article <66693@bbn.BBN.COM> leekil@bbn.com (Lee Kilpatrick) writes:
>But we're talking about an Amiga here (at least I think that is "the
>other 68K computer, geez) and the Amiga has something similar to a
>display list; the Atari display list could possibly be translated into
>an Amiga equivalent for custom graphics manipulation.

Yes, we're talking about an Amiga. I don't consider the Mac a _home_
computer.

I was indeed figuring on taking the copper list approach to DLIs. Why
reinvent the wheel? However, what might be more difficult is getting the
instruction execution rate right for cycle-counting programs. The Atari
executes a certain number of instructions per color clock, and I'm at loss
for a way to get that right. I don't think it actually matters in most
programs, but you never know.

>The character animation would be a little more difficult, but you
>might be able to accomplish it by redrawing the whole screen every
>time the character set is changed. However, this might not fit in
>well to the abstraction of the custom chips.

Character animation hadn't occured to me. This is why I posted this
request in the first place. I figured someone else would have already
thought of all these problems, and maybe even some solutions.

==
Nuke'Em: Get them before they get you! | Ron Harding
Another quality home game from Butler | rbharding@descartes.uwaterloo.edu
Bros. |
==

4479. Anyone want to sell their Atari 8 bit cheaply?

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-07 22:39:01 UTC
From: IO91461@MAINE.MAINE.EDU
Message-ID: <91280.183901IO91461@MAINE.MAINE.EDU>
Source record: 113584

I kinda miss the old style games that the old atari 8 bit machines had.
So Does anyone have an atari 800, 130xe etc etc with a disk drive that
has been just taking up space in the closet that they would like to sell
real cheap?

-Tom Nezwek

4480. ATARI SOFTWARE FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-07 23:44:01 UTC
From: rlynch@iscnvx.lmsc.lockheed.com
Message-ID: <1991Oct7.234401.27637@iscnvx.lmsc.lockheed.com>
Source record: 113583

I have the following software for sale:

Defender
PacMan
MrsPacMan
Eastern Front
Centipide
Millipide
Missile Command
Caverns of Mars
Ghostbusters
Pole Position
Galaxian
Joust
Robotron
Dig Dug
etc.

If interested send email with the price your willing to pay.

Thanks

4481. Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-08 16:51:35 UTC
From: Preston.F.Crow@dartmouth.edu
Message-ID: <1991Oct8.165135.22104@dartvax.dartmouth.edu>
Source record: 113587

I would like to find some way of using my 386 clone as a file server for my 8-bit. I figure that it would be possible to make a physical connection through joystick ports 3 and 4, a printer interface, or some other port to some IBM port. The software level could be accomplished through a modification of the ROM or (it would only work with some programs) a modification of DOS. The ROM modification could be done for an 800XL through a modified translator disk.

The basic point it that I've found my drives are a bit unreliable, and by putting the files on my IBM, I would have much more efficient access to them. Unfortunately, I don't have the time to write the software myself... Has anyone else been working on something like this???

--PCrow

4482. Re: Someone

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-08 18:59:44 UTC
From: castro@dvorak.amd.com
Message-ID: <1991Oct8.185944.4844@dvorak.amd.com>
Source record: 113590

In article <e3k593w163w@unixland.natick.ma.us> asgardia@unixland.natick.ma.us (Craig Rothman) writes:
>ron.bbs@shark.cse.fau.edu writes:
>
>> I am thinking about purchasing a used Atari 800 and a disk drive.
>> Of course the price will be very reasonable (low low!). I have
>> a lot of computer experience (Apple 2, Mac, IBM) but have
>> never worked on an Atari 800 or 400 as my own machine.
>> I do know of the really great games the Atari 800/400 had though.
>> My question is: Is there a later model Atari that is compatible
>> with Atari 800 software that I should be aware of? I know
>> of the Atari ST which is not 8-bit (not even a 6502!). So
>> please fill me in on any 6502-based CPUs atari came out
>> with after the 800 that are backwards compatible. Also where
>> can I get catalog of all of the older Atari 8-bit HW and SW?
>> I would like to buy Frogger, etc.
>>
>> Please reply via e-mail or post here!
>>
>> Thanks,
>> Ron

Hi Ron,
and hi to the rest of this newsgroup. This is my first posting here, I have been reading this for the past 4 months. For the longest time I thought my uncle and I were the only 8bit users around. Anyway, glad to see you folks around.

Ron, the later models of 8bit computers are the XL and XE series, they are nearly 100% compatible. Nearly, because some of the older software made illeagle calls to the OS. However, a couple of programs are available which will allow you to run even those programs, one is called Transformer.

As for hardware and software, B & C computers out of San Jose CA probable has what your looking for. I don't remember the address right now but I will post it later. I also have a supplier just down the road from here in San Antonio TX, he sells all kinds of 8bit HW and SW, if any one is interested I will post a list of what he has.

And now I have a question for any programmer out here in cyberspace, I am trying to write a simple AI program. Simple in the sense that I want the computer to try and guess my 5 digit number using limited clues provide by me. I know this probably sounds archaic and my have already been done but not by me. Learn by doing, but I could use a little help with this one. BTW I'm using Basic XL on a 130XE with two drives. I know that I should probably be using LISP

or something like that but......

Well, thanks in advance and hope to hear from you all real soon.
--

L. Rene' Castro voice: (512)462-6241
Advanced Micro Devices fax: (512)462-5156
5204 E. Ben White Blvd. M/S 553 email: castro@mozart.amd.com

4483. Re: Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-08 20:58:18 UTC
From: DE7B@br1.hrz.th-darmstadt.de
Message-ID: <1991Oct08.205818.6628@infoserver.th-darmstadt.de>
Source record: 113586

hmm
>to them. Unfortunately, I don't have the time to write the software
>myself... Has anyone else been working on something like this???
>
> --PCrow
--PC.. <argh>

As I posted just a week ago, I have uploaded somthing
similiar to what you want, to "terminator" in NASTY.ARC (ARC v6.2)
Unfortunately for you it doesn't run on the PC, but on the
ST (up to TOS 1.4 at least) and it uses stickports #1 and #2, cause
my XL uses PORTB otherwise. If you want to consider writing
a server, than you are all set 'cause NASTY contains the 8-bit
software and the interface board (not quite the physical thing
in the .ARChive (har har)) needed. It's actually pretty
simple if you know how to handle the port. Write me if you
want to do it... Else try SIO2PC, which sounds pretty good
alas serial.

Nat!

P.S. Speedwise you won't be disappointed.

4484. Re: SIO2PC and duplicating old 8-bit programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-08 21:16:10 UTC
From: trag@pnet01.cts.com
Message-ID: <1991Oct08.211610.15117@crash.cts.com>
Source record: 113592

d1dol@dtek.chalmers.se (Fredrik Lundholm) writes:
>In article <52695@netnews.upenn.edu>, mfontana@eniac.seas.upenn.edu (Mark A Fontana)
writes:
>|>
>|>
>|> I haven't been involved in the 8-bit scene for a while, but it seems
>|> most of the major software companies for the Atari no longer exist. So
>|> what's the deal with copyright restrictions? If no one's there to lose
>|> money, is it okay to make a copy? Most of the devout Atari folks I know
>|> hold the belief that that's irrelevant-- it would be blatant PIRACY.
>|> This is kind of a new ethical issue developing as the first generation of
>|> micro-computers slowly dies.
>|>
>|> Any opinions on this? I think that the combination of SIO2PC, Internet,
>|> and this "vaporization" of Atari programs into the public domain could
>|> breathe new life into the old Ataris.
>|>
>
>I'd think thath would be a great Idea, I would gladely upload some classic Games like
> Pac-Man etc. if I knew were to upload them, and if others also did that, we could get a
very interesting
>Atari 8-bit ftp liberary somewhere.
>With all respects, I wouldn't call that PIRACY.
>
>I mean, like for a car, the manufacturer stopped making spares, should we just throw the
darn thing
>away, should we?
>
>comments apprishiated,
>
> Fredrik Lundholm.
>(email:d1dol@dtek.chalmers.se)

It sounds like it makes sense (although Pacman is still owned by Atari itself,
so that's a poor example), but I'd like to see an attorney's opinion first.

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
ARPA: crash!pnet01!trag@nosc.mil
INET: trag@pnet01.cts.com

4485. Re: Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-08 21:58:14 UTC
From: mfontana@eniac.seas.upenn.edu
Message-ID: <52907@netnews.upenn.edu>
Source record: 113591

[...regarding interfacing an 8 bit to a PC]

>> Unfortunately, I don't have the time to write the software
>>myself... Has anyone else been working on something like this???

>As I posted just a week ago, I have uploaded somthing
>similiar to what you want, to "terminator" in NASTY.ARC (ARC v6.2)
>Unfortunately for you it doesn't run on the PC, but on the
>ST (up to TOS 1.4 at least) and it uses stickports #1 and #2 ...

> Else try SIO2PC, which sounds pretty good alas serial.
> P.S. Speedwise you won't be disappointed.

But one nice thing about SIO2PC is that it is completely transparent
to the 8 bit; no need to run driver software, and all 4 joystick ports
remain available. It's designed to run at the standard SIO port rate
(19,200 bps), but users report a significant increase in speed over
using a real Atari drive. I imagine this is because the PC is sending
almost a continuous stream of data, since the disk images are stored
in the PC's memory.

BTW: Does NASTY deal with protected boot disks? This isn't implemented
in SIO2PC yet, but I was thinking about adding it. (At least for the
type of Atari disks that check for a bad sector around 715-720).
Anyone have the technical reference? I need to know what status is returned
by the Atari drive after reading a bad sector.

Mark Fontana
--
```
.-------------------------------------------------------------------------.
| Mark A. Fontana CSE 1994 | "Out of all the arts, the cinema is the |
| mfontana@eniac.seas.upenn.edu | most important." --V.I. Lenin |
`-------------------------------------------------------------------------'
```

4486. Atari Software

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-08 22:13:47 UTC
From: rlynch@iscnvx.lmsc.lockheed.com
Message-ID: <1991Oct8.221347.443@iscnvx.lmsc.lockheed.com>
Source record: 113589

```
SOFTWARE NAME FORMAT PRICE
Assembly Language Cartridge 20.00
Atari Writer Cartridge 20.00
Basketball Cartridge 10.00
Caverns of Mars Cartridge 10.00
Centipede Cartridge 10.00
Defender Cartridge 15.00
Dig Dug Cartridge 15.00
Donkey Kong Cartridge 15.00
Eastern Front Cartridge 25.00
Frogger Cartridge 10.00
Galaxian Cartridge 10.00
Ghostbusters Disk 5.00
Joust Cartridge 15.00
Jungle Hunt Cartridge 10.00
Millipede Cartridge 15.00
Miner 49er Cartridge 20.00
Missile Command Cartridge 10.00
Pac Man Cartridge 10.00
Mrs. Pac Man Cartridge 20.00
Pole Position Cartridge 10.00
Qix Cartridge 15.00
Robotron Cartridge 20.00
Star Raiders Cartridge 10.00
Star Raiders II Disk 15.00

Richard Lynch
```

4487. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-08 22:35:00 UTC
From: JACS!Forrest_Blood@mast.citadel.moundst.mn.org
Message-ID: <1763615@mast.citadel>
Source record: 113594

Scott,

This is what you'll need to hook up that 20 meg SCSI drive to your XL or XE computer: an interface, case, power supply, cables and some software.

There are two interfaces currently available for the XL/XE computer, the MIO from ICD (815-968-2228) and the Black Box from CSS (716-586-5545). If you own an XE computer, you'll need to buy the inexpensive adapter card from ICD or CSS, which combines the parallel bus interface with the cartridge port

on these machines.

The MIO comes in it's own case and features a ram disk (256K or 1 meg), parallel and serial interfaces, and a hard disk interface - it used to cost about $300+ - though with the clearance sale at ICD you might get it cheaper.

The Black Box is a circuit board which features serial and parallel interfaces, and a hard disk interface for $200. You'll need a case to put this in, either a seperate box or inside your hard drive enclosure - check with CSS for size and power requirements.

For cases and power supplies, just about any external hard drive case and power supply will do. Some things to keep in mind: bigger power supplies are NOT always better - the really big ones (200 watt+) won't even work unless they sense a load on the line. A power supply rated between 30 and 70 watts should work OK for a single hard drive setup. Also, be sure you get a power supply rated for a hard drive, not a floppy drive. Hard drive power supplies are designed to run 24 hours a day, floppy power supplies aren't. You can buy these cases/power supplies at all the computer shows, ICD, CSS or IB Computers (503-297-8425), a long time Atari dealer who specializes is drive cases and power supplies. Make sure the you get a case which includes at least a fan to cool the power supply. Some brands of hard drives (Maxtor) run pretty hot - you might need another fan for the drive also. A case and power supply will cost between $50 and $150.

The only cable you'll need is a SCSI cable - a 50 pin (2 rows x 25 pins) ribbon cable with a female connector on each end. They usually cost $5-$10 - I've sell you my extra cable for $3 if you're interested. The cable connects the hard drive to the interface.

The last thing you'll need is the hard disk driver software and DOS. The two choices are SpartaDos from ICD or MyDos from Bob Puff (who just recently became the owner of CSS). SpartaDos is much more polished, offering time/date

stamping of files, I/O redirection, a much more advanced directory structure and many other features. SpartaDos X cartridge now costs around $50 from ICD.

MyDos 4.5 is much closer to Atari DOS 2.5, except it features subdirectories,

configurable ram disk sizes and hard disk support - it is shareware. To summarize, MyDos offers better compatability with most programs than SpartaDos, but it has fewer features.

That should give you a general idea of what you need to set up your hard drive. I would check with the manufacturers before purchasing any hardware - I
am not an expert on 8-bit hard drive systems, only ST hard drives. You might want to check with the sysop of the Q BBS, as he has a hard drive running on his 8-bit system. See you at the meeting.
Forrest

4488. Re: Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-08 23:27:16 UTC
From: DE7B@br1.hrz.th-darmstadt.de
Message-ID: <1991Oct08.232716.29113@infoserver.th-darmstadt.de>
Source record: 113588

```
> BTW: Does NASTY deal with protected boot disks? This isn't implemented
> in SIO2PC yet, but I was thinking about adding it. (At least for the
> type of Atari disks that check for a bad sector around 715-720).
> Anyone have the technical reference? I need to know what status is returned
> by the Atari drive after reading a bad sector.
>
>
> Mark Fontana

Nasty doesn't deal with protected boot disks, 'cause
there aren't any on a GEMDOS file system, if they are
they are 68000 code and the 8-Bit doesn't care for
that (har).

In case I didn't explain that thoroughly, NASTY goes
like this:

Connect PORTA (stix #0-1) of your favorite computer to
the PSG parallel port port (of the ST) via the NASTY board.

Start up driver on ST (botched multitasking..)
Start up driver on 8bit

use N: just like any other device, for example
with SpartaDOS 2.3 you can say:

D1:CWD N:C:/USR/SRC

D1:DIR *.S65

<faked output here>
FOO.S65 35363 12:08:91
BAR.H65 8277 11:08:91

D1:COPY N:*.* D3:
FOO.S65
BAR.H65

D1:

So in that respect it's totally unlike SIO2PC. The advantages
are that you can easily crossdevelop, that you are only limited
by the available diskspace and that you are actually using GEMDOS
so that you can manage your files outside. And of course its
just that much faster, than 19200bps, more like 80000bps.
(actual thruput)
```

What you cannot do is , boot up with NASTY alone (DOS required) or run 'sector oriented' software from it. It was a design choice and I preferred it this way. (That's because I can now assemble and link my code on the ST. if you ever used make and TEMPUS it's hard getting back to E: and MAC/65)

How about creating a bad sector yourself and then reading that value in, that should do it.

Nat!

4489. Is there

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-09 00:47:12 UTC
From: ron.bbs@shark.cse.fau.edu
Message-ID: <DPyi02w164w@shark.cse.fau.edu>
Source record: 113593

Can someone list all of the Atari's that are compatible with the
Atari 800 software either on disk or carts. I am interested in
getting an Atari 8-bit machine and was wondering which one would
be best- I am not familiar with the machines that came out after
the atari 800 except for the ST which I know is not compatible
due to a different microprocessor.... someone please
post a list up...

Thanks,
Ron

4490. Bits missing

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-09 01:15:49 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <4549.281916190@kcbbs.gen.nz>
Source record: 113585

Lines: 22

> I just bought a 20 Meg Hard drive for the 8-bit, and asides from
>case & power
>
>
> Does anyone know where I can get one? it's a SCSI drive. And
>will the board
> coe with everything I need, like a cable to plug it into the 8-bit?
>Thanks.

The above is all I could read on my screen, now I don't know if this
is the fault of the BBS I'm reading it on or the fault of the person
who sent it? There seems to be something missing after the word power.
If you could send your message again then do because putting HDD's with
8bits is something I may be able to help you with.

```
>+-------------------------------------+
>| O Grow your own dope... |
>| __*_<|>_*__ Plant a Man! |
>+-------------------------------------+
>| Pandora@kcbbs.gen.nz (Dawn Scotting)|
>+-------------------------------------+
```

4491. Re: Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-09 07:30:21 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <aDHJ017w164w@bluemoon.rn.com>
Source record: 113595

Preston.F.Crow@dartmouth.edu (Preston F. Crow) writes:

> I would like to find some way of using my 386 clone as a file server
> for my 8-bit. I figure that it would be possible to make a physical
> connection through joystick ports 3 and 4, a printer interface, or some
> other port to some IBM port. The software level could be accomplished
> through a modification of the ROM or (it would only work with some
> programs) a modification of DOS. The ROM modification could be done
> for an 800XL through a modified translator disk.
>
> The basic point it that I've found my drives are a bit unreliable, and
> by putting the files on my IBM, I would have much more efficient access
> to them. Unfortunately, I don't have the time to write the software
> myself... Has anyone else been working on something like this???

Try to FTP the Sio 2 PC files from the Atari Archive at the University of
Michigan, you dont need to use the Joystick ports, but can use the Sio.

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4492. Re: Is there

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-09 10:04:21 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1991Oct9.100422.245@merrimack.edu>
Source record: 113599

In article <DPyi02w164w@shark.cse.fau.edu>, ron.bbs@shark.cse.fau.edu writes:
> Can someone list all of the Atari's that are compatible with the
> Atari 800 software either on disk or carts. I am interested in
> getting an Atari 8-bit machine and was wondering which one would
> be best- I am not familiar with the machines that came out after
> the atari 800 except for the ST which I know is not compatible
> due to a different microprocessor.... someone please
> post a list up...
>
> Thanks,
> Ron

Atari 400 These are all upwardly compatible, there are a few games out
800 there that will require a translator disk to run some older
600xl programs. There is also a 1200xl that is supposed to be
800xl compatible, but there are some problems with it.
65xe
130xe
xe game system

David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345

4493. Re: Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-09 12:25:18 UTC
From: deej@thrush.umesve.maine.edu
Message-ID: <1991Oct9.122518.6400@umesve.maine.edu>
Source record: 113600

```
In article <aDHJ017w164w@bluemoon.rn.com>, ncrawler@bluemoon.rn.com (Steve Goldfein)
writes:
|> Preston.F.Crow@dartmouth.edu (Preston F. Crow) writes:
|>
|> > I would like to find some way of using my 386 clone as a file server
|> > for my 8-bit. I figure that it would be possible to make a physical
|> > connection through joystick ports 3 and 4, a printer interface, or some
|> > other port to some IBM port. The software level could be accomplished
|> > through a modification of the ROM or (it would only work with some
|> > programs) a modification of DOS. The ROM modification could be done
|> > for an 800XL through a modified translator disk.
|> >
|> > The basic point it that I've found my drives are a bit unreliable, and
|> > by putting the files on my IBM, I would have much more efficient access
|> > to them. Unfortunately, I don't have the time to write the software
|> > myself... Has anyone else been working on something like this???
|>
|> Try to FTP the Sio 2 PC files from the Atari Archive at the University of
|> Michigan, you dont need to use the Joystick ports, but can use the Sio.
|>
|>
|>
|> This is from
|> ncrawler@bluemoon.rn.com
|> ncrawler@bluemoon.uucp
|> who doesn't have their own obnoxious signature yet

What is the ftp address for the University of Michigan's machine??

--

+------------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| N1JOV |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+------------------------------+
```

4494. Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-09 15:32:57 UTC
From: mfontana@eniac.seas.upenn.edu
Message-ID: <52959@netnews.upenn.edu>
Source record: 113596

It just occurred to me that there is no newsgroup for 8 bit binaries.
There's a c.b.apple2 group, so why not one for the old Ataris?

Let's have some opinion. How does a new group get initiated, anyway?

Mark
--
Mark A. Fontana CSE 1994 | "Out of all the arts, the cinema is the
mfontana@eniac.seas.upenn.edu | most important." --V.I. Lenin

4495. Atari 8-bit manuals/software

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-09 15:42:43 UTC
From: brett@visix.com
Message-ID: <1991Oct9.154243.18686@visix.com>
Source record: 113598

Well, I finally got rid of my Atari 8-bit machine (after I blew one of the custom chips) so I would like to unload some of the manuals I have.

Atari Hardware Manual
Atari OS Programming Reference
Atari OS Source Listing
DeRe Atari (All about ATARI)

Also, I have the Action! Development system.

I would like to get rid of these items for the cost of shipping and some token payment.
--
__
Brett Bourbin \ / /(_ /\/ 11440 Commerce Park Drive
..!uunet!visix!brett \/ / __)/ /\ Reston, Virginia 22091
brett@visix.com Software Inc (703) 758-2733

4496. Re: Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-09 16:06:25 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <188132@unix.cis.pitt.edu>
Source record: 113597

In article <1991Oct8.165135.22104@dartvax.dartmouth.edu> Preston.F.Crow@dartmouth.edu (Preston F. Crow) writes:
>I would like to find some way of using my 386 clone as a file server
>for my 8-bit. I figure that it would be possible to make a physical
>connection through joystick ports 3 and 4, a printer interface, or some
>other port to some IBM port. The software level could be accomplished
>through a modification of the ROM or (it would only work with some
>programs) a modification of DOS. The ROM modification could be done
>for an 800XL through a modified translator disk.
>

I believe there is such a monster out there (SIO2PC or something
like that). It is a hardware/software setup to allow such a thing
to occur. Unfortunately I do not have any more information on it,
but I'm sure someone here does. Wouldn't that be great to tell
at a PC meeting: "I'm using my PC as a fileserver for my 8-bit."
I'd love to see their expressions...

Robert Anisko
rjast1@unix.cis.pitt.edu

4497. Re: Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-09 18:44:55 UTC
From: jdd@db.toronto.edu
Message-ID: <91Oct9.144438edt.16819@ois.db.toronto.edu>
Source record: 113601

mfontana@eniac.seas.upenn.edu (Mark A Fontana) writes:

>It just occurred to me that there is no newsgroup for 8 bit binaries.
>There's a c.b.apple2 group, so why not one for the old Ataris?

There are not enough binaries posted to justify a new newsgroup. Feel free to post binaries to comp.sys.atari.8bit; that's how its been done up to now.

John
--
John DiMarco jdd@db.toronto.edu/jdd@db.utoronto.ca
University of Toronto, CSRI DBOIS group BITNET: jdd%db.toronto.edu@UTORGW
(416) 978-1683 UUCP: uunet!utai!db!jdd

4498. Re: Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-09 18:45:21 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <amck02w164w@bluemoon.rn.com>
Source record: 113604

Could someone please send me via e-mail Nasty.ARC the ST / 8-bit File
server thingy?

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4499. Re: Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-09 18:48:11 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <1qck03w164w@bluemoon.rn.com>
Source record: 113505

mfontana@eniac.seas.upenn.edu (Mark A Fontana) writes:

> [...regarding interfacing an 8 bit to a PC]
>
> >> Unfortunately, I don't have the time to write the software
> >>myself... Has anyone else been working on something like this???
>
> >As I posted just a week ago, I have uploaded somthing
> >similiar to what you want, to "terminator" in NASTY.ARC (ARC v6.2)
> >Unfortunately for you it doesn't run on the PC, but on the
> >ST (up to TOS 1.4 at least) and it uses stickports #1 and #2 ...
>
> > Else try SIO2PC, which sounds pretty good alas serial.
> > P.S. Speedwise you won't be disappointed.
>
>
> But one nice thing about SIO2PC is that it is completely transparent
> to the 8 bit; no need to run driver software, and all 4 joystick ports
> remain available. It's designed to run at the standard SIO port rate
> (19,200 bps), but users report a significant increase in speed over
> using a real Atari drive. I imagine this is because the PC is sending
> almost a continuous stream of data, since the disk images are stored
> in the PC's memory.
>
> BTW: Does NASTY deal with protected boot disks? This isn't implemented
> in SIO2PC yet, but I was thinking about adding it. (At least for the
> type of Atari disks that check for a bad sector around 715-720).
> Anyone have the technical reference? I need to know what status is returned
> by the Atari drive after reading a bad sector.
>
>

Well, you know the SIO 2 PC could be used for a BBS, but only if the size
if the drives could be increased. I wish that you could or would add a
way to have a 5 meg partition so that all of the BBS files could be stored
on the IBM hard disk. I know that running it on a 386SX with 28ms hard
drive, the system would still be faster then 1050's and XF551's!

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4500. Re: Atari 8-bit manuals/software

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-09 20:39:51 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91282.163951AKH104@psuvm.psu.edu>
Source record: 113602

In article <1991Oct9.154243.18686@visix.com>, brett@visix.com (Brett Bourbin) says:
>
>Well, I finally got rid of my Atari 8-bit machine (after I blew one of the
>custom chips) so I would like to unload some of the manuals I have.
>
>Atari Hardware Manual
>Atari OS Programming Reference
>Atari OS Source Listing
>DeRe Atari (All about ATARI)
>
>Also, I have the Action! Development system.

How much would you like for the Action system (what is included?)?

```
------------------------------------------------------
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _
------------------------------------------------------
```

4501. Re: Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-09 21:07:02 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91282.170702AKH104@psuvm.psu.edu>
Source record: 113603

ATARI.ARCHIVE.UMICH.EDU (CWD /ATARI/8BIT)

Andrew

4502. Re: The umich archive

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-10 04:36:09 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <yy4k01w164w@bluemoon.rn.com>
Source record: 113509

slackey@bbn.com (Stan Lackey) writes:

> Well, I certainly don't speak for everyone, of course, but downloading stuff
> in the ftp archive would be far easier for me if:
>
> Text files were compressed (NOT arc'ed) (in the unix .Z format). Then
> I could download them, examine them on my workstation, and print them
> out in the office
>
> PC executables were just put in binary form
>
> Atari executables were in binary form, arc'ed, or uue
>
> My problem is that it is tough for me to get these large all-in-one
> arc'ed files to the Atari. I need to download, use "util" on a PC on
> the net to put them in Mydos form, take them home, unarc, then bring
> them back in to put on the PC or whatever. This process is
> unreliable, due to the PC running util - and I can't find out if util
> wrote badly until I get home and try to unarc on the Atari. I have
> tried downloading from the net over the phone line, but I have not
> succeeded with anything large. I think it's due to the many hops I
> need to go through to get from the modem to my fileserver.
>
> As an alternative, if I could unarc on my workstation it would be just
> as good. Does anyone have a spec on the arc file format? BTW I
> understand the unix compress/decompress algorithm - I wrote a 12-bit
> version, so I can compress on my workstation and decompress on my
> Atari. Is this the "crunch" algorithm?

Well, both the 8-bit and the PC arc are compatible.

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4503. Re: Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-10 06:30:41 UTC
From: rts@seattle.uucp
Message-ID: <1991Oct10.063041.1075@seattle.uucp>
Source record: 113507

In article <52959@netnews.upenn.edu> mfontana@eniac.seas.upenn.edu (Mark A Fontana) writes:
>
>It just occurred to me that there is no newsgroup for 8 bit binaries.
>There's a c.b.apple2 group, so why not one for the old Ataris?
>
>Let's have some opinion. How does a new group get initiated, anyway?
>
>
>Mark
>--
>Mark A. Fontana CSE 1994 | "Out of all the arts, the cinema is the
>mfontana@eniac.seas.upenn.edu | most important." --V.I. Lenin

Here Here!

There should be a binaries group for the 8bit. I own both an st and 4 8bits!
I own both 8 and 16 bit ataris, so my vote is YES!

Vote yes on initiative 6502!
--

(####) Randy Seacat
(#######) rts@polari.uucp
__&__ (##########)

4504. Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-10 12:10:32 UTC
From: IO91461@MAINE.MAINE.EDU
Message-ID: <91283.081032IO91461@MAINE.MAINE.EDU>
Source record: 113508

Do any other atari 8 bit machines other than the 130xe have a composite output with seperate audio??? As in being able to be hooked up to a computer monitor rather than hooked up through an RF modulator to a TV. I think the 1200xl had one but I'm not sure.
-Tom

4505. Re: Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-10 13:28:49 UTC
From: bmarcum@world.std.com
Message-ID: <BD2ys1.EBt@world.std.com>
Source record: 113514

In article <91283.081032IO91461@MAINE.MAINE.EDU> IO91461@MAINE.MAINE.EDU (Tom Nezwek) writes:
>
> Do any other atari 8 bit machines other than the 130xe have a composite
>output with seperate audio??? As in being able to be hooked up to a
>computer monitor rather than hooked up through an RF modulator to a TV.
>I think the 1200xl had one but I'm not sure.
> -Tom

I believe ALL 8-bit models except the 400 have composite video output.
Not sure about the 600XL or the XE Game System.

4506. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-10 15:39:06 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <48418@cup.portal.com>
Source record: 113538

I think it goes without saying that NO Atari 8-bit emulator, on the Amiga or anywhere else, is going to run ALL Atari 8-bit programs without problems. No matter how sophisticated the emulation, the bottom line is that it's NOT REALLY AN ATARI running the program, and something, somewhere, is going to turn that up someday. C'est la vie. The best we can do is to allow the greatest possible number, and widest possible variety, of programs to run as well as possible. At some point in the design phase, you just have to decide you've done what you can and it's time to start implementation.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4507. Re: Someone

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-10 15:49:35 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <48421@cup.portal.com>
Source record: 113537

I for one would love to see the list of stuff held by your San Antonio
Atari distributor! Count me as one vote in favor of posting a list.

Welcome to the newsgroup.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4508. I will offer an 8bit ftp library

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-10 16:55:16 UTC
From: cwilliam@mimsy.cs.umd.edu
Message-ID: <CWILLIAM.91Oct10125516@mimsy.cs.umd.edu>
Source record: 113516

I would be willing to offer an 8bit library online via ftp or mail.

I have quite a collection of 8bit stuff. I personally feel that for
software that I can no longer purchase, copying it seems okay to me
since you are not hurting any companies business.

However, my little knowledge of copyrights tells me that the companies
that have been bought out also have their copyrights bought out and
even if the companies no longer produce or support the software their
copyright still holds legally. Not that a company would probably
bother to sue anyone since they would not be loosing business, but
I obviously cannot expose myself, my lab, and my department to
complaints about software piracy. So if someone out there can contact
some of the software manufacturers or a copyright attorney, I might
consider putting up an ftp depository of all the 8bit stuff.

Chris
/\/\/\

4509. Re: Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-10 18:32:24 UTC
From: aj008@cleveland.Freenet.Edu
Message-ID: <1991Oct10.183224.7060@usenet.ins.cwru.edu>
Source record: 113522

```
The XEGS had seperate composite/audio RCA jacks, all other Atari'
s have DIN's with Chroma/Lum/Comp/Audio.
I use my 65XE with a Commodore 1702 monitor which has seperate Ch
roma/Luma/Audio inputs on the back, and composite and audio jack
s on the front.

Does the 130XE use the RCA's or the DIN's?

--
------------------------------------------------------------------------------
Aaron Barnes | ||| aj008@cleveland.freenet.edu | |||
Huey Lewis and the News-Fore al| ||| l your Sports needs. | / | \
------------------------------------------------------------------------------
```

4510. Re: Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-10 19:45:11 UTC
From: pochron@cat27.cs.wisc.edu
Message-ID: <1991Oct10.194511.15550@daffy.cs.wisc.edu>
Source record: 113511

In article <52907@netnews.upenn.edu> mfontana@eniac.seas.upenn.edu (Mark A Fontana)
writes:
>
>But one nice thing about SIO2PC is that it is completely transparent
>to the 8 bit; no need to run driver software, and all 4 joystick ports
>remain available. It's designed to run at the standard SIO port rate
>(19,200 bps), but users report a significant increase in speed over

This sounds exactly like what I wanted to do some time ago - have another
computer acting exactly like a (very) expensive disk drive. For me, writing
the software was not the problem. My big problem is the hardware reqired:
How are you hooking the serial port up to the PC? Through the PC's RS232 port?
If so, what kind of hardware is required to convert the Atari's serial
to RS232 serial?

>Mark Fontana
>--
>---.
>| Mark A. Fontana CSE 1994 | "Out of all the arts, the cinema is the |
>| mfontana@eniac.seas.upenn.edu | most important." --V.I. Lenin |
>`---'

4511. Re: Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-10 21:09:33 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <UcxA6BK00VIFMD60Vo@andrew.cmu.edu>
Source record: 113515

The 800 sure had a composite video port. Although I used a TV as a display, I figured I could use it somehow. So I bought a $8 cable from Radio Shack which had one end a "standard" composite monitor plug (standard circa 1985 or so) and at the other end, five different RCA phono jack-type plugs (like the kind used to hook stereo components together.)

One of the RCA plugs carried sound info only. Finding out which one, however, involved some trial and error, and a sincere hope I wouldn't blow out my stereo amp by plugging it into a video signal...

Once I found the right one, I put a Y-adaptor on it, and plugged it into the AUX jacks on the back of the amp. Voila-- amplified 2-speaker Atari 8-bit sound! Although it wasn't stereo, it was coming from 2 speakers, and if you cranked up the bass, some arcade game explosions could be really earth-shattering. The 8-bits had amazingly good sound-- 4 voice polyphony was used quite well by game authors to produce overlapping sound effects. You also could tape the music/noises of anything your Atari could produce... I taped the theme song M.U.L.E. plays at the beginning because people I knew found it intensely annoying and I wanted to torture them with it ;-)

Dunno about the other 8-bits. Seems to me a monitor port was considered as a premium item. Like 400s, 600XLs, and other low-end products wouldn't have it, but 800s, 800XLs, 1200XLs, and XE's would...

Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
Quote: "Everyone I know thinks I'm crazy, on LSD, or just a jerk."---me

4512. Re: Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-10 22:52:04 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <HPim02w164w@bluemoon.rn.com>
Source record: 113520

IO91461@MAINE.MAINE.EDU (Tom Nezwek) writes:

>
> Do any other atari 8 bit machines other than the 130xe have a composite
> output with seperate audio??? As in being able to be hooked up to a
> computer monitor rather than hooked up through an RF modulator to a TV.
> I think the 1200xl had one but I'm not sure.

Well, to my knowledge all of them except the 400 have one.

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4513. Re: Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-10 22:53:12 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <DRim03w164w@bluemoon.rn.com>
Source record: 113518

bmarcum@world.std.com (Bill Marcum) writes:

> In article <91283.081032IO91461@MAINE.MAINE.EDU> IO91461@MAINE.MAINE.EDU (Tom
> >
> > Do any other atari 8 bit machines other than the 130xe have a composite
> >output with seperate audio??? As in being able to be hooked up to a
> >computer monitor rather than hooked up through an RF modulator to a TV.
> >I think the 1200xl had one but I'm not sure.
> > -Tom
>
> I believe ALL 8-bit models except the 400 have composite video output.
> Not sure about the 600XL or the XE Game System.

Well, the XE-GS has an audio and video out only, no separate chroma and
luma...

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4514. Re: Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-11 00:30:13 UTC
From: mfontana@eniac.seas.upenn.edu
Message-ID: <53121@netnews.upenn.edu>
Source record: 113512

In article <1991Oct10.194511.15550@daffy.cs.wisc.edu> pochron@cat27.cs.wisc.edu (David Pochron) writes:

>>But one nice thing about SIO2PC is that it is completely transparent
>>to the 8 bit; no need to run driver software, and all 4 joystick ports
>>remain available. It's designed to run at the standard SIO port rate
>>(19,200 bps), but users report a significant increase in speed over
>
>This sounds exactly like what I wanted to do some time ago - have another
>computer acting exactly like a (very) expensive disk drive. For me, writing
>the software was not the problem. My big problem is the hardware reqired:
>How are you hooking the serial port up to the PC? Through the PC's RS232 port?
>If so, what kind of hardware is required to convert the Atari's serial
>to RS232 serial?

Yes, SIO2PC connects the Atari's 13-pin SIO connector to a standard
9 or 25 pin IBM serial port. A simple interface is required to convert
the Atari's 0/5v TTL signals into the RS232 standard's +/- 12v signals.
The kit involves 2 ICs and 5 capacitors... that's it! (ICs are
74LS368 and ICL-232/MAX-232.)

The only problem you'll have is ordering the IC's... most places large
enough to carry the ICL-232 have a minimum order requirement of like $20,
and the IC is only like $4. The designer of SIO2PC (who is unfortunately
not on the net), has ordered these parts in quantity and will sell
a complete kit (includes cables, project box, software, etc) for $30,
or an assembled and tested interface for $50. He'll also negotiate
if you need, say, just the IC's.

The IBM driver program for SIO2PC is a 13k .COM file written in 100%
assembly language.

I will be posting the latest update of the SIO2PC instructions and
software to atari.archive.umich.edu within the next week or so.

Mark Fontana
--
Mark A. Fontana CSE 1994 | "Out of all the arts, the cinema is the
mfontana@eniac.seas.upenn.edu | most important." --V.I. Lenin

4515. Get ready!

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-11 00:53:34 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <4707@tamsun.TAMU.EDU>
Source record: 113444
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

It looks like we are about to get a new generation of USENET users in comp.sys.atari.st. The bombardment of computer sales over this facility tells me that the experienced (but not developer) users are leaving atari for more prestigious computer systems. This is great news because we should see a new wave of enthusiastic users who got a really good deal on the computer that provides power without the price (and in this case really without the price).

This prompts me to re-encourage us to make the atari archives as user friendly as possible. This includes documentation to set up

- MiNT
- command line editors/shells (bash, gulam, ksh)
- TeX/LaTeX
- Uniterm Macros
- Sozobon C (I think the easy to install package already exists)
- GNU C
- g++

Also, its time for us to be flame-retardent. Don't flame, and when you see a flame skip it (I use the "k" functions of rn).

Thanks for your time.
Mark Lehmann
n160ao@tamuts.tamu.edu

4516. Re: Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-11 01:33:07 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91283.213307AKH104@psuvm.psu.edu>
Source record: 113513

In article <1991Oct10.183224.7060@usenet.ins.cwru.edu>,
aj008@cleveland.Freenet.Edu (Aaron M. Barnes) says:
>
>The XEGS had seperate composite/audio RCA jacks, all other Atari'
>s have DIN's with Chroma/Lum/Comp/Audio.
>I use my 65XE with a Commodore 1702 monitor which has seperate Ch
>roma/Luma/Audio inputs on the back, and composite and audio jack
>s on the front.
>

The 600XL does not have a monitor port. The 800XL has a monitor port
with seperate Audio/chroma/luminace/video lines...however either the
chroma or luminance pin is NOT hooked up and must be jumpered with
a resistor.

```
_____________________________________________________
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _
_____________________________________________________
```

4517. Re: HDD's & 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-11 01:36:37 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91283.213637AKH104@psuvm.psu.edu>
Source record: 113521

YES! Please repost it!!!!

4518. Re: Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-11 02:21:00 UTC
From: acrosby@uafhp.uark.edu
Message-ID: <1991Oct11.022100.767@uafhp.uark.edu>
Source record: 113506

mfontana@eniac.seas.upenn.edu (Mark A Fontana) writes:

>It just occurred to me that there is no newsgroup for 8 bit binaries.
>There's a c.b.apple2 group, so why not one for the old Ataris?

Instead, how about a slightly broader group that just might get enough traffic to be worthwhile: comp.binaries.8bit. This would be a place for binary posting for ANY 8bit computer, not just the Atari. CP/M postings, for example. I've never noticed a comp.binaries.c[64|128] group either, so this could be useful to them too. Of course, it could easily get to be too broad...

Perhaps it would be better off as alt.binaries.8bit ?

[Until then, I agree with another poster: just keep on postin' right here.]--

Albert L. Crosby Why me?
acrosby@uafhp.uark.edu Because someone cared.

4519. Re: Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-11 06:44:55 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <5460@chalmers.se>
Source record: 113519

In article <1991Oct10.183224.7060@usenet.ins.cwru.edu>, aj008@cleveland.Freenet.Edu (Aaron M. Barnes) writes:
|>
|> The XEGS had seperate composite/audio RCA jacks, all other Atari'
|> s have DIN's with Chroma/Lum/Comp/Audio.
|> I use my 65XE with a Commodore 1702 monitor which has seperate Ch
|> roma/Luma/Audio inputs on the back, and composite and audio jack
|> s on the front.
|>
|> Does the 130XE use the RCA's or the DIN's?
|>
|> --
The 130 XE uses a DIN, atleast in Europe.

Fredrik Lundholm

(email:d1dol@dtek.chalmers.se)

4520. HDD's & 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-11 11:34:37 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <41677.2839111623@kcbbs.gen.nz>
Source record: 113510

Lines: 7

You will also need a hard disk controller that goes between the Black Box and the HDD, either a SCSI or SASI, something like the Adaptec 4000A. Plus quite a few more cables than you mentioned. If anyone is interested I will repost an excellent article that I captured in this very Newsgroup a few months ago (maybe even last year) on the MIO's and the Black Box and comparing what each one did.

4521. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-11 16:07:00 UTC
From: whoffman@jato.jpl.nasa.gov
Message-ID: <1991Oct11.160700.27357@jato.jpl.nasa.gov>
Source record: 113517

Last week I built the SIO2PC (which connects an 8-bit atari to a PC) and I have got to admit it is pretty neat. Construction was fairly easy as I wire-wrapped it then trimmed the pins later to get it fit in the box. Total cost was probably $20. The only thing that was a gotcha was the connections described for the PC side are for a *9-pin* serial port and I was wiring it up to a 25-pin port and the pin connections are different. This is covered in the instructions but I just missed it.

The version of the software SIO2PC.COM (PC side) is 2.5. Is this the latest version? My copy may be corrupted because when I exit the program or enter the 'Adjust Timing' menu, I get weird characters on the screen with few recognizable words. The other parts of the program seem to work ok. It is really a kick to boot up my 800XL and have my programs loaded from the PC. You can almost think of the Atari as a game/graphics engine for the PC. :-)

Walt

--
Walt Hoffman -- Jet Propulsion Laboratory
whoffman@jato.jpl.nasa.gov or elroy!jato!whoffman@csvax.caltech.edu
Galileo Orbiter Engineering Team -- Real-Time Analyst
"Jupiter...it's not just a destination, it's an adventure."

4522. Are there any companies still selling Atari cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-11 19:52:59 UTC
From: IO91461@MAINE.MAINE.EDU
Message-ID: <91284.155259IO91461@MAINE.MAINE.EDU>
Source record: 113523

If anyone has a telephone number for a company that still sells atari
8 bit game cartridges, please post or e-mail me.. Also what is the going
rate for atari 8 bit game cartridges? Thanks alot.

-Tom Nezwek

4523. Re: Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-11 22:13:00 UTC
From: JACS!JOHN_KENNEDY@mast.citadel.moundst.mn.org
Message-ID: <1767913@mast.citadel>
Source record: 113528

The XEGS has a video and audio line-out you can use with a monitor.

4524. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-12 00:13:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1768033@mast.citadel>
Source record: 113527

From:
Scott Emerle Subject: HDD's and 8-Bits

I7d like to see that article you mentioned. I think I am going to go with
the Black Box, I already have anough problems with a previous ICD product...

/ 91Oct11 9:49 am From: Scott Emerle Subject: PR Connector war

Asgardia@Unixland.natick.ma
Well, for one thing, I know more 8-bit bbses that use a 9600 baud + than I
do
ST bbses!!! And as far as the best reliable thing made for the 8-bit, I
disagree as well. My 8-bit itself has NEVER died (and it is 2nd hand), my 810
drive has died twice because of me fooling with ut (don't ask how, I just
messed it up bad), but the 810 is a far better drive than my 1050. The 810
would read ANYTHING all the time, even when the 1050 or that other precision
drive wouldn't.
Sorry to here 'bout the MIO popping, but that's ICD for you. They don't
make
good HD's either.

/ 91Oct11 9:52 am From: Scott Emerle Subject: PR Connector

Oscardt@coyote.datalog.com

How did you get it to go 9600? I can't even do that with a null connection!!
I also need a new cable, mine is shot beyond any hope...

4525. Re: Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-12 03:46:44 UTC
From: rts@polari.uucp
Message-ID: <1991Oct12.034644.14572@polari.uucp>
Source record: 113524

In article <91283.081032IO91461@MAINE.MAINE.EDU> IO91461@MAINE.MAINE.EDU (Tom Nezwek) writes:
>
> Do any other atari 8 bit machines other than the 130xe have a composite
>output with seperate audio??? As in being able to be hooked up to a
>computer monitor rather than hooked up through an RF modulator to a TV.
>I think the 1200xl had one but I'm not sure.
> -Tom

I think that they all did. I know that I had my 800 hooked to a monitor.
I have owned all the 8bit's at one time or another, I they all do, Im sure!

--

(####) Randy Seacat
(#######) rts@polari.uucp
__&__ (##########)

4526. ATARI 8-BIT MANUALS/SOFTWARE

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-12 04:16:27 UTC
From: Jason.Williams@fquest.FidoNet.Org
Message-ID: <687270459.1@fquest.FidoNet>
Source record: 113530

How much would you like for DeRe Atari?

* Origin: Future Quest - USENET<=>Fidonet Gateway 512-451-0891 (1:19/23)

4527. Re: Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-12 05:29:04 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1991Oct12.052904.5790@cbnewsc.cb.att.com>
Source record: 113525

From article <91283.213307AKH104@psuvm.psu.edu>, by AKH104@psuvm.psu.edu:
>
> The 600XL does not have a monitor port. The 800XL has a monitor port
> with seperate Audio/chroma/luminace/video lines...however either the
> chroma or luminance pin is NOT hooked up and must be jumpered with
> a resistor.

The 600XL uses the same motherboard as the 800XL. When I first got mine,
I added the parts needed to make it possible to hook it up like an 800XL
and also made it a 256K internal RAM model. Adding the DIN connector is
quite easy if you have the parts and a schmetic or an 800XL to copy off
of.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwcs!kimes

4528. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-12 13:15:33 UTC
From: IO91461@MAINE.MAINE.EDU
Message-ID: <91285.091533IO91461@MAINE.MAINE.EDU>
Source record: 113536

In short does this mean we need:

1) MIO box from ICD
2) SCSI HD w/scsi cable
3) Case & power supply for HD
4) Sparta Dos

Is this correct? Does anyone have a clue as to the Current
cost and availability of the MIO box????

-Tom

4529. Re: Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-12 16:02:32 UTC
From: robertc@pooky.cs.mun.ca
Message-ID: <1991Oct12.160232.19238@garfield.cs.mun.ca>
Source record: 113534

The motherboards of the 600XL and 800XL are similar, but not identical. Does anyone out there have a text file and/or schematics describing how to bring the 600XL up to 64K or beyond? I got one at a flea market for next to nothing recently, and would like to use it instead of my trusty (but bulky) 800 for recreational purposes. If the upgrade plans do exist, perhaps they could be posted here (if not too long), otherwise I'd appreciate being E-mailed a copy. Thanks.

robertc@garfield.cs.mun.ca

4530. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-12 21:15:45 UTC
From: bboychuk@sdcc13.ucsd.edu
Message-ID: <24407@sdcc6.ucsd.edu>
Source record: 113529

> How did you get it to go 9600? I can't even do that with a null connection!!
> I also need a new cable, mine is shot beyond any hope...

From what I remember about the 8-bit, the computer communicates to
the screen at 9600 baud, so you can't have a modem running at that
speed if you're trying to print to the screen. But if you buffer it
straight into memory, maybe turning off the screen DMA, there's no
reason you couldn't get it running that fast...
--
---
bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated by
that llama?" "Well, of course I did, you fool..."

4531. CC65 and Ace C library doc's are available

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-13 04:53:24 UTC
From: millerm@mozart.cs.colostate.edu
Message-ID: <18411@ccncsu.ColoState.EDU>
Source record: 113535

Two documents on the libraries of two 8-bit C compilers are now
available at the atari.archive.umich.edu anonymous ftp site.

John Dunning, the author of CC65, said in his documentation that he
had not written any detailed doc's for the C.OLB library. I wanted
to learn about this compiler myself, but I couldn't really do that
unless I knew what was in the library. So I decided to write this
documentation myself. It was a very long project as I had to
determine how the functions worked (what they did, and what values
they returned) by reading through the library source code almost with
a fine-toothed comb. I also talked quite a bit with JRD on this
doc. And it has his blessing :-).

The Ace C library documentation I wrote is really supplementary to the
doc's supplied with Ace C. I wanted to put the descriptions of the
functions in the libraries in a cleaner format. And I added some
information of my own, such as if an Ace C library function
corresponds to a C function in complete C language implementations.

The CC65 library documentation is in atari/8bit/cc65. I think it is
called libdoc.arc. The supplementary Ace C library documentation is
in the 8bit directory, and it's called aceclib.arc.

```
|Mark Miller, a student of |"I was just thinking of the immortal words |
|computer science at C.S.U. | of Socrates...'I drank what?'" |
|millerm@mozart.cs.colostate.edu |"What a waste it is to lose one's mind..." |
| / Atari friend! ||| |"You can't have everything...Where would |
| \/ --- The Mark )|( | you put it?" |
| World Peace / | \ There's nothing else quite like it. |
```

4532. Re: Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-13 07:30:38 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <R2Vq06w164w@bluemoon.rn.com>
Source record: 113526

aj008@cleveland.Freenet.Edu (Aaron M. Barnes) writes:

>
> The XEGS had seperate composite/audio RCA jacks, all other Atari'
> s have DIN's with Chroma/Lum/Comp/Audio.
> I use my 65XE with a Commodore 1702 monitor which has seperate Ch
> roma/Luma/Audio inputs on the back, and composite and audio jack
> s on the front.
>
> Does the 130XE use the RCA's or the DIN's?
>

The 130xe uses the din with RCA connectors to connect to the monitor, same
as 800xl...

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4533. Atari 400 stuff

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-13 22:24:58 UTC
From: st13w@menudo.uh.edu
Message-ID: <ST13W.91Oct13162458@menudo.uh.edu>
Source record: 113539

Greets, All...

In this diverse collection of computers around me is a lone Atari 400 that I would like to make operable again. At the recent Atari Safari held in Houston, I picked up a good condition 410 tape drive (for $3.00!) which gives this dusty beast something besides cartridges to fiddle with. :) The electronics work fine and the game cartridges can be used, but there's a problem with the membrane keyboard. (As if a membrane keyboard wasn't a problem to begin with!) Does anyone know of a mail-order place I can buy a new keyboard? How about a mechanical keyboard that will work with the 400?

My other question concerns an "AtariLab Interface" I bought at the same time. This cute thing is about the size of the keypad that came with that Star Raiders game for the 2600, but instead of keys it has eight RCA-type connectors into which you can plug a simple probe (or two or three? dunno I only have one with it right now)...presumably a tidy way to measure "lab stuff" like resistance through the joystick ports. Plugging into the ST ports while running Uniterm (live action here! :) brings a response similar to a button-press...no big surprise, I suppose. Anyway, is anyone familiar with this critter and do they know of any software or tech-info on it?

Thanks!

Jason Asbahr 116 E. Edgebrook #603
jasona@sugar.hackercorp.com Houston, Texas 77034
st13w@lisa.cc.uh.edu (NeXTmail) (713) 749-2686 voice
st13w@menudo.uh.edu < CyberEducation! >
--
Jason Asbahr 116 E. Edgebrook #603
jasona@sugar.hackercorp.com Houston, Texas 77034
st13w@lisa.cc.uh.edu (NeXTmail) (713) 749-2686 voice
st13w@menudo.uh.edu < CyberEducation! >

4534. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-13 23:25:23 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <194R02w164w@bluemoon.rn.com>
Source record: 113540

bboychuk@sdcc13.ucsd.edu (The Majestic Llama) writes:

> > How did you get it to go 9600? I can't even do that with a null connection
> > I also need a new cable, mine is shot beyond any hope...
>
> From what I remember about the 8-bit, the computer communicates to
> the screen at 9600 baud, so you can't have a modem running at that
> speed if you're trying to print to the screen. But if you buffer it
> straight into memory, maybe turning off the screen DMA, there's no
> reason you couldn't get it running that fast...

According to Bob Puff, it is possible to attain true 9600 baud
communication through the Data Bus, or serial bus on the 800xl and 130xe,
but not through the sio port.

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4535. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-14 03:50:00 UTC
From: dt@coyote.datalog.com
Message-ID: <THgs02w163w@coyote.datalog.com>
Source record: 113541

JACS!Scott_Emerle@mast.citadel.moundst.mn.org writes:

> How did you get it to go 9600? I can't even do that with a null connection!
> I also need a new cable, mine is shot beyond any hope...
>

My set-up is simple. I have an 800XL with a P:R: Connection. From there, I have a null modem that goes to my PC. The software is important. I use BobTerm. Other packages may not be able to handle 9600 baud.

|
Oscar Fowler | dt@coyote.datalog.com
|
Deep Thought | Tucson, Arizona
|

4536. BB/MIO Repost from Oct.90

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-14 10:14:16 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <36856.286912012@kcbbs.gen.nz>
Source record: 113531

>To all who requested it here is the message I captured on Usenet
>last year:-
>
>Message No: 2286
>From: fseipel@hpuxa.ircc.ohio-state.edu (Frank E. Seipel)
>Subject: Blackbox/MIO comparison
>Date: 23 Oct 90 03:08:48 GMT
>Organization: The Ohio State University (IRCC)
>
>
> Having had the opportunity to use both the BlackBox from CSS
>(Computer Software Services) & the MIO from ICD, I thought I would
>share what I have learned about these two unique pieces of hardware
>for the 8-bit Atari. The systems I have used include: 130XE computers
>(upgraded to 512K), 1-meg MIO 256K MIO, BlackBox, Supra Modem 2400,
>Seikosha MP1300AI printer, 2 Happy 1050 floppy drives, an Adaptec
>4000a hard drive controller, 2 Adaptec 5500 hard drive controllers,
>a Seagate ST225 20 meg hard drive, an ATASI 3046 40 meg hard drive,
>& a CMI 5516 13 meg hard drive.
>
> What is an MIO or a Blackbox?
>
> An explanation of just what the MIO & BlackBox are is in order.
>Both
> include a SASI/SCSI hard disk interface, a printer port, a RS232
>port, & some type of printer buffer. The MIO comes with either
>256K or 1 megabyte of dynamic RAM on board which can be used as
>any combination of Ramdisk(s) & printer spooler. The BlackBox comes
>either with no user ram or 64K of static ram which can be used
>only as a printer buffer. Additionally, the BlackBox (BB) can use
>the st&ard extended banks of a 130XE as a 64K printer buffer.
> The RS232 &/or printer ports can be disabled in both units
>to allow an external device such as an Atari 850 interface to be
>used.
> Both come with clear manuals printed on 8 1/2 by 11 inch unbound
>paper. The pinouts for all ports are clearly shown in the manuals
>& there are examples showing how to set up a hard disk system.
>The BBS manual includes several short assembler listings showing
>some methods of accessing the BB from machine language.
>
> Appearance
>
> The MIO comes in a nice gray case with the SCSI connector
>& printer port on one end. The other end has the RS232 port, on/off

>switch, power plug, & two LED's - one is a power indicator & the
>other lights up when the MIO is busy. My 1-meg MIO has a second
>9 pin plug on this end for a planned 80 column adaptor which never
>happened. The 50 conductor ribbon cable which plugs into the computer
>is on one side.
>
> The BB comes with no case. Cases are available for it for
>$39.95 (& they are even black!). On the front edge is the connector
>which plugs into the 130XE. The other side has the SCSI connector,
>the floppy controller connector (see below), & the power plug.
>The printer plugs onto one end & the modem to the other. The BBS
>also has two LED's which serve the same functions as the ones in
>the MIO.
>
> Plugging it in
>
> The MIO has a 50 pin connector which plugs in to the parallel
>expansion port on a 600XL or 800XL. An XE adaptor must be purchased
>for
>$16.95 to plug the MIO into a 130XE computer. This adaptor plugs
>into both the ECI port & the cartridge port on the 130XE & has
>sockets for two cartridges on it. The second cartridge plug is
>primarily for R-Time 8 cartridge from ICD.
> The BlackBox is built to plug directly into the 130XE. It
>comes with a short 5 pin cable for plugging into an XL machine.
>No extra adaptor is needed. For my own system, I use the XE adaptor
>from ICD & plug the 50 pin cable on the BB into it (I use the R-Time
>8 & this keeps the cartridge stack shorter).
> The MIO has the expected 9 pin & 15 pin d-connectors for plugging
>in your printer & modem. The BB comes with 34 pin card edges for
>use with 34 conductor ribbon cable. You can use both st&ard crimp-on
>connectors for both cables (use 25 conductor ribbon cable for the
>modem cable) or you can buy the cables you need from CSS. There
>is also an unused 34 connection card edge on the BB. This is for
>the floppy controller that CSS is planning to release. This floppy
>controller will allow the user to attach industry standard disk
>drives -- up to 80 track 720K - to the BB.
> The MIO comes with a heavy duty 9v power supply. The BlackBox
>comes with a power supply which has +12v -12v & +5v output. All
>three voltages are used by the BB.
>
>
> Menus
>
> Both the MIO & the BlackBox have menus. Here is a list of
>options available from the Main Menu of both:
>
>1) Assign drives as floppy disks, or hard drive partitions. When
>assigning floppy drives, you can assign any physical floppy drive
>as & drive from D1: to D8: (& D9: on the BlackBox).

>
>Note: On the MIO ramdisks can also be defined. These ramdisks refer
>to MIO memory only - not memory available inside the computer.
>A DOS ramdisk handler must be used for memory in the computer.
>
>2) Swap drives - shows up as 'Exchange Drives' on the BlackBox
>& allows you to swap the drive assignments of two drives. For example,
>you could swap drives 1 & 4. The drive assigned to D4: would then
>become logical drive #1
>& you could boot from it while the drive that was drive 1 would
>then be addressable as D4:. I am writing this using PaperClip which
>I booted from my hard drive using this method.
>
>3) Lock Drive - Write locks a drive if it a hard drive partition
>or a RAMdisk.
>
>4) Save configuration - This writes the current configuration to
>the first sector of device 0,0 (the first hard drive on your system).
>If no hard drive is present this option does nothing.
>
> The other options available from these menus are different
>enough to need separate descriptions.
>
>
> The MIO Menu:
>
> The MIO Menu is entered by holding down the <Select> button
>& pressing
><Reset>. This loads the menu into the computers program ram starting
>at address $3000. This destroys whatever was there, so it is best
>to re-boot the computer after accessing the menu. The Main Menu
>is the drive configuration menu. This is where you set up your
>hard drive partitions, partition the MIO ram into ramdisks, & assign
>floppy drives. The printer & RS232 menus are also accessed from
>here.
>
> Available from the Printer Menu:
>1 - Pause/Resume printing
>2 - Clear Spooler
>3 - Print Repeat copies
>4 - Set port type
>5 - Set spooler size
>6 - Set Port Number
>
> The 'Repeat Copies' option allows you to print copies of any text
>currently in the MIO print spooler. Setting the port type allows
>printing to either parallel & serial printers. This function is
>also used to turn line feeds on/off. Spooler size is adjustable
>in 32K byte increments from 0 (OFF) up to the maximum ram available
>on the MIO. Maximum available ram includes all ram on the MIO not

>already assigned to ramdisks. The port number can be set to P1:,
>P2:, or OFF.
>
> Available from the RS232 Menu:
>1 - Set Baud Rate
>2 - Set Stop Bits
>3 - Set Parity
>4 - Assign Port Number
>
> Baud rate can be set from 110 to 19,200 baud. Stop bits can be
>set to either 1 or 2. Parity can be set to None, Odd, Even, or
>Space. Since most terminal software h&les these items, I am not
>sure why they are on the menu. Maybe it looked empty without some
>extra options (R1:, R2:, or NONE are the allowable port assignments).
>
> The BlackBox Menu:
>
> The BlackBox Menu is entered by pressing a button on the BlackBox.
>This menu does not use any programming ram & is therefore non-destructive.
>You can enter the menu & usually exit with no effect on the program
>you are running.
>
> Available from the BlackBox menu are:
>1 - Drive configuration menu
>2 - Port Status Menu
>3 - 6502 Monitor
>
> From the Drive Config. Menu you can partition your hard drive,
>assign floppies, add hard drive partitions to the partition list
>(explained below), enter the Controller Menu, or enter the Partition
>List Menu.
> The Controller Menu allows you to add up to 8 different hard drives
>to your system.
> The BlackBox allows you to have up to 96 hard drive partitions.
>The info on these partitions (size, start sector, controller &
>drive number, etc) is kept in the Partition List. You are allowed
>to name each partition with any name of up to 11 characters; 10
>of which show up in the menu.
> The Main Configuration Table of the BlackBox has room for nine
>drives
>(&/or partitions). You can load any partition from the Partition
>List into the Main Configuration Table by going to the Partition
>List, moving the cursor to the partition you want & pressing <Return>.
>You will then be returned to the Main Configuration Table & asked
>what drive you want the partition loaded as.

<continued in next message>

4537. BB/MIO repost continued

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-14 10:30:00 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <37800.286912268@kcbbs.gen.nz>
Source record: 113532

```
> Options on the Port Status Menu are:
>
>1 - I/O Sound On/Off
>2 - RS232 Port On/Off
>3 - Printer Port Number
>4 - Printer Line Feeds On/Off
>5 - Spooler Status
>6 - HD Partition List Start Sector
>7 - Save Configuration
>
> Yes, I/O sound with a hard drive, heh! The RS232 port can only
>be turned on/off with no option to be assigned as anything other
>than R1:. The printer port can be assigned as any one of P1: through
>P8:, ALL, or NONE. Spooler status cycles between off, XE extended
>banks, & BlackBox ram (if the ram is available on the BB).
> This is also where you tell the BB where to look for the Partition
>List which takes up to 14 sectors & can be located anywhere on
>the first hard disk on the system. You can save the configuration
>here as well as from the Drive Configuration Menu.
> The 6502 monitor is the best I have seen for the 8-bit Atari.
>It doesn't have as many features as others but it is transparent
>to the system & does a MUCH better job of interruping a program
>than either DDT or Omnimon. I have retired my Omnimon & never used
>DDT much anyway. With the BB Monitor you can interrupt a program,
>examine/change memory, & usually resume right where you left off.
> Ever had a lockup you couldn't get out of by pressing RESET? With
>the BB Monitor you can change the program counter to point to $E477
>(the cold start vector) & when you exit the BB the computer will
>cold start. This is nice for saving the files in your ramdisks.
>Note: While snooping in the BB ROM I discovered that holding the
>Help key
>& pressing Reset causes a cold start. Holding Shift-Help does not
>cause the cold start. This feature was not mentioned in the documentation.
>
> Software
>
> Other than programs to format hard drives, the only software I
>am aware of for these devices requires SpartaDOS. There are programs
>to:
>
>1) Swap drive assignments
>2) Lock/Unlock drives/partitions
>3) Load/Save configuration tables from/to disk files
>4) Load/Save BB partition lists from/to disk files
```

>5) Print information contained in configuration files & partition
>list files
>6) Load a partition from the partition list into the configuration
>table of the BB.
>
> There are also some .CMD files used by BBS Express Pro! sysops
>to work with the MIO. I am sure there is software available that
>I don't know about or forgot to mention here.
>
>
> The only way I have fouund to empty the printer buffer on the BlackBox
>is to enter the port status menu & cycle the buffer off/on.
> Printing through the printer buffer with either the BlackBox or
>the MIO slows down both the printing process & the computer (especially
>when accessing the devices like disk drives).
>
>
> Reliability
>
> The MIO has been plagued by problems & rumours of problems since
>it was released. I personally know of at least 11 MIO's that had
>to be sent in for repairs at one time or another. (And I know only
>8 people who own MIO's). I bought my MIO's second h& & both had
>been sent back by the original owners to be fixed. Here are some
>problems I have experienced when using the MIO:
>
>1) Wierd things have happened when I used the printer buffer. Everything
>from wierd flickering & characters showing up on the screen to
>garbage being sent to the printer.
>2) I could not use my Mac/65 cartridge & the ram in the MIO at
>the same time. When I tried, the ramdisk(s) formatted themselves
>whenever they felt like it
>& I had to use a sector editor to recover anything important. To
>my knowledge no one else has had this particular problem.
>3) When using terminal programs the MIO frequently locked up on
>me while I was online. I suspect that this is a problem when the
>MIO is the originator of a call because I know of many BBS's using
>the MIO that have been online for a long time with no such problem.
>Note: Bobterm 1.20 claims to solve this lockup problem by supplying
>its own handler for the MIO which also allows it to transfer at
>a true 19,200 baud rate.
> I have had no problems with the BlackBox except when I wired it
>into my 230 watt power supply. I reversed the +12v & -12v lines
>& fried a couple of chips. A normal person would not have done
>this.
>
> Product Support
>
> ICD has apparently lost interest in the Atari 8-bit machines.
>At this time they offer little support for the MIO. If anything

>goes wrong, they are not likely to offer any help to the user at
>all beyond fixing them for $40.00
>+parts+shipping.
> My own experience with ICD has left a lot to be desired. I have
>been using ICD products since about 1984. I use the SpartaDOS X-cartridge
>& when I first got my MIO, I couldn't exit the menu without the
>computer doing a cold-start. Thinking something was wrong with
>the MIO, I called ICD for help. I asked for technical assistance
>& my call was forwarded to Howard.
> I explained my system & the problem to him & he told me that the
>MIO was faulty & to send it in for repairs. He informed me that
>repairs would cost
>$40.00+parts+shipping.
> Well, it turns out that exiting the MIO menu with a cartridge
>plugged in caused a cold-start with all MIO's. So much for getting
>good help from ICD for their 8-bit products (in fairness to ICD,
>I heard that they do a better job supporting their ST product line).
> CSS, on the other hand has proved to be a gold mine for Atari
>8-bitters. As I mentioned above, I fried a couple of chips on my
>BlackBox. I called CSS
>& (with some embarrassment) told Ron exactly what I did. Instead
>of saying
>"Send it in with your wallet, checkbook, & credit cards', he told
>me exactly what chip I had probably fried. I found the chips at
>Radio Shack (for about $2.00) & fixed my BlackBox. These folks
>really do care!
> The people at CSS have answered some pretty dumb questions for
>me (& one or two intelligent ones too). They have even helped people
>with their ICD products!
>
> =

4538. BB/MIO oops....

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-14 10:34:38 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <38078.286912319@kcbbs.gen.nz>
Source record: 113533

On re-reading those two messages I find that I missed fixing a few mistakes
I made. When editing it I did a 'search and replace' with the word 'and'
to '&' and didn't realise that it changed EVERY 'and' even if it was
in the middle of a word! So if you find some of those you now know what
it is supposed to be.

```
>+-----------------------------------+
>| O Grow your own dope... |
>| __*_<|>_*__ Plant a Man! |
>+-----------------------------------+
>| Pandora@kcbbs.gen.nz (Dawn Scotting)|
>+-----------------------------------+
>
```

4539. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-14 14:52:53 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <48605@cup.portal.com>
Source record: 113542

I run true 9600 baud from my Atari all the time, over a null-modem cable to my Amiga. However, I'm using an Atari 850 Interface Module, so your mileage may vary...

Chris
Chris_F_Chiesa@cup.portal.com

4540. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-14 16:02:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1771862@mast.citadel>
Source record: 113544

Thanks for posting that
black box/MIO review. I think I am going to go with the Black Box. I
already owne an ICD product and am un-happy with it, and I don't want
anything to go wrong with this next big investment of mine..:)

4541. Re: Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-14 16:30:45 UTC
From: bill@mwca.UUCP
Message-ID: <1922@mwca.UUCP>
Source record: 113547

In article <1991Oct12.052904.5790@cbnewsc.cb.att.com> kimes@cbnewsc.cb.att.com (Kit Kimes) writes:
~>From article <91283.213307AKH104@psuvm.psu.edu>, by AKH104@psuvm.psu.edu:

~>> The 600XL does not have a monitor port. The 800XL has a monitor port
~>> with seperate Audio/chroma/luminace/video lines...however either the
~>> chroma or luminance pin is NOT hooked up and must be jumpered with
~>> a resistor.

~>The 600XL uses the same motherboard as the 800XL. When I first got mine,
~>I added the parts needed to make it possible to hook it up like an 800XL
~>and also made it a 256K internal RAM model. Adding the DIN connector is
~>quite easy if you have the parts and a schmetic or an 800XL to copy off
~>of.

The last two issues of Current Notes have had an extensive article by Ben Poehland, the 8-bit Alchemist, detailing how to improve the video on an 800XL, and I believe he mentions that this can be done to a 600XL to add composite (and probably chroma/luma) video. Lots of detail.

Ben is also active here - I'm sure he'll respond. Subscribe to Current Notes - it's bar none the best source of info for all Atari computers (in the U.S., at least).
--

Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201

########## Opinions expressed are my own and usually wrong ##########

4542. Atari Term Program (Atari 800)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-14 21:10:35 UTC
From: piatej@aix.rpi.edu
Message-ID: <6capsxc@rpi.edu>
Source record: 113543

Hi,

I'm looking for a terminal program for a friend that can upload and download files using some sort of standard protocol (i.e. kermit, xmodem, stuff like that). Since he can't download already :) I'd need to get it on disk. If someone has a PD term program like this and is willing to send it, I would be more than willing to pay for the disk and postage.

Please email....and the computer is an Atari 800 in case you missed the title :)

Thanks,
Jen Piatek (piatej@rpi.edu)

4543. Re: Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-15 00:38:05 UTC
From: andrewh@msb.com
Message-ID: <1991Oct15.003805.20108@msb.com>
Source record: 113546

In article <91282.170702AKH104@psuvm.psu.edu> AKH104@psuvm.psu.edu writes:
>ATARI.ARCHIVE.UMICH.EDU (CWD /ATARI/8BIT)
>
>Andrew

Is there a way to get the files other than by ftp? I heard there was email,
but it never worked for me.

4544. Re: Hard Drives for the Atari 8bit machines

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-15 05:16:38 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1991Oct15.051638.10163@cbnewsc.cb.att.com>
Source record: 113545

This article was in the latest issue of Zmagazine, Ron Kovacs'
fine publication for the Atari 8bit computers. Unfortunately,
it is soon to go away. This is from Issue #197 (I think, my memory
isn't what it use to be and I didn't write it down).

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwcs!kimes

==========

THE 8-BIT STATE: Adding BIG Power to your little system.
---
by Chuck Steinman

One of the most significant time saving and productivity raising
peripherals you can add any computer system is a HARD DRIVE. That goes
for the 8-bit Atari too, and once you have one you will wonder why you
hadn't upgraded before. There is something about having many megabytes
of files instantly available on the 8-bit that is nothing short of
amazing. And the speed of access and loading is blinding--quite
literally indistinguishable from the speed of a RAMdisk.

While there were hard drives made for the original 800, they appear to have
gone underground over the years. We'll concentrate on the newer systems.

THE HOST ADAPTOR

The gateway to hard drive use is the device called a HOST ADAPTOR.
There are two main units used in the classic Atari world, the Multi-I/O
(MIO) from ICD, Inc., and the Black Box (BB) by Computer Software
Services (CSS). Both provide similar performance, with each offering
their own special features. They both connect to the Atari 600XL and
800XL PBI (Parallel Bus Interface) and to the 130XE through the ECI
(Enhanced Cartridge Interface). Several other companies used to market
hosts for the classic Atari, and their products might still be available
either second hand or from dusty dealer archives. Beware, it might be
impossible to find technical support.

The MIO has been out for many years, but ICD is presently trying to
close out their 8-bit lineup. One of the unique features that the MIO
offers is its built in RAM. You can order the MIO with either 256K or
1M bytes of RAM, which can be used as a RAMDisk or a print spooler. The
amount of RAM dedicated to each function can be user programmed using
the built-in configuration menu.

The Black Box does not have a built-in RAMDisk, but does have an optional printer buffer. There is a print screen button, which will send a text/graphics dump of the current screen contents to your printer. Another pushbutton will activate the BB debugger, extremely handy for programmers. The BB also has a port on it for a parallel floppy drive, but they are not available.

Both the MIO and BB will control up to eight disk drives, of which any number can be RAMDisks, standard Atari floppies, or hard drives. You can change the logical drive number of any drive, or swap drive numbers of two drives. Hard drives can be divided ("partitioned") into several separate sections, each seen as an independent disk drive.

The BB and MIO both offer a serial (modem) port, a parallel (printer) port, and an SASI/SCSI (hard drive) expansion port. This last port will allow industry standard SASI or SCSI hard disk controllers to be attached using a 50 position ribbon cable.

BUILDING A HARD DRIVE SYSTEM

An 8-bit Atari hard drive setup will include several parts: the HOST (probably an MIO or BB), a CONTROLLER, a HARD DRIVE, and some kind of case and power supply for it all. Other than the host, all the other parts will be usable on other computers (including the ST) if you later change systems (shame on you). Total costs can be as low as under $400 with careful shopping. And you won't really need more than a single floppy anymore, perhaps freeing up some hardware you can sell. Hard drives are available in a wide range of sizes, from 5 megabytes to hundreds of megs. The capacity of your drive is up to you and your budget, but for the relatively small 8-bit applications, even a (very cheap!) 10 meg drive will hold an incredible array of software. You can also easily add a second drive later.

When buying your hard disk controller, make sure it matches your hard drive. Controllers are available for Modified FM (MFM) and Run Length Limited (RLL) type drives. RLL will provide 50% more disk space at approximately the same cost, and are usually a bit faster. Don't use MFM drives with an RLL controller, as the increased data density of the RLL system will likely exceed the capability of the MFM drive, leading to data loss sooner or later. You can usually use an RLL drive on an MFM controller with no harm, but with only two-thirds of the rated drive capacity.

Another option would be to get a drive which has the controller built right on it. These drives tend to be a bit faster and more expensive. These are designated as "SCSI drives" and have the 50 position ribbon connector right on the drive.

A wide variety of cases (most with power supplies) are on the market, with the most popular being the external "shoebox" type formerly used on the original PCs.

To be able to access all of this disk space, you will need a DOS which will support hard drives--Atari's own DOS systems haven't got the

capacity. Both SpartaDOS (including the cart-based SDX, both sold by ICD, Inc.) and MyDOS 4.50 (included with the BB) fill this need very nicely. Both support drives with partitions as large as 16 megabytes.

Both ICD and CSS offer prepackaged hard drive systems to simplify the task of adding a hard drive to your 8-bit. Call CSS or ICD to check their current stock, pricing, or for additional information.

Resources:

Computer Software Services P.O. Box 17660 Rochester, NY 14617 (716) 429-5639

ICD Inc. 1220 Rock Street Rockford, IL 61101-1437 (815) 968-2228

BIO: Chuck Steinman not only reads and writes about the Atari 8-bit computers, he designs software and hardware for them, which is sold by DataQue. He can be contacted on GEnie and Delphi as DataQue, or CIS at user i.d. 71777,3223.

4545. Atari 850 -> parallel printer cable needed (buy/borrow/trade)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-15 17:02:13 UTC
From: garsod@aix.rpi.edu
Message-ID: <d_bp=fm@rpi.edu>
Source record: 113548

I need a printer cable for my Atari 850 interface.

I am willing to trade parts (keyboards, RANA 1000 floppy drives in various states of disrepair, atari 800 cases, motherboards, etc), buy, or just borrow a cable for a few months.

A lead to a manufacturer/retailer who can sell me one would also be useful.

Thanks!

-Dorian
--
|\ /\ Apt. I-2 Troy, NY 12180
| \/ __ (518) 271-1764
| /\ / 100 McChesney Ave.
|/ \/ garsod@rpi.edu >click<

4546. Re: Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-15 18:22:01 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1991Oct15.182201.4784@usenet.ins.cwru.edu>
Source record: 113549

In a previous article, andrewh@msb.com (Andrew Huie) says:

>In article <91282.170702AKH104@psuvm.psu.edu> AKH104@psuvm.psu.edu writes:
>>ATARI.ARCHIVE.UMICH.EDU (CWD /ATARI/8BIT)
>>
>>Andrew
>
>Is there a way to get the files other than by ftp? I heard there was email,
>but it never worked for me.
>

Yes, there is - it's called BART. BART's address is
atari@atari.archive.umich.edu

Send BART a message that says

help

to learn all about it.
--
Michael Current, aa700, 8-bit Atari SIGop -->>> go atari8 <<<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Celebrating 12 years of 8-bit Atari computing!

4547. Re: Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-15 21:10:34 UTC
From: mfontana@eniac.seas.upenn.edu
Message-ID: <53464@netnews.upenn.edu>
Source record: 113550

>In a previous article, andrewh@msb.com (Andrew Huie) says:
>
>>In article <91282.170702AKH104@psuvm.psu.edu> AKH104@psuvm.psu.edu writes:
>>>ATARI.ARCHIVE.UMICH.EDU (CWD /ATARI/8BIT)

>>Is there a way to get the files other than by ftp? I heard there was email,
>>but it never worked for me.

If you want to hold off on this for a few days, I'll be uploading an
updated version of the SIO2PC project files sometime soon. I could
also post them to the net if there is interest.

Mark Fontana
--
Mark A. Fontana CSE 1994 | "Out of all the arts, the cinema is the
mfontana@eniac.seas.upenn.edu | most important." --V.I. Lenin

4548. Atari Mod

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-15 21:27:25 UTC
From: gruber@stg.vnet.ibm.com
Message-ID: <1991Oct15.212725.44380@watson.ibm.com>
Source record: 113552

Bill,
Could you please send me a schematic of how I could use hookup my 600xl
to a monitor ?
Thanks, Scott

4549. Atari 400's

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-16 02:00:13 UTC
From: unknown@disk.uucp
Message-ID: <1991Oct16.020013.27557@disk.uucp>
Source record: 113553

Hi! I'm an Atari ST owner that's trying to learn true hacking. I figure that I should start with a small computer and work my way up. I've found a company that sells working atari 400's extremely cheap. (20 each) What I want to do is first to learn assembly language (and binary if I can/must) and I may not rely heavily on the OS in rom.. Anyway, I'd like to also hook two 400's together with some wire and have them talk to each other (no incredibly high speed needed, just whatever would be simplest) I'd like to do this so I could write two player games and such between them. Anyway, I need to know what I need to do this.. Does an assembly language program come with the 400? Whare could I get a decent one cheap, if not? Can the 400 use any of Atari's cassette drives? How much storage does a cassette drive have? Where can I get a book on assembly language for the Atari 400? I want to keep the cost as minimal as possible. I don't mind if it takes a while for the programs to load or anything. I just want to be able to do all the neat hardware and software hacking that the great hackers used to do. Hopefully, if I can get my way with the Atari 400's, then I'll have confidence and the ability to work inside other systems.. oh, and if I get the 400's, what are the cheapest monitors I can get for them? the lowest I've seen is 75 for monochrome monitors.. Can 400's use TV's? Thanks 8-bit hackers!!
--

Shawn Beltz :) :) :) The opinions expressed in this message are unknown@disk.UUCP the opinions expressed in this message are uunet!ukma!corpane!disk!unknown the opinions expressed in this message....

4550. Re: SIO2PC and duplicating old 8-bit programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-16 15:53:20 UTC
From: Amos.Jackson@tdkt.kksys.mn.org
Message-ID: <687673353.0@tdkt.kksys.mn>
Source record: 113416

Responding to your question about copying old 8-bit files, I can only give you responses I've received from companies to used to produce such products:

My problem was thhat I had a disk fry on me about three years ago. I wrotethe company who sold the program to try to purchase another copy. This was the reply I received:

In answer to your question as to will we continue to produce software for the Atari 8-bit line, the only answer I can give is no. As far as we are concerned we (Eypx) don't feel that there is a marketplace for the Atari 8-bit line anymore. We also don't have anymore Atari 8-bit software in stock. We feel that the Atari 8-bit user can obtain old software from almost any Atari 8-bit bbs, and we welcome you to do the same. There's no market, we don't sale or produce software for the machine, therefore we won't be loosing any money.

Some still feel that in obtaining files in this mannar, it's pirating., but the companies themselves could not care less because frankly, they don't care. I also find that those that are continuing to use the label 'pirate' as pertaining to Atari 8-bit files are also trying to make a buck off of these files. With the exception of ONE (let me repeat) ONE usergroup in the Minneapolis/St. Paul area, there is NO way of obtaining Atari software. There are less than a handful of SMALL business that still support the Atari 8-bit (thank-goodness), but the majority of BETTER THAN NORMAL software for the Atari 8-bit just cannot be found except by obtaining a cracked copy.

As for myself, if I can buy Atari software, I do, BUT if I can't, I have no problems with getting a cracked copy. I have thousands of dollars invested in my 8-bit system(s), one of them has the capability of storing 87.6 megs of stuff (I also offer that system to the public in the mannar of running a bbs). If I have to choose between purchase or copying, I will purchase IF (repeat) IF the software is available to purchase. If the software CANNOT be purchased and I must obtain a cracked copy or do without, I'm going after the cracked copy. I strongly feel that after all of the support I've given to the 8-bit line, that I SHOULD NOT have to go without because of a lack of company support.

I welcome anyone else who has a opinion to interject. The resopnse that I received from the company mentioned above is the same response I've received from other companies that no longer support the Atari 8-bit.
Amos Jackson

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4551. Re: Re: SIO2PC and duplicating old 8-bit programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-16 16:04:18 UTC
From: Amos.Jackson@tdkt.kksys.mn.org
Message-ID: <687673353.1@tdkt.kksys.mn>
Source record: 113420

I agree with your statement. I'm not sure how many others do. I do run a bbs (Warp 10 BBS - Running BBS Express Professional + v. 3.1c - 612-778-9034 - 3/2400 baud). I have hundreds and hundreds of files online for the 8-bit user and room for more. I stated my feelings in a previous message so I won't get into them here. I will add to those statements that there ARE some programs that shouldn't be copied and passed out. BBS Express PRO is one of them. The company that produces this bbs software (K Products) is going strong and comes out with new upgrades on a regular basis, and the only way to show them that there is still STRONG support that exists for their products is by not pirating them. If companies like that one still exist, we need to support them by purchasing their products. If they don't exist, we need to get the materals we feel we need to enhance our investment in the 8-bit.
Amos Jackson

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4552. Re: Is there

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-16 16:14:01 UTC
From: Amos.Jackson@tdkt.kksys.mn.org
Message-ID: <687673353.2@tdkt.kksys.mn>
Source record: 113417

I have 4 Atari 8-bits (although two of them don't get much use). They are the 400, 800, 800XL (upgraded to 1 MEG of RAM), and a 130XE (Upgraded to 320K RAM). I have had NO problems with the 800XL or the 130XE running any carts or older Atari 8-bit software. As stated by another user of the net, a translator is available for programs that are "catered" to the 400/800 line. I use ultrafix for this purpose. BTW: The two machines that are basicly stored in the closet are the 400 and the 800. I prefer the XL or the XE.
Amos Jackson

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4553. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-16 16:20:21 UTC
From: Amos.Jackson@tdkt.kksys.mn.org
Message-ID: <687673353.3@tdkt.kksys.mn>
Source record: 113418

I liked your message except when refering to SpartaDOS.

I am a dedicated SpartaDOS user. I have about 10 versions of this DOS, including the SpartaDOS X cart. I have had NO problems running software with SpartaDOS. Don't get me wrong, not knocking MyDOS at all, but those features you mentioned about SpartaDOS include features that will allow almost all software to run with it. The ONLY program I've found to date that won't run under SpartaDOS is Millipede. Everything else I've encountered will run under it. I've even used SpartaDOS to "convert" a AtariDOS 2.5 disk to run under ultraspeed with a US Doubler 1050 in read AND write mode.
Amos Jackson

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4554. Re: Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-16 16:25:54 UTC
From: Amos.Jackson@tdkt.kksys.mn.org
Message-ID: <687673353.4@tdkt.kksys.mn>
Source record: 113415

The 800XL and the 800 have monitor ports, therefore can be hooked up to composite monitors. My 800XL is hooked up to My Sansui stereo system, and the only thing I can say about the sound is incredible!
Amos Jackson

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4555. Re: Re: Trivial atari 8 bit computer question..

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-16 16:27:10 UTC
From: Amos.Jackson@tdkt.kksys.mn.org
Message-ID: <687673353.5@tdkt.kksys.mn>
Source record: 113421

Actually, the 130XE CAN be hooked up to either a composite monitor or a RGB monitor.
Amos Jackson

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4556. Adaptec 4000a?

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-16 16:36:24 UTC
From: mageej@rs6222.ecs.rpi.edu
Message-ID: <n#cpxva@rpi.edu>
Source record: 113554

I am looking for a place (or a person) with an adaptec 4000a
or 5050, or anything to go from SCSI to MFM.

I have a MIO 256K model and it works for me, no complaints
with ICD.

Jeff (mageej@rpi.edu)

4557. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-16 16:37:14 UTC
From: Amos.Jackson@tdkt.kksys.mn.org
Message-ID: <687673353.6@tdkt.kksys.mn>
Source record: 113419

I feel that ICD has GREAT easy to use products. I've owned a MIO for three years, and have NEVER had any problems with it. I believe there is only one users that I'm aware of that has a Black Box. I know of 5 correction - 6 others in this area that own MIO's. Three on bbs' that go 24 hours a day, 7 days a week, including mine. Only one had to go through repairs. No problems with the others. Personally, I've seen the black box, and my preference is with the MIO. Sorry, I just don't think it was the product, but something the user wasn't doing right.
Amos Jackson

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4558. Re: ICD

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-16 17:00:36 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91289.130036AKH104@psuvm.psu.edu>
Source record: 113405

Yes, ICD has closed the doors on its 8-bit labs.
They did have a big sale....they did desert it.

```
------------------------------------------------------
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _
------------------------------------------------------
```

4559. Re: Atari 400's

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-16 20:40:52 UTC
From: mfontana@eniac.seas.upenn.edu
Message-ID: <53540@netnews.upenn.edu>
Source record: 113409

In article <1991Oct16.020013.27557@disk.uucp> unknown@disk.uucp (unknown) writes:
>
> Hi! I'm an Atari ST owner that's trying to learn true hacking. I
>figure that I should start with a small computer and work my way up. I've
>found a company that sells working atari 400's extremely cheap. (20 each)

Well, I certainly would not want to use a 400 for this purpose. For RUNNING your projects, sure... but for developing software, I would much prefer the keyboard of an 800.

The guy who developed NASTY (an ST to 8-bit interface), if I remember correctly, mentioned that he writes and assembles 6502 code on his ST, then simply transfers it to the 8 bit via this link. This would be a nice setup; maybe you could try this?

Mark Fontana
--
Mark A. Fontana CSE 1994 | "Out of all the arts, the cinema is the
mfontana@eniac.seas.upenn.edu | most important." --V.I. Lenin

4560. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-16 21:05:53 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <isHX01w163w@unixland.natick.ma.us>
Source record: 113407

IO91461@MAINE.MAINE.EDU (Tom Nezwek) writes:

> In short does this mean we need:
>
> 1) MIO box from ICD
> 2) SCSI HD w/scsi cable
> 3) Case & power supply for HD
> 4) Sparta Dos
>
> Is this correct? Does anyone have a clue as to the Current
> cost and availability of the MIO box????
>
> -Tom

I always thought that you would need some kinda hard drive
controller board with the MIO and hard drive? I went out and
had to purchase an adaptec 5500 (Which is a 4 port mfm controller!)
for my setup... Im at the stage of the game where I have the MIO
the hard drive, all of the cables...an AT case I just got...
and I have spartados x32d.dos...
Heres a few additions to your list..
1) you need an MIO OR!! Black box.. and if you want an MIO youd better
hurry as ICD isnt making more!
2) You can use MFM, RLL hard drives for your 8 bit, but you need the correct
controller board for it.. once you decide on RLL or MFM you cannot change
unless you change the controller board (I think!)
3) case is easily located.. Just get an AT case..
4) Sparta is preferable, but I think Mydos will also work with a hard drive
setup.. Sparta has a lot of utilities for hard drives, and for the MIO, but
I dont rule out that some people use Mydos with a similar setup without
difficulty..

Hope this helps.
-craig

Mailbox at Craigr@athena.mit.edu
The address this comes in at doesnt have a mailbox!

4561. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-16 21:08:42 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <8wHX02w163w@unixland.natick.ma.us>
Source record: 113408

> According to Bob Puff, it is possible to attain true 9600 baud
> communication through the Data Bus, or serial bus on the 800xl and 130xe,
> but not through the sio port.
>
> This is from
> ncrawler@bluemoon.rn.com
> ncrawler@bluemoon.uucp

I think you can do it via a null modem too though ive never attempted it.
MIOs and Black boxes supposedly let one do 9600 baud without a problem.
Not bad for an 8 bit!

4562. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-17 01:08:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1775288@mast.citadel>
Source record: 113410

I just got a fix for ICD's P:R: connector problem. It's supposed to let you go above 48oo, but it's a .SYS file, and I don't know what or how to use it!! Any help on this would be great. (It's a very small file, so maybe it can be uuencoded or soething?).

4563. ICD

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-17 03:15:26 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <11726.289911159@kcbbs.gen.nz>
Source record: 113551

>already owne an ICD product and am un-happy with it, and I don't
>want anything to go wrong with this next big investment of mine..:)
>
Well I think you have made the right choice myself. I will probably
get shot down in flames if I'm wrong but I think that ICD have or are
going to stop dealing in Atari 8-bit stuff anyway. I vaguely remember
something (when you get to my age you're lucky you can remember ANYTHING)
about a big 8-bit sale and I think it was ICD that was going to have
it but I'm not sure on that.

4564. Re: Help a new user,please!

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-17 07:26:01 UTC
From: Tim.Gearin@tdkt.kksys.mn.org
Message-ID: <687796180.0@tdkt.kksys.mn>
Source record: 113428

Good move. The Atari is a far better machine than the commodore.
I also got the SX-212 modem from Danmark. The term program I use is
Bobterm. Its public domain. I would highly recomend using it.

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4565. Re: Re: For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-17 07:34:36 UTC
From: Tim.Gearin@tdkt.kksys.mn.org
Message-ID: <687796180.1@tdkt.kksys.mn>
Source record: 113427

Wow! What a deal. I paid way more than that for my setup. The Action cart alone is 40$ and spartados is more than that!

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4566. Re: Networking to IBM???

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-17 13:03:53 UTC
From: deej@thrush.umesve.maine.edu
Message-ID: <1991Oct17.130353.18793@umesve.maine.edu>
Source record: 113411

I would be interested in seeing SIO2PC posted to the net...

In article <53464@netnews.upenn.edu>, mfontana@eniac.seas.upenn.edu (Mark A Fontana)
writes:
|>
|> >In a previous article, andrewh@msb.com (Andrew Huie) says:
|> >
|> >>In article <91282.170702AKH104@psuvm.psu.edu> AKH104@psuvm.psu.edu writes:
|> >>>ATARI.ARCHIVE.UMICH.EDU (CWD /ATARI/8BIT)
|>
|> >>Is there a way to get the files other than by ftp? I heard there was email,
|> >>but it never worked for me.
|>
|>
|> If you want to hold off on this for a few days, I'll be uploading an
|> updated version of the SIO2PC project files sometime soon. I could
|> also post them to the net if there is interest.
|>
|>
|> Mark Fontana
|> --
|> Mark A. Fontana CSE 1994 | "Out of all the arts, the cinema is the
|> mfontana@eniac.seas.upenn.edu | most important." --V.I. Lenin

--

+------------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| N1JOV |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+------------------------------+

4567. HDD's and controllers

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-17 14:09:22 UTC
From: smb@cs.purdue.EDU
Message-ID: <16594@ector.cs.purdue.edu>
Source record: 113412

>I always thought that you would need some kinda hard drive
>controller board with the MIO and hard drive?

Ok, time for a quick lesson in hard disk drive technology/terminology.
There are several types of hard drives available. Most (all?) are
really just variations of the first two types. These types are:

MFM - Modified FM -- also known as ST506 (after the Seagate drive)
many IBM PC's use these
RLL - Run Length Limited encoding -- similar to an MFM drive but
they use a different format on the media to increase density
again, many IBM PC's use these

Other (common) types:

SASI - Shuggart Associates Systems Interconnect -- this is an MFM
or RLL drive with a disk controller card built in that works
with a SASI host adaptor (ie., an MIO or BB) -- these tend to
be harder to find

SCSI - Small Computer Systems Interconnect -- similar to SASI, this
is an MFM or RLL drive with a disk controller card built in --
as with the SASI drives, these require a host adaptor (such as
the MIO or BB)

SDI - ??? -- I believe that Digital Equipment Corporation (DEC)
developed this standard -- generally this is seen in larger
computers

ESDI - Extended SDI -- again, primarily used in larger computers
but some host adaptors are beginning to appear for smaller
machines (such as PC's, Amigas, etc.)

Now, the burning question: What can I use on my 8-bit Atari?
Ok, assuming you have an MIO or a BB, you have a host adaptor that can
handle SASI or SCSI disks (I don't think you can mix two different
types at one time). You can buy any of the following setups and it
should work:

an MFM drive and a SCSI (or SASI) disk controller for it --
advantage: most SCSI/SASI disk controllers can handle more than
one attached drive
disadvantage: the controller cards are getting harder to find
as more and more drives come with embedded controllers

an RLL drive and a SCSI (or SASI) disk controller for it --
advantage: same as for MFM drive at generally higher densities

disadvantage: same as for MFM drive

a drive with an embedded SCSI/SASI controller --
advantage: readily available and you _KNOW_ that the drive
and controller will cooperate with each other
disadvantage: you generally can't add more drives to the
controller card (though you can buy more drives with their
own controllers)

possibly a drive with and embedded SDI or ESDI controller and a
SCSI-to-[E]SDI adaptor --
advantage: none, really, unless you can get and excellent
deal on a drive
disadvantage: the SCSI-to-[E]SDI adaptor (if you can find
one) is probably going to be damned expensive

The only real advantage that having separate SCSI controllers has is
that the SCSI standard limits you to having at most 8 SCSI units on
the bus (where a unit is a controller or host adaptor) but allows
each unit to control up to 8 devices (ie., disk and tape drives). So,
theoretically, you could have 56 hard disk drives attached to your
8-bit computer at one time. However, the MIO/BB and SpartaDos/MyDos
are likely going to have problems with more than 8 drives/partitions
total.

Given the price of a drive with an embedded SCSI controller and the
limits of the 8-bit's ability to address drives, I would probably just
buy a drive with a SCSI controller built in and not hassle with trying
to find a controller that will work with it. By the way, before going
out and buying a huge HDD, remember the limits of what you can access.
SpartaDos (and MyDos?) can only access partitions of at most 16M. If
you went all hard drives (and never used a floppy drive or ram disk)
you could effectively only access 16M * 8 drives for a total of 128M.
Anything over that is probably wasted.

Scott

4568. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-17 14:33:01 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991Oct17.143301.15992@magnus.acs.ohio-state.edu>
Source record: 113413

First, the fix for the P:R: Connection is basically an alternate "R:"
handler; it replaces the standard one booted from ROM. So to use the new
handler, simply replace the 850 handler with the PRCON.SYS handler; if
the 850 handler is a part of the terminal/BBS program in question, you
must first remove it before adding PRCON.SYS.
Someone asked about a monitor on an Atari 4oo. If memory serves, the
4oo lacks any monitor output; ONLY a television may be used. There is
a modification which allows monitor output, however.
On another subject, someone was comparing SpartaDOS vs MyDOS in a
previous article. I have used MyDos 4.50 successfully on two hard
drive systems, a Corvus and a BlackBox configuration with an 80mb Ehman
drive (imbedded controller). I have found MyDos to be much more reliable
than SpartaDOS. It is much easier to fix things when they go wrong, also.
I can only recall several MyDos disk crashes over approximately 8
years of continuous BBS operations; in contrast, SpartaDOS has
scrozzled directories on many occasions. I have not tried the
cartridge version but I can't recommend the disk based version 3.2
to anyone. Granted, it has a vastly more powerful set of utilities
and a command line interpreter; time-date stamping is wonderful too.
But it simply isn't as reliable, IMO, as MyDos.
When you have 1ooo files or more on a hard drive it isn't too pleasant
to find garbage characters strewn about in the directory.

4569. Genie

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-17 16:43:11 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91290.124311AKH104@psuvm.psu.edu>
Source record: 113414

I read in an issue of Z-Net that Atari users don't have to pay to
gain access to Genie...the sign up fee is wavered. What is the phone number
and singup ID that I must use for this....
???
Please E-mail me at AKH104@PSUVM.PSU.EDU
or 71020.3451@COMPUSERVE.COM
Tanx.

```
------------------------------------------------------------
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _
------------------------------------------------------------
```

4570. <none>

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-17 19:13:29 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <69209.289915189@kcbbs.gen.nz>
Source record: 113406

> can 400's use TVs

Well Shawn I don't know much about the rest of your questions but I
do know that you can use a TV perfectly on the 400. As it has only a
40 column screen you can read it quite clearly. Good luck with the rest
of your quest.

4571. Re: (none)[Hard drives]

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-17 22:10:19 UTC
From: bmarcum@world.std.com
Message-ID: <BDGLL9.3A5@world.std.com>
Source record: 113422

You can hook a SCSI hard drive directly to the MIO or the Black Box without a separate controller board. However, nowadays many SCSI drives only allow 512 byte sectors. The Black Box will work with these drives, while the MIO requires 256 bytes per sector. So, if you have an MIO it's best to use MFM or RLL drives with an appropriate controller.

4572. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-17 22:14:59 UTC
From: bmarcum@world.std.com
Message-ID: <BDGLt0.3HF@world.std.com>
Source record: 113423

In article <1775288@mast.citadel> JACS!Scott_Emerle@mast.citadel.moundst.mn.org writes:
>
> I just got a fix for ICD's P:R: connector problem. It's supposed to let you
> go above 48oo, but it's a .SYS file, and I don't know what or how to use it!!
> Any help on this would be great. (It's a very small file, so maybe it can
>be uuencoded or soething?).
>
>
You probably use this file by either (1) naming it AUTORUN.SYS, (2) loading
it from the DOS menu (or command line) (3) naming it RS232.COM and running
Bobterm.

4573. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-18 00:04:46 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91290.200446AKH104@psuvm.psu.edu>
Source record: 113424

Are you saying that you can run Star Raiders II under sparta? I'm using 3.2d and the sytem hangs...I am just wondering...wouldn't leave sparta for anything..except those games that need the translator and the original Atari dos 2.0 like One-on-One..

```
-------------------------------------------------------
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _
-------------------------------------------------------
```

4574. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-18 13:55:17 UTC
From: slackey@bbn.com
Message-ID: <66929@bbn.BBN.COM>
Source record: 113426

In article <BDGLt0.3HF@world.std.com> bmarcum@world.std.com (Bill Marcum) writes:
>In article <1775288@mast.citadel> JACS!Scott_Emerle@mast.citadel.moundst.mn.org writes:
>>
>> I just got a fix for ICD's P:R: connector problem. It's supposed to let you
>> go above 48oo, but it's a .SYS file, and I don't know what or how to use it!!
>>
>You probably use this file by either (1) naming it AUTORUN.SYS, (2) loading
>it from the DOS menu (or command line) (3) naming it RS232.COM and running
>Bobterm.
>

This may not work. I have recently learned that SpartaDOS X has a
'device' command, which apparently loads driver files named FOO.SYS
which look like they're in some special format. You say DEVICE FOO to
load these special drivers. Under disk Spartados and MyDOS I
attempted to load the XEP80 driver XEP80.SYS every way I could think
of, and consistently got the 'not a binary file' type of response.

Any more definitive information would be welcome - I need to
disassemble XEP80.SYS.

Which brings up another point - my infamous emacs-subset text editor
(EMAX) for the XEP80 still needs beta testing. I have the doc and
uuencoded binary online here, and can send it immediately to anyone
wanting to try it. BTW, if you haven't already surmised, it doesn't
run under SDX due to a driver problem, but will work under [at least]
disk-based SpartaDOS, MyDOS, 2.5 and DOSXE.

-Stan

4575. Terminal Programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-18 18:13:37 UTC
From: mthompso@shawnee.cis.ohio-state.edu
Message-ID: <1991Oct18.181337.13440@cis.ohio-state.edu>
Source record: 113425

This is the first time I have posted to the net, so please bear with me.

I have connected to the ATARI.ARCHIVE.UMICH.EDU and downloaded several terminal programs to my terminal, un-arced them, and then downloaded them to my Atari at home.

I am using an Atari 800XL (with rambo), Avatex 1200 modem, and SpartaDos. Of all the emulators I have downloaded (including AnsiTerm, vt52, vt10sqr and Kermit) I cannot get any of them to connect to the mainframe. None of them seem to affect my modem at all, even after I have loaded RS232.SYS from the P:R: Connection disk.

Any help with getting these programs to work would help me out a lot.

4576. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-19 01:03:48 UTC
From: dt@coyote.datalog.com
Message-ID: <u5H202w163w@coyote.datalog.com>
Source record: 113430

asgardia@unixland.natick.ma.us (Craig Rothman) writes:

> > According to Bob Puff, it is possible to attain true 9600 baud
> > communication through the Data Bus, or serial bus on the 800xl and 130xe,
> > but not through the sio port.
> >
> > This is from
> > ncrawler@bluemoon.rn.com
> > ncrawler@bluemoon.uucp
>
> I think you can do it via a null modem too though ive never attempted it.
> MIOs and Black boxes supposedly let one do 9600 baud without a problem.
> Not bad for an 8 bit!

I've definitely used 9600 baud without a problem, folks. Just with a P:R:
connection and a null modem to my PC. Don't see what all the problems are
about.

Oscar Fowler
dt@coyote.datalog.com

GENIE: O.FOWLER1
CIS: 72347,1655

No fascinating signatures here!

4577. Need Xformer Help - Xfering from ST to 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-19 01:21:53 UTC
From: ddavis@osiris
Message-ID: <1991Oct19.012153.9173@ux1.cso.uiuc.edu>
Source record: 113429

Could someone provide advice on moving files from the ST to a 5 1/4" 8-bit formatted disk? I have the ST Xformer software and cable, but am having difficulty moving the files to 8-bit format. Here's what I'd like to do:

(1) download 8-bit files from a BBS with the ST;

(2) move the 8-bit files from the ST to the 8-bit 5 1/4" disks.

I've tried to use the STXFXP program to move the files without success. I tried copying to an "empty" *.xfd file but keep getting not enough room errors.

Is the original manual available by ftp? That would probably be a help :-)

Any help would be greatly appreciated.

dave

4578. Re: ICD

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-19 17:27:48 UTC
From: andrewh@msb.com
Message-ID: <1991Oct19.172748.6405@msb.com>
Source record: 113433

In article <11726.289911159@kcbbs.gen.nz> Pandora@kcbbs.gen.nz (Dawn Scotting) writes:
>>already owne an ICD product and am un-happy with it, and I don't
>>want anything to go wrong with this next big investment of mine..:)
>>
>Well I think you have made the right choice myself. I will probably
>get shot down in flames if I'm wrong but I think that ICD have or are
>going to stop dealing in Atari 8-bit stuff anyway. I vaguely remember
>something (when you get to my age you're lucky you can remember ANYTHING)
>about a big 8-bit sale and I think it was ICD that was going to have
>it but I'm not sure on that.
>

Yes. ICD is trying to liquidate their 8bit line, even to selling the rights
to various pieces of hardware. This started a few months ago, so I'm not
sure what's left. I tried for a memory expansion board for my 800XL, but no
go.

4579. Re: Atari 400's

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-19 17:52:15 UTC
From: andrewh@msb.com
Message-ID: <1991Oct19.175215.6517@msb.com>
Source record: 113432

In article <1991Oct16.020013.27557@disk.uucp> unknown@disk.uucp (unknown) writes:
>
> Hi! I'm an Atari ST owner that's trying to learn true hacking. I
>figure that I should start with a small computer and work my way up. I've
>found a company that sells working atari 400's extremely cheap. (20 each)
>What I want to do is first to learn assembly language (and binary if I
>can/must) and I may not rely heavily on the OS in rom.. Anyway, I'd like
>to also hook two 400's together with some wire and have them talk to each
>other (no incredibly high speed needed, just whatever would be simplest)

To hook them up, just use an SIO cable. However to get them to TALK to each
other, you will probably need a special device handler for at least one
of them. Don't know the specifics of that.

>I'd like to do this so I could write two player games and such between
>them. Anyway, I need to know what I need to do this.. Does an assembly
>language program come with the 400?

Not that I know of. The most basic of assemblers is the the assembler/editor
cartridge, but it isn't too great with advanced tasks. MAC65 seems to be
the best choice for assembly language, but you will probably need a disk drive.

>Whare could I get a decent one cheap,
>if not?
Used stuff seems to be cheapest, but the seller may not be reliable.

>Can the 400 use any of Atari's cassette drives? How much storage
>does a cassette drive have?
All Atari 8bits can use cassette drives. I never measured the size exactly,
but a 90 min. tape is slightly larger than 1 formatted, SSSD disk.

>Where can I get a book on assembly language
>for the Atari 400?

Try a used book store or another user. I seriously doubt any of these books
are still around.

>I want to keep the cost as minimal as possible. I
>don't mind if it takes a while for the programs to load or anything. I
>just want to be able to do all the neat hardware and software hacking that
>the great hackers used to do. Hopefully, if I can get my way with the
>Atari 400's, then I'll have confidence and the ability to work inside
>other systems..

Good luck.

>oh, and if I get the 400's, what are the cheapest
>monitors I can get for them? the lowest I've seen is 75 for monochrome
>monitors.. Can 400's use TV's? Thanks 8-bit hackers!!

As long as the wire on the back of the computer is still intact, you can hook it up to a TV. You will also need a switchbox (the computer plugs into the box, the box to the TV's antenna jacks). If they don't provide you with this box, you can get one from your local Radio Shack. I think they call it a "Video Game Connector" or something like that, and it will plug into the 75ohm or 300ohm connector on your TV. You can then switch between your computer and antenna/cable. It's small -- about 2.5" by 1.5" by .5". Older ones may be larger, and not have the 75ohm connector, but that is a minor problem.
Note that the RF wire on the computer has an RCA type jack, but it does NOT work with the RCA type ports on, say, your VCR or stereo.

4580. Re: Atari 400's

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-20 00:43:49 UTC
From: mfontana@eniac.seas.upenn.edu
Message-ID: <53790@netnews.upenn.edu>
Source record: 113434

In article <1991Oct19.175215.6517@msb.com> andrewh@msb.com (Andrew Huie) writes:
>>Can the 400 use any of Atari's cassette drives? How much storage
>>does a cassette drive have?

>All Atari 8bits can use cassette drives. I never measured the size exactly,
>but a 90 min. tape is slightly larger than 1 formatted, SSSD disk.

That's paiiiinfuuuullllllly sllloooooowwww!

Well, the cassette drive transfers data at a default of 600 baud, right?

That would be 75 bytes per second (including control bytes), or 4500 bytes
per minute. (2 minutes to load a simple 8K game!!!)

So, a 90 minute tape could theoretically hold 90 x 4500 = 405000 bytes,
about 4 SSSD diskettes. But due to inter-record gaps and such, the
transfer rate in reality is probably more like 50 cps. This is pitiful
as a data storage medium and should be your last resort. The cassette
drive is a classic relic of early home computing. :)

Mark Fontana

--
Mark A. Fontana CSE 1994 | "Out of all the arts, the cinema is the
mfontana@eniac.seas.upenn.edu | most important." --V.I. Lenin

4581. ATARI CX85 keypad

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-20 02:03:38 UTC
From: wa2ise@cbnewsb.cb.att.com
Message-ID: <1991Oct20.020338.8079@cbfsb.att.com>
Source record: 113435

Picked up at a amateur radio hamfest an Atari CX85. It is a small box with numeric keys in the middle, a - and +enter keys on the right, and Escape, no, delete, and yes keys on the left. And this box has a cord with a connector that looks like that on on an Atari joystick. Will this thing be useful on an 800? How does one write software to make use of this box? What software exists that understands this box and where to get it?

Thanks in advance

4582. 5200

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-20 03:16:27 UTC
From: trag@pnet01.cts.com
Message-ID: <1991Oct20.031627.24271@crash.cts.com>
Source record: 113436

I recently picked up an Atari 5200 dedicated game machine at a thrift store for $2. Although I've owned Atari computers (400, 800, 520ST, 1040ST), I am totally unfamiliar with the game machines. Does anyone know how to hook it up to the TV? Where its power source is? Please e-mail any suggestions. Thanks.

Jim.

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
ARPA: crash!pnet01!trag@nosc.mil
INET: trag@pnet01.cts.com

4583. <none>

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-20 07:28:25 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <26905.2929128406@kcbbs.gen.nz>
Source record: 113431

```
>Could someone provide advice on moving files from the ST to a 5 1/4"
>8-bit formatted disk? I have the ST Xformer software and cable,
>but am having difficulty moving the files to 8-bit format. Here's
>what I'd like to do:
>(1) download 8-bit files from a BBS with the ST;
>(2) move the 8-bit files from the ST to the 8-bit 5 1/4" disks.

You didn't actually say whether you had an 8-bit or whether you just
wanted to transfer the files to a 5.25 disk only. If you have an 8-bit
then it is extremely easy to transfer files from the ST to the 8-bit
with a null modem cable, Bobterm and Flash, if not then I can't help
you as I'm not familiar with the XFormer software.

>+-------------------------------------+
>| O Grow your own dope... |
>| __*_<|>_*__ Plant a Man! |
>+-------------------------------------+
>| Pandora@kcbbs.gen.nz (Dawn Scotting)|
>+-------------------------------------+
```

4584. Re-using my 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-20 19:51:47 UTC
From: itexjct!jacobsen%itexjct@vms.huji.ac.il
Message-ID: <398@itexjct.UUCP>
Source record: 113437

I'm trying to re-use my old 800XL, and I have some questions:

1: How can I read/write dos 2.0 diskettes with an MSDOS machine?

2: What is Sparta-Dos?

3: How serious are the C compilers I found on atari.archive.umich.edu ?

Any informations about this and about
atari today, will be welcome

Joel Jacobsen

Joel Jacobsen
Jerusalem College of Technology

Internet: jacobsen@vms.jct.ac.il
jacobsen%sun@optics.jct.ac.il

Bitnet: jacobsen@iljct (Not recommended)

4585. Tape to disk conversion program

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-21 07:24:55 UTC
From: gt2862c@prism.gatech.EDU
Message-ID: <38942@hydra.gatech.EDU>
Source record: 113438

Is there a program out there that will convert old Atari programs on tapes to disk? I have a bunch of old programs and wishes to move them to floppies. Also, where can I get a patch so that older programs will run properly on an 800XL? Thanks.

Jeff

4586. Memory Boards

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-21 14:04:20 UTC
From: Amos.Jackson@tdkt.kksys.mn.org
Message-ID: <688070963.0@tdkt.kksys.mn>
Source record: 113442

When I wanted a memory expansion board, I went through Newell Industries for mine. I went for the 1 meg upgrade ($49.95). They also have 256K upgrades available for $29;95. The chips for the 1 meg upgrade are $44.00 as of 2/12/91 and 256k chips are $12.00. This one meg upgrade can be expanded to 4 megs in the future if I wish, but expanding the unit (an XL) to 4 megs would cost alot in terms of compatability. Still, it would be nice for those of us running BBS', but the price of the chips are $344.00 as of 2/12/91.
a~Amos Jackson
SysOp Warp 10 BBS 612-778-9034
Running 87.6 meg of 8-bit files
INSTANT access for l/d callers!

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4587. SIO-2-PC

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-21 15:36:55 UTC
From: fontana@cis.ohio-state.edu
Message-ID: <1991Oct21.153655.4022@cis.ohio-state.edu>
Source record: 113439

This morning I posted the latest version of SIO2PC to this newsgroup and was immediately attacked by a fellow at a commercial site about the extremely excessive volume of the 138K .ZIP file. I don't think this was such a God-awful thing to do, but I instructed my organization to cancel the relevant articles. This newsgroup barely has any articles and uses very little bandwidth. In comparison, newsgroups like alt.sex.pictures typically see several MEGABYTES of traffic every day!!

I have submitted the package to atari.archive.umich.edu and have been notified that it was received.

For those without access to this site, you can either use their mail-server bart@atari.archive.umich.edu, or I will mail it directly to you.

I just finished building the interface, and it works beautifully. I highly recommend this project, and I'm willing to answer any questions you may have.

4588. Re: Re-using my 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-21 15:37:42 UTC
From: slackey@bbn.com
Message-ID: <66962@bbn.BBN.COM>
Source record: 113440

My personal reply bounced so here goes:

In article <398@itexjct.UUCP> you write:
>1: How can I read/write dos 2.0 diskettes with an MSDOS machine?

As far as I know, you can only r/w double density disks. You need to
either get the ICD Ultraspeed Doubler (US Doubler) which is a 1050
hardware upgrade you install yourself, or get an XF551 drive or a
third party drive. 1050 enhanced density won't work.

Another possibility is to use RS232 to connect the machines together,
and a terminal emulator program such as kermit or bobterm to transfer
files.

>2: What is Sparta-Dos?

This is a third-party DOS made by ICD. It lives in RAM under your
800XL's ROM, so you don't need to keep swapping DUP.SYS in and out.

A similar DOS is the SpartaDOS X (SDX) cartridge, also from ICD. The
cartridge contains all OS functionality and has lots of utilities
built in.

The US Doubler, SpartaDOS and SDX are available mail order, at least
in the US.

>3: How serious are the C compilers I found on atari.archive.umich.edu ?

I have used CC65 a little and barring little problems have had it
work. I know for a fact that some people have used it a lot.

-Stan

4589. Re: Re-using my 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-21 16:00:15 UTC
From: rpascazi@engws1.ic.sunysb.edu
Message-ID: <1991Oct21.160015.8870@sbcs.sunysb.edu>
Source record: 113441

In article <398@itexjct.UUCP> itexjct!jacobsen%itexjct@vms.huji.ac.il writes:
>
> I'm trying to re-use my old 800XL, and I have some questions:
>
>1: How can I read/write dos 2.0 diskettes with an MSDOS machine?

It's actually pretty easy. Get the specifics on dos 2.0, such things as
How many sectors per track, where the directory track is, how many tracks
there are. As far as I know, the disks are single sided, single density so
you have to keep this in mind when reading from them.

The IBM 360k disk drive is very usefull. By communicating directly with the
Bios rom, you can set the specifics so almost any type of disk can be read.
The trick is to program a formatting routine so the data you get in is
comprehensible. Knowlege of 80x86 assembly is necessary for the operation.

-Rob-

4590. Re: Tape to disk conversion program

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-21 21:04:39 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <49016@cup.portal.com>
Source record: 113443

Tape-to-disk programs for the Atari 8-bit a) exist, b) were plentiful when disk drives were first becoming available to supersede the early, nearly ubiquitous cassette-only systems (back about '80 or so), and c) are probably scarce as hen's teeth today.

However, I have one on a disk that I know of, and can try to upload it to Portal to mail to you in UUencoded form. Can you handle that? Anybody else want it? (I.e. if and when I upload it, should I e-mail it just to the one requestor, or post it for general consumption? I still have MY tape drive although I rarely use it, so perhaps you do too...)

Finally, if you know a little bit of 6502 assembly and a little bit of Atari internals (i.e. how to do I/O), a tape-to-disk conversion program is almost trivial to write...

Hope this helps...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4591. Re: Atari 400's

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-21 21:21:57 UTC
From: potter@sundae3.dab.ge.com
Message-ID: <1991Oct21.212157.22718@ge-dab.GE.COM>
Source record: 113445

Hello!

I've just noticed this thread and can't find who started it, but
it seems to be talking about connecting Atari 400's (or others)
together. Chuck Steinman (of DataQue fame) and I are working on
just such a program. It will be an interactive multi-player game
similar to Midi-Maze. It would be played with up to eight users
who would connect their SIO cables together. We're hoping to
get the thing ready for the Chicago Atari Computerfest, so stay
tuned.

--
Jeff Potter
...potter@ge-dab.ge.com

4592. Re: Need Xformer Help - Xfering from ST to 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-22 17:46:36 UTC
From: darekm@microsoft.UUCP
Message-ID: <ar+dp0_@microsoft.UUCP>
Source record: 113447

In article <1991Oct19.012153.9173@ux1.cso.uiuc.edu> ddavis@osiris (dave davis) writes:
>Could someone provide advice on moving files from the ST to a 5 1/4"
>8-bit formatted disk? I have the ST Xformer software and cable, but
>am having difficulty moving the files to 8-bit format. Here's what
>I'd like to do:
>
>(1) download 8-bit files from a BBS with the ST;
>
>(2) move the 8-bit files from the ST to the 8-bit 5 1/4" disks.
>
>Is the original manual available by ftp? That would probably be a
>help :-)

Dave, you can copy files DIRECTLY from the ST disk to the 8-bit disk one at a time. What you do is boot up Xformer, go into Atari DOS, and use the COPY command to copy the file. Use the ST file as your source, and the 8-bit file you want to copy it to as the destination. Make sure your 8-bit disk drive is plugged in and turned on. For example, if you have a file on your ST disk called "README.TXT" and you want to copy it to the 8-bit disk, you would COPY F:README.TXT,D:README.TXT. NOTE: this only applies to the ST version of Xformer.

The ST Xformer manual is not available online, but ST Xformer 2.55 disks and manuals are available from me for $15.

- Darek

--
Darek Mihocka. Quick ST 3 for the ST/TT. All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007

4593. Commodore 1702/1802 monitor

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-22 21:08:26 UTC
From: mageej@sage4e.its.rpi.edu
Message-ID: <0bkp+d+@rpi.edu>
Source record: 113446

Could someone please quote me a good price for the Commodore

1702 or 1802 composite color monitors?

I have someone who wants to sell but neither of us has a clue what
the going rate is now...

Jeff (mageej@rpi.edu)

4594. 5200

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-23 04:12:01 UTC
From: dt@coyote.datalog.com
Message-ID: <Hi6901w163w@coyote.datalog.com>
Source record: 113451

To those of you knowledgeable with the 5200 game unit:

I know I've seen some 5200 games hacked for the XL/XE series. How much work is this (as far as differences in the code).

Best Electronics has an adapter for the 5200 that allows it to use 2600 games. How different is the cartridge port on a 5200? Is it feasable to adapt this device for the XL/XE line?

Thanks!

Oscar Fowler
dt@coyote.datalog.com

GENIE: O.FOWLER1
CIS: 72347,1655

No fascinating signatures here!

4595. MICROLINE 183

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-23 15:47:46 UTC
From: CSALO@MIAMIU.BITNET
Message-ID: <91296.104746CSALO@MIAMIU.BITNET>
Source record: 113355

IS THERE SOME WAY THAT I CAN CONFIGURE A PRINTER CABLE TO LINK MY
OKIDATA MICROLINE 183 TO MY 800XL WITHOUT HAVING TO BUY AN INTERFACE?
AS I RECALL THE ATARI PRINTER LINE WAS PLUG COMPATABLE AND I THINK
THE EARLY DOT MATRIX PRINTER WAS A BOTTOM LINE OKIDATA.

THANKS DAVE SALO

4596. Re: Terminal Programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-23 17:07:50 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91296.130750AKH104@psuvm.psu.edu>
Source record: 113452

In article <1991Oct18.181337.13440@cis.ohio-state.edu>,
mthompso@shawnee.cis.ohio-state.edu (michael r thompson) says:
>
>This is the first time I have posted to the net, so please bear with me.
>
>I have connected to the ATARI.ARCHIVE.UMICH.EDU and downloaded several
>terminal programs to my terminal, un-arced them, and then downloaded them
>to my Atari at home.
>
>I am using an Atari 800XL (with rambo), Avatex 1200 modem, and SpartaDos.
>Of all the emulators I have downloaded (including AnsiTerm, vt52, vt10sqr
>and Kermit) I cannot get any of them to connect to the mainframe. None of
>them seem to affect my modem at all, even after I have loaded RS232.SYS
>from the P:R: Connection disk.
>
>Any help with getting these programs to work would help me out a lot.
>
>
Well....I think the problem is that the main frame is running
at 7 bits 1 stop bit even parity! I cannot log onto the main frame
here either because of this...several keys do not work and most appear
to be reasigned or somthing!
The answer?
HAH! NO-ONE has been able to get this to work for me. I even talked
to Bob Puff himself and his sugestion for fixing my problem (since I am
writing a term program that I thought could handle 7-1-E) with my 850
inteface seemed logical...yet..it did not work. I am still waiting
for a reply. Apparently the Atari and its hardware have problems with
going above true 9600baud and doing anything other that 8bits.

So anyone out there please solve this problem and PLEASE test it first!

Thank you.

```
------------------------------------------------------
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _
------------------------------------------------------
```

4597. Re: Re: Someone

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-23 17:29:21 UTC
From: Bud.Ewaldt@tdkt.kksys.mn.org
Message-ID: <688348053.0@tdkt.kksys.mn>
Source record: 113454

WELL THE HIGH LINE 8 BIT ATARI IS THE 130 XE
I HAVE ONE AND BEEN USING IT FOR YEARS
THE ONLY PROBLEM I EVER HAD WAS WITH THE KEYBOARD AND GOT IT FIXED FOR TWO BUCKS
BUT WAS SO HAPPY WITH IT I GAVE THE GUY FIVE
WELL I THINK IF YOUR GOING TO GET AN ATARI THE BEST WAY TO GO IS 130XE AND A PR
WITH A 1200 0R 2400 MODEM AND A PRINTER AND TWO DOUBLER DRIVES

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4598. Re: 5200

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-23 18:21:43 UTC
From: slackey@bbn.com
Message-ID: <67004@bbn.BBN.COM>
Source record: 113450

In article <Hi6901w163w@coyote.datalog.com> dt@coyote.datalog.com (Oscar Fowler) writes:
>Best Electronics has an adapter for the 5200 that allows it to use 2600
>games. How different is the cartridge port on a 5200? Is it feasable to
>adapt this device for the XL/XE line?

My guess is this 'adapter' is just the 2600 chip set, from which the
5200 just takes the video and audio and routs them through. The price
of the adapter was on par with the newer cost-reduced 2600 from a few
years ago, and I was told by someone at Atari (an engineer) that the
video chip of the 2600 is very different from that of the 5200 (which
I think is the original 400/800 one.)

If you want to run 2600 games, just get a 2600 - I bet you could get
a used one real cheap out of a local buy/sell mag (if you have one in
your area.) And probably 50 carts. too.

Alternatively, I noticed 7800s for sale at the local Child World.
They are automatically 2600-compatible.

-Stan

4599. Re: Commodore 1702/1802 monitor

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-23 23:15:31 UTC
From: aj008@cleveland.Freenet.Edu
Message-ID: <1991Oct23.231531.15899@usenet.ins.cwru.edu>
Source record: 113456

I have just purchased two commodore 1702 monitors for $60 each.
$60 is still alot for a composite monitor, so I suspect you could
get one even cheeper.

I use one for my 65XE, and one is hooked up to my A/V receiver as
a very clear television monitor.

The chroma/luma inputs might be useful for hooking one up to a Su
per VHS VCR, but I havnt tried that yet.
The SVHS format can produce video comperable to Laserdisk.

--

Aaron Barnes | ||| aj008@cleveland.freenet.edu | |||
Huey Lewis and the News-Fore al| ||| l your Sports needs. | / | \

4600. Cartridge Backup

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-24 07:23:10 UTC
From: aj008@cleveland.Freenet.Edu
Message-ID: <1991Oct24.072310.29636@usenet.ins.cwru.edu>
Source record: 113448

I once saw a cart to disk system back in '85 in a Compute! mag.
The system was Copy Cart, and put carts on disk and menued them.
But the ad stated it would work on any cart made up to the year 1
985. The carts back then were mostly 16K. But I would like to fin
d a system to use for the newer XEGS carts.

Anyone know where to get one?

Thanks.
--

Aaron Barnes | ||| aj008@cleveland.freenet.edu | |||
Huey Lewis and the News-Fore al| ||| l your Sports needs. | / | \

4601. Re: 5200

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-24 18:55:16 UTC
From: bmarcum@world.std.com
Message-ID: <BDtB84.B0u@world.std.com>
Source record: 113449

In article <Hi6901w163w@coyote.datalog.com> dt@coyote.datalog.com (Oscar Fowler) writes:
>To those of you knowledgeable with the 5200 game unit:
>
>I know I've seen some 5200 games hacked for the XL/XE series. How much work
>is this (as far as differences in the code).
>
>Best Electronics has an adapter for the 5200 that allows it to use 2600
>games. How different is the cartridge port on a 5200? Is it feasable to
>adapt this device for the XL/XE line?
>
The 2600 adapter, as I understand it, was actually a complete 2600 machine
that used the 5200's power supply and rf modulator. Since the XL/XE cartridge
port doesn't include video/audio inputs, it wouldn't be easy to adapt.

>Thanks!
>
>
>
>Oscar Fowler
>dt@coyote.datalog.com
>
>GENIE: O.FOWLER1
> CIS: 72347,1655
>
>No fascinating signatures here!

4602. Re: SIO-2-PC

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-24 20:09:40 UTC
From: den@hpfcnovy.HP.COM
Message-ID: <17250001@hpfcnovy.HP.COM>
Source record: 113459

The SIO2PC version on atari.archive.umich.edu in the atari/8bit/sio2pc directory is dated October 4. Is this the latest version (1.21) ?

Don Novy
don_novy@fc.hp.com

4603. Re: 5200

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-25 00:03:43 UTC
From: unknown@disk.uucp
Message-ID: <1991Oct25.000343.7187@disk.uucp>
Source record: 113453

In article <1991Oct20.031627.24271@crash.cts.com> trag@pnet01.cts.com (Jim Trageser) writes:
>I recently picked up an Atari 5200 dedicated game machine at a thrift store
>for $2. Although I've owned Atari computers (400, 800, 520ST, 1040ST), I am
>totally unfamiliar with the game machines. Does anyone know how to hook it up
>to the TV? Where its power source is? Please e-mail any suggestions. Thanks.
>
>Jim.
>
>UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
>ARPA: crash!pnet01!trag@nosc.mil
>INET: trag@pnet01.cts.com

Hmm, funny you should mention the 5200.. Discussing the Atari line with some friends, we noticed how short-lived the 5200 was. Even today, you can still find 2600 and 7800 cartridges, but hardly ever a 5200 cartridge. For example, I just bought Gravitar for my old 2600 (still good for some of the classic arcade games and shoot em ups) and in another store I saw a double dragon 2 for the 7800 with graphics comparable to a nintendo of sega. But I haven't seen a 5200 for YEARS. Anyone knopw what happened? Was it just a case of being in the middle of the road and getting run over?

--

Shawn Beltz :) :) :) The opinions expressed in this message are unknown@disk.UUCP the opinions expressed in this message are uunet!ukma!corpane!disk!unknown the opinions expressed in this message....

4604. Re: Commodore 1702/1802 monitor

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-25 03:43:03 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <giTcaB1w164w@bluemoon.rn.com>
Source record: 113455

mageej@sage4e.its.rpi.edu (Jeffrey A Magee) writes:

> Could someone please quote me a good price for the Commodore
>
> 1702 or 1802 composite color monitors?
>
> I have someone who wants to sell but neither of us has a clue what
> the going rate is now...
>

Well, I can honestly tell you the actual rate, if he would sell it to a
used hardware purchaser is about $35 - $40. But, if its a friend then I
would say give him about $50. Becuase a dealer wont sell it for less then
$65 - $70.

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4605. Re: Cartridge Backup

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-25 20:04:00 UTC
From: JACS!Mike_Hopkins@mast.citadel.moundst.mn.org
Message-ID: <1787944@mast.citadel>
Source record: 113463

Regarding Cartridge to disk systems, I have seen (and have)
several small programs that claim to do that, although I wouldn't call it a
"system". I personally have never gotten any of them to work, and it
appears that many of the cartridges are designed to prevent that sort of
thing. Even considering the older, relatively easy carts to copy, the
programs require a lot of hacking and are not user friendly. A good
knowledge of the operating system involved with cartriges would be helpfull,
which I do not have.

I'll never forget the time I tried to copy a certain game from tape to disk.
What a hastle!

4606. Re: 5200

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-25 22:04:14 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1991Oct25.220414.27650@exu.ericsson.se>
Source record: 113465

Stan Lackey writes:
>
>Alternatively, I noticed 7800s for sale at the local Child World.
>They are automatically 2600-compatible.

I'd highly reccommend this option. The 7800 is a really nice little system--in many ways the graphics are superior to that of the 800. The sound is the same as the 2600 though. I picked one up at Toys 'R Us, brand new and in the box, with two joysticks and a Pole Position II cart for only $34.98. You can get the same deal for only $39.99 from Telegames USA.

The interesting thing about the 7800 is that Atari is still supporting it. A whole slew of new games was released in the past year. Are any games coming out for the XEGS?

--
James Hague
exuhag@exu.ericsson.se

4607. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-26 00:58:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1788238@mast.citadel>
Source record: 113460

If he can't find a 2600, I have 10 extra laying around I can sell him...:)

4608. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-26 00:59:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1788239@mast.citadel>
Source record: 113461

If you are using bobterm and sometimes some keys wont work, switch
the emulation mode off of VT520 or VT52e to ascii. I don't know why, but
when you have either of these VT things on, it won't work correctly with
most boards. I guess they are not a true VT emulation??? I dunno, but
that's what I ran into and what I
did to solve the problem...:)

4609. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-26 01:01:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1788241@mast.citadel>
Source record: 113462

Hey, did yu ever see an Asteroids game for that system? I've seen adds
in old Electronic Gaming magazines for it, but I haven't been able to find
it.
The 5200 and the 800xl computers are the same thing! I don't see why it
would be hard to port over a game fom
it. As you know, most of the games for the 5200 have already been done so.
But if you still want to try it, you first would either have to make a
cable that would connect the cartridge to the 8-bit, via bus port or
cartridge port. Either that or get a rom read , but those are really
expensive!

4610. How can I fix my 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-26 03:54:17 UTC
From: dcfs018@antares.concordia.ca
Message-ID: <1657@daily-planet.concordia.ca>
Source record: 113457

Greetings to all.

I've been having trouble with my 1050 disk drive for some time now, and a few hours ago I had no choice but to open it up to try to fix it myself. In doing so, I decided to unscrew the track 0 sensor and clean the space between the transmitter and detector (I guess that's all it is).

However, when I was screwing the sensor back in place, I realized that there was more than one position to put it back in. The reason is that the two holes for the screws in the sensor casing are *oval*, which allows for a couple of millimeters of play. Unfortunately, I have no idea how you're supposed to figure out exactly where the right position is!

When I first put the sensor back in place, the drive was unable to read *any* sectors back. Then I slid it over a bit, and thankfully it was able to read some of the sectors near the center of the disk. After playing around with it a bit more, I can get it to read almost the whole disk properly.

When I try to read in a sequence of sectors starting at sector 500 (remember that there are 720 sectors in all, on 40 tracks), I can see the head step toward the center of the disk track by track - until it gets to the end of track 37, when it actually steps *back* by one track (to 36)! Then it fails to read the sector, and the head goes back to track 0 to reorient itself, and it goes out to track 38 as it should. Does anyone have any idea why it does this? What do you do to fix this?

The other thing I'm worried about now is *writing* to disks. While my drive might be able to write sectors (I haven't tried yet), it is likely that no other disk drive will be able to *read* these sectors (except for my drive).

So what I'd like to know is, is a head alignment based solely on the position of the track 0 sensor? Do you need an oscilloscope to 'center' the sensor? Is there hope for someone without an oscilloscope to do this? Any references to technical documents, personal suggestions, helpful hints, or any comments, are welcome (and thanks in advance!).

Jean Goulet

4611. Re: Commodore 1702/1802 monitor

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-26 11:47:20 UTC
From: unknown@disk.uucp
Message-ID: <1991Oct26.114720.15565@disk.uucp>
Source record: 113458

In article <1991Oct23.231531.15899@usenet.ins.cwru.edu>
aj008@cleveland.Freenet.Edu (Aaron M. Barnes) writes:
>
>I have just purchased two commodore 1702 monitors for $60 each.
>$60 is still alot for a composite monitor, so I suspect you could
>get one even cheeper.
>
>I use one for my 65XE, and one is hooked up to my A/V receiver as
>a very clear television monitor.
>
>The chroma/luma inputs might be useful for hooking one up to a Su
>per VHS VCR, but I havnt tried that yet.
>The SVHS format can produce video comperable to Laserdisk.
>
>Aaron Barnes | ||| aj008@cleveland.freenet.edu |
>Huey Lewis and the News-Fore al| ||| l your Sports needs. |
>_____
Hmm.. I just saw Toys are us selling one of those monitors for 300
bucks!! Geesh.. They were selling a commie XT for 600 bucks (no HD even)
and that was with no monitor or pheripals, except for two 360k drives!!!
Anyway, I'd DEFINITELY be interested in one of these monitors, even if
though I may not use them for thwe ataris after all (I've had alot of
encouragement to stick with the 16 bit to learn assembly)... I'd really
like to get one to use as a Video monitor.. Hoe do they hook up to the
vcr, and can I get a tuner that converts it into a TV (I know a vcr would
probably work, but I'm short on cash..)
--
_____
Shawn Beltz :) :) :) The opinions expressed in this message are
unknown@disk.UUCP the opinions expressed in this message are
uunet!ukma!corpane!disk!unknown the opinions expressed in this message....

4612. Re: Memory Boards

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-26 14:13:45 UTC
From: andrewh@msb.com
Message-ID: <1991Oct26.141345.11314@msb.com>
Source record: 113471

Can you tell me how I can get an upgrade and what is required for installing it? (i.e., a general rundown, like soldering (probably) cutting a hole in the shielding, etc.). Thanks!

4613. Re: SIO-2-PC

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-26 17:57:46 UTC
From: fontana@boa.cis.ohio-state.edu
Message-ID: <1991Oct26.175746.29699@cis.ohio-state.edu>
Source record: 113464

In article <17250001@hpfcnovy.HP.COM> den@hpfcnovy.HP.COM (Don Novy) writes:

> The SIO2PC version on atari.archive.umich.edu in the atari/8bit/sio2pc
>directory is dated October 4. Is this the latest version (1.21) ?

Did you mean 2.12? That's the latest version. I received my copy from the
author a little over a week ago.

Mark Fontana

4614. Re: 5200

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-26 17:59:31 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1991Oct26.175931.11312@exu.ericsson.se>
Source record: 113466

There was an article in ANALOG Computing, ever so long ago, which discussed the few differences between the 5200 and 800. Most of them were fairly insignificant. The 2600 and 7800, however, are completely different beasts.

If anyone would like I could dig up the article. BTW, I just received a flyer from a company called MARS Merchandising which is selling 5200 carts without boxes or instructions for $12 apiece, if anyone is interested.

--
James Hague
exuhag@exu.ericsson.se

4615. Re: Trivia; Name of Atari game ?

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-26 22:41:18 UTC
From: MEB117@psuvm.psu.edu
Message-ID: <91299.184118MEB117@psuvm.psu.edu>
Source record: 113467

My personal reply fell victim to the currents of the net... so here it
is:

--- Original note follows ---
Subject: Re: Trivia; Name of Atari game ?

In article <1991Oct25.140619.19819@kodak.kodak.com>, you say:
>
>My friend and I were having a discussion about computer games, while looking
>over the new X-window version of Star Trek. It brought to memory a game I once
>owned for the 8-bit line, but I cannot for the life of me remember the NAME. I
>do recall that it was supposed to be a "first really popular" action video
>game
>for the 800/400; the main view was from the cockpit of the (presumed)
>starfighter, a "galaxy" (overhead map) view, speed was controlled with the
>numbers (0-9), and you could jump from one part of
>the galaxy to another using hyperdrive. When you used hyperdrive, the
>incomming/bypassing objects would speed up exponentially, then the screen
>would
>reverse flash. The only weapons available were photon torpedoes, which would
>make a good simulation of a thunderous explosion when they hit.
>
>I know this could describe a number of games, but the one I am thinking of
>came
>early on in the 8-bit line's life. I believe it was ported to the ST, but I
>don't think it had quite as much impact in that market. I think the name had
>Star as the first word.
>
>Oh yeah, if you got a low score, you would be "made the captain of a garbage
>scow".
>
>Anybody remember ?

Yes, and I have it too. The game is Star Raiders. They have a version for
the 400/800/XL/XE line as well as a simpler version for the 2600.

Hope that helps...

Matthew E. Bernold MEB117@PSUVM.PSU.EDU
<<APOCALYPSE>> APOC@ECL.PSU.EDU
meb@eclu.psu.edu

4616. Re: Commodore 1702/1802 monitor

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-27 01:22:13 UTC
From: aj008@cleveland.Freenet.Edu
Message-ID: <1991Oct27.012213.18348@usenet.ins.cwru.edu>
Source record: 113468

Okay, all you have to do to use a monitor as a tv is connect the
video out to the video in of the monitor.In this case, the video
will be in composite form.
If you must, use the audio out and connect it to the monitor. I p
ersonally use a y-connector to hook the audio to my stereo, but i
f you have a stereo vcr, it has seperate l and r outs to hook to
the vcr/aux input of a stereo.Most a/v receivers can also dub and
use the vcr as a high quality audio-only device.
There used to be more then a few add-on tuners for monitors, but
the onslought of a/v receivers and vcr's,plus most newer monitors
using inputs other then composite,have made it a rather dry marke
t, but I am sure you can find a used one somewhere.

--

Aaron Barnes | ||| aj008@cleveland.freenet.edu | |||
Huey Lewis and the News-Fore al| ||| l your Sports needs. | / | \

4617. 8-bit magazine

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-27 03:13:22 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <Oct.26.23.13.21.1991.2026@remus.rutgers.edu>
Source record: 113469

Just thought that with the lack of 8-bit magazine coverage
these days, some of you out there might appreciate me
passing along this info. I just recently stumbled across
a nicely done, slick British mag covering the 8-bit Ataris.
It's called New Atari User by Page 6 Publishing. Their
address is : Page 6, PO Box 54, Stafford, ST16 1DR, England.
Subscriptions to the US are 21 pounds per year. If you write
to them, they'll send you a free sample copy...definitely
worth it!

-Ray

4618. Test message

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-27 15:50:00 UTC
From: Info-Atari8@NAUCSE.CSE.NAU.EDU
Message-ID: <19911027155013.7.JRD@CIROCCO.SCRC.Symbolics.COM>
Source record: 113470

```
This is a test message. Please ignore.
```

4619. Re: Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-27 23:55:21 UTC
From: grendel@cis.ksu.edu
Message-ID: <grendel.688607871@harris.cis.ksu.edu.cis.ksu.edu>
Source record: 113472

acrosby@uafhp.uark.edu (Albert Crosby,AG ENG 210,4452,5014447866) writes:

>mfontana@eniac.seas.upenn.edu (Mark A Fontana) writes:

>Instead, how about a slightly broader group that just might get enough traffic
>to be worthwhile: comp.binaries.8bit. This would be a place for binary
>posting for ANY 8bit computer, not just the Atari. CP/M postings, for
>example. I've never noticed a comp.binaries.c[64|128] group either, so this
>could be useful to them too. Of course, it could easily get to be too
>broad...

>Perhaps it would be better off as alt.binaries.8bit ?

>[Until then, I agree with another poster: just keep on postin' right here.]--

Excellent idea! As an avid user and owner of a Commodore 64 & a 64c, I would
vote YES!

-Steve

---
grendel@harris.cis.ksu.edu

4620. RS232 port questions...

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-28 01:08:16 UTC
From: spam@iastate.edu
Message-ID: <1991Oct28.010816.19572@news.iastate.edu>
Source record: 113473

for experimental use, I'm connecting one of my ataris to a terminal via a P:R:connection, and I'm trying to write a program that will send data back and forth between the machines. Right now, I have to following program:

```
5 OPEN #2,4,0,"K:" :REM OPEN KEYBOARD IOCB
10 OPEN #1,12,0,"R1:" :REM OPEN RS232 IOCB
20 XIO 36,#1,14,0,"R1:" :REM SET RS232 TO 9.6K BAUD
30 XIO 38,#1,32,0,"R1:" :REM SET NO TRANSLATION
40 XIO 40,#1,0,0,"R1:" :REM SET CONCURRENT MODE ON
50 STATUS #1,DUMMY :REM CHECK FOR DATA FROM RS232
60 INCHARS=PEEK(747) :REM SIZE OF RS232 INPUT BUFFER
70 OUTCHARS=PEEK(749) :REM SIZE OF RS232 OUTPUT BUFFER
80 IF INCHARS>0 THEN GOSUB 200 :REM IF DATA IS WAITING THEN 200
50 STATUS #1,DUMMY :REM CHECK FOR DATA FROM KEYBOARD
60 INCHARS=PEEK(747) :REM SIZE OF KEYBOARD INPUT BUFFER
70 OUTCHARS=PEEK(749) :REM SIZE OF KEYBOARD OUTPUT BUFFER
80 IF INCHARS>0 THEN GOSUB 200 :REM IF DATA IS WAITING THEN 300
130 GOTO 50 :REM BASIC FLOW CONTROL CONSIDERED USELESS
200 GET #1,X :REM GET BYTE FROM RS232
210 PRINT CHR$(X) :REM PRINT BYTE TO SCREEN
220 PUT #1,X :REM SEND BYTE BACK. WOW! FULL DUPLEX!
230 RETURN :REM POP BACK TO MAIN
300 GET #2,X :REM GET BYTE FROM KEYBOARD
310 PRINT CHR$(X) :REM PRINT BYTE TO SCREEN
320 PUT #1,X :REM SEND BYTE BACK. FULL DUPLEX AGAIN
330 RETURN :REM POP BACK TO MAIN
```

Anyway, what I want this program to do is wait for a keyboard entry on either machine, print that entry on both machines (full duplex) and go back to waiting (sort of like a very primative chat program). What is *is* doing is *almost* that, but when I type a key on, say, the atari, it isn't processed until a key is pressed on the terminal, and vice-versa. I haven't done any work on the atari for about 4 years, and no BASIC for approximately the same length of time.

What I ultimately plan to use this for is something like a *simple* terminal server. Our university has an ISN data network, and I have a 9600 baud line into my apartment. I want to be able to dial up my port and select which of my machines I want to connect to remotely. I plan to replace the P:R: connection with an 850 interface, thereby giving me 4 serial ports, one to connect to the outside, and the other 3 to connect to 3 of my machines. So when I call up my port from a remote machine, I'll see a menu such as this:

```
services offered:
1: UNIX PC 3B1
```

2: MessyDOS
3: CP/M (yes! long live PIP!)

Enter choice:

By selecting one of the machines the Atari will echo all the data between the outside port and the target machine, thereby being a sort of 'machine server' to my remote terminal. I imagine I'd eventually be able to have multiple sessions open, one to each machine.

But that's far in the future. (at least a month, I suppose)

Anyway, I suppose this is the sort of thing I ought to do in a real language (Action, I imagine. I haven't used it, nor have I used C on an atari).
But in the meantime, can someone send me some simple BASIC routines that will allow for two way communication between the atari & an RS-232 device?

-mike begley
spam@iastate.edu

4621. RS232 questions

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-28 02:11:53 UTC
From: spam@iastate.edu
Message-ID: <1991Oct28.021153.20655@news.iastate.edu>
Source record: 113474

for experimental use, I'm connecting one of my ataris to a terminal via a P:R:connection, and I'm trying to write a program that will send data back and forth between the machines. Right now, I have to following program:

```
5 OPEN #2,4,0,"K:" :REM OPEN KEYBOARD IOCB
10 OPEN #1,12,0,"R1:" :REM OPEN RS232 IOCB
20 XIO 36,#1,14,0,"R1:" :REM SET RS232 TO 9.6K BAUD
30 XIO 38,#1,32,0,"R1:" :REM SET NO TRANSLATION
40 XIO 40,#1,0,0,"R1:" :REM SET CONCURRENT MODE ON
50 STATUS #1,DUMMY :REM CHECK FOR DATA FROM RS232
60 INCHARS=PEEK(747) :REM SIZE OF RS232 INPUT BUFFER
70 OUTCHARS=PEEK(749) :REM SIZE OF RS232 OUTPUT BUFFER
80 IF INCHARS>0 THEN GOSUB 200 :REM IF RS232 DATA IS WAITING THEN 200
50 STATUS #1,DUMMY :REM CHECK FOR DATA FROM KEYBOARD
60 INCHARS=PEEK(747) :REM SIZE OF KEYBOARD INPUT BUFFER
70 OUTCHARS=PEEK(749) :REM SIZE OF KEYBOARD OUTPUT BUFFER
80 IF INCHARS>0 THEN GOSUB 200 :REM IF KEYBOARD DATA IS WAITING THEN 300
130 GOTO 50 :REM BASIC FLOW CONTROL CONSIDERED USELESS
200 GET #1,X :REM GET BYTE FROM RS232
210 PRINT CHR$(X) :REM PRINT BYTE TO SCREEN
220 PUT #1,X :REM SEND BYTE BACK. WOW! FULL DUPLEX!
230 RETURN :REM POP BACK TO MAIN
300 GET #2,X :REM GET BYTE FROM KEYBOARD
310 PRINT CHR$(X) :REM PRINT BYTE TO SCREEN
320 PUT #1,X :REM SEND BYTE BACK. FULL DUPLEX AGAIN
330 RETURN :REM POP BACK TO MAIN
```

Anyway, what I want this program to do is wait for a keyboard entry on either machine, print that entry on both machines (full duplex) and go back to waiting (sort of like a very primative chat program). What is *is* doing is *almost* that, but when I type a key on, say, the atari, it isn't processed until a key is pressed on the terminal, and vice-versa. I haven't done any work on the atari for about 4 years, and no BASIC for approximately the same length of time, so don't be surprised if it's something obvious....

What I ultimately plan to use this for is something like a *simple* terminal server. Our university has an ISN data network, and I have a 9600 baud line into my apartment. I want to be able to dial up my port and select which of my machines I want to connect to remotely. I plan to replace the P:R: connection with an 850 interface, thereby giving me 4 serial ports, one to connect to the outside, and the other 3 to connect to 3 of my machines. So when I call up my port from a remote machine, I'll see a menu such as this:

```
services offered:
1: UNIX PC 3B1
```

2: MessyDOS
3: CP/M

Enter choice:

By selecting one of the machines the Atari will echo all the data between the outside port and the target machine, thereby being a sort of 'machine server' to my remote terminal. I imagine I'd eventually be able to have multiple sessions open, one to each machine.

But that's far in the future. (at least a month, I suppose)

Anyway, I suppose this is the sort of thing I ought to do in a real language (Action, I imagine. I haven't used it, nor have I used C on an atari).
But in the meantime, can someone send me some simple BASIC routines that will allow for two way communication between the atari & an RS-232 device?

-mike begley
spam@iastate.edu

4622. Re: Cartridge Backup

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-28 05:42:04 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <49328@cup.portal.com>
Source record: 113477

A friend of mine (hi Protege!) and I spent a couple of interesting weeks back in '86 or '87 or so, hacking out the details of copying a cart to disk, just for the instructional value of the exercise (i.e. we owned the carts, both before and after the successful disk backup). I can state from experience that there is often a LOT more involved than simply copying the data from cartridge memory space to a disk file!

For ALL carts, one must take into account that the format of the load-and-go information is different for a cart than for a disk file. Okay, we translated from one format to another. This was actually sufficient in some cases, for example Atari BASIC.

Some carts still refused to run; it turned out that they contained code which specifically "rewrote" parts of itself, such that if the program were executed from RAM (i.e. after being read in from disk) it would fail/crash/lock up, whereas if run from ROM the changes had no effect and the program would run normally. It was a tedious process tracking these down and fixing them; we got CENTIPEDE to work, but never finished (as I recall) the process with ASTEROIDS.

Most carts produced after about 1982 are 16K and larger. This leads to all manner of problems. Some carts simply "mapped into memory" as BOTH the A cart and the B cart, leaving not a whole heck of a lot of memory to simultaneously store one's cart-copying program and its display. This was solvable by writing really short and inflexible copying programs, tailor-written for one particular cart, instead of a large and versatile interactive one... Some carts, though, proved totally impossible for us to migrate to disk in a reasonable amount of time, because of some un-documented (as far as I've ever found) hardware features of the 8-bit computer! Namely, memory addresses $D500-$D5FF somehow contrive to "page flip" multiple banks of memory in certain cartridges; BATTLEZONE was one we looked at, which turned out to have 128K stuffed into it. We would have had to write some kind of loader which emulated all that bank-switching, assuming we could even FIND and TRAP all the references to the $D5xx address range at runtime, to even ATTEMPT to migrate BATTLEZONE to disk. I have since looked at BOUNTY BOB STRIKES BACK, which has two separate independent-ly bank-switched regions; in that one, the ROMs actually contain specific software jump vectors that bring in the appropriate pages, so it seemed as though it might be doable to emulate the bank-switching in this cart, but I ran into all sorts of nasty problems trying to bring chunks of code in from the disk during interrupt code -- which in the cart, of course had no problem bank-switching during an interrupt! So there are ways and ways of making carts impossible -- or at least damn difficult -- to diskify. I have to admire the ingenuity of some of the schemes!

Finally, the very process of getting a cart plugged in and a cart-copying environment running is a trick in itself. Natural behavior for a game cartridge is to take control of the system at boot time, but I found that I could load the "BUG/65" debugger from the early releases of "OS/A+" as high as it would go ($9200) in memory, code a tight loop that disabled interrupts and waited for me to press a console key then restore interrupts and exit, then execute that loop and, with all my fingers crossed, pop the desired cartridge into the (left) slot. It often took about six tries before I got the cart plugged in without locking the system, even so -- apparently the micro-timing of the order in which the cartridge contacts engage with the system, is crucial. Moreover, when I migrated to the XL I found that the XL revision of the OS computes a checksum of the entire cartridge space every fraction-of-a-second when there's a cart plugged in, and that simply popping a cartridge in and out -- never the SAFEST thing in the world, even just electrically speaking -- would ALWAYS banjax the system. Fortunately, I found that I could run the "Translator," restore the "old OS" and proceed as before. But it was a long process figuring this out.

I haven't hacked on a cartridge for a while now; these days I'm on a VAX! :-)

Hope this amused/entertained y'all!

C.Chiesa

4623. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-28 05:46:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1791346@mast.citadel>
Source record: 113478

Subject: Re: Trivia; Name of Atari
game ?
Amiano:
The game you are describing is Star
Raiders I!!! A great game when it first came out, and it was on cartridge,
so it should be fairly easy to find.
Also try to get a hold of Star Raiders II or the Last Star Fighter (these
two games are similar), the sequal is an outstanding game, and probably
the best ever for the 8-bit!

4624. Re: RS232 questions

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-28 06:26:37 UTC
From: spam@iastate.edu
Message-ID: <1991Oct28.062637.25814@news.iastate.edu>
Source record: 113475

In article <1991Oct28.021153.20655@news.iastate.edu> which I ingeniously managed to post twice;

Well, I managed to answer my own question...seems taking the status of the k: device don't do too much. Soooo...I altered it to grab data from address 764, it works quite nicely now...

```
>90 STATUS #2,DUMMY :REM CHECK FOR DATA FROM KEYBOARD
>100 INCHARS=PEEK(747) :REM SIZE OF KEYBOARD INPUT BUFFER
```

is now

```
90 inchars=peek(764)
```

much better now

I do need to know how to send a BREAK, now...

-mike

4625. more than one r: in concurrent mode?

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-28 06:58:01 UTC
From: spam@iastate.edu
Message-ID: <1991Oct28.065801.26263@news.iastate.edu>
Source record: 113476

```
is it possible to have both r1: and r2: in concurrent mode at the same time?
It doesn't loot that way... I do an XIO 40,#1,0,0,"r1:" then when I do an
XIO 40,#2,0,0 I get an error 140 (already in concurrent mode)...

but when I deal with r2 it's in block mode.

hmmmm
```

4626. 1050 Drive Alignment

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-28 15:46:21 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9110281546.AA06353@smithkline.com>
Source record: 113482

Hello people, I,m back on the Net again. Running with this stupid Mac SE my boss shoved down my throat, using VersaTerm-Pro. I much prefer the old XL under BobTerm or KERMIT 3.7, but I guess this progress (?).

To answer Jean Goulet's imquiry about the 1050: whoops, Jean, when you removed the track zero sensor, you blew it. I've replaced about a dozen of those sensors (thety are a common failure point in the 1050). But I *always* score the metal with a razor blade before removal of the old sensor in order to preserve the original alignment. Once the sensor is removed without a reference point, you have to start from scratch.

Alignment of a 1050 is no job for an amateur. Total alignment requires: track zero adjustment, azimuth adjustment, head alignment, RPM adjustment, & load pad pressure adjustment. It being Monday morning, my memory is a bit hazt here as
I haven't done this since last year, but I to the best of my recollection you definitely need a scope for track, azimuth, & head alignments. You will need the Dymek alignment disk ($25 from B&C, Best, or Jensen Tools), Atari 1050 alignment/test software (B&C or Best), & the Atari Preformatted Disk ($8, Best). You'LL need a decent scope- 10Mhz vert. bandwidth w/calibrated timebase. And of course you'll need the Atari 1050 Field Service Manual ($25 Best or B&C).Plus a voltmeter ,
a voltmeter, VOM, DMM, etc. Note that SAMS also publishes a ComputerFacts for the 1050 for ca. $25, but that manual is almost worthless.

Assuming you already have all the test gear, you are going to spend ca. $75 for the docs & software to re-align the drive. But a new drop-in pre-aligned mech can be purchased for $47 from American Technavision. For the average user, that's the simplest solution.

Even if you have all the test gear, docs, & software, there is no guarantee of success. Head alignment using the "cats eye" on the scope is especially tricky & requires a great deal of manual dexterity. I've attempted it myself on several occasions & achieved at best only partial success. If I had lots of time to practice (which I don't, since my real job & Current Notes consume 97% of my available time) I could eventually develop the required skill.

If you buy a plug-in mech, there is one thing you should watch out for. All the replacement mechs available today are Tandons. If you already have a Tandon mech, everything is cool. But if the mech in your 1050 is a World Storage type, you will probably experience problems when you replace it with a Tandon. Apperently each type of mech had its own ROM, & the ROMs aren't necessarily compatible
e. This ROM compatability issue is one of the items on my research agenda.

Oh yeah, I'm planning for a "Secrets of the 1050" article in the Jan-Feb issue of Current Notes, in my "Alchemist" column.

Provided Current Notes will still have an 8bit presence in 1992, that is.

- Ben Poehland
8-Bit Editor
Current Notes Magazine

****

4627. Re: 5200

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-28 16:12:49 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91301.111249AKH104@psuvm.psu.edu>
Source record: 113481

In article <1991Oct26.175931.11312@exu.ericsson.se>, exuhag@exu.ericsson.se (James Hague) says:
>
>There was an article in ANALOG Computing, ever so long ago, which
>discussed the few differences between the 5200 and 800. Most of them
>were fairly insignificant. The 2600 and 7800, however, are completely
>different beasts.
>
Hmm.. I recall someone attempting this port job from a 5200 -> 800
not so long ago. The chips are the same but the memmory addresses are
COMPLETELY changed...I heard. However...some people managed to convert
some!

>If anyone would like I could dig up the article. BTW, I just
>received a flyer from a company called MARS Merchandising which is
>selling 5200 carts without boxes or instructions for $12 apiece, if
>anyone is interested.
>
Love to have a copy.....do they have TEMPEST for the 5200? Does anyone?

```
_____________________________________________________
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _
_____________________________________________________
```

4628. Re: Re: Copyrights of Atari 8bit programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-28 16:15:11 UTC
From: Amos.Jackson@tdkt.kksys.mn.org
Message-ID: <688699281.0@tdkt.kksys.mn>
Source record: 113484

I understand your message to mean that very few companies have taken the time to tell dedicated Atari users nation wide that the files are PD. If 8-bit users take the time to write these companies as I have, they would get the facts on the matter. I have taken the time to do so in trying to get software replaced and have received responses ranging from "Do what you have to do because we don't carry Atari 8-bit software anymore" to "We don't care at all about the Atari 8-bit and we're certain that copies a floating around on someone's bbs".
Amos Jackson

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4629. Re: Re: Cartridge Backup

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-28 16:19:57 UTC
From: Amos.Jackson@tdkt.kksys.mn.org
Message-ID: <688699281.1@tdkt.kksys.mn>
Source record: 113485

Well, I have a cart to disk program that works well. It's linitation is that is stops at 8k (most carts). I've been able to backup everything from pacman to the assembler editor cart! I also have a copy of Atari DOS 2.0 (2.5?) that aids in getting this done. The DOS itself has been modified and makes it easier to copy a cart, although I've never had to use it.
Amos Jackson

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4630. Re: Re: Memory Boards

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-28 16:33:51 UTC
From: Amos.Jackson@tdkt.kksys.mn.org
Message-ID: <688699281.2@tdkt.kksys.mn>
Source record: 113486

You failed to mention what size upgrade your looking for, so I'll just throw in all of the info I have here.

Newell Industries
P.O. Box 253, Wylie Tx. 75098
214-442-6612

256K memory upgrade for 800XL/1200XL $29.95 (board only)

Meg130/Meg65/MegXL 1-4 megabyte upgrade for 65/130XE, 800/1200XL $49.95 (board only)

256K Drams (set of 8) for 256K upgrades $12.00

1 Meg DRAMS (set of 8) for Meg memory upgrades $44.00

4 Meg DRAMS (set of 8) for 8-bit memory upgrades $344.00

Prices on DRAMS are as of 02/12/91
Amos Jackson aka [Mr. Data]
SysOp Warp 10 BBS 612-778-9034
3/2400 baud 24 hrs day/7 a week
87.6 megs of 8-bit files (Including a 800XL with the one meg upgrade mentioned above)
Running BBS Express Professional + v 3.1c and SPARTADOS (that had to be included for all who don't think ICD or SpartaDOS is any good.
Going on 5 YEARS strong!
INSTANT access for all l/d callers!

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4631. Re: Trivia; Name of Atari game ?

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-28 20:39:38 UTC
From: techno@lime.in-berlin.de
Message-ID: <GV3VS5J@lime.in-berlin.de>
Source record: 113479

MEB117@psuvm.psu.edu (Matthew E. Bernold) writes:

>>
>>Anybody remember ?

>Yes, and I have it too. The game is Star Raiders. They have a version for
>the 400/800/XL/XE line as well as a simpler version for the 2600.

There even is a version for the ST. Great game and WAY ahead of it's time:
it was produced 1979.

>Hope that helps...

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

4632. Re: Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-28 20:43:08 UTC
From: techno@lime.in-berlin.de
Message-ID: <KV3V2EK@lime.in-berlin.de>
Source record: 113480

grendel@cis.ksu.edu (Stephen D Spencer) writes:

>Excellent idea! As an avid user and owner of a Commodore 64 & a 64c, I would
>vote YES! ^^
Wouldn't that have to be 'avoid' ?

No flames please, I just couldn't resist...

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

4633. Copyright and PD software...

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-29 06:56:19 UTC
From: yoshida@eniac.seas.upenn.edu
Message-ID: <54608@netnews.upenn.edu>
Source record: 113483

Does anyone know the legal status of programs from
magazines like _Analog_ and _Antic_? Are they public
domain and therefore probably available from a bbs somewhere?

** Here's an idea for an "ongoing project" for c.s.atari.8bit:

Everyone could check their own software collections and back-issues
of Atari mags for the names and possible addresses of software
companies. Someone could compile the list and we could organize
a concerted effort to contact some of these companies. Probably
a long and complicated task, but the result could be an archive
of GREAT Atari stuff! Imagine a cracked version of MULE available
by ftp to be easily used off your hard drive (or SIO2PC) -- LEGALLY!

comments? suggestions? ideas?

--dan
--
=--=--=--

4634. Sio 2 Pc

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-29 08:42:56 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <02LkaB2w164w@bluemoon.rn.com>
Source record: 113493

If someone could get this to the Author of Sio 2 PC it would be a big help:

I would like to use the SIO 2 PC link for a BBS the big problem is the limitation on disk size. With my clone I have a 200 meg drive. It would be nice if I could create say a 16 meg file (partition?) so that I could keep all of the BBS and related files on the hard disk, then all the server has to do is load the files from within this huuge file. Also, if say for instance, the message bases were acessed with note and point, it could load the whoe base into ram and thus make it faster then loading from hd then passing it to the 8-bit. But the need for a larger partition is a must.

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4635. 8-Bit BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-29 08:56:57 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <mPmkaB3w164w@bluemoon.rn.com>
Source record: 113494

Is there someone outside of the US that knows of a BBS program other then the following: Oasis, Express (Pro and BBS) and Carina, Amis, Forem ect. That works well and has a slew of games / modules for it, like what do they run in Germany? Or England? Also, what terminal programs do they use? Would anyone be interested in a trade?

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4636. Re: 1050 Drive Alignment

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-29 09:00:49 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <3VmkaB4w164w@bluemoon.rn.com>
Source record: 113495

I was wondering, since you back (Welcome Back, and dont kill the mac, it might cost ya your job! ;)) Anyway, how I could write an article or group of articles for Current Notes?

This is from
ncrawler@bluemoon.rn.com
ncrawler@bluemoon.uucp
who doesn't have their own obnoxious signature yet

4637. Re: 5200

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-29 09:22:30 UTC
From: dt@coyote.datalog.com
Message-ID: <wVNkaB2w163w@coyote.datalog.com>
Source record: 113489

AKH104@psuvm.psu.edu writes:
> Love to have a copy.....do they have TEMPEST for the 5200? Does anyone?

I think I have a copy of Tempest for the 800. I'll see if I can dig it up
for you...

Oscar Fowler
dt@coyote.datalog.com

GENIE: O.FOWLER1
CIS: 72347,1655

No fascinating signatures here!

4638. Re: Re: Re: Copyrights of Atari 8bit programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-29 16:04:42 UTC
From: Amos.Jackson@tdkt.kksys.mn.org
Message-ID: <688774126.0@tdkt.kksys.mn>
Source record: 113492

I would have to dig through alot of paperwork, but the two that stand out in my mind because of fried disks are EOA (Electronic Arts) and Epyx. Going through Epyx is how I got a copy of Boulderdash construction set after my Ball Blazer disk got fried. Going through Electronic Arts is how I got the pinball constriction set.
Amos Jackson

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4639. Re: Copyright and PD software...

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-29 16:35:08 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1991Oct29.163508.19780@exu.ericsson.se>
Source record: 113490

Dan P. Yoshida writes:
>
>Does anyone know the legal status of programs from
>magazines like _Analog_ and _Antic_? Are they public
>domain and therefore probably available from a bbs somewhere?

I used to write for both ANALOG and Antic, so perhaps I can shed a little light on the subject. ANALOG's contract gave authors two options: you could either keep the rights to your published programs (and get paid a bit less), or sell them to Analog 400/800 Corp. I sold the rights to all my articles (greedy as I was). Many regulars, David Plotkin for example, kept the rights to their programs and sold them on the side, through mail order, etc. I don't know how to determine who holds the rights to any particular program in Analog. And I don't know what happened to the rights which Analog bought. I can't remember how Antic handled things.

Several ex-ANALOGers, including Andy Eddy and Clayton Walnum, now work for a magazine called Video Game & Computer Entertainment. You could write to them and ask, or at least try to get an address for either Lee Pappas or Michael Deschenes, which nobody has heard from lately.

BTW, has anyone seen or heard from Joel Gluck since 1984? He wrote some stuff for the long dead Atari Program Exchange and wrote an excellent column on writing games for ANALOG ("Our Game"). The column just ended abruptly when ANALOG was still numbering issues in the teens.
--
James Hague
exuhag@exu.ericsson.se

4640. Re: 5200

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-29 22:42:47 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991Oct29.224247.29339@magnus.acs.ohio-state.edu>
Source record: 113491

>> Love to have a copy.....do they have TEMPEST for the 5200? Does anyone?
>
>I think I have a copy of Tempest for the 800. I'll see if I can dig it up
>for you...
>
This brings up an interesting issue: Why did Atari, whose coin-op
division wrote Tempest, not market it on any of their home systems?

The two closest things I know of are Axis Assasin (from Electronic
Arts), and Livewire. The latter is public domain. It was published in
Analog magazine, around 1985 I think. I have this program, and the source
code (probably in Mac/65). I can send it to any interested parties, or the
ftp site if there is sufficient interest. There was also a modification
to allow the use of paddle controllers; I'm not sure if my version includes
this or not.
It would be nice to have an Atari archive containing all the old ANALOG
and ANTIC programs.

4641. Re: RS232 port questions...

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-30 03:10:30 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <8061@mindlink.bc.ca>
Source record: 113499

```
> spam@iastate.edu writes:
>
>
> 5 OPEN #2,4,0,"K:" :REM OPEN KEYBOARD IOCB
> 10 OPEN #1,12,0,"R1:" :REM OPEN RS232 IOCB
> 20 XIO 36,#1,14,0,"R1:" :REM SET RS232 TO 9.6K BAUD
> 30 XIO 38,#1,32,0,"R1:" :REM SET NO TRANSLATION
> 40 XIO 40,#1,0,0,"R1:" :REM SET CONCURRENT MODE ON
> 50 STATUS #1,DUMMY :REM CHECK FOR DATA FROM RS232
> 60 INCHARS=PEEK(747) :REM SIZE OF RS232 INPUT BUFFER
> 70 OUTCHARS=PEEK(749) :REM SIZE OF RS232 OUTPUT BUFFER
> 80 IF INCHARS>0 THEN GOSUB 200 :REM IF DATA IS WAITING THEN 200
> 50 STATUS #1,DUMMY :REM CHECK FOR DATA FROM KEYBOARD
> 60 INCHARS=PEEK(747) :REM SIZE OF KEYBOARD INPUT BUFFER
> 70 OUTCHARS=PEEK(749) :REM SIZE OF KEYBOARD OUTPUT BUFFER
> 80 IF INCHARS>0 THEN GOSUB 200 :REM IF DATA IS WAITING THEN 300
> 130 GOTO 50 :REM BASIC FLOW CONTROL CONSIDERED
> USELESS
> 200 GET #1,X :REM GET BYTE FROM RS232
> 210 PRINT CHR$(X) :REM PRINT BYTE TO SCREEN
> 220 PUT #1,X :REM SEND BYTE BACK. WOW! FULL DUPLEX!
> 230 RETURN :REM POP BACK TO MAIN
> 300 GET #2,X :REM GET BYTE FROM KEYBOARD
> 310 PRINT CHR$(X) :REM PRINT BYTE TO SCREEN
> 320 PUT #1,X :REM SEND BYTE BACK. FULL DUPLEX AGAIN
> 330 RETURN :REM POP BACK TO MAIN
>
> Anyway, what I want this program to do is wait for a keyboard entry on either
> machine, print that entry on both machines (full duplex) and go back to
> waiting (sort of like a very primative chat program). What is *is* doing
> is *almost* that, but when I type a key on, say, the atari, it isn't
> processed
> until a key is pressed on the terminal, and vice-versa.
```

Ok. The problem is in lines 50-80, where you check for a key in the keyboard input buffer. You're not checking the keyboard; you're checking the R: output buffer instead. Change these lines to read:

```
50
60
70
80 IF PEEK(764)<255 THEN GOSUB 300 :REM CHECK CH ($2FC) FOR KEY WAITING
```

I'd be inclined to use the E: device instead of K:, opened with mode 12 (read/write), so you could PUT #2,X instead of PRINT CHR$(X). It just makes

things look more consistant. :)

> What I ultimately plan to use this for is something like a *simple* terminal
> server. Our university has an ISN data network, and I have a 9600 baud line
> into my apartment. I want to be able to dial up my port and select which
> of my machines I want to connect to remotely. I plan to replace the P:R:
> connection with an 850 interface, thereby giving me 4 serial ports, one to
> connect to the outside, and the other 3 to connect to 3 of my machines.

Oh-oh. There's a serious problem here. The 850 has 4 serial R: ports, true...
but when using concurrent mode, only one port can be active at a time. Them's
the breaks. You might be able to hack it by using block mode and hardware
handshaking, but not all the 850 ports support RTS/CTS handshake. The code
would be much more tricky, anyways.

> Anyway, I suppose this is the sort of thing I ought to do in a real language
> (Action, I imagine. I haven't used it, nor have I used C on an atari).

You certainly should. You'll find that cartridge BASIC is painfully slow.
Don't even think about 9600 bps; you'll be lucky if you can get 1200 bps on a
single port working ok. Action! would be ok, but assembly is really the best
route.

--
Tom Klok a344@mindlink.bc.ca
What, me hurry? -- Alfred E. Von Neumann tomtom@arkham.wimsey.bc.ca

4642. Star RAiders I

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-30 09:32:09 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <34329.302919956@kcbbs.gen.nz>
Source record: 113487

> Raiders I!!! A great game when it first came out, and it was on
>cartridge,
> so it should be fairly easy to find.

Talking about copying cartridges to disk I have Star RAiders I on a
disk so it must be possible!

4643. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-30 09:41:24 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <34884.3029110043@kcbbs.gen.nz>
Source record: 113488

The following brand new 8-bit software is for sale, preferable in exchange for some non-sport trading cards but if I HAVE to take the money I guess you may be able to twist my arm! By new I mean the disks are the originals of old software and have never been used:-

Financial Cookbook
Realm of Impossibility (featuring a unique 2 player cooperative mode)
Age of Adventure
World History (as taught in school)
B/Graph

All US$5 each, please email to the following Usenet address if interested.

```
>+-------------------------------------+
>| O Grow your own dope... |
>| __*_<|>_*__ Plant a Man! |
>+-------------------------------------+
>| pandora@kcbbs.gen.nz (Dawn Scotting)|
>+-------------------------------------+
```

4644. Percom/memory upgrade questions

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-30 13:49:06 UTC
From: jewison@aurora.physics.utoronto.ca
Message-ID: <1991Oct30.134906.2224@generic.physics.utoronto.ca>
Source record: 113496

Greetings, all.

I have a couple of questions which I hope someone may be able to answer for me. Since I suspect question #2 will generate some response I would suggest that any replies be done via email and I can then summarize to the net. That said...

1) I have had for almost a decade now a Percom DS/DD drive. I recently read somewhere that because these drives are programmable (i.e. the 12-byte config block) you should be able to read enhanced density disks. Is this true? And if so, what values would I need to enter into the config block (number of tracks, sectors/track, bytes/sector, etc.)?

2) I have an 800XL hacker special to which I'd like to add some memory. I don't have a lot of time for any of the homebuilt (eg. Peterson) variety so I'm looking for something commercial. I know CSS sells a 256K upgrade for the 800XL, and I suspect IC does as well. Can anyone point me to any other upgrades out there? One note: it MUST be 130XE compatible, which I believe disqualifies the Newell upgrade.

Muchos thanks in advance.

- Mike Jewison
David Dunlap Observatory
University of Toronto
jewison@centaur.astro.utoronto.ca

*** DISCLAIMER: I'm not an astronomer. But I play one on TV. ***

4645. Re: 5200

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-30 14:47:25 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1991Oct30.144725.15737@exu.ericsson.se>
Source record: 113497

Frank E Seipel writes:
>
> The two closest things I know of are Axis Assasin (from Electronic
>Arts), and Livewire. The latter is public domain. It was published in
>Analog magazine, around 1985 I think. I have this program, and the source
>code (probably in Mac/65). I can send it to any interested parties, or the
>ftp site if there is sufficient interest. There was also a modification
>to allow the use of paddle controllers; I'm not sure if my version includes
>this or not.

LIVEWIRE was published in a 1984 Issue of Analog; I thought it was a
pretty decent Tempest variant. The enemies are completely different
though, including one which reflects your shots back at you. The
levels (in sequence) spelled out L-I-V-E W-I-R-E. I think the game,
as published, let you select between joystick and paddle control (the
latter definitely being preferable).

BTW, Livewire was written by Tom Hudson (of Degas fame) who was
supposed to be a big fan of Tempest.

--
James Hague
exuhag@exu.ericsson.se

4646. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-30 15:15:07 UTC
From: DrDos@gallery.UUCP
Message-ID: <44@gallery.UUCP>
Source record: 113360

I remember the Last Starfigher....er fighter... very intersting game...never did go out and get Star Raiders II, figured I had ha Last Starfighter for acouple of years before SRII came out... :) But I still o love my 800xl... 512k in these little things is great for alot of things, when My MacII or Qnx system is busy... Never will give up... Oh if anyone is looking for past articales in Analog Mag. I have years of past issues...be glad to look su stuff up for you...

4647. Re: 1050 Drive Alignment

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-30 15:23:38 UTC
From: DrDos@gallery.UUCP
Message-ID: <45@gallery.UUCP>
Source record: 113359

To make life much nicer for you...get a copy of Zterm .85 for a term program... and you are right... the 1050 can be a pain if you did not keep track of the alignment befor e you removed it... Knew lots of pepople that killed there 1050's (well they had to buy replacement mech.)

4648. Re: Star RAiders I

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-30 16:08:32 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91303.110832AKH104@psuvm.psu.edu>
Source record: 113498

In article <34329.302919956@kcbbs.gen.nz>, Pandora@kcbbs.gen.nz (Dawn Scotting) says:
>
>> Raiders I!!! A great game when it first came out, and it was on
>>cartridge,
>> so it should be fairly easy to find.
>
>Talking about copying cartridges to disk I have Star RAiders I on a
>disk so it must be possible!

Hmm...I have dumped a copy myself to the drive from ROM. It only works on the 400/800/1200XL. Does yours work on the 800XL/XE's?

____
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _
____

4649. Re: Star RAiders I

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-30 18:01:47 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991Oct30.180147.8541@uokmax.ecn.uoknor.edu>
Source record: 113503

AKH104@psuvm.psu.edu writes:

>In article <34329.302919956@kcbbs.gen.nz>, Pandora@kcbbs.gen.nz (Dawn Scotting)
>says:
>>Talking about copying cartridges to disk I have Star RAiders I on a
>>disk so it must be possible!

> Hmm...I have dumped a copy myself to the drive from ROM. It only works
>on the 400/800/1200XL. Does yours work on the 800XL/XE's?

Examination of the startup code in Star Raiders reveals that it initializes
the hardware registers via a straight indexed store to $D200,X (I believe).
In any event, during this initialization, $D201 gets initialized, which is
a bad idea on the 800XL, since this swaps out the Operating System. Changing
the STA $D200,X to STA $D202,X (or even NOP NOP NOP) should fix the problem.

I'm not sure if the addresses are totally accurate, but I do know I got Star
Raiders to work, from disk, with my 800XL.

```
>_____________________________________________________
>_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
>_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
>_ ===>AKH104@PSUVM<=== _
>_ "He Taught Me the World..." _
>_____________________________________________________
--
T hero adtoh el lispa vedw ithg oodint entions. | Norman Lin
Ther oad tohelli spav edw ith goodin tent ions. | University of Oklahoma
Thero adt oh elli spave dwi thgo odinten tions. | norlin@uokmax.ecn.uoknor.edu
The road to hell is paved with good intentions. | norlin@129.15.[20|22|24].2
```

4650. Re: Percom/memory upgrade questions

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-30 18:31:37 UTC
From: jewison@aurora.physics.utoronto.ca
Message-ID: <1991Oct30.183137.5875@generic.physics.utoronto.ca>
Source record: 113500

No sooner do I post my message about 800XL memory upgrades than I get the latest IA8 digest with Jeff McWilliams article about all the various memory upgrades out there. So to paraphrase Roseanne Rosannadanna, "Never mind..."

My Percom question still holds, however....

- Mike Jewison

4651. Not Re: Percom/memory upgrade questions

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-30 19:04:20 UTC
From: news@bbn.com
Message-ID: <67110@bbn.BBN.COM>
Source record: 113501

In article <1991Oct30.183137.5875@generic.physics.utoronto.ca>
jewison@aurora.physics.utoronto.ca (Mike Jewison) writes:
>No sooner do I post my message about 800XL memory upgrades than I get the
>latest IA8 digest ...

How do you get on this mailing list ?!?

-Stan

4652. Re: RS232 port questions...

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-30 19:13:21 UTC
From: news@bbn.com
Message-ID: <67111@bbn.BBN.COM>
Source record: 113502

In article <8061@mindlink.bc.ca> Tom_Klok@mindlink.bc.ca (Tom Klok) writes:
>> spam@iastate.edu writes:
>> 5 OPEN #2,4,0,"K:" :REM OPEN KEYBOARD IOCB
>> 10 OPEN #1,12,0,"R1:" :REM OPEN RS232 IOCB

I'd like to thank all for the thread on this subject. I took the file
home, fixed the bug (sorry, but it was real obvious) and tried it. A
little hacking was necessary to get it to work on my SX212 and the driver
I am using, but with BASIC I ATDTed the modem and had a great session
with my machine here at BBN. OK, so you have to eat the nulls and the
line feeds, but I am ready to do a couple of projects I have wanted to
do: add the ability for EMAX to take input from the line into a buffer,
and to do a VT100 emulator for the XEP80. OK OK there are some that
claim to work, but so far nothing for SX212, and nothing without bugs
(that I know of).

I guess a good thing to have is protocol support for transferring files.
I should get the real docs for the SX212 driver, and for the right
file transfer protocol. Anyone out there who can send me the docs?
-Stan

4653. Re: Percom/memory upgrade questions

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-30 23:54:21 UTC
From: bmarcum@world.std.com
Message-ID: <BE4t2M.1Lt@world.std.com>
Source record: 113504

I don't know for sure if a Percom can read enhanced density disks, but they are double density, 128 bytes per sector, 26 sectors per track, 40 tracks.

4654. Re: For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-31 00:53:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1795373@mast.citadel>
Source record: 113357

Hey, I want that Real of Impossibility game. How can I get in touch with you?

4655. Re: Star RAiders I

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-31 07:40:05 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <iH9NaB3w164w@bluemoon.rn.com>
Source record: 113362

Pandora@kcbbs.gen.nz (Dawn Scotting) writes:

> > Raiders I!!! A great game when it first came out, and it was on
> >cartridge,
> > so it should be fairly easy to find.
>
> Talking about copying cartridges to disk I have Star RAiders I on a
> disk so it must be possible!
>
Well, I could never get my copy on disk to work with my xl or any of my
XE's.

This is from
ncrawler@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

4656. Other BBS and Terminal Software

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-31 07:52:16 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <T29NaB4w164w@bluemoon.rn.com>
Source record: 113361

Would someone in Europe or anywhere else in the world besides the US, Canada, and New Zealand tell me if there are any other terminal programs besides:

Bobterm, Express, Kermit and the slew of american ones

and BBS Programs besides:

Oasis, BBS Express and Express Pro, Amis, Carina, Forem and the other basic ones? What I am looking for is something written outside of the united states, something different, that is easy to modify and configure and well, full featured does anyone in Germany read this news group? If so could you mail me the names of the BBS programs used there and throughout Europe?

This is from
ncrawler@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

4657. Info-Atari8 Digest (Was Percom/memory upgrade questions)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-31 13:32:31 UTC
From: jewison@aurora.physics.utoronto.ca
Message-ID: <1991Oct31.133231.10013@generic.physics.utoronto.ca>
Source record: 113356

Since I posted my original questions yesterday I have received several queries of the sort "what is IA8 and how can I get it?"

The Info-Atari8 Digest is a mailing list which is to a large extent a mirror of comp.sys.atari.8bit. The beauty of it is, however, that if you have no access to usenet you can still partake of many of the discussions that arise in c.s.a.8bit (although only those people who subscribe to the mailing list will see those messages submitted to the list. I'm not sure that submissions to IA8 get cross-posted to Usenet, whereas all Usenet postings are sent to IA8. Someone correct me if I'm wrong.)

I didn't see Jeff's posting to Digest Vol 91 Issue 82 appear on c.s.a.8bit, so I'm guessing that Jeff has no access to Usenet (right Jeff?). *I* subscribed to the digest earlier this year when our system administrator refused to lengthen the 6 hour expiry time for this newsgroup's messages and I'd end up missing a lot of stuff.

If you want to subscribe to the Info-Atari8 digest, send your request to:

Info-Atari8-Request@NAUCSE.CSE.NAU.EDU

to which I have absolutely NO affiliation.

- Mike Jewison
David Dunlap Observatory
University of Toronto
jewison@centaur.astro.utoronto.ca

*** DISCLAIMER: I'm not an astronomer. But I play one on TV. ***

4658. BACKDOORS? (57)

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-31 17:18:14 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <7380.290ff486@miavx1.acs.muohio.edu>
Source record: 113375

Eons ago...somewhere...maybe here...I read about some backdoors to various games. Like if you type GROXVEEP while you're playing Star Raiders (I made that one up) it will make you invincible......or something like that.

Does *anyone* know where I can get my hands on that doc?!?! It was a list with dozens and dozens of backdoors for all sorts of games, etc...

>>>PLEASE HELP!<<<

4659. ICD BBS

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-31 19:24:26 UTC
From: dt@coyote.datalog.com
Message-ID: <935oaB1w163w@coyote.datalog.com>
Source record: 113374

Does ICD's BBS still exist, and if so - what's the number?

Oscar Fowler
dt@coyote.datalog.com

GENIE: O.FOWLER1
CIS: 72347,1655

No fascinating signatures here!

4660. Re: Star RAiders I

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-31 22:29:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1796669@mast.citadel>
Source record: 113377

I have a working copy of Star Raiders on disk. How it got there, I dunno, but I don't see what all the fuss is, it works perfectly on any machine (including my 800xl).

4661. Chicago Atari/LCACE ComputerFest

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-31 23:42:21 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9110312342.AA17160@smithkline.com>
Source record: 113363

Looks like my attempt to announce details of the WAACE Fest a week ahead of time got ground up in the failure of someone's disk drive & didn't appear in IA8 until 3 days after that Fest ended. ARRRGGHH! (At least, that's what I heard from JRD.)
So now I'll take a shot at announcing a Fest 3 weeks ahead of time & see what happens:
Chicago Computerfest by Atari
November 23-24, 10AM-5PM both days
Ramada Hotel O'Hare
Rosemont, Illinois (about a mile from O'Hare Airport)
Admission: 6 bucks at the door
Info, write Lake County Atari Computer Enthusiasts [LCACE]
P.O. Box 8788
Waukegan IL 60079-8788
or try Mike Brown on GEnie: M.BROWN56

I think Mike is also on this Net, can't recall his address.
This should allow enough time for the Net to break down & get fixed again in time for this message to go thru (I hope!).

- BEN POEHLAND
8-BIT EDITOR
CURRENT NOTES MAGAZINE

****

4662. Writing for Current Notes

Newsgroup: comp.sys.atari.8bit
Date: 1991-10-31 23:59:17 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9110312359.AA17190@smithkline.com>
Source record: 113364

A suggestion for all contributors to this newsgroup: maybe try to include your name somewhare in the text of yer msg? I gotta print out my IA8 & then delete it right away, & those long net addresses often get cut off so I can't see who sent it.
Anyway, Nightcrawler, I'm always interested in receiving manuscripts from people. It's a good idea to let me know ahead of time what yer thinking of writing about so's yer don't end up doing something we already did. Contact me at the addresses given below.
I will need to know the following info:
1) Yer real name
2) Yer snailmail (postal)address
3) Any Net addresses I can reach you (Itried to send you INET mail, it got bounced)
4) A phone #, preferably where you can be reached in the evening/home.
So far about 85% of the stuff people send me has made it to print. I can down-load manuscripts from INET or GEnie. Any programs/software, I prefer to receive on disk via snailmail. Even if I reject your piece, I will definirely read it & give you a response. And hey, the pay is fabulous: *not one red cent!* Yup, us guys all work for free, it cuts down having to pay extra income tax, yer kno. But jutah make yer feel better, we give yah a freebie copy of the mag with yer article in it so yah can show all yer friends. Nice, huh?

Oh, yeah, theres a 60% probability I'll make it to Chicago.

- BEN POEHLAND
8-BIT EDITOR
CURRENT NOTES MAGAZINE
SnailMail: 179 Sproul Rd./Rt. 352
Frazer, PA 19355-1958
GEnie: B.POEHLAND
INTERNET: poehland%phvax.dnet@smithkline.com

****

4663. Re: 1050 Drive Alignment

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 00:06:38 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91304.190638AKH104@psuvm.psu.edu>
Source record: 113365

In article <45@gallery.UUCP>, DrDos@gallery.UUCP (Nevin Lyne) says:
>
> the 1050 can be a pain if you did not keep
>track of the alignment befor e you removed it... Knew lots of pepople that
>killed there 1050's (well they had to buy replacement mech.)
>
Why not Donwload the 1050 Drive Diag Program from Compu-Serve and run
the track zero allingment test? I havn't looked at the service book recently
but I thought you could do this thing manually w/o the scope if you just remove
d the Track Zero sensor. Try it. MOve it around until it says its ok.

let me know if I'm totally of base here gang.

```
------------------------------------------------------
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _
------------------------------------------------------
```

4664. Re: Star RAiders I

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 00:13:05 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91304.191305AKH104@psuvm.psu.edu>
Source record: 113366

In article <iH9NaB3w164w@bluemoon.rn.com>, ncrawler@bluemoon.rn.com (Steve Goldfein) says:
>
>Pandora@kcbbs.gen.nz (Dawn Scotting) writes:
>
>> > Raiders I!!! A great game when it first came out, and it was on
>> >cartridge,
>> > so it should be fairly easy to find.
>>
>> Talking about copying cartridges to disk I have Star RAiders I on a
>> disk so it must be possible!
>>
>Well, I could never get my copy on disk to work with my xl or any of my
>XE's.

Do a Hex search for 9D 00 D3 and replace it with EA EA EA!
I thanks the person who pointed this obvious address conflict out to me!
The address is though $D300,X not $D200,X. This makes it work on
the XL'x and XE's....but why did it already work in a 1200XL which has
the same address and does the same thing as in the 800XL?

One more quick quesion: What is the difference between the
1200 REV A roms and the 1200XL REV B roms?

```
------------------------------------------------------
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _
------------------------------------------------------
```

4665. Re: MICROLINE 183

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 01:44:20 UTC
From: bmarcum@world.std.com
Message-ID: <BE6stx.6y5@world.std.com>
Source record: 113367

In article <91296.104746CSALO@MIAMIU.BITNET> CSALO@MIAMIU.BITNET writes:
>IS THERE SOME WAY THAT I CAN CONFIGURE A PRINTER CABLE TO LINK MY
>OKIDATA MICROLINE 183 TO MY 800XL WITHOUT HAVING TO BUY AN INTERFACE?
>AS I RECALL THE ATARI PRINTER LINE WAS PLUG COMPATABLE AND I THINK
>THE EARLY DOT MATRIX PRINTER WAS A BOTTOM LINE OKIDATA.
>
I doubt it unless the Microline uses plug-n-print modules like the Okimate 10.
And if it does, they would probably be harder to find than a used 850 or P:R:
interface.
>THANKS DAVE SALO

4666. Zterm? (was Re: 1050 Drive Alignment)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 01:48:18 UTC
From: bmarcum@world.std.com
Message-ID: <BE6t0I.73C@world.std.com>
Source record: 113368

What is Zterm 0.85? Has someone actually written a Zmodem for the 8-bits?

4667. Re: RS232 port questions...

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 02:41:30 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1991Nov1.024130.6659@usenet.ins.cwru.edu>
Source record: 113369

In a previous article, news@bbn.com (News system owner ID) says:

>In article <8061@mindlink.bc.ca> Tom_Klok@mindlink.bc.ca (Tom Klok) writes:
>>> spam@iastate.edu writes:
>>> 5 OPEN #2,4,0,"K:" :REM OPEN KEYBOARD IOCB
>>> 10 OPEN #1,12,0,"R1:" :REM OPEN RS232 IOCB
>
>I'd like to thank all for the thread on this subject. I took the file
>home, fixed the bug (sorry, but it was real obvious) and tried it. A
>little hacking was necessary to get it to work on my SX212 and the driver
>I am using, but with BASIC I ATDTed the modem and had a great session
>with my machine here at BBN. OK, so you have to eat the nulls and the
>line feeds, but I am ready to do a couple of projects I have wanted to
>do: add the ability for EMAX to take input from the line into a buffer,
>and to do a VT100 emulator for the XEP80. OK OK there are some that
>claim to work, but so far nothing for SX212, and nothing without bugs
>(that I know of).
>
>I guess a good thing to have is protocol support for transferring files.
>I should get the real docs for the SX212 driver, and for the right
>file transfer protocol. Anyone out there who can send me the docs?
>-Stan
>

Have you seen VT850? It does VT100 quite well on the XEP80, and I
use it with my SX212. It doesn't do file xfer, though.
--
Michael Current, aa700, 8-bit Atari SIGOp -->>> go atari8 <<<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Celebrating 12 years of 8-bit Atari computing!

4668. Re: Info-Atari8 Digest (Was Percom/memory upgrade questions)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 03:08:17 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1991Nov1.030817.8433@usenet.ins.cwru.edu>
Source record: 113370

In a previous article, jewison@aurora.physics.utoronto.ca (Mike Jewison) says:

>
>Since I posted my original questions yesterday I have received several queries
>of the sort "what is IA8 and how can I get it?"
>
>The Info-Atari8 Digest is a mailing list which is to a large extent a mirror
>of comp.sys.atari.8bit. The beauty of it is, however, that if you have no
>access to usenet you can still partake of many of the discussions that arise
>in c.s.a.8bit (although only those people who subscribe to the mailing list
>will see those messages submitted to the list. I'm not sure that
>submissions to IA8 get cross-posted to Usenet, whereas all Usenet postings
>are sent to IA8. Someone correct me if I'm wrong.)
>
>I didn't see Jeff's posting to Digest Vol 91 Issue 82 appear on c.s.a.8bit,
>so I'm guessing that Jeff has no access to Usenet (right Jeff?). *I* subscribed
>to the digest earlier this year when our system administrator refused to
>lengthen the 6 hour expiry time for this newsgroup's messages and I'd end up
>missing a lot of stuff.
>
>If you want to subscribe to the Info-Atari8 digest, send your request to:
>
> Info-Atari8-Request@NAUCSE.CSE.NAU.EDU
>
>to which I have absolutely NO affiliation.
>
>
>- Mike Jewison

I have no affiliation with it either, but let me add a couple things, to
hopefully clarify the situation.

The Info-Atari8 Digest is simply the messages from the Usenet newsgroup
comp.sys.atari.8bit, grouped together and e-mailed out to those who have
subscribed at the above address. ANY posting that appears on
comp.sys.atari.8bit will appear in the Digest.

With most mailing-lists like this, a message sent to the Digest address will
automatically be posted to the associated newsgroup. This IS NOT THE CASE for
the Info-Atari8 Digest. Anything sent to info-atari8@naucse.cse.nau.edu
WILL NOT be seen on Usenet, even though it will appear in the Digest.

Thus all the confusion.

The solution is simple. DON'T post to the Digest; DO post to

comp-sys-atari-8bit@ucbvax.berkeley.edu

This will seem funcionally identical to Digest subscribers, but readers of comp.sys.atari.8bit will see your postings for the first time.

I believe there are a great many more comp.sys.atari.8bit readers than Digest subscribers, so this will increase your audience greatly.

I do hope this helps clear things up.
--
Michael Current, aa700, 8-bit Atari SIGOp -->>> go atari8 <<<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Celebrating 12 years of 8-bit Atari computing!

4669. VENDOR/DEVELOPER LIST

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 04:55:54 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9111010455.AA17767@smithkline.com>
Source record: 113372

OK, guys, I can take a hint. Sheesh. What follows is the same list I gave to the LCACE guys for the Chicago Fest. I compiled it this past summer, since then I've run across another dozen or so I just haven't time to gather the details about. I'll probably be uploading the list to the 8bit library on GEnie, too.
BTW, if someone wants to pass this on to the Atari Archive on the Net, that would be nice. I don't time, & uuencoding stuff bums me out.
Be cool, my next transmission will be the list (56 entries!).

- BEN POEHLAND
CURRENT NOTES

****

4670. VENDOR/DEVELOPER LIST

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 05:05:20 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9111010505.AA17779@smithkline.com>
Source record: 113373

Benjamin L. Poehland

August 1991

NOTE: The following list was compiled from information furnished by various publications, vendors, and the 8-bit archives of Current Notes. No representation is made as to the validity, completeness or accuracy of this list. Entries are in random order.

Innovative Concepts (developer/vendor)
Mark Elliott
Ron Florka
31172 Shawn Drive
Warren, MI 48093
313-293-0730

Palette Imaging, Inc. (developer)
Marv Seaman
47 South Street
Norwood NJ 07648
201-767-3913
201-767-1491

Electronical Software (developer)
Mike Clayton
P.O. Box 1106
Taylor MI 48180

No Frills Software (developer)
Ed Kielbazinski
800 East 23rd St.
Kearney, NE 68847

Hi-Tech Creations, Inc. (developer)
Sean Puckett
Jeff Jones
584 Broadway
New York, NY 10012

DataQue Software (developer)
Chuck Steinman
P.O. Box 134
Ontario, OH 44862
GEnie: DATAQUE.1
419-529-2478

ICD, Inc. (developer)
Tom Harker
1220 Rock St.
Rockford, IL 61101-1437
815-968-2228

Orion Micro Systems (developer)
Keith Ledbetter
2211 Planters Row Drive
Midlothian, VA 23113

Alpha Systems (developer/vendor)
George Morrison
1012 Skyland Drive
Macedonia, OH 44056
216-467-5665

XLent Software (developer)
Dennis Young
Len Dorfman
P.O. Box 5228
Springfield VA 22150
703-644-8881

Computer Software Services (developer/vendor)
Bob Puff
P.O. Box 17660
Rochester, NY 14617
716-429-5639

MicroMiser Software (developer)
31413 Westward Ho
Sorrento, FL 32776
904-383-0745

LJK Enterprises, Inc. (developer)
Leo Leonhardi
1351 Yves Drive
Manchester, MO 63011-3669
314-527-6909

Supra Corporation (developer)
1133 Commercial Way
Albany OR 97321
503-967-9075

Digital Vision, Inc. (developer)
66 Eastern Ave.
Dedham, MA 02026
617-329-5400

Black Moon Systems (vendor/developer)
Ben Martnick
P.O. Box 152

Wind Gap, PA 18091

Elfin Magic Software (developer)
Randy Constan
23 Brook Place
E. Islip, NY 11730

Springboard Software, Inc. (developer)
7808 Creekridge Circle
Minneapolis, MN 55435
612-944-3912

Home Computer (vendor)
12008 Bustleton Ave.
Philadelphia, PA 19116
215-934-6999

BaPAUG Publishing (publisher)
Colin Hunt
248 Wimborne Road
Oakdale, Poole
Dorset BH15 3EF England

Current Notes, Inc. (publisher)
Joe Waters
122 N. Johnson Rd.
Sterling, VA 22170
703-450-4761

Best Electronics (vendor/developer)
Brad Koda
2021 The Alameda
Suite 290
San Jose CA 95126
408-243-6950

The Software Toolworks (developer)
One Toolworks Plaza
13557 Ventura Blvd.
Sherman Oaks, CA 91423
818-907-6789

Unicorn Publications (publisher)
Bill Rayl
3487 Breaburn Circle
Ann Arbor MI 48108
313-973-8825

Software Infinity (vendor)
Greg Brown
642 East Waring Ave.
State College, PA 16801

Toad Computers (vendor)
Dave Troy
556 Baltimore Annapolis Blvd.
Severna Park MD 21146-3818
301-544-6943

Twenty-Fifth Century Software (developer)
P.O. Box 8042
Long Island NY 11802

Happy Computers, Inc. (developer)
12001 Mathis Way
Grass Valley, CA 95949
916-268-3595

B&C ComputerVisions (vendor)
3257 Kifer Road
Santa Clara CA 95051
408-749-1003

American TechnaVision (vendor)
2098 Pike Ave.
San Leandro CA 94577
414-352-3787

San Jose Computer (vendor)
640 Blossom Hill Road
San Jose CA 95123
408-224-8575

The Electronic Clinic (vendor)
4916 Del-Ray Ave.
Bethesda, MD 20814
301-656-7983

Bacmun Software (vendor)
1671 E. Sixteenth St.
Suite 607
Brooklyn NY 11229

BRE Software (vendor)
352 W. Bedford
Suite 104
Fresno CA 93711
800-347-6760

C&T ComputerActive (vendor)
Rusty Cryer
P.O. Box 893
Clinton OK 73601
405-323-5890

Chameleon Software (vendor)
Scott Liddick

1013 Marvern Drive East
Chambersburg PA 17201
412-824-9016
717-267-0904

KaKe Software (vendor)
Kevin Laufer
9 Smith Ct.
Vincentown NJ 08088

MWPD Software (vendor)
M. Wallace
890 N. Huntington St.
Medina OH 44256

Phantom's Atari 8-Bit PDS (vendor)
Box 331 Levisa Rd.
Mouthcard KY 41548

Vulcan Software (vendor)
Paul Todd
P.O. Box 692
Manassas VA 22111-0692

BellCom (vendor)
P.O. Box 1043
Peterborough, Ontario
Canada K9J 7A5

CompSult (vendor)
Brent Dill
P.O. Box 5160
San Luis Obispo Ca 93403-5160
805-544-6616

Bresnik Software (developer/vendor)
Bart Bresnik
555 Ware St.
Mansfield MA 02048

Edwards Software (vendor)
138 South Main St.
Travelers Rest, SC 29690

Sabo Software (developer/vendor)
Ed Sabo
10 East 10th St.
Bloomsburg PA 17815
717-784-4545

NERDS Software (vendor)
Don Loeffler
18 Wendy Drive

Farmingville NY 11738

DynaComp, Inc. (vendor)
178 Phillips Road
Webster Ny 14580
716-265-4040

Glenn Software (vendor)
James Glenn
8252 The Midway
Annandale Va 22003

Sagamore Software (vendor)
Roger McClannen
2104 Arapahoe Drive
Layfayette, IN 47905

MAPDA-USA Branch (vendor)
Steve Hoffee
333 Peninsula Drive
Lake Almanor Ca 96137

CDY Consulting (developer)
David Young
421 Hanbee
Richardson TX 75080
214-235-2146

Newell Industries (developer)
Wes Newell
P.O. Box 253
Wylie TX 75098
214-442-6612

Change in Heat (developer)
12 Bella Vista Place
Iowa City, Iowa 52245

Entertainment Excellence (vendor)
1805 Princeton Place
Merrick, NY 11566

East Hartford Computer (vendor)
202 Robert St.
East Hartford, CT 06108

Aerion Software (developer)
P.O. Box 1222 Riverdale Station
New York NY 10471-1222

4671. Necromancer

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 07:09:39 UTC
From: dt@coyote.datalog.com
Message-ID: <Jq2PaB1w163w@coyote.datalog.com>
Source record: 113376

Does anyone have docs for this game? I picked it up at a garage sale -
looks great, but I'd like some instruction...

Oscar Fowler
dt@coyote.datalog.com

GENIE: O.FOWLER1
CIS: 72347,1655

No fascinating signatures here!

4672. Re: Star RAiders I

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 11:50:32 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <42632.3049123065@kcbbs.gen.nz>
Source record: 113358

> does yours work on the 800xl/xe?

Yes it sure does (Star Raiders I).

4673. Re: Info-Atari8 Digest (Was Percom/memory upgrade questions)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 15:49:28 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91305.104928JJMCWILL@MTUS5.BITNET>
Source record: 113380

Mike,

Thanks to your mention of the Comp.sys.atari.8bit I am able to get on.
I never know it existed until you posted a message about it that appeared in
IA8! Thanks a bunch.

Jeff McWilliams

4674. Re: Writing for Current Notes

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 15:58:36 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91305.105836AKH104@psuvm.psu.edu>
Source record: 113378

How much is a subscription and how does I get it? Also..what other
Magazines are their left for us Atarites? I also read in ZNET that their would
be a FREE (hahahah) Atari magazine coming out....anybody know?
Andrew

```
------------------------------------------------------
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _
------------------------------------------------------
```

4675. Re: RS232 port questions...

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 17:19:22 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91305.121923JJMCWILL@MTUS5.BITNET>
Source record: 113379

Michael,

I would love to see EMAX. I have an XEP80 and have been dying to see a editor for it. I have Turboword 80+ from Micromiser Software and it is slow because it runs under BASIC and it has lots of support files so it gobbles disk space. How can I get EMAX?

Sincerely,
Jeff McWilliams

4676. Re: Necromancer

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 19:13:57 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1991Nov1.191357.23842@exu.ericsson.se>
Source record: 113381

Oscar Fowler writes:
>
>Does anyone have docs for this game? I picked it up at a garage sale -
>looks great, but I'd like some instruction...

NECROMANCER is one great game! I haven't played it in years, but I
could probably help you out. Email me with any questions.
--
James Hague
exuhag@exu.ericsson.se

4677. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 20:10:00 UTC
From: JACS!Forrest_Blood@mast.citadel.moundst.mn.org
Message-ID: <1797970@mast.citadel>
Source record: 113387

I'm fairly sure that the Percom drives cannot read enhanced density disks.
Enhanced density (127K) was released in the 1050 disk drive years after
Percom
released true double density (180K) disk drives. The 1050 does not configure
the way a Percom drive does - it has it's very own format which no other
drive
mfr. used - what else would you expect from Atari. The XF551 does read/write
single (90K), enhanced (127K) and double density (180K) disks, both single
and
double sided.

4678. Re: 8-Bit BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-01 23:44:45 UTC
From: rts@polari.uucp
Message-ID: <1991Nov1.234445.5653@polari.uucp>
Source record: 113392

In article <mPmkaB3w164w@bluemoon.rn.com> ncrawler@bluemoon.rn.com (Steve Goldfein) writes:
>Is there someone outside of the US that knows of a BBS program other then
>the following: Oasis, Express (Pro and BBS) and Carina, Amis, Forem ect.
>That works well and has a slew of games / modules for it, like what do
>they run in Germany? Or England? Also, what terminal programs do they
>use? Would anyone be interested in a trade?
>
>
> This is from
> ncrawler@bluemoon.rn.com
> ncrawler@bluemoon.uucp
>who doesn't have their own obnoxious signature yet

Well yes there is, but there are not too many that have alot of game modules or any modules. I wrote my own bbs many years ago on a 320k Xe running Basic xe. This system was awsome, and for many years was one of the most popular systems in my area. Most of my users were not atari kin either.

THe system was a game, within a game, within a bbs, within a bbs!

When you logged in, you had an option to Play? or not, if you said no, you were sent to the citidel type message system. It was a copy of citidel for sure. Including hidden rooms, and the ability for the users to make there own rooms.

The rest of the system was an on going adventure, where all the users matched wits against the others. Competing for power. There we fun things like a cash system, everyone had to have money to survive. To earn money you could find a job at the employment office, or you could go to the casino and play craps and other vegas type things. You could try to rob the system bank, but if you got caught by the CPU Gaurds you would get put in jail. The jail was a room in the message system, and once you were jailed all you could do was sit in that room till your sentence (from 1 to 4 days) ran out, or someone bailed you out. You could post messages, and if you knew the system well enough, or heard a rumor about the tunnel, you may be able to escape, but then you would be wanted for escaping from prison! And that was a heavy fine, in the millions, but, you had to be cught by the system police.

You could send letter bombs to other users, it would say "YOU HAVE MAIL" as it did most the time anyway. When they opened the letter, it would explode taking points, cash and anything they had on person, then log them out. Unless they had a flak vest, which could be bought at the supply depot.

You could hire a Terminator to track, and zap a user. Once sent, a terminator always follows his victim, sometimes for days, then, bang, he appears and ZAP!

Unless of course you paid the fee at login for a body gaurd for this call.
In that case, the body gaurd would disable the terminator, and rread you the
number on the id plate, which of course is the number of the user that sent
it. Does this mean war?

I could go on and on, but I will not take up anymore net time. I wrote this
all myself, I really never finished all of it. Its a system that could expand
forever. I have it around somewhere, but its really not for sale. BUT! to see
it up and running, I might lease it to you for a small fee, and help you get
it going. After all, I spent over 3 years designing and writting this thing.
It might as well get some use!

Regards
Randy

--
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/|
| rts@polari.uucp Dont think about moving here! |
| Seattle Online Public Unix Everyone else is thinking about it! |
| Seattle Washington, USA The rest already have! |

4679. Re: RS232 port questions...

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-02 03:55:14 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91305.225514JJMCWILL@MTUS5.BITNET>
Source record: 113383

How does one originate a new message on COMP.SYS.ATARI.8bit?
All I can do is input a reply to a current message, and I can't seem to
general one with an original Subject. Help me anyone?

Also I am having difficulty taking an emailed program and transferring it
to my 8 bit and uudecoding it successfully. I am using Kermit65 to transfer
it to my 8 bit. I then edit the email message so it starts with the "begin 666
FOO.COM" type header, and make sure all CTRL-M's are replaced with Atari EOLs
But I am getting a bad line error message from YAU.COM. Am I doing something
wrong, or did I just get a bad file or something?
The system I am using is an IBM 4381 mainframe running VM/CMS System 5.
(if that helps).

Jeff McWilliams

JJMCWILL@MTUS5.CTS.MTU.EDU

4680. Re: For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-02 11:25:25 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <41125.305916111@kcbbs.gen.nz>
Source record: 113371

JACS!Scott_Emerle writes: Hey I want that Realm of Impossibility game.

Sorry it's sold, you have to be quick around here! I did put my Usenet address in the for sale message, you must have missed it! You also didn't say in your message who you were addressing it to, I'm just presuming it is me, maybe it isn't! In future when you reply in a Newsgroup you need to quote a few lines so that people know who you are addressing it to.
Pandora

4681. Inside Atari OS book...

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-02 13:55:07 UTC
From: donham-jake@CS.YALE.EDU
Message-ID: <1991Nov2.185518.22231@cs.yale.edu>
Source record: 113386

I'm looking for a book that I saw some time ago, by the guy from OSS,
uh... Bill Wilkinson (I think)-- it was published by Compute Books,
called "Inside Atari OS" or possibly "Inside Atari DOS". In any case,
if anyone has a copy that they would like to sell me, or knows where
I can get one, I'd like to know.
Thanks.

Jake

4682. New magazine (was Re: Writing for Current Notes)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-02 18:30:31 UTC
From: bmarcum@world.std.com
Message-ID: <BE9y2w.D9K@world.std.com>
Source record: 113384

AtariUser has been publishing monthly issues since May. Cover price is $1.00,
but it's distributed free by Atari dealers and user groups. If you can't
find it in your area, I'll dig up the mailing address. Oh--here it is:
Subscriptions are $19.95 from
Quill Publishing Co.
113 W. College St.
Covina CA 91723-2008 USA

4683. Help

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-02 18:31:20 UTC
From: JJMCWILL@MTUS5.CTS.MTU.EDU
Message-ID: <9111021841.AA19116@nettlerash.berkeley.edu>
Source record: 113385

I am having difficulty using the comp.sys.atari.8bit directly. Can anyone offer sort of a short summary how the whole system works?

I am also having trouble taking a program emailed to me and uudecoding it successfully. Any suggestions?

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

4684. Need donations for K-12 telecommunication project

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-03 00:21:55 UTC
From: am236@cleveland.Freenet.Edu
Message-ID: <1991Nov3.002155.1265@usenet.ins.cwru.edu>
Source record: 113388
Cross-posted to:
misc.forsale,misc.forsale.computers,comp.sys.tandy,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.ibm.pc.hardware

I am currently a senior in EE working with a teacher
of the Knoxville who is working on a project to provide 8 bit computers
as terminals for students in the Knox county school district in a telec
omunications project known as Operation Uplink.
We are looking for ANY broken 8/16 bit machines that can be repaired and
used as terminals from anyone who is willing to provide them. She is
also authorized to provide you with documentation that will allow you
to file these machine as a tax-deductable donations. Inquiries
via email can be sent to :

towne@shadowfax.knox.tn.us

Any assistance you can offer us will be greatly appreciated.

Golando.

--

4685. Tell me about Video7's VRAM card (please?)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-03 00:33:10 UTC
From: orb@alchemy.tn.cornell.edu
Message-ID: <1991Nov3.003310.24538@tc.cornell.edu>
Source record: 113389
Cross-posted to:
misc.forsale,misc.forsale.computers,comp.sys.tandy,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.ibm.pc.hardware

Hi,
I have the opportunity to buy a Video 7 VRAM VGA display adapter for
a semi-decent price. I was hoping one of you out there owns one of these b
beasts and can tell me what makes them worth the $300-$400 I see these
selling for. Is it "ultra-fast" under Windows? Is it incredibly reliable?
Or, is it merely an overpriced VGA card?

Thanx in advance,
Randy

4686. AtariLab?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-03 01:18:01 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <Nov.2.20.18.00.1991.13406@remus.rutgers.edu>
Source record: 113390

Hi all. I got a catalog update from Best Electronics the other
day and they had a lot of stuff for sale that they recently bought
when Atari closed down one of their old warehouses. One such
item was AtariLab and add-on Light Module and Cartridge. Can
somebody summarize what this is? I do seem to recall the name from
LONG ago, but have no recollection of what it did exactly...

-Ray

4687. Re: Cartridge Backup

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-03 02:02:57 UTC
From: dave@msb.com
Message-ID: <1991Nov3.020257.28605@msb.com>
Source record: 113401

I copied all my 8 and 16K carts to disk for convenience. I had an Atari 800
and I had modified the center memory board (the one that conveniently maps to
the same place as cartridges) to make it possible to disable the write enable
line with a switch. (The colored plastic cover to this switch being jammed
into the cartridge door interlock) All I had to do is load the image file
into memory from DOS, flip the switch, and hit System Reset.

This didn't work with the OSS Basic XL and Action! carts, but with the ability
to put DOS into memory "under" the cartridge, I didn't have a need to.

Ah, the misspent days of my youth. Now I work on Sun4's.

Cheers!
--
"So many have bled for you...frozen cold | dave@msb.com (Dave Lockwood)
...or gone to particles not even enough | UUCP: ...!uupsi!mpoint!dave
to find. You don't know the ways you | Sysop of Meetpoint Station BBS
can die out here." C.J. Cherryh(Pyanfar) | cat flames | mail santa@north.pole

4688. VT PROGRAMS

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-03 03:24:19 UTC
From: JJMCWILL@MTUS5.CTS.MTU.EDU
Message-ID: <9111030341.AA28492@nettlerash.berkeley.edu>
Source record: 113391

I think it was Stan that was thinking of writing a VT100 program. I have
been looking for one good dependable program to fulfill all my communications
needs and to date I haven't found one. This is what I am looking in a
term program, and it seems to be a pretty reasonable set of expectations.

VT102 emulation
PROFS keypad configuration for IBM mainframe systems which is what I use
80 columns
ASCII mode
Kermit
Xmodem, maybe even YMODEM or Ymodem batch
Sends a break signal
2400 baud

Many programs support some or most of these, but none support all. Omnicom
has come the closest but is missing simple ASCII terminal (darn!) Kermit65
didn't support profs keypad or xmodem. VT850 doesn't support profs keypad
or file transfer and with the standard XEP80.sys it had terrible problems
keeping up with the incoming text, especially cursor control commands even
at 1200 baud. VT10sq can't do a break or go beyond 1200baud or do file
transfer. Bobterm can't do full vt100 or profs keypad or send the break
signal

SOMEbody on here mentioned a program called Zterm .85 or something.
Can you tell me more about this program? Adding Zmodem would be a great
addition. I am more than willing to have a program that requires the use
of 130XE type memory as well.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

4689. Re: AtariLab?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-03 03:37:59 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91306.223759JJMCWILL@MTUS5.BITNET>
Source record: 113394

The Atari lightlab plugged into the joystick port and has RCA type connectors
for Voltage, Ground, the Two paddle inputs, and the Digital inputs/outputs
of the corresponding bits or PortA of the PIA chip. It comes with a manual,
a thermistor (electronic temperature sensor), and a cartridge that will
read the thermistors values, calibrate it, record the data on cassette or
disk, and even graph the data over a time domain. The manual is excellent
for Gradeschool science and maybe even some high school science classes.
The light module comes with a light and light sensor. It also has polarizing
filters and some other stuff, including a test tube I think for shining light
through chemicals. This tells you something about the properties of the
solution but I am not sure what. It also has a cartridge and lab manual.
It will show as a percentage how much light is reaching the sensor. It is
quite sensitive. The lab manuals have all sorts of experiments and stuff
you can do with the different sensors. I think the light module will let
you record light and temperature data simultaneously. There are some great
ideas for science projects in the lab manuals.. I think two temp. sensors
or two light sensors could be hooked in at once. The manuals give you the
program code needed to make your own BASIC programs to read the different
sensors. When I brought the lab kits home from the show my uncle was
very interested in the temp sensor because he works for a factory which
among other things plates parts for GM. They use temp. sensors alot
to monitor the plating baths and stuff. Thermistors could be bought but would
have to be calibrated and I don't know if what would need to be done to treat
them so they can be dipped in solutions. The Atari temp. sensor is coated
so as to be nonconductive to electricity.
I hope this helps!

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

4690. AMODEM

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-03 05:49:13 UTC
From: JJMCWILL@MTUS5.CTS.MTU.EDU
Message-ID: <9111030601.AA01004@nettlerash.berkeley.edu>
Source record: 113393

I understand there is a version of AMODEM lurking around that was modified
to be able to send the BREAK signal. Does anyone have it?
It would help me when accessing BBS's and GEnie through MICHNET, which is
a packet-switched network that requires a BREAK preceeding commands to set
stuff like 8 bits so that you can download and upload stuff.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

4691. BACKDOORS? (57)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-03 06:15:05 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <22505.3069111961@kcbbs.gen.nz>
Source record: 113382

>Eons ago...somewhere...maybe here...I read about some backdoors to
>various games. Like if you type GROXVEEP while you're playing
>Star Raiders (I made that one up) it will make you invincible......or
>something like that. Does *anyone* know where I can get my hands
>on that doc?!?! It was a list with dozens and dozens of backdoors
>for all sorts of games, etc...

I would LOVE to have that list too please!
Here are a few that I've noted from somewhere but don't ask me how/when
you use them.....
Miner 2049er - 2137826861
Pharoah's Curse - SYNISTOPS
Ollies Follies - Frank, Fanda, Norbi and Zoom
Whirlinurds - IamtheHungrydude
Hacker - Australia (Logon)

That's all folks!

4692. Re: AMODEM

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-03 14:46:28 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991Nov3.144628.12483@magnus.acs.ohio-state.edu>
Source record: 113396

As I understand it, the <BREAK> signal is sent via an XIO to the "R:"
device driver.
It should be possible to write a generic machine language program, say,
assembled in the cassette buffer, to send break from ANY terminal program.
On XL/XE machines, the <BREAK> key has an interrupt vector assigned to it.
This vector is not used by any major programs I know of. So, the procedure
to add break would be 1) Remove any code which disables the <BREAK> key
from the terminal program in question (should be easy with a sector editor)
16 and its hardware registers are the numbers to look for (i.e., STA 16).
Replace with NOP's. 2) Determine which IOCB the terminal program opens to
"R:", so you know which one to use your XIO on 3) Write a short ml
subroutine, which you will append the ml term program to. It will reside
in some unused area of memory and be activated when <BREAK> is pressed.
The subroutine will simply execute the appropriate XIO command via a CIO
call.

4693. Re: 8-Bit BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-03 14:51:55 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <9gcuaB2w164w@bluemoon.rn.com>
Source record: 113400

Well, I may check back with you on this as I am looking for something in Machine Language that will let me use Action with it... I want something different so maybe...

Though I only have a 130xe!

This is from
ncrawler@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

4694. Re: AMODEM

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-03 17:15:43 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91307.121543JJMCWILL@MTUS5.BITNET>
Source record: 113397

Okay, thanks for the help. I think I will try adding it to Bobterm, but I am going to ask him about the Break disable and which IOCB channel he uses etc. I mentioned adding a break in his program previously and he is gonna put it on his to-do list, but I might as well give it a shot!

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

4695. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-04 01:28:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1801168@mast.citadel>
Source record: 113308

Pandora;
Oh well. Too bad 'bout the game.

Well, I would do that fancy message quite thing on my ST if it worked, but
I don't have any fancy features with my 8-bit terms. And the message
header almost always goes off the screen when I reply anyway!
s

4696. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-04 01:32:00 UTC
From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
Message-ID: <1801172@mast.citadel>
Source record: 113307

Pandora;
I made a hige list of 8-bit code words. When I get my St up, I can send
it on down the line.

4697. Atari termcap?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-04 01:39:46 UTC
From: spam@IASTATE.EDU
Message-ID: <1991Nov3.193946@IASTATE.EDU>
Source record: 113398

I've been seeing a lot of talk about making the atari emulate all
sorts of terminals. But UNIX users have another another option;
to make UNIX talk properly to the atari. Has anyone looked into
writing a termcap for the Atari that will use atari's native screen
controls, so that emulation wasn't necessary?

From what I understand about termcap it ought to work fairly well, and
it should be pretty easy, too. Of course, it helps to own your own
UNIX box and to be sysadmin on another.

Actually, I'm only just learing about termcap, so I may be completely
confused. If so, gentle flaming only, please! Anyway, if anyone out
there wants me to look into this, please respond...

Note that this is only beneficial to users of unixoid OS's (but what
else is there, really?)

thanks.
--
****
* mike begley "I will not waste network bandwidth" *
* spam@iastate.edu "I will not waste network bandwidth" *
* hzl01@iastate.edu "I will not waste network bandwidth" *
****

4698. SIMPLE NETWORK!?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-04 08:30:43 UTC
From: mig@cunixb.cc.columbia.edu
Message-ID: <1991Nov4.083043.11581@cunixf.cc.columbia.edu>
Source record: 113399
Cross-posted to:
misc.forsale,misc.forsale.computers,comp.sys.tandy,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.ibm.pc.hardware

Would it be possible to network a few PCs and Macs by connecting their TX/Data and Rx/Data lines together and simply sending some simple header information before each transmission? Would this essentially be any different from any single-channel network? Would it simply be a problem of impedance matching? In that case, I suppose that about 3 PCs should work with no special matching circuits. Is this what the $25 network is? How about a simple TSR which would allow transparent file operations using the serial port, or, perhaps, remote logins--OS/2 should allow this already, I suppose!

Thanks.
Meir

* * * * * * ================== Internet mig@cunixb.cc.columbia.edu
* * * * * * * = Meir I. Green == or Internet mig@asteroids.cs.columbia.edu
* * * * * * ================== UUCP Bang! ...rutgers!columbia!cunixb!mig
* * * * * * * ================== Amateur Radio N2JPG@W2XO.PA.USA.NOAM

4699. Tell me about Video7's VRAM card (please

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-04 10:10:04 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <36604.3079123704@kcbbs.gen.nz>
Source record: 113395

> I have the opportunity to buy a Video 7 VRAM VGA display
>adapter for a semi-decent price. I was hoping one of you out there
>owns one of these b beasts and can tell me what makes them worth
>the $300-$400 I see these selling for. Is it "ultra-fast" under
>Windows? Is it incredibly reliable? Or, is it merely an overpriced
>VGA card?

Am I going nuts or are you in the wrong newsgroup?

4700. Need pricing for 800, 2600, software...

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-04 16:03:27 UTC
From: tld@bambam.base.bellcore.com
Message-ID: <1991Nov4.160327.10946@walter.bellcore.com>
Source record: 113402

Fellow netters and ATARI enthusiasts: I need your help!

I run a non-profit charity that donates computers to institutions, groups, and families that cannot afford a computer. In turn, I provide the person(s) donating the machines and software a receipt listing the equipment and its fair market value so they can take a tax deduction.

Early this summer, two ATARI machines were donated. I have had no luck thus far finding out what a fair value for these two machines (and all their peripherals and software) would be.

I have an institution that works with the handicapped that can use the equipment and software listed below; however, I do not want to donate the material until I can determine its fair market value; not only for the person who donated it, but also for the recipients (institutions have to list fair market value for any donations THEY receive, too! Darned red tape...)

The best I've been able to determine thus far for *ALL* of the equipment and software listed below seems to be far too low ($75??? With the printer and modem too?).

The kind gentleman that donated the following has been waiting 5 months for the receipt - and the institution is looking forward to the game machines! Please help me by providing what you believe is fair market value for the following equipment and software.

Thanks in advance .... Terry Davidson

```
*============================================================*
* Machine 1 - ATARI 800 *
*============================================================*

Atari 800
Power supply

Rana Systems 1000 disk drive
Power supply

Atara 1030 Modem
Power supply

Panasonic 1080 Printer
Parallel adapter for 1080

2 peripheral (I/O) adapter cables
```

```
*============================================================*
* Machine 2 - ATARI 2600 *
*============================================================*

ATARI 2600
Power supply

Machine cover/cartridge holder

*============================================================*
* Joysticks/adapters - all work on both 800, 2600 *
*============================================================*

2 Video Adapter (RCA) cables

2 TV game/switch boxes

Dual paddle controls (y-connecter)

2 Driving paddle controls

4 standard 1-button joysticks

1 pistol-grip joystick

Accubal track ball

*============================================================*
* ATARI 2600 Cartridges *
*============================================================*

Air-Sea Battle Asteroids
Basketball Breakout
Combat Defender
Golf Indy 500
Missle Command Night Driver
Slot Racers Space Invaders
Starmaster Superman

*============================================================*
* ATARI 800 Software *
* All software listed below (except the basic cartridge) *
* is on 5.25 inch floppies. *
*============================================================*

NON-GAME:

Advanced Music System A-Modem 4.2
AtariWriter Basic Cartridge for 8000
DOS II Home Filing Manager
Letter Perfect Modem Communications
Print-shop RHandler 2.0BT
SmartDos Spell Perfect
T030V4r (communications?)

GAMES:
```

Action Quest Amphibian Apple Panic
Archon Assembler Asteroids
Astrochase Bandits Baseball
Basketball Beach Head Beta Lyrae
Blue Max Blue Thunder Boulder Dash
Boulders and Bombs Bruce Lee Bug Attack
Candy Factory Canyon Climber Captain Cosmo
Caverns of Mars Caverns of Mars Centipede
Choplifter Claim Jumper Crossfire
Crystal Castles Cyborg Defender
Dig Dug Dimension X Eastern Front
Firebird Fort Apocolypse Frogger
Frogger 2 Galactic Chase Galaxians
Gyruss Jaw Breaker Juice
Jumpman Junior Jungle Hunt K-razy Antiks
Last Starfighter Miner 49'er Missle command
Monster Maze Mouse Attack Ms. PacMan
Nautilus Necromancer Night Mission Pinball
Pacific Coast Hiway PacMan Pharoah's Curse
Phobos Picnic Panic Pinball Construction Set
Pitfall Pitstop II Platters
Pole Position Preppie Protector II
Q*Bert Qix Rana
Raster-Blaster Robot Battle Salmon
Sea Dragon Sea Fox Serpentine
Shamus II Shooting Gallery Skyblaze

--
---
* The opinions expressed here are not claimed or supported by anyone. *
---
* If you don't know where you're coming from, any direction is forward -Jensen
---
* Terry Davidson - tld@cosmos.bellcore.com / tld@cosmos.bae.bellcore.com *

4701. More and more BBSes!

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-04 22:29:36 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <7520.29158380@miavx1.acs.muohio.edu>
Source record: 113403

I recntly (a matter of mere days) posted a list of Atari (mostly ST) BBSes from around the world...since then I've been flooded with lists of Atari (alot of 8bit ... alot of ST) BBSes from within my own *state* (Ohio) that I never knew about. This leads me to believe that there are hundreds of other BBSes I've missed. So if you know of *any* Atari BBS that is still in operation, please send me the following info...and I'll post the updated list in a few more weeks.

Need: BBS name, number, baud rate, storage capacity, software it uses, and also the city/state/country it's located in. (Oh, and whether it is 8bit or ST or both)....oh...and if it's parttime or fulltime.

4702. Re: Atari termcap?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-04 22:43:55 UTC
From: duzan@cis.udel.edu
Message-ID: <69350@nigel.ee.udel.edu>
Source record: 113404

In article <1991Nov3.193946@IASTATE.EDU> spam@IASTATE.EDU (Michael L Begley) writes:
>I've been seeing a lot of talk about making the atari emulate all
>sorts of terminals. But UNIX users have another another option;
>to make UNIX talk properly to the atari. Has anyone looked into
>writing a termcap for the Atari that will use atari's native screen
>controls, so that emulation wasn't necessary?
>
I started on it once, but didn't have much luck. I think termcap
strips off the high bit, messing up things like delete. Also, there is
the problem of the newline character input, which can't really be fixed as
far as I know.

Gary Duzan
Time Lord
Third Regeneration

--
duzan@cis.udel.edu
_o_ ------------------ _o_
[|o o|] There must be more to life than just reading News. [|o o|]
|_o_| Disclaimer: I have no idea what I am talking about. |_o_|

4703. Re: Re: Re: Copyrights of Atari 8bit programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-05 04:36:43 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <49662@cup.portal.com>
Source record: 113305

I know I'm going to regret this just due to sheer volume of response, but... I've bought a number of used Atari 8-bit systems in the past and have amassed an impressive collection of Atari games, both commercial and -- let's face it -- "pirate." If and when anybody determines the legal status of any particular program, I would be willing to post the occasional goodie -- my reservation centers at present around an interesting point: if a company either declares an Atari 8-bit program outright PD, or simply says "do what you must, does it make any difference to, say, my posting something, that I'm coming off a disk that was ALREADY a pirate copy? It's kind of a "second level" in the issue, if you know what I mean. (Or am I just babbling again?)

4704. Re: Chicago Atari/LCACE ComputerFest

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-05 06:31:35 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1991Nov5.063135.10203@cbnewsc.cb.att.com>
Source record: 113306

From article <9110312342.AA17160@smithkline.com>, by poehland%phvax.dnet@smithkline.com:
>
> I think Mike is also on this Net, can't recall his address.
> This should allow enough time for the Net to break down & get fixed again in time
> for this message to go thru (I hope!).

Message got out fine. I don't think Mike is on the net, although he is on
several BBS's in the Chicago area. Several of us Atari 'nuts' from Chicago
are on the net though and we are looking forward to the Chicago Atarifest.
Hope you can make it Ben.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwcs!kimes

4705. Re: Atari termcap?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-05 07:28:23 UTC
From: jeff@crash.cts.com
Message-ID: <1991Nov05.072823.26572@crash.cts.com>
Source record: 113309

In article <1991Nov3.193946@IASTATE.EDU> spam@IASTATE.EDU (Michael L Begley) writes:
>Has anyone looked into
>writing a termcap for the Atari that will use atari's native screen
>controls, so that emulation wasn't necessary?

Although this isn't really what was asked for, I use the following
termcap entry with AMODEM in ASCII mode. It works with emacs, but
it's kind of painful because there is no direct cursor addressing.
This termcap entry is deliberately formatted for a 40-column screen.

```
atari|Atari 800XL:\
:am:bc=\036:cl=\175:co#40:\
:do=\035:hz:le=\036:\
:li#23:nd=\037:up=\034:
```

4706. ALCHEMIST WITHDRAWS FROM CURRENT NOTES

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-05 17:15:52 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9111051715.AA08380@smithkline.com>
Source record: 113310

Well folks, all good things must come to an end.

On Sunday, Nov. 3, my house caught fire. On Monday, Nov. 4, I called Current Notes & told Joyce Waters I would be unable to continue as 8-bit Editor of that magazine. Insofar as a number of articles for the Dec. issue are well along- essentially complete- I'll hang on awhile longer & see to it the Dec. issue 8-bit material gets edited & submitted. After that, the lights go out. I will still maintain a presence on GEnie & INTERNET.
I have no idea when, or if, The Alchemist will return to CN. If anyone wishes to take over the job, contact Joe Waters at (703)450-4761. The job requires long hours & pays nothing. However, I shall be glad to provide whatever assistnce I can to get the new Editor started. Requirements for the job are that you must have polished writing skills, good grammar & spelling, & be knowledgeable of the Atari 8bit computers. It also helps if you know people in the developer/vendor/usergroup community &/or have spent time in an asylum.

As for me personally, if the fire which smoldered in the wall had continued to smolder for another 30 minutes before taking flame, I would not today be alive to send this message. I would by then have been asleep & would most likely have perished in the blaze. Damage to my home is estimated in the range of $25-30,000. The cause of the fire was defective masonry in the chimney just above the fireplace in my den, along with some gross violations of fire safety biulding codes, well-concealed behind thick (expensive) solid pine paneling. The thing was built by a slob & inspected by a crook/drunkard. In other words, a pristine example of MADE IN THE U.S.A. Every time I built a fire in that fireplace, I was rolling the dice. On Nov. 3, my Number came up.

Just like the O-rings in the Space Shuttle SRB's.

I have 3 smoke detectors, all with fresh batteries, none were activated. The fire in the wall broke thru on the outside of the house. The fire in the fireplace was almost out, but slight wisps were coming out from behind the paneling in my den accompanied by hydrochloric acid fumes from the vinyl siding on the outside which was already aflame. I was upstairs using my 800XL to read my GEnie mail just before going to bed. I couldn't see anything but called the fire dept because of the odor. While I waited for the fire dept to arrive I decided to check outside. I saw the flames & almost shit myself. I went to work with a garden hose & prayed please God don't let my house burn down. The firemen later said my quick action saved the house, though at the moment I'm more inclined to believe it was my prayes that did the trick. Plus the fact that my employer requires all us research chemists to attend annual fire training/safety classes. I didn't even ralize I was aiming the water at the base of the fire just like they taught me in the class. But believe me, I was praying the whole damn time. Before the firemen arrived I needed all the Help I could get.

Thirty men with axes went to work on the wall inside & out, flooded my den with water & pretty well trashed the joint. But my house was saved, tho at the moment it smells like hell. That whole side of my house will have to rebuilt. I got to bed at 4AM that night, my 800XL was still on, I never finished reading my E-mail.
Either I was damn lucky, or Someone answered my prayers. I'm still around & the essential areas of my house are intact. I'm still a bit sore from my exertions that night & have spent most of my time cleaning up the mess in my driveway. Dealing with the fire inspectors, insurance, adjustors, contractor s, plus the vermin lawyers who come out of the woodwork at these times, will occupy my full attention for the next year. Computers are now pretty low on my list of priorities.

As they say, shit happens.

- BEN POEHLAND
8-BIT EDITOR
CURRENT NOTES MAGAZINE

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4707. Scheme for atari

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-05 19:37:13 UTC
From: mandel@forwiss.uni-passau.de
Message-ID: <1991Nov5.193713.1405@forwiss.uni-passau.de>
Source record: 113313
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know if there is an interpreter SCHEME public domain for ATARI ?
Many thanks

Luis
--

Luis Mandel Bayerisches Forschungszentrum
mandel@forwiss.uni-passau.de Fuer Wissensbasierte Systeme

4708. Re: More and more BBSes!

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-05 19:39:12 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91309.143912AKH104@psuvm.psu.edu>
Source record: 113311

```
EXCALIBUR BBS
1-215-488-9194
24hrs 7days - 300==>2400 baud
80megs online.
Huge archive of software
New Users have free access to BBS#2
BBS#0 is IBM
BBS#1 is 8bit Atari
System is running on a 130XE with 512k
and a whole heck of alot of hardware.
Sysop is Atari Repair Specialist.
Located in Reading Pa.
Please mention that you got the message here from
"Andrew" thank you.
System is running Oasis 4.7??

------------------------------------------------------
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _
------------------------------------------------------
```

4709. Re: Copyrights of Atari 8bit programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-05 19:47:26 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91309.144726AKH104@psuvm.psu.edu>
Source record: 113312

How is it that us VECTREX video game system users can download
the games from an FTP site and not worry about anything...and yet
their is a serious controversy over weather we can do the same
thing for the Atari-8bits?

____
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _
____

4710. Re: ALCHEMIST WITHDRAWS FROM CURRENT NOTES

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-06 00:49:34 UTC
From: ncrawler@bluemoon.rn.com
Message-ID: <BHTyaB4w164w@bluemoon.rn.com>
Source record: 113318

poehland%phvax.dnet@SMITHKLINE.COM writes:
> Either I was damn lucky, or Someone answered my prayers. I'm still
> around & the essential areas of my house are intact. I'm still a bit sore fr
> my exertions that night & have spent most of my time cleaning up the mess in
> my driveway. Dealing with the fire inspectors, insurance, adjustors, contrac
> s, plus the vermin lawyers who come out of the woodwork at these times, will
> occupy my full attention for the next year. Computers are now pretty low on
> my list of priorities.
>
Well, may god grant you his blessings in your time of need. May he grant
you with the understanding and wisdom of how he acts. Most of all, thank
god for your life, and GEnie for the e-mail side tracking.

This is from
ncrawler@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

4711. MircoPort Experimenter's Board

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-06 02:07:00 UTC
From: 581074WH@UWGB.EDU
Message-ID: <3C11F19BE0000EBC@GBMS01.UWGB.EDU>
Source record: 113317

Hello,

Does anyone know where I can get one of these MircoPort Experimenter boards?

Supra made it for the XL parallel expansion bus. They came out with it back in '86 I believe, at least I hope they released it! I also remember that it was to come with a PIA, power supply, proto board, and instructions for building stuff.

I will contract Supra, but I thought I should ask here also. Either email to me or post here is fine.

Any info is appreciated.

Thanks,

Bill Hutchison

4712. Re: ALCHEMIST WITHDRAWS FROM CURRENT NOTES

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-06 03:20:39 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91309.222039JJMCWILL@MTUS5.BITNET>
Source record: 113319

Ben,

Am stunned and saddened by the series of events leading up to and including your withdrawal from CN. I personally was just discovering your column in CN and finding it to be an invaluable source of information. Hopefully people will pick up the torch and make an effort to fill the emptiness in CN that your departure will leave. I for one will make an effort to contribute, small as my contribution may be.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

4713. Re: Copyrights of Atari 8bit programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-06 07:06:31 UTC
From: jeff@crash.cts.com
Message-ID: <1991Nov06.070631.20596@crash.cts.com>
Source record: 113316

In article <49662@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>does it make any difference to, say, my posting something, that I'm coming
>off a disk that was ALREADY a pirate copy?

No. Not if the something has been released into the public domain.

:: Jeff Makey

Department of Tautological Pleonasms and Superfluous Redundancies Department
Domain: jeff@crash.cts.com UUCP: nosc!crash!jeff

4714. BBS

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-06 14:35:38 UTC
From: Amos.Jackson@tdkt.kksys.mn.org
Message-ID: <689448031.0@tdkt.kksys.mn>
Source record: 113322

```
Warp 10 BBS 612-778-9034
300/1200/2400 baud
24 hrs a day, 7 days a week
Running BBS Express Professional +
87.6 MEGS of Atari 8-bit (only) files
St. Paul, Minnesota (burrrr! it's cold!)
SysOp [ Mr. Data ]
CPU: 1 MEG 800XL

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)
```

4715. Re: MircoPort Experimenter's Board

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-06 15:20:08 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91310.102009JJMCWILL@MTUS5.BITNET>
Source record: 113320

Regarding the Parallel Bus Experimenter's Board, it is available for $12.00
from Best Electronics. For that price, all you get is the board and the PBI
connector. You have to purchase the rest of the components separately,
which is power supply and AC to DC circuitry, the PIA, a quad dip switch,
and an address decoder chip and a few other misc. parts. Best has all these
too they just don't sell them with the Experimenter's Board Package.
If you ask them though, they might just give you everything you need in your
original order.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

4716. Re: 8-bit code words

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-06 15:44:35 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91310.104435JJMCWILL@MTUS5.BITNET>
Source record: 113321

Pandora,

Just what the heck are code words? Obviously I've missed something!

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

4717. Does anyone care for...

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-06 22:35:23 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1991Nov06.223523.23304@infoserver.th-darmstadt.de>
Source record: 113323

Has anyone actually tried to build the NASTY connection ?

I am just wondering, cause if so you might be interested in
the following:

NASM65 -- assembler one-pass, closely MAC/65 compatible
NLINK65 -- linker, produces run-time relocatable code
NLIB65 -- librarian
DISASM65 -- disassembler
DEMAC65 -- MAC/65 detokenizer
CRLF155 -- file converter
and more..

Cross-developement tools, for TOS, UNIX (and MSDOS).

THIS STUFF IS USELESS IF YOU JUST OWN AN ATARI 8-BIT AND NOTHING ELSE.
IT'S MOST PROBABLY USELESS IF YOU DON'T HAVE A NASTY CONNECTION.

If noone cares about this stuff, I needn't bother atari.archive with
approximately 300K of archived uselessness.

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"

4718. Re: Scheme for atari

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-06 22:50:44 UTC
From: kemna@dutecai.et.tudelft.nl
Message-ID: <1991Nov06.225044.5352@donau.et.tudelft.nl>
Source record: 113325
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

mandel@forwiss.uni-passau.de (Luis Mandel) writes:

>Does anybody know if there is an interpreter SCHEME public domain for ATARI ?
>Many thanks

Have you tried xscheme yet. It's on the one and only atari.archive off
course. Meanwhile there's also finally a pd common lisp (also on the
archive) but it's in German.

Happy programming,

Peter

P.A. Donker Faculty of Architecture University of Technology Delft
The Netherlands
EMail kemna@duteca.et.tudelft.nl Europe

4719. questions...

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-07 00:30:23 UTC
From: bbush@cco.caltech.edu
Message-ID: <1991Nov7.003023.14076@cco.caltech.edu>
Source record: 113324

I have a handful of questions. First, I have a 1050 w/ US Doubler, but no SpartaDOS. The manual claims a dramatic speed improvement using SpartaDOS. How true is this and is there any utility that will give me the speed increase without shelling out bucks for SpartaDOS? Right now I'm using an ancient version of MYDOS I had hanging around. (As well as DOS 2.0/2.5 and Happy-DOS from the German magazine Happy-Computer that also brought us Turbo Basic XL...) Anyway, any technical insight here would be welcome. The US Doubler manual basically said buy SpartaDOS. Second, I've tried using the IBM to/from Atari disk utilities that came up here a while back. Yes, I got them working on the IBM. No, they have never successfully transferred a file from the IBM to an Atari disk. Has anyone managed this? I really have no other way to get stuff from the net to my 800xl for now. Third, I have a copy of Interlisp/65 for the Atari I bought a while back when Antic was closing out their catalog. It has never worked very well at all. In fact, it will not run many of the example programs on the disk, and many of the short examples used to demonstrate commands in the manual will not work. Does anyone have experience with this product? Finally, sometime this winter I would like to bring my XL up to 256k. I know there's a disk image on terminator describing the upgrade, but I really need an ASCII file until I can get a reliable means of transferring stuff to the XL. If anyone can help out on any of these, I'd sure appreciate it.

Brent Buescher
bbush@tybalt.caltech.edu

A

4720. Quoting

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-07 02:49:37 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <10177.310916844@kcbbs.gen.nz>
Source record: 113314

> Well, I would do that fancy message quite thing on my ST if it
>worked, but I don't have any fancy features with my 8-bit terms.
>And the message
> header almost always goes off the screen when I reply anyway!
>From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org

I know what you mean, I'm the same when I use my 8-bit, what I do though
is jot down the name of the person who sent the message and memorise
just the first line or even a few words that will give a hint as to
what I am referring to, it's not too hard really!

```
JJ>+-------------------------------------+
JJ>| O Grow your own dope... |
JJ>| __*_<|>_*__ Plant a Man! |
JJ>+-------------------------------------+
JJ>| Pandora@kcbbs.gen.nz (Dawn Scotting)|
JJ>+-------------------------------------+
JJ>
```

4721. 8-bit code words

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-07 02:52:54 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <10374.310916933@kcbbs.gen.nz>
Source record: 113315

>From: JACS!Scott_Emerle@mast.citadel.moundst.mn.org
>Pandora;
> I made a hige list of 8-bit code words. When I get my St
>up, I can send it on down the line.

That would be great Scott thanks, why not post it in here for all to see? Someone else sent me a long list of them also, does anyone want me to post it in this newsgroup at all?

4722. Re: Necromancer

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-07 05:00:30 UTC
From: grigsby@OCCS.CS.OBERLIN.EDU
Message-ID: <9111070500.AA20378@occs.cs.oberlin.edu>
Source record: 113326

James Hague lamented never finishing Necromancer, possibly the best game ever for the Atari 8-bit line. He did not miss anything in the gameplay as far as I can tell, except maybe that after the grown trees crush the spider eggs you can hit them with your wisp and re-use them.

But yes, I _did_ finish it, on three (four?) occasions. I'm a twitch-game fanatic and this is one of the hardest games to complete that is not impossible. When you hit the last tombstone everything freezes, the screen blows into many scintillating bands of color, and a patented Atari Phase Drone rumbles and then dies out into silence as the colors dim. Back to title screen. Not a great ending, but knowing you finished the game is its own reward, and it is pretty cool.

Second hardest game to finish: Air Strike. I got through level 1 twice but didn't play it as much as Necromancer 'cause it wasn't as good. Had to remove shoes and hit spacebar with foot, also. // g

4723. Re: questions...

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-07 14:35:25 UTC
From: news@bbn.com
Message-ID: <67232@bbn.BBN.COM>
Source record: 113327

In article <1991Nov7.003023.14076@cco.caltech.edu> bbush@cco.caltech.edu (Brent J. Buescher) writes:
>I have a 1050 w/ US Doubler,
>but no SpartaDOS. The manual claims a dramatic speed improvement
>using SpartaDOS.

There really is. I would say the 3X improvement claim is accurate. Not exactly to the point, but (independent of the US Doubler) SpartaDOS file format also uses a variable directory size, so you don't get charged for space for 64 files every time you create a subdirectory. Also, the disk format does mapped sectors rather than linked sectors, so operations like deleting large files, and point, get additional speedup. If you can get SpartaDOS for say $20, it would be worth it. Note that there are two products: disk-based SpartaDOS, and the cartridge-based SpartaDOS X. 'X is probably more expensive. Unfortunately, some of the utilities I use won't run under it, so I too use MyDOS.

>Is there any utility that will
>give me the speed increase without shelling out bucks for SpartaDOS?

No, unfortunately, that I know of, anyway. A thought just occurred to me - now that ICD has dropped the line, do you suppose we ought to do a write-in campaign to encourage them into releasing it to PD? And the sources?

>I've tried using the IBM to/from Atari disk
>utilities that came up here a while back. Yes, I got them working on
>the IBM. No, they have never successfully transferred a file from the
>IBM to an Atari disk. Has anyone managed this?

I have been using "util" for a few years. I have the following hints:

1 Do not attempt to format a disk on the PC. Do it on the Atari.
2 I have never been able to use over say 50K bytes of a disk.
3 Binary files can be a real problem. UUencode them first.

I can't help with the other questions. -Stan

4724. Re: questions...

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-07 14:37:23 UTC
From: news@bbn.com
Message-ID: <67233@bbn.BBN.COM>
Source record: 113328

In article <1991Nov7.003023.14076@cco.caltech.edu> bbush@cco.caltech.edu (Brent J. Buescher) writes:
>I have a 1050 w/ US Doubler,
>but no SpartaDOS. The manual claims a dramatic speed improvement
>using SpartaDOS.

There really is. I would say the 3X improvement claim is accurate. Not exactly to the point, but (independent of the US Doubler) SpartaDOS file format also uses a variable directory size, so you don't get charged for space for 64 files every time you create a subdirectory. Also, the disk format does mapped sectors rather than linked sectors, so operations like deleting large files, and point, get additional speedup. If you can get SpartaDOS for say $20, it would be worth it. Note that there are two products: disk-based SpartaDOS, and the cartridge-based SpartaDOS X. 'X is probably more expensive. Unfortunately, some of the utilities I use won't run under it, so I too use MyDOS.

>Is there any utility that will
>give me the speed increase without shelling out bucks for SpartaDOS?

No, unfortunately, that I know of, anyway.

>I've tried using the IBM to/from Atari disk
>utilities that came up here a while back. Yes, I got them working on
>the IBM. No, they have never successfully transferred a file from the
>IBM to an Atari disk. Has anyone managed this?

I have been using "util" for a few years. I have the following hints:

1 Do not attempt to format a disk on the PC. Do it on the Atari.
2 I have never been able to use over say 50K bytes of a disk.
3 Binary files can be a real problem. UUencode them first.

I can't help with the other questions. -Stan

4725. Re: questions...

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-07 23:47:14 UTC
From: bbush@cco.caltech.edu
Message-ID: <1991Nov7.234714.7832@cco.caltech.edu>
Source record: 113329

news@bbn.com (News system owner ID) writes:

>A thought just occurred to
>me - now that ICD has dropped the line, do you suppose we ought to do
>a write-in campaign to encourage them into releasing it to PD? And
>the sources?

This is probably well worth a try... If I remember correctly, ICD also carried the whole OSS line of fantastic stuff like ACTION! and MAC/65, so if they were VERY generous, the remaining 8-bit community would have a lot to gain. Given the extreme remoteness of any possibility of an 8-bit renaissance because of the very powerful and sophisticated computers available now in the traditional $1500-$2500 range, this would be a real boon to the remaining hobbyists like myself that still like to fool around on their 8-bits. Best probably to ask for PD SpartaDOS and sources, and suggest the idea of releasing their whole line.

>I have been using "util" for a few years. I have the following hints:

>1 Do not attempt to format a disk on the PC. Do it on the Atari.
>2 I have never been able to use over say 50K bytes of a disk.
>3 Binary files can be a real problem. UUencode them first.

1) Yes, I did this. 2) Sounds familiar. 3) Yeah, I get empty sectors written seemingly randomly through my files. Unfortunately, I don't have UUencode utilities for the 8bit- I can probably get them via FTP but again, I can't get them into Atari readable form.

>I can't help with the other questions. -Stan

Thanks for your help.

Brent Buescher

B

4726. Re: questions...

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-08 01:00:22 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91311.200022AKH104@psuvm.psu.edu>
Source record: 113330

Hmm... I use UTIL all the time...well for atleast transfering files from
the ibm to atari disks. It has been my experience to format the disks
on the IBM drive...this is because..(the author of the program tells me) that
the IBM controllers are very tricky if not really stupid pieces of equipment
they have a rather tough time handling stuff formated on another drive
other than its own. secondly, Util was designed for use on double sided
(I think) atari drives. It is actually writing VOTC tables for 1440 sectors!
You will notice this if you try to fill the disk up...the head seems to bang
forever against the stops. Secondly..GET ATARIO...a different program but
sometimes UTIL comes under the same file name. ATARIO has a nice read
title page...lets you set the type of atari disk you are reading from and
does some other nice stuff like sector thingys....=0 It only
reads atari disks though...if you want I can type up a file on how
to use these programs with the least amount of system crashes.
For now...I must go.

```
------------------------------------------------------
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _
------------------------------------------------------
```

4727. Re: BBS

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-08 04:54:56 UTC
From: coteb@woods.ulowell.edu
Message-ID: <1991Nov7.235456.1@woods.ulowell.edu>
Source record: 113332

In article <689448031.0@tdkt.kksys.mn>, Amos.Jackson@tdkt.kksys.mn.org (Amos Jackson) writes:
> Warp 10 BBS 612-778-9034
> 300/1200/2400 baud
> 24 hrs a day, 7 days a week
> Running BBS Express Professional +
> 87.6 MEGS of Atari 8-bit (only) files
> St. Paul, Minnesota (burrrr! it's cold!)
> SysOp [Mr. Data]
> CPU: 1 MEG 800XL
>
>
> * Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4728. Re: questions...

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-08 07:51:50 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91312.025150JJMCWILL@MTUS5.BITNET>
Source record: 113331

In article <1991Nov7.234714.7832@cco.caltech.edu>, bbush@cco.caltech.edu (Brent J. Buescher) says:
>This is probably well worth a try... If I remember correctly, ICD also
>carried the whole OSS line of fantastic stuff like ACTION! and MAC/65,
>so if they were VERY generous, the remaining 8-bit community would have
>a lot to gain. Given the extreme remoteness of any possibility of an
>8-bit renaissance because of the very powerful and sophisticated computers
>available now in the traditional $1500-$2500 range, this would be a real
>boon to the remaining hobbyists like myself that still like to fool around
>on their 8-bits. Best probably to ask for PD SpartaDOS and sources, and
>suggest the idea of releasing their whole line.
>

Yes ICD did buy out OSS products. From what understand Dataque is
trying to buy the rights to at least some of the ICD products now that
they are dumping the 8 bit stuff.
It would be great if we could FINALLY get technical documentation on
the internals of SpartaDOS-X! Then we could all figure out how to
write DEVICE drivers for the silly thing for things like the
OMNIVIEW 256 80 column chip and an internal no-slot clock project I
was kinda working on at one time.

>Brent Buescher
>
>B

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

4729. Re: Necromancer

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-09 00:45:36 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <49842@cup.portal.com>
Source record: 113333

Other incredibly excellent games for the Atari 8-bit include (but are definitely NOT limited to):

SpinDizzy
Henry's House
Zyplex (posted HERE a year or two ago!)

4730. Re: 8-bit code words

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-09 00:52:14 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <49843@cup.portal.com>
Source record: 113334

If by "Atari 8-bit 'code words'" you mean secret backdoors to games,
then yes, by all means post, post, POST!!! I wanna see 'em!

Chris Chiesa
youknowmyaddress@by.now.dontyou?

4731. Encounter: How the heck did they do those graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-09 02:20:44 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1991Nov9.022044.31396@uokmax.ecn.uoknor.edu>
Source record: 113335

I used to do much hacking on my Atari 400 and 800XL. I learned assembler
and a good deal of Atari internals. I made it a point to try to figure
out how every game worked, often so that I could change the game to "cheat"
and see the ending.

The game Encounter, by Synapse, still has me baffled though. How the heck
did they implement those graphics, and get it to work so FAST? Anyone have
any ideas? For those who aren't familiar with Encounter, it was a 3-d
game where your ship was roving around on a landscape with various obstacles
and enemies hunting you down. Admittedly, the shapes were simple filled-in
planar objects, but still the speed was impressive.

-Norman Lin
--
T hero adtoh el lispa vedw ithg oodint entions. | Norman Lin
Ther oad tohelli spav edw ith goodin tent ions. | University of Oklahoma
Thero adt oh elli spave dwi thgo odinten tions. | norlin@uokmax.ecn.uoknor.edu
The road to hell is paved with good intentions. | norlin@129.15.[20|22|24].2

4732. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-09 03:48:00 UTC
From: JACS!Forrest_Blood@mast.citadel.moundst.mn.org
Message-ID: <1808508@mast.citadel>
Source record: 113336

SpartaDos does speed disk I/O up 3 times, when loading files, etc., but you MUST transfer all the files from your DOS 2.0/2.5 disks to SpartaDos disks to see this speed increase. Unless you have at least two floppy disk drives, or if you have only a few disks to use, I wouldn't recommend it. SpartaDos has a different file structure, which also speeds things up even more SpartaDos disks are laid out in a fashion similar to MS-DOS. When you save a file with the same filename over itself, SpartaDos only needs to read the FAT map to find out what sectors on that file, and writes over those sectors. Compare this to the way DOS 2.0/2.5 works - they have to read the entire file noting the sectors used, then write over these sectors. Obviously, the DOS 2.0 method is nearly twice as slow as the SpartaDos method. Personally, I use both SpartaDos and MyDos.

4733. XEP80 under SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-10 05:51:23 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1991Nov10.055123.20215@usenet.ins.cwru.edu>
Source record: 113337

Can Atari's official XEP80 handler be made to run under SpartaDOS X? SDX includes its own xep80.sys handler, but this handler turns out not to support many of the XEP80's features, including the printer port. This makes a generous portion of XEP80 software unusable under SDX.

Has anyone made the combination work?
--
Michael Current, aa700, 8-bit Atari SIGOp -->>> go atari8 <<<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Celebrating 12 years of 8-bit Atari computing!

4734. Re: XEP80 under SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-10 17:48:23 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <689820051.0@tdkt.kksys>
Source record: 113338

.....now all I gotta do is locate the leaflet!!!

i

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4735. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-11 04:24:00 UTC
From: JACS!Forrest_Blood@mast.citadel.moundst.mn.org
Message-ID: <1811424@mast.citadel>
Source record: 113339

Norman, I think they used magic to get the graphics that fast.
Honestly - they probably rewrote the operating system to ignore things like the keyboard (which has a certain amount of overhead) and{there are some damn good hackers out there. On the ST, hackers in Europe actually hooked an oscilloscope to the video, MMU and CPU chips to check the waveforms, and then they figured out how to do amazing things with graphics, like put 512 colors on the screen at once and eliminate the overscan (border) around the screen - all done with software!

4736. Re: Encounter: How the heck did they do those graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-11 21:35:58 UTC
From: pochron@cat32.cs.wisc.edu
Message-ID: <1991Nov11.213558.8975@daffy.cs.wisc.edu>
Source record: 113341

I think they used ANTIC mode 4 to get the graphics so fast, and redefined the character set on the fly. (Only certain characters would need to be redefined this way.) Also, extensive use of PM graphics with the "width" bits set to maximum helps since all the rectangular objects can be represented with players.

.

4737. Re: Scheme for atari

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-11 22:54:04 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <14733@castle.ed.ac.uk>
Source record: 113340
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

mandel@forwiss.uni-passau.de (Luis Mandel) writes:

>Does anybody know if there is an interpreter SCHEME public domain for ATARI ?
>Many thanks

Yes XSHEME available on lancs.pdsoft (sorry I don't know the numeric
address but if you mail me I can find it out for you). This version has
OOP extensions but also contains normal SCHEME as a subset.

==
simonk@castle.ed.ac.uk aka Simon Kinahan
:-) Nerd and Proud of it (-:

4738. Cold!

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-12 14:26:05 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <689965010.0@tdkt.kksys>
Source record: 113343

Yes! It's cold!! It never get's this cold up here this early in the season!
It finally decided to give us a break and get above 0! I think MI. got the same
storm we got, but we got it first. Hit us with 3' of snow!!! If we didn't have
all of that snow, we'd be up in the 50's!! AAAARRRRGGGGHHHH!!!!!!

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4739. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-13 02:00:51 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991Nov13.020051.7215@magnus.acs.ohio-state.edu>
Source record: 113342

> On the ST, hackers in Europe actually hooked an
>oscilloscope to the video, MMU and CPU chips to check the waveforms, and then
>they figured out how to do amazing things with graphics, like put 512 colors
>on the screen at once and eliminate the overscan (border) around the screen -
>all done with software!

This brings up an interesting point; one can eliminate the border on the 8-bit also. I have been able to achieve 29 lines of graphics zero text (all readable) versus the normal 24 lines. The extra five lines are useful for a BBS; one can have the caller information onscreen as well as still having the standard 24 lines of text underneath it. Is it possible to have even more lines on the screen than this? SpartaDOS uses this technique for its TDLINE command, which effectively adds one line to the display list. Finally, it would be very nice to have a modified screen editor which allowed these extra lines to be used when editing BASIC programs, etc. It would seem the best way to do this would be to copy the OS into RAM and modify the part that creates the Graphics 0 display list, as well as the scrolling routines.

4740. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-13 04:34:17 UTC
From: bbush@cco.caltech.edu
Message-ID: <1991Nov13.043417.6722@cco.caltech.edu>
Source record: 113344

fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:

> This brings up an interesting point; one can eliminate the border on the
>8-bit also. I have been able to achieve 29 lines of graphics zero text
>(all readable) versus the normal 24 lines. The extra five lines are useful
>for a BBS; one can have the caller information onscreen as well as still
>having the standard 24 lines of text underneath it. Is it possible to have
>even more lines on the screen than this? SpartaDOS uses this technique
>for its TDLINE command, which effectively adds one line to the display
>list. Finally, it would be very nice to have a modified screen editor which
>allowed these extra lines to be used when editing BASIC programs, etc. It
>would seem the best way to do this would be to copy the OS into RAM and
>modify the part that creates the Graphics 0 display list, as well as the
>scrolling routines.

You could maybe get more lines on your screen by hacking your monitor
(or use a PAL 8bit w/ a PAL monitor) but it would be a real trick.
You can get more columns also by changing the size of the playfield
to wide screen. (The address for this is DMA something or another, either
at 749 or 759, I trust you have Mapping the Atari or equiv.) This gives
you more columns than any TV or monitor I have ever seen can display.
By combining these two techniques you can get a full screen scrolling
display (just like Nintendo, well, sort of). I imagine there COULD
be a way to up the clock of the display chips to get all 52(?) columns
on screen, but somehow I doubt it's too likely. While we're babbling
and imagining, the really neat trick would be to hack some fast logic
around the display circuitry that forced it to switch display lists for
each half of an interlaced composite display... THAT would be something.
Incidentally, is Tom Hudson's ST picture viewer lurking on an archive
anywhere (the one that switches GR.8 screens to simulate an ST display)?
I've seen other stuff from Analog, so I'm guessing copyright laws aren't
a problem (???).

Brent Buescher

4741. Extended graphics (was: Re: (none))

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-13 18:20:21 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <7754.29212696@miavx1.acs.muohio.edu>
Source record: 113347

In article <1991Nov13.043417.6722@cco.caltech.edu>, bbush@cco.caltech.edu (Brent J. Buescher) writes:
> Incidentally, is Tom Hudson's ST picture viewer lurking on an archive
> anywhere (the one that switches GR.8 screens to simulate an ST display)?
> I've seen other stuff from Analog, so I'm guessing copyright laws aren't
> a problem (???).
>
> Brent Buescher

Actually, it was written by Matt Ratcliff (sp?). It requires at least 128k. I've got it on an Analog disk, if it is ok to post it, I can along with some ST pictures for it. (Don't get too excited, its a neat hack, but it flickers a lot.)

Later.....

---------={{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
---------={{{{{{{{{((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

4742. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-14 03:00:00 UTC
From: bmarcum@world.std.com
Message-ID: <BEuz01.1q3@world.std.com>
Source record: 113346

Speaking of display lists, have you seen Jeff Potter's APACVIEW and COLORVIEW?
These two programs are THE way to display GIF pictures on an 8-bit.

4743. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-14 07:10:38 UTC
From: bbush@cco.caltech.edu
Message-ID: <1991Nov14.071038.13957@cco.caltech.edu>
Source record: 113349

bmarcum@world.std.com (Bill Marcum) writes:

>Speaking of display lists, have you seen Jeff Potter's APACVIEW and COLORVIEW?
>These two programs are THE way to display GIF pictures on an 8-bit.

No... How can I get a copy of them?

Brent Buescher

4744. Cold!

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-14 08:08:43 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <29323.317914317@kcbbs.gen.nz>
Source record: 113345

>Yes! It's cold!! It never get's this cold up here this early in
>the season! It finally decided to give us a break and get above
>0! I think MI. got the sam storm we got, but we got it first.
>Hit us with 3' of snow!!! If we didn't hav all of that snow, we'd
>be up in the 50's!! AAAARRRRGGGGHHHH!!!!!!

Where the heck did the summer go then? It sure hasn't arrived down here yet! It hasn't stopped raining for over 4 months now.....gurgle,gurgle, gurgl,g-u-r-g.....

4745. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-14 14:17:16 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91318.091716JJMCWILL@MTUS5.BITNET>
Source record: 113352

I have both Apacview and Colorview and they do a really good job, but kinds 'a reminds me of interlaced VGA. Well I guess it's pretty much the same thing on color view, since it is actually displaying three different graphics pictures alternately really fast right? I had downloaded some 400K GIF pictures from the Astronomy RT on GEnie and converted a few to RGB (COLORVIEW's format) and it took a Loooong time. I also have a bunch of straight RGB pictures from GEnie. If anyone is intersted, I could FTP them to Atari.archive...

Jeff McWilliams

4746. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-14 16:40:23 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <8333@mindlink.bc.ca>
Source record: 113350

> fseipel@magnus.acs.ohio-state.edu writes:
>
> I have been able to achieve 29 lines of graphics zero text (all readable)
> versus the normal 24 lines. The extra five lines are useful for a BBS; one
> can have the caller information onscreen as well as still having the standard
> 24 lines of text underneath it. Is it possible to have even more lines on the
> screen than this?

Maybe one or two more, but you're reaching the limit. If the display becomes too long, the last bit of it will inhibit the generation of a proper VBLANK period. You can tell this has happened when you can't get the monitor to sync up any more; the screen refuses to stop rolling.

> Finally, it would be very nice to have a modified screen editor which allowed
> these extra lines to be used when editing BASIC programs, etc. It would seem
> the best way to do this would be to copy the OS into RAM and modify the part
> that creates the Graphics 0 display list, as well as the scrolling routines.

You'll probably find compatibility problems with some software. It's suprising how many places the constant 24 can show up. :) A full-screen application like an editor or terminal program might be more practical, because the application has full control of the screen. No OS changes would be needed, since you're handling the screen directly.

While you're at it, there's no reason to stop at making the screen longer. You can increase the width to 48 characters by invoking the wide playfield mode, too. Using a 30-line screen equivalent in ANTIC mode F, that gives you up to 384x240 resolution. Don't try this with a TV set. :)

--
Tom Klok a344@mindlink.bc.ca
What, me hurry? -- Alfred E. Von Neumann tomtom@arkham.wimsey.bc.ca

4747. Re: Encounter: How the heck did they do those graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-14 20:03:36 UTC
From: walshm@craft.logos.camp.clarkson.edu
Message-ID: <.690149016@craft>
Source record: 113351

norlin@uokmax.ecn.uoknor.edu (Norman Lin) writes:

>The game Encounter, by Synapse, still has me baffled though. How the heck
>did they implement those graphics, and get it to work so FAST? Anyone have
>any ideas? For those who aren't familiar with Encounter, it was a 3-d
>game where your ship was roving around on a landscape with various obstacles
>and enemies hunting you down. Admittedly, the shapes were simple filled-in
>planar objects, but still the speed was impressive.

The main thing that made it easy is that every object looks the same
from every angle; the ships and the pylons and the shots. Thus, to
create the screen all you have to do is specify a X,Y position and calculate
the distance from you. I'm sure there is a table for each object, and init is
a list of the objects parameters for each given size. Thus, you determine
the X,Y of the object, then point to the right size in its lookup table,
then draw it. The only reason games like Battlezone and Hard Drivin need
so much processor power is that each object has thousands of appearances
based on your position relative to them; Encounter only has 10 or so
per object.

But they did a great job of making it seem really difficult to do!

--
Matt Walsh walshm@clutx.clarkson.edu
614-424-4159 (daytime)
614-538-9427 (after 5 est)
How can you have your pudding if you don't eat your meat? You! Yes You!

4748. pin outs joystick/serial

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-14 20:41:09 UTC
From: deej@thrush.umesve.maine.edu
Message-ID: <1991Nov14.204109.7461@umesve.maine.edu>
Source record: 113353

I have misplaced some of my reference materials...
Could someone send me the electrical pin-outs of the Atari
joystick port and the serial port??
thank you...
--

+------------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| N1JOV |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+------------------------------+

4749. UUdecode, F1-F4 function keys, stereo sound for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-14 22:56:07 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <7802.2922b8b8@miavx1.acs.muohio.edu>
Source record: 113354

Two questions:

1. I obtained YAU.ARC off of Atari.archive. Reading through the doc file reveals that it won't work under SpartaDos. Is there a uude/encode that will work under SpartaDos 3.2?

2. I would like to add the function keys to my 800XL. (the F1-F4 found on the 1200xl) I've seen Innovatice Concepts kit, but I would like to do it my self. Does anyone have any ideas to point me in the right direction?

One other thing I was thinking about. For the ST you can get the Tweety board that will take the three voices and split them so you can have stereo. (One voice goes left, one goes right, and the other goes both.) Now what would it take to make an 8-bit version of the? With four voices, two could go right, and the other two left. What do you think?

Later.......

```
-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((( My 1040STF Rocks!! ))))))))}}}}}}}}=======--------
```

4750. Re: pin outs joystick/serial

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-15 03:24:17 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91318.222417JJMCWILL@MTUS5.BITNET>
Source record: 113255

In article <1991Nov14.204109.7461@umesve.maine.edu>,
deej@thrush.umesve.maine.edu (Dj Merrill) says:
>
>I have misplaced some of my reference materials...
>Could someone send me the electrical pin-outs of the Atari
>joystick port and the serial port??
>thank you...
>--
>

```
-------------------
1 2 3 4 5 /
6 7 8 9 /
---------------

1. Joy a0
2. Joy a1
3. Joy a2
4. Joy a3
5. Pot AY
6. Button A/LP
7. +5 volts
8. Ground
9. Pot AX

--------------------------
/ 2 4 6 8 10 12
/ 1 3 5 7 9 11 13
-----------------------------

1. Clock input 2. Clock output
3. Data input 4. Ground
5. Data output 6. Ground
7. Command 8. Motor Control
9. Proceed 10. +5vDC/Ready
11. Audio input 12. +12v DC
13. Interrupt
```

SIO port was from Mapping the Atari Revised, and
Joystick port was from Electronic comuter projects for
Commodore and Atari Personal Computers.

I am not liable ..... nor responsible, but my wife always tells
me that anyway.... :)

Jeff

4751. Atari For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-15 04:17:40 UTC
From: patrick@sbanet.uucp
Message-ID: <1991Nov15.041740.10124@sbanet.uucp>
Source record: 113267

FOR SALE:

Atari 130XE
1050 Disk Drive
850 Interface
Cartridges Included: Star Raider, Pac-Man, Centipede, Computer Chess,
Asteroids, Missile Command and Basic XE.
All Cables Necessary for TV or Monitor.

All this great stuff for only $120.00 OBO. Please, make an offer!

Patrick Linstruth
Santa Barbara Area Network - SBANET
patrick@sbanet
..!uunet!hub.ucsb.edu!dschub!sbanet!patrick
805-966-6424 Day
805-967-2096 Eves.

4752. APACVIEW

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-15 09:54:17 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <35657.318911672@kcbbs.gen.nz>
Source record: 113348

>Speaking of display lists, have you seen Jeff Potter's APACVIEW and
>COLORVIEW? These two programs are THE way to display GIF pictures
>on an 8-bit.
>From: bmarcum@world.std.com (Bill Marcum)

Are they PD Bill? If so how about UUENCODING them and posting them into
this forum?
In fact any sort of PD 8-bit programme would be most welcome 'down under'
as I don't have access to the 8-bit archive. I've managed to pick up
ATARIO21 in here and also had SIO2PC sent to me via e-mail. Also if
there is a UUENCODE & UUDECODE file for the 8-bit I would be very pleased
to receive them also, at the moment I'm having to do the UUDECODing
on my husband's PC contemptible! Anything, anything at all would be
gratefully received and passed on to the many other 8-bit users around
NZ.

4753. Re: pin outs joystick/serial

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-15 16:22:22 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <690241709.0@tdkt.kksys>
Source record: 113257

Here's the one's for the joystick:

Taking into account that if your looking straight at the ports:

Pin #1 of the joystick pori is top-left.

1. Joystick Forward input
2. Joystick Back input
3. Joystick Left input
4. Joystick Right input
5. B Potentiometer Input

That was the top row.

6. Trigger input
7. +5V
8. Ground
9. Potentiometer input

That was the bottom row.

The SIO Port goes Bottom top, bottom top...

1. (bottom) Clock Input
2. (top) Clock output
3. (bottom) Data input
4. (top) Ground
5. (bottom) Data output
6. (top) Ground
7. (bottom) Command
8. (top) Motor Control
9. (bottom) Proceed
10. (top) +5v/Ready
11. (bottom) Audio input
12. (top) +12V
13. (bottom) Interrupt

I guess I could have stated it as the top row of pins is even, the bottom is odd and that pin #1 is at the bottom left. Hope this helps you.
Amos Jackson
SysOp Warp 10 BBS 612-778-9034
3/12/2400 baud 24 and 7
Running 87.6 megs of Atari 8-bit files ONLY!
Running BBS Express Professional +
INSTANT access for l/d/ callers (I'm around the system at least 85% of the time)

Anyone else out there have a 1 meg xl or xe?

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4754. Warp 10 BBS Upgrade!

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-15 16:29:14 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <690241709.1@tdkt.kksys>
Source record: 113258

While I was typing my last message

the mailman came to the door with

a order I had placed with K Products

In opening the envelope, I found

that it contained a wopping 13

disks of software!! It got everything

from allowing me to call ou to other

(that should be out) boards WITHOUT

having to take the bbs offline, to

"killing" the 128 meg limit on the

MIO, and going beyond that if necessary

(OH BOY)!!! Since today is Friday,

I will use the weekend to upgrade

the system, but will be back online

before the weekend is over.

Amos Jackson

(

* Origin: FlightLine BBS Mpls,MN (612)544-5118 (1:282/47.0)

4755. Re: UUdecode, F1-F4 function keys, stereo sound for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-15 17:24:08 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91319.122408JJMCWILL@MTUS5.BITNET>
Source record: 113260

In article <7802.2922b8b8@miavx1.acs.muohio.edu>,
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) says:
>
> Two questions:
>
> 1. I obtained YAU.ARC off of Atari.archive. Reading through the doc
>file reveals that it won't work under SpartaDos. Is there a uude/encode
>that will work under SpartaDos 3.2?
>
try uudecode.bas, it works, even under SD-X and BASIC XL.

> 2. I would like to add the function keys to my 800XL. (the F1-F4
>found on the 1200xl) I've seen Innovatice Concepts kit, but I would like
>to do it my self. Does anyone have any ideas to point me in the right
>direction?

I have docs, email me to remind me to dig them up and I will email them
to you unless there are other people interested, then I will post the
upgrade here.

>
> One other thing I was thinking about. For the ST you can get the
>Tweety board that will take the three voices and split them so you can
>have stereo. (One voice goes left, one goes right, and the other goes
>both.) Now what would it take to make an 8-bit version of the? With four
>voices, two could go right, and the other two left. What do you think?
>
Definitely, the POKEY controls the sound output, and so Chuck Steinman
has designed what he calls the GUMBY upgrade, fitting isn't it?
It is a second POKEY, so you have a total of 8 voices, 4 left, and 4
right, or 2 16 bit left and 2 16 bit right voices. I don't have the
upgrade installed, but I have the docs on disk here for that as well.
I think I also have a modified music program that will work with the
GUMBY, but so far no one has written any programs or such to
specifically take advantage of it. You interested?

>Later.......
>
>------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
>Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
>Power Without The Price R.COLLINS1 on GEnie
>------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------
I am surprised you haven't seen the GUMBY stuff on GEnie as that is where
I downloaded it from. If there is interest in this also I can send it
to Atari.archive.umich.edu or uuencode it and post it.. how ever, just

let me know.

Jeff McWilliams

4756. Re: (none)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-15 19:03:02 UTC
From: clisowsk@kentvax.mcs.kent.edu
Message-ID: <1991Nov15.190302.27149@mcs.kent.edu>
Source record: 113256

In article <91318.091716JJMCWILL@MTUS5.BITNET> Jeff McWilliams writes:

>I also have a bunch of straight RGB pictures from GEnie.
>If anyone is intersted, I could FTP them to Atari.archive...
>
>Jeff McWilliams

I would greatly be interested in those RGB Files, and would like to get
a new Directory for the 8bit graphic files.

4757. JOYSTICK PORT FOR SERIAL COMMUNICAT

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-16 14:59:46 UTC
From: Jason.Williams@fquest.FidoNet.Org
Message-ID: <690379767.0@fquest.FidoNet>
Source record: 113261

My only idea is the MPP1000 line modems...
I Imagine one could use the MPP handler for Bobterm and communicate through the joystick port.

4758. Where are the Atari Archives?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-16 19:25:12 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1991Nov16.192512.568@usenet.ins.cwru.edu>
Source record: 113259

I have a quick question. I just recently got ftp accesss, and was
wondering if somebody couyld tell me the ftp address of the Atari Archives.
Thanks!

Kev
--
Kevin White INET: ar630@cleveland.Freenet.Edu
"This is non, non non, NON heinous!"
-- Bill, Bill and Ted's Bogus Journey

4759. Hello!?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-17 20:23:18 UTC
From: kendrick@hotcity.UUCP
Message-ID: <kendrick.076n@hotcity.UUCP>
Source record: 113263

```
Anyone outthere!? I love
ataris!!
```

4760. UPDATED BBS LISTING (100 so far!)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-17 20:38:43 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <7840.29268d04@miavx1.acs.muohio.edu>
Source record: 113264
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Here is a list of 100 Atari BBSes around the world that are known to still be active. If you notice a misspelling in one of the entries, or an incorrect area code or phone number then please tell me about it. Likewise if you know of a BBS that's not in this list then tell me all the pertinent info and I'll include it on the next list.

Unless otherwise stated, each entry should be assumed to be an Atari ST BBS located in the United States that is online 24 hours a day 7 days a week.

ABK-BBS +47 2 13 26 59
Oslo, Norway
9600 MiniBBS Software

ACE-BBS 613-02-664-1303
New South Wales, Australia

A.C.E.C (Atari Computer Enthusiasts of Columbus?) (614)471-8559
Gahanna, Ohio
Supports Atari 8bit
2400 10 megs Carina 1 Software

Ace Information Services (MVACE) (513)233-9500
Dayton, Ohio
2400 FoReM Software

Antic Harbor (503)754-8109
2400 FoReM Software

Atari Portfolio Developers Support BBS 613-02-890-1059
New South Wales, Australia

Atari Scene (502)456-4292
Louisville, Kentucky
2400 85 megs Express Pro (8bit) Software

Atari ST User Group BBS 613-08-234-4337
South Australia, Australia

Axolotl (916)638-9923
2400 Express Software

Baker Street (206)854-0193
Seattle, Washington
19200 FoReM Software

Beckemeyer Development BBS (510)530-9682
Oakland, California

Unix-based BBS

BJ's Back Fence (209)537-6473
Fresno, California
19200 FoReM Software

Black SnowSTorm (215)929-7887

Blade (617)891-7338
Boston, Massachusettes
1200 Citadel Software

BPBBS (817)573-4190
2400 Citadel Software

C&R BBS (717)765-8623
2400

Cin'tari (513)528-7463
Cincinnati, Ohio
Cincinnati's Atari Users Group's BBS
2400 Express Software

Cobblestone Manor (716)334-8232
Rochester?, New York
2400 60 megs FoReM Software

ComNet Luxembourg BBS (+352)22534
Luxembourg
14400 200 megs

Cool Wave (614)860-0085
Columbus?, Ohio

Dark City of FeaR (215)261-0893
9600 210 megs

Dimension's End (716)436-3078
Rochester, New York
2400 132 megs STark Software

Erbid's Place (405)377-5819
14400 85 megs Turbo Board

Escape! (513)829-2880
Cincinnati, Ohio
9600 Express Software

Excalibur (215)488-9194
Reading, Pennsylvania
Atari 8bit
2400 80 megs Oasis Software

Final Frontier (904)282-3623
Jacksonville, Florida

9600 FoReM Software

First Base (614)879-7400
Columbus?, Ohio

Frog BBS (314)776-0321
Atari 8bit

Full Moon (508)752-1348
Worchester, Massachusettes
9600 FoReM Software

Gateway (916)729-5121
2400 Inner Sanctum Software

Ghost BBS (503)238-2975
Portland?, Oregon
2400 Express Software

GROG (513)553-2874
Cincinnati, Ohio
14400 FoReM Software

Golden Kingdom I (305)456-9674
Miami, Florida
19200

Golden Kingdom II (305)458-3659
Miami, Florida
19200

Husky BBS #1 8722467
Vantaa, Finland
2400 120 megs Michtron Software

Husky BBS #2 8722216
Vantaa, Finland
2400 120 megs Michtron Software

Husky BBS #3 8722385
Vantaa, Finland
2400 120 megs Michtron Software

Ilmadris, The House of the Elves (+33) 1 45 46 22 27
V21,V22,V22bis 40 megs QuickBBS

Inkey Station (512)670-1958
San Antonio, Texas
14400

Internet (+44)296 395 935
United Kingdom
19200

I.S.S Enterprise (502)454-7578

Joshua Tree (213)864-1772
Austin, Texas
9600 FoReM Software

KAB (+49)2307-40486
Kamen, Germany
9600 100 megs QuickBBS Software

KraftwerK (818)718-1441

Little LuLu's (415)458-3659
San Francisco, California

London Smog (714)546-2152
Orange, California
2400 FoReM Software

MACE-BBS 613-03-764-1185
Victoria, Australia

Main Street USA (501)225-7037
Little Rock, Arkansas
2400

Marietta BBS (404)425-2718
Marietta, Georgia

MAST (612)472-6582
Minneapolis, Minnesota
19200 Citadel Software

Maximum Overdrive (916)487-0507

MEGA Link TBBS 613-049-58-7099
Australia

Merlyn's Realm (916)791-4549
2400 Inner Sanctum Software

Mind's Eye BBS (614)231-3716
Columbus?, Ohio

NCAUG (National Capital Atari Users' Group) I (613)231-3630
Ottawa, Ontario, Canada
Michtron Software

NCAUG II (613)231-3633
Ottawa, Ontario, Canada
Michtron Software

NCAUG III (613)231-3636
Ottawa, Ontario, Canada
Michtron Software

Ogre 613-09-247-1249
Australia

Overmind (404)659-5720
Atlanta, Georgia
9600 Citadel Software

Pandora (614)471-9209
Gahanna, Ohio
Atari 8 bit
2400 custom-made software

Pandora's Box +64 09 676-495
Auckland, New Zealand
Atari 8bit
2400 40 megs Oasis Software

Paragon 613-09-325-5160
Australia

Pipeline (805)526-5660

Poof (612)784-8643
2400 STark Software

Pork Chop Express (916)351-0607
2400 Express Software

RevelSTone (513)367-5660
Cincinnati, Ohio
2400 Express Software

Ruby's Nightmare ( )356-9557
Greater Cincinnati (including Northern Kentucky)
Atari 8-bit
2400 Express Software

San Diego Atari Computer Enthusiasts BBS (619)689-8157
2400 60 megs Michtron Software

Scary MonSTer BBS (734)320 297
United Kingdom
FoReM Software

Sinister II (513)294-7704
Dayton, Ohio
2400 20 megs part-time hours from 10pm till 10am

Simplicity BBS +64 03 352-0688
Christchurch, New Zealand
Atari 8bit
2400 6 megs Oasis Software

Sinkhole (203)873-8518
Hartford, Connecticut
2400 Citadel Software

Slammer BBS (916)966-4923
9600

Snickersnack (206)869-8697
2400 Citadel Software

Southern Australia Country Club 613-08-284-7992
South Australia, Australia

Speedy's Raceway (513)353-4098
Cincinnati, Ohio
2400 Express Software

STarbase (513)276-4158
Dayton, Ohio
2400 Express Software

STation (513)753-3001
Cincinnati, Ohio
19200 Express Software

STaTus BBS #1 +64 09 606-067
Auckland, New Zealand
see Z*NET below
2400 CD-ROM Michtron Software

STaTus BBS #2 +64 09 608-485
Auckland, New Zealand
see Z*NET below
9600 CD-ROM Michtron Software

STEP (ST Enthusiasts of Portland) (503)297-6542
Portland, Oregon
9600 FoReM Software

ST-Keep (916)729-2968
2400 ST-Keep Software

ST Sorcery (805)489-2026
2400 135 megs Express ST

The Abyss (606)223-2782

The Cellar (215)336-9503

The EMPIRE BBS (514)686-5098

The LaST Resort (513)891-0665
Cincinnati, Ohio
2400 Turbo Software

The Mind Keep (916)723-1657
2400 Inner Sanctum Software

The Neostag BBS (216)759-1809
North Eastern Ohio and Western Pennsylvania
2400 FoReM Software

The Palace (201)840-4463
Newark, New Jersey
19200

The Rountable (513)528-5833
Cincinnati, Ohio
19200 Express Software

The Titanics Safe (
Atari 8-bit
2400 54 megs FoReM Software

The Unreliable BBS (702)358-6307
2400 80 megs Turbo Board

Turbin Forest (513)232-1515
Cincinnati, Ohio
2400 Michtron Software

Warp 10 BBS (612)778-9034
St. Paul, Minnesota
Atari 8bit (only 8bit files)
2400 88 megs Express Software

Warp Core (513)932-9285
Cincinnati, Ohio

Wonder World (513)787-3777
Cincinnati, Ohio

WRB IG BBS (205)837-2025
Mobile, Alabama
9600 FoReM Software

Yellowbeard's Treasure Chest (416)274-1225
Toronto, Ontario Canada

Z*NET Pacific #1 (011-649)608485
Auckland, New Zealand
see STaTus BBS above
9600 1300 megs Michtron Software

Z*NET Pacific #2 (011-649)606067
Auckland, New Zealand
see STaTus BBS above
2400 1300 megs Michtron Software

Z*NET South (011-644)762852
Wellington, New Zealand
2400 60 megs FoReM Software

4761. APACVIEW and COLRVIEW

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-17 22:58:34 UTC
From: belor@ruby.ils.unc.edu
Message-ID: <1991Nov17.225834.29404@samba.oit.unc.edu>
Source record: 113262

bbush@cco.caltech.edu asks:
|>Speaking of display lists, have you seen Jeff Potter's APACVIEW and
COLORVIEW?
|>These two programs are THE way to display GIF pictures on an 8-bit.
|
|No... How can I get a copy of them?
|
|Brent Buescher

Jeffrey Potter doesn't have an Internet address per se, but he does have a CIS address, so he can be reached through that gateway. His address is 74030.2020@compuserve.com. I'd be tempted to ask him to UUencode his archive with YAU and Email it to you in chunks. It's shareware.

BTW, as good as APACview is for viewing GIFs by itself, its finest hour is in conjunction with COLRview, a separate utility. APAC has an option to make three RGB separations from the GIF (in GR. 8 or 9 mode, depending on your choice), then save them to disk (have a blank ready). COLRview will load all three, and using a cycled display list, display an image on your screen with more colors than normally possible. I have noticed some flicker on Quasar TVs, but other users say their TVs don't do this. Imagine the shades of GR.9 (or the resolution of GR. 8) combined with the colors of GR. 11, and you'll get the picture.

It's truly stupendous, and he only wants about $20 each for each utility.

APAC's only drawback is the limited zoom capacity; also, there's a bug which makes it zoom with uneven proportions on some GIFs.

Why aren't *I* posting it? I sold my Atari six months ago (put those rotten tomatoes down, I needed the cash).

4762. PD Software

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-18 05:00:00 UTC
From: JHSangster@DOCKMASTER.NCSC.MIL
Message-ID: <911118050055.695340@DOCKMASTER.NCSC.MIL>
Source record: 113265

Speaking of putting things in the Public Domain, David Young has advised me that he is willing now to have OMNIVIEW and OmniWriter source code placed in the Public Domain. He released the source to me some time ago so it's just a matter of finding the time to upload it or whatever.

Meanwhile I have devised a short list of OmniWriter enhancements which would be very useful. Is there anybody out there who is interested in adding such enhancements and maintaining an "official" PD version of OmniWriter? We might form a "user group" for this purpose.

Last I heard, David was still getting a small amount of Shareware revenue from OmniCom and did not want to release the source code on that program for awhile yet. -John Sangster SPHINX Technologies, Inc. / (315) 446-8800 / (617) 235-8800 Please send e-mail on this to jhs @ cat.acs.syr.edu

4763. Help needed

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-18 17:33:21 UTC
From: news@bbn.com
Message-ID: <67422@bbn.BBN.COM>
Source record: 113266

I did a lot of debugging this weekend on EMAX, and I think I've discovered my problem: keys typed too fast cause the system to crash.

My circumstances are follows. I am using the XEP80, and am placing most of my program (a text editor) in RAM under the ROM. I am running under MYDOS. Interrupts (maskable and NMI) are shut off while ROM is off.

The vast majority of the code resides in RAM under the ROM. I still use ROM, though, to do I/O. When CIOV is called, instead I jsr to routines in low RAM to switch in ROM, turn interrupts on, then jsr to the real CIOV. When CIOV returns, after saving registers and CCs I disable interrupts, turn ROM off, restore regs&CCs, then return to EMAX.

I use the K: driver assigned to channel 2, not the E: driver, for keyboard input.

As I say, all functions operate as expected until a long period of time is consumed [such as a search starting at the beginning of a long buffer and the string is not found, or something that pushes a lot of data in the buffers around, while in RAM (note interrupts are off during this time)] and (tough to say how many) keys are hit before EMAX calls for keyboard input. All I can say is, if I always wait for it to be ready before pressing any keys it seems to be fine.

Dropping keys in a overrun, although messy, is not too bad once you get used to it; but the system crashing (the most frequent symptom is it just goes dead) is pretty tough to live with.

I guess if I knew what the hardware does with the keyboard scan while interrupts are off, that would help; of course, any and all comments on the subject are welcome.

Don't say "try calling Atari." :-)

Thanks in advance!! -Stan

4764. Delayed CSA8 Postings

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-18 19:56:36 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9111181956.AA07160@smithkline.com>
Source record: 113269

The messages to follow were sent out previuosly over CSA8 but for some reason never made it to naucse/IA8. Sometimes postings make it, sometimes they don't. One of these messages, I already sent twice. I sure hope they make it this time. I tried to send them directly to IA8.naucse but was unable to even get a line to naucse today. Man, I sure wish this systyem wasn't such a black box!
Messages to follow.....

- BEN POEHLAND

4765. SUPER VIDEO/ RAMBO/ FRAZER

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-18 20:26:28 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9111182026.AA07286@smithkline.com>
Source record: 113270

From: PHVAX::POEHLAND 8-NOV-1991 17:53:23.79
To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.edu"
CC: POEHLAND
Subj: Super Video/RAMBO/Frazer

My apologies for answering email on this net. I tried to send email responses, got bounced.
Bill Hutchison, thanx for your comments on Super Video. The photos turned out much better than I anticipated. Small as they were, they were all reduced from 8x10 B&W glossies. The printer did it, I don't know how. The circuit board photo had an almost 3-D quality to it.
RE: RAMBO, I highly recommend it if you can still find it. I understand ICD is sold out, but Best, ATV, B&C, or SAn Jose probably still have it. Also maybe Toad Computers in Severna Park MD, they bought up a lot of ICD stuff at the WAACE fest last month.
Most people don't realize RAMBO is an exact duplicate of the Claus Bucholtz "Quarter-Meg Atari" upgrade published in 1985 in BYTE magazine. The schematics were also published in Current Notes in 1986 by Bucholtz. I revewrse-engineered a RAMBO board last year in comparison to published schematics & found it identical to the Bucholtz designs, even down to the chip & component designations!
All five of my 800XLs are fitted with RAMBO. In my installations I soldered the wires to connectors that can be quickly detached from the motherboard in case of failure (I *despise* soldering anything directly to chip pins!).
I've never had a RAMBO board die on me, but I did experience one spectacular 256K DRAM failure during burn-in (with new equipment or installation of an upgrade, I boot it up & leave it on for a solid week before I place the unit in service).
The only incompatibility I've personall observed with RAMBO occurred when I demoed the new CghromoCAD program from Palette Imaging. ChromaCAD runs video ou out of ANTIC, which is what the 130XE apparently does. RAMBO runs video from th the CPU. There might be other differences also.
Oh yeah, Bill, don't be surprised to see your letter appearing in the letters column of Current Notes.
Hello Chris Chiesa, Frazer PA is a flyspeck on the map about 25 miles due west of Philadelphia. My house (or what's left of it) is spitting distance from Immaculata College. Sorry, never heard of Johnsonburg. I know at least one other 8bitter in Rochester, plus any number inSyracuse.

- BEN POEHLAND
8-BIT EDITOR
CURRENT NOTES MAGAZINE

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4766. 1050 DRIVE ALIGNMENT

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-18 20:39:14 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9111182039.AA07344@smithkline.com>
Source record: 113271

From: PHVAX::POEHLAND 8-NOV-1991 15:28:54.72
To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.edu"
CC: POEHLAND
Subj: 1050 Drive Alignment

In IA8V91#84 AKH104@PSUVM (sure would like a name there) suggests download-
ing the 1050 drive diag prog from compuserve & use the software to align the
sensor.
I was unaware the software was available online, but I do agree with this
suggestion. I had occasion to use the diag program this past weekend (before the
fire) & saw that sensor alignment didn't require a scope. You just move the
sensor around until it says OK. I've never had occasion to use it, as I always
made ascoremark first.
I think it will work, but it's tedious. Mostly because the sensor in-
variably ends up moving while you're tightening it down If I aligned a sensor
that way, I wouldn't trust the drive until it had passed the 10-min burn-in test
in the diag prog, plus also had passed compatability tests with at least 2 othert
known good drives.
The diag program is probably worthless if you only have one drive, & that's
the one that needs aligning. You need at least one known good drive to load in the
the test program. Then disconnect the good drive & boot up the misaligned one
to do the job. If the bad drive is already pretty close to correct alignment
you might luck out & be able to load the test software with the bad drive.
I got the diag prog some years ago from B&C. It might also be in the 8bit
library on GEnie.
About the time I was fighting the fire in my house Jean Goulet sent me
email expressing concern about the drive in question being equippeed with
U/S Doubler & noting the drive already had a Tandon mech. (Sorry for the delay,
I've been distracted the past few days (!))
I'm not 100% sure of this, but I'll take a stab at it. If your original
mech was a Tandon & you replace it with a Tandon, no problem, the U/S-D ROM
will work fine. The only thing you need to concern yourself with is the RPM
adjustment on the new mech. The RPM.COM utility in SpartaDOS is just fine for
this. (I also use the RPM utility in DOS 2.6f, but Sparta's is better.) The RPM
M adjustment screw is right in front of the area in the rear of the drive where
all the connectors plug in, near the 2917 tachometer chip.

*** NEVER *** attempt to adjust ANY of the pots under the RF shield!!!

If the original mech was a WST type, the drive is equipped with U/S-D, &
you plug in a replacement Tandon mech, my gut feeling is that it should still
work, but since I haven't done it myself I won't swear to it. You'll still need
to adjust RPMs on the new mech.
The 1050 diag software doesn't work on 1050's containing U/S-D. If you
want to run full diags on a U/S-D drive, you have to pull out the ICD chips &

replace the original chips. If there was a jumper change when the U/S-D was installed, you have to desolder the jumperts & put them back in their original positions. Fun, fun, fun!
Of course, if you trashed the original chips, or failed to note the originl jumper configuration, you got a helluva headache.
I was in the process of investigating the ROM/jumper situation the weekend of the fire. Dunno if I'll ever get back to it now.

- BEN POEHLAND
8-BIT EDITOR
CURRENT NOTES MAGAZINE

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4767. Where Are We Going?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-18 20:40:29 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9111182040.AA07348@smithkline.com>
Source record: 113273

From: PHVAX::POEHLAND 29-OCT-1991 12:21:09.47
To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.edu"
CC: POEHLAND
Subj: Where Are We Going?

The 8bit disaster at the recent WAACE show in Virginia, & the makings of another disaster in the forthcoming Chicago event, have filled me with a sense of alarm for the future of the 8bit community.
My efforts to recruit new 8bit scuscribers to CN have been mostly a failure . The number of new subscribers coming in has not balanced subscribers who are leaving, despite the enthusiasm which my efforts have generated among the faithful. Most 8bitters still view CN as an ST medium, & I must acknowledge the veracity of that opinion.
Support from the vendor/developer commun ity has nearly dried up. The primary measure of vendor support is the amount of print media advertising they place in magazines. And people, the number of column inches is way, way down compared to a year ago.
Atari has abandoned us completely. So has ICD. I returned home from the WAACE event feeling like a Pariah. The ST people think wer'e all a bunch of idiots for continuing our interest in these slow, worthless, obsolete, useless machines, & no longer feel constrained to withhold their contempt for us.
I am only just now realizing how devastating to our community was the loss of ANTIC. Not only did we lose our most well-known forum for expression, but the community also lost its identity. I had hoped Current Notes would move to fill the void, but that hasn't happened & I now know it won't ever happen no matter how many software reviews or hardware hacks I contrive. The reason being , that along with falling subscriptions, falling vendor support/ads, & abandonment by
Atari, so also have the Powers That Be at CN have lost their enthusiasm for 8bit coverage. In short, I have been taking a long walk on a short pier; I shall soon find myself bare-assed & soaking wet.
I have identified what
I feel are several issues that we sould address if we are to continue to exist as a viable entity:
1.) We need to formally recognize the division between the ST & 8bit communities that has existed ever sice the ST appeared on the market.
2.) We need to mentally dissassociate ourselves from Atari. Atari doesn't give a damn about us any more. Atari scorns us & labels us "cheapskate" because we didn't trash our 8bits & run right out to buy an ST, or TT.
3.) We need our own magazine. All 8bit, no ST/TT. Run by a mature responsible adult who is financially secure, knowledgeable of the machine, & has the people,& temporal resources to devote to it.
4.) The laid-back attitude on the part of vendors, wherin many of them don't seem to care whether they sell product or not, has to go. In a declining

market the vendors should become more *agressive*, not more lackadaisical
5.) The progamming community needs to broaden its horizons. The good ole
days of cutesey utilities & video games just doesn't cut it any more,
people. Look at ANTIC. Even in their last issues, when they had to
combine with STart for survival, they were still serving up the same pap
that was their stock in trade since 1982: utilities & games. What is
needed to keep this computer alive is new APPLICATIONS. Useful, prod-
uctive things people can use the machine for.

I challenge anyone to go into a storefront outlet that sells software for
the C-64 (yes, they still exist, at least in my area). The variety of application
applications is amazing. Much of it is just as professional as anything for
the Mac or IBM clones. But where is the serious Atari 8bit software? A few
years back there was a big hoopla when NEWSROOM came out for the 8bit. But
the graphics supplied with it sadly revealed the attitudes at work: cutesey
little comic-style graphics. And we wonder why ST users of Calamus sneer at us.
With good reason: DTP for the 8bit is a joke.

A few weeks ago in this forum I proposed a chemical graphics program for
the 8bit. The response was sadly typical: it couldn't be done because the
aurthor couldn't charge $500 for it. No one even inquired what a chemical
graphic was. I'm not much of a programmer, but I do know that chemical graphics
would be relatively esay to do. A helluva lot easier than ChromaCAD whose
author is already making a profit at $29.95 a pop.
How about another area that offers potential: electronic schematic graphics.
Surely this is closer to home for some of you. There are at least 3 programs
that purport to draw schematics on the 8bit: Graphic Master, Schematic Designer,
& Circuit Database. Try using any of those programs to produce camera-ready
artwork: you soon discover all of them are crap. They don't have enough
symbols, the printouts occupy only 1/8 of a page, the graphics are blocky, &
most of them have serious problems with aspect ratio in the print. Why not a
program that uses the XEP-80 to draw a full screen with a 24-pin screen dump &
use of banked XE RAM to store symbol libraries?

Still too mundane? How about this: an Alpha-brainwave generator. A soft-
ware/hardware gizmo your computer uses to generate very precise low-freqeuency
brainwaves. Output thru headphones. Twenty minutes of sbjecting yourself to
this treatment, you come out feeling like you just had a good night's sleep.
Nirvana without drugs! It has been already, published a few years ago in the
Computer Digest section of Radio Electronics for an IBM clone.

So folks, if all you want to do is copy 5200 videogames to your XL, do so
in the knowledge the rest of the world is laughing at you. The time has come
for us to grow up & get serious.

Grow up, or die.

- Ben Poehland
8-Bit Editor
Current Notes Magazine

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4768. Re: (none) (APACVIEW and COLRVIEW)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-18 22:53:03 UTC
From: potter@sundae3.dab.ge.com
Message-ID: <1991Nov18.225303.18933@ge-dab.GE.COM>
Source record: 113275

Guys,

I'll be at the Chicago Computerfest (11/23-24) with new releases of both COLRVIEW and DEGASRD. Both add the ability to enter a directory mask, and let the program cycle through all pictures on your disk in a "slideshow" mode. COLRVIEW, if you haven't heard, views picture files created from GIFs in 4096-color or 64-color modes. DEGASRD (not the same as Matt Ratcliff's DEGASVU) allows you to view ST pictures created by Tom Hudson's Degas (or Degas Elite) in either graphics 9, 15, or COLRVIEW modes (4096 or 64 colors).

Any Atarians attending are also urged to come by my booth ("AGDA") or Chuck Steinman's booth (DataQue) to let us know you are around. Chuck is planning to have an informal get-together with eight-bit users and developers over dinner on Saturday night. See you there!

J. D. Potter

--
Jeff Potter
...potter@ge-dab.ge.com

4769. InfoAtari8 issues 87 & 88

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-19 00:56:37 UTC
From: dt@coyote.datalog.com
Message-ID: <LgwmBB2w163w@coyote.datalog.com>
Source record: 113272

If anyone has stored copies of issues 87 and 88 of Info Atari 8, I'd appreciate them sent to my email address. Thanks!

4770. Just gota Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-19 02:05:14 UTC
From: ASMJC@ASUACAD.BITNET
Message-ID: <91322.190514ASMJC@ASUACAD.BITNET>
Source record: 113288

I picked up an Atari 800 at a tag sale over the weekend. I figured it was worth the thirty bucks for the color monitor alone. Aside from using the monitor as a TV monitor, what can I DO with this clunker?? Any chance of hooking up a modem and using it for net access? (after I graduate I won't have this nice university IBM.)
Michael

4771. Hello Amos

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-19 03:58:51 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91322.225851JJMCWILL@MTUS5.BITNET>
Source record: 113290

Amos,

Fellow 1088K 800XL owner right here!!

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

4772. Re: Where Are We Going?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-19 04:18:54 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91322.231854JJMCWILL@MTUS5.BITNET>
Source record: 113289

In response to Ben's comments and suggestions, I would like to post some of my own and reply to his.

His points are very legitimate and well made. Constantly I am ribbed by IBM PC Owners here on campus who tell me to get a real machine.
The machine is real, it's the software that's not the hottest. Example: This guy uses Wordperfect on his new 386, the same program with the same setup he used on his Tandy 8088 laptop.
The 8088 XT is not very sophisticated and if a program the calibre of Wordperfect can run on THAT, similar applications can run on the Atari 6502. In fact if I remember correctly Wordperfect WOULD HAVE written Word Perfect for the 8 bit way back when if enough people had written in. It's not that the machine is incapable, it's that it lacks software to make it capable.
I have been hoping Textpro version 5 would come out sometime soon, as I would personally be more able to add or modify a program with hooks and stuff already in it than to hack at source code. Unfortunately I haven't heard a thing from the author on GEnie for months, so who knows where Textpro is. My thoughts have turned to Omniwriter. It's already written for 80 column and extended memory, but it needs a massive update. It pales compared to Textpro's features.

I bought Schematic Designer way back when and came to the same conclusion Ben did, a graphics 8 screen isn't good enough. Need higher resolution.

I currenly own a new Epson LQ570 printer, which even supports scalable fonts, but there is no software to take advantage of this. It would be easier to program and run faster than DDIII would. By the way, that guy with the 386 couldn't believe my Panasonic 9 pin could produce the output it did with DDiii. He even asked if it was available for the PC. Hats off to Roy Goldman.

If you really like the Atari 8 bit platform but are looking for a more powerful processor or more memory that can be addressed DIRECTLY, instead of like the 130XE banks, there is the Turbo816 from Dataque.
I have it and 288K worth of RAM for it as well as a clock chip and its development package. I haven't used it though because I simply am not hot at machine language. There are also some hardware incompatibility problems here and there with the T816 board, and it is still 1.79Mhz.
Okay, well if enough people are interested, Chuck Steinman is prepared to make a 1600XLE motherboard, which would contain a 8mHz 65816.
It would have iBM type slots to plug in cheap easily accessible graphics cards, hard drives, floppies, etc. It would also have the standard SIO for the regular 8 bit peripherals. GTIA/ANTIC graphics wouldn't be supported, VGA graphics would. This is designed as an applications

screamer. It would run as fast as a 22mHz ST or 286 machine.
Interesed? All it takes is $250 from 16 people and he will be convinced
to make the motherboards.... I am trying to get him to send me a complete
ASCII file with details to upload here and I will post whatever I get ASAP.

Compilers, boy could I use a good one. I crashed CLSN Pascal and
Faster Than Lightspeed C is not that good. Action? I don't have it,
don't know if I can even get it anymore, and would rather get a good C
or Pascal compiler. Chuck Steinman has been promising one of these too,
but is having problems with the structs and unions.

I keep saying I am too busy with College right now to put any serious
effort in producing any kind of program. Plus I am only beginner class
when it comes to Machine Language. Maybe I can work a little harder, can
anyone else do the same?

Even without a 65816 runnning at 8mHz, the 8 bit is a capable machine.
It has to be, or the Apple //e wouldn't still be around in thousands of
schools pumping out all kinds of educational software and professional
quality applications.

Well, that's all I have to input for now, I think I've blabbed enough.
I would REALLY like to hold onto my 8 bit a little longer. But
like Ben a lack of serious applications may force me to look elsewhere
for my needs, and I only have money for one machine at this time.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

4773. Re: APACVIEW and COLRVIEW

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-19 06:09:41 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <50399@cup.portal.com>
Source record: 113268

In a recent article whose header Portal doesn't let me include here, and whose author didn't SIGN it and will thus remain forever unknown, SOMEONE WRites:

> bbush@cco.caltech.edu asks:
> |>Speaking of display lists, have you seen Jeff Potter's APACVIEW and
> COLORVIEW?
> |>These two programs are THE way to display GIF pictures on an 8-bit.
> |
> |No... How can I get a copy of them?
> |
> |Brent Buescher
>
> Jeffrey Potter doesn't have an Internet address per se, [...]

Oh? Since when? I may have "old" information - and let me know if that's The case - but I have no less than TWO Internet addresses for Jeff Potter:

potter@ge-dab.ge.com

and

potter@speedway.dab.ge.com

Jeff is also a "regular" on Bob Puff's BBS, "Computer World Jr.," at (716) 247-8355, and it seems likely that APACVIEW, COLRVIEW, et al, may be available there as well...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4774. 8 bit and hard drives

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-19 07:24:32 UTC
From: dan@gordian.com
Message-ID: <1991Nov19.072432.4127@gordian.com>
Source record: 113274

Hey atari dudes...

I have a large number of disks for my 8 bit, and am concerned about
their about the lifetime and durability. Alot of the software, games
etc, are real clasics, I think.. soft. engineers realy put their heart
and soul into games like Synopse's Zeppelin, for example.

What mediams have people out there saved their software on? I have
thought about getting a hard drive hook up for the atari, but am
also interested in looking into kermiting the software to a unix
workstation and then saving it on tape.

Have any hackers out there thought about connecting an atari to a serial
line on a terminal server, and say use SLIP to feed files off of an
ethernet lan into the atari?

Lets preserve that awesome software! They don't make 'em like they
used to.

Dan Lambright
dan@gordian.com
Newport Beach, CA

Ps. New to Orange County CA area. Any Atari users around?

4775. Re: Where Are We Going?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-19 14:19:18 UTC
From: djg0@aber.ac.uk
Message-ID: <1991Nov19.141918.16575@aber.ac.uk>
Source record: 113278

This article was quite and interestinf one to read, and compliments my views exactly. I am an 8-bit supporter here in the Uk, where support is not too bad, and where there are plenty of users. There is an 8-bit only magazine here in the UK called Page 6/New Atari User, which is run and edited by people who have been around since the early days. They do US subscriptions as well. Their address is: Page 6, PO BOX 54, STAFFORD, ST16 1DR, ENGALND. Also, I produce an on-disk newsletter which goes out to about 20 people. Hopefully you should have received my other article about Digi-Studio my new product for the Atari, so I won't go into it here. I will continue supporting the Atari for many years to come, and will continue working to bring new software. I have no time to play games on my machines. I want more from the Atari, and I try and bring more by releasing my own software. I also have other people in the UK working on new software for me, which I am also hoping to release next year. I will do my best to make all this easily available in the US, and possibly other countries as well if there is a demand. Long Live the Atari 8-bit!!

Dean Garraghty. email: djg0@uk.ac.aber

4776. Re: Where Are We Going?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-19 15:12:06 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1991Nov19.151206.25549@exu.ericsson.se>
Source record: 113276

Ben Poehland brought up some good points, but there are a few larger issues to worry about.

(1) Where can Mr. Average Joe buy Atari equipment, now that it has been officially dumped by Atari? In order to put together a decent system you have to bascially root through dumpsters to find the appropriate used components. There *is* a market for a very nice low cost computer system for handing useful applications, but if you can't walk into a store and buy an Atari XE, then no one is going to.

(2) Along the same lines, there doesn't seem to be a way to expand the Atari 8-bit user base. There are no new users, and eventually the old-timers will give up and buy a PC clone.

(3) No available places for service. If a machine breaks down, you have to fix it yourself, provided you have enough documentation to know how. Most Atari machines are rock solid, but disk drives are another story. If Atari machines are to continue, there needs to be an easily obtainable and *inexpensive* (around $100) IBM compatible 3 1/2" drive. And just using 3 1/2" disks would give a bit more respectability to the machine. The 1050 has to be completely eliminated.

(4) The status of all that old software needs to be resolved, including stuff published in Antic, ANALOG, and COMPUTE!. If any of it goes public domain, there should be someone, or an organization, which takes the time to catalog it, make sure it works on all machines and has proper documentation, and distribute it via mail order and BBS. Public domain needs to be explicitly marked as such to prevent copyright confusion in the 8-bit world; it may lead many people to believe that you can copy anything.

As Ben noted, an 8-bit magazine is desperately needed. Atari Interface is a fairly nice little magazine, but it is split between the ST and the 8-bits and could use a bit of polishing. (Question: why does everyone think that the 8-bits and STs have something in common?).

And 8-bit software really does need to move ahead if the machines are to have a future. Geez--anyone ever notice that the same articles and programs kepts repeating during Antic's final few years? Another stupid random number door prize program, a simplistic joystick-based drawing program, a tic-tac-toe game, another Tetris clone. Bleah.

Why am I saying all this? Well, I used to be a die-hard Atari user, and I used to write for Antic and ANALOG, and I just plain *like* the 8-bit computers. I programmed an 800 from 1982 to 1988, then

"officially" moved to the PC world (I had been using one on the side since 1984). I really miss the simplicity of the 8-bit machines. On the PC, things are so contrived--you have to go through all sorts of contortions to do anything, whereas on the 800 there is usually a nice simple little way of solving the problem. This lets you concentrate on writing applications and such, without having to worry about how to work around the hardware. I really wish that the 8-bit market would settle down and grow, but in all honesty I don't think it is ever going to happen. Sigh.

Comments?

--
James Hague
exuhag@exu.ericsson.se

4777. Re: Where Are We Going?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-19 15:44:40 UTC
From: dill@ux1.cso.uiuc.edu
Message-ID: <1991Nov19.154440.6039@ux1.cso.uiuc.edu>
Source record: 113277

Ben, you are certainly justified in your anger over the demise of the Atari 8bit. I myself have an 800 that I paid $900 for many years ago. It is a -great- machine. I feel the reason it didn't get as much respect as it should was because people heard 'atari' and thought 'video games.' (Atari didn't do too much to change this either..)

However, we just have to face facts here. It is nice to be nostalgic (sp?) but there are no real reasons for anyone to support the atari anymore.

Develop software for it?? Why? What? -ANYTHING- that could be developed on the Atari, could be made better on a 386 machine. The performance standard has risen. It is the same philosophy that the car industry runs on. Auto manufacturers do not still support 1940 auto's. Why should they. The only people who still own them are enthusiasts, and they are resourceful enough to dig up their own help. The market is simply not there for 1940 era auto technology.

Sure the Atari market has shrunk, but it is not like the trend will continue until there is NO ONE around talking 8 bit. There will -always- be enthusiasts like us to talk and keep it alive. Usenet and the like are exactly the forum that will keep it alive also.

Don't let it bother you too much that atari support from the business end is just about dead. They are there to make money, not support a few die-hards like us....

It is up to -us- to keep it alive, however possible.

God bless our souls....

--
[Steve Dillinger :: ramoth.cso.uiuc.edu : There is no pain you are]
[University of Illinois at Urbana/Champaign : receding...]

4778. Re: 8 bit and hard drives

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-19 18:21:24 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91323.132124JJMCWILL@MTUS5.BITNET>
Source record: 113293

There are several ways to hook up hard drives to the Atari 8 bit computer.
The two most popular interfaces are the MIO from ICD which will now be
be almost impossible to find; and the Black Box from C.S.S. With either
one of these you can have at least 128megabytes of hard drive storage
connected, with the Black Box you can have even more.
Remember though that protected disks will have to be unprotected and then
compacted into a file. The programs Black Patch from CSS and Chipmunk from
Alpha Systems (I think) will unprotect certain disks and make them copyable
for archival purposes. Then from there you can use Bob Puff's DiskCommunica-
tor to turn the disk into one large file. Then use his Superarc program
compact the file.

To my knowledge there are two other hard drive interfaces around, but I haven't
heard of them in a while. The Supra interface was bought by someone, and I am
not sure who. There was another interface also which appeared in Antic but
the name alludes me. I suggest the Black Box, it has a future unlike the
other interfaces.

As mentioned and discussed in previous postings, SIO2PC is a hardware
device that would let you store unprotected diskettes as files on an IBM
PC computer.

Keep in mind all hard drive interfaces require an 800XL, 600XL, or
130XE to connect to them. Or the 1200XL :).

Hope this helps.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

4779. Re: Where Are We Going?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-19 18:33:29 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91323.133329JJMCWILL@MTUS5.BITNET>
Source record: 113292

Regarding only James Hague's point about needing standard IBM drive mechs. Buy an XF551 if you can get one because it uses the standard IBM 5.25" 360K floppy drive mechanism. It can also be upgraded to 3.5" 720K without much hassle. Or look to the upcoming Black Box floppy controller which will allow you to hook up IBM type 360K and 720K disk drives and read and write to them fast.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

4780. Re: Just gota Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-20 00:58:05 UTC
From: ASMJC@ASUACAD.BITNET
Message-ID: <91323.175805ASMJC@ASUACAD.BITNET>
Source record: 113294

I don't know if this group has a FAQ list, so please excuse my naivete
about this...
What exactly is an 8bit?
How can I tell if I have an Atari 800 or an 800XL? What are the differences?
I have a computer communications cartidge for my Atari. Does this act as an
emulator for a modem connection?
Does the Atari 800 require a special Atari modem? Or could I buy most any
modem for it?
Thanks, MJC

4781. Re: 1050 DRIVE ALIGNMENT

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-20 16:16:17 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91324.111617AKH104@psuvm.psu.edu>
Source record: 113279

In article <9111182039.AA07344@smithkline.com>,
poehland%phvax.dnet@SMITHKLINE.COM says:
>
> *** NEVER *** attempt to adjust ANY of the pots under the RF shield!!!
>
> If the original mech was a WST type, the drive is equipped with U/S-D, &
>you plug in a replacement Tandon mech, my gut feeling is that it should still
>work, but since I haven't done it myself I won't swear to it. You'll still d

If you switch mechs like that you are going to have a neat time! I did this
once to see if my drive mech was out of alignment or if there was something
wrong with the board. First of all it acts very wierd...most likely the
speed pot will have to be adjusted...also..careful when pluging in the
head connector header. The pins on different boards are of different
diameters and you could easily (as I did) push the connectors out of
the headers and mangle them. I however dropped this attempt at swapping the
mech. Last I heard you could buy WST mechs for $60 and Tandon for $45.

One last thing..."NEVER adjust the pots under the RF shield?" Hmmm..
what if some unsuspecting person did actually "tinker" with these???
How does one correct the problem? I have both the Atari and Sam's manuals.
Neither give explicit detail on "adjusting" them. 8-)

Thanks. Oh..its Andrew. Andrew. K. Heller.

_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _

4782. Disk Catalogoer

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-20 16:44:49 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <91324.114449AKH104@psuvm.psu.edu>
Source record: 113280

Hmm....I have been wanting a nice indexing program for a while now..
none of them do exactly what I want...is this something people would be
interesting in? What features do you want in it....Ever use WSSINDEX for
the IBM? Is that what you want?

```
------------------------------------------------------
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ "He Taught Me the World..." _
------------------------------------------------------
```

4783. Re: Help needed

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-20 18:03:07 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <8439@mindlink.bc.ca>
Source record: 113281

> news@bbn.com writes:
>
> My circumstances are follows. I am using the XEP80, and am placing
> most of my program (a text editor) in RAM under the ROM. I am running
> under MYDOS. Interrupts (maskable and NMI) are shut off while ROM is
> off.
>
> The vast majority of the code resides in RAM under the ROM. I still
> use ROM, though, to do I/O. When CIOV is called, instead I jsr to
> routines in low RAM to switch in ROM, turn interrupts on, then jsr to
> the real CIOV. When CIOV returns, after saving registers and CCs I
> disable interrupts, turn ROM off, restore regs&CCs, then return to
> EMAX.

Why don't you let the IRQ's and NMI's be serviced as they happen? The vectors are up at $FFFA-$FFFF, along with the RESET vector. Patch them to point to your code low down in RAM, and have that handler flip the OS in, service the IRQ or NMI, and then flip your software back in. For example, the IRQ handler might look something like:

```
Install:
flip in RAM

LDA $FFFE
STA Low_IRQ+.1+1
LDA $FFFF
STA Low_IRQ+.1+2

LDA #Low_IRQ
STA $FFFE
LDA /Low_IRQ
STA $FFFF

RTS

Low_IRQ:
SAXY
flip in ROM

PHP ; IRQ handler will do a RTI from our JSR
.1 JSR Old_IRQ ; modified by Install

flip in RAM
LAXY

RTI
```

Repeat the above for NMI and RESET, and away ya go.

--
Tom Klok a344@mindlink.bc.ca
What, me hurry? -- Alfred E. Von Neumann tomtom@arkham.wimsey.bc.ca

4784. 3.5" in a 1050? (Was- Re: Where Are We Going?)

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-20 19:17:33 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <7901.292a6e7d@miavx1.acs.muohio.edu>
Source record: 113285

In article <1991Nov19.151206.25549@exu.ericsson.se>, exuhag@exu.ericsson.se (James Hague) writes:
> (3) No available places for service. If a machine breaks down, you
> have to fix it yourself, provided you have enough documentation to know
> how. Most Atari machines are rock solid, but disk drives are another
> story. If Atari machines are to continue, there needs to be
> an easily obtainable and *inexpensive* (around $100) IBM compatible 3
> 1/2" drive. And just using 3 1/2" disks would give a bit more
> respectability to the machine. The 1050 has to be completely
> eliminated.

Ok, this is off the subject, but what aould it take to put a 3.5" mechanism in a 1050, but only use it like Single sided/double density? What all does IC's 3.5 conversion for the XF551 consist of? (A new ROM and mech?)

Later.......

----------={{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------={{{{{{{{{((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

4785. Re: Where Are We Going?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-20 19:21:26 UTC
From: bboychuk@sdcc13.ucsd.edu
Message-ID: <25749@sdcc6.ucsd.edu>
Source record: 113284

James Hague writes:

> [Lots of good points about the future of the 8-bit.]

Concerning the copyright status of Antic and ANALOG programs:
ANALOG, by my understanding, never took control of the copyright.
They printed all my programs (I'm Greg Knauss by the way, on a
friend's account) with my copyright in place, buying first printing
rights, according to the contract. I read that as meaning they're
my programs again, to do with as I wish.
Antic's a different story. They put their own copyright on
each program but from the rumors I hear, Antic Publishing, Inc. is
about to file for bankruptcy protection and eventually re-emerge as
PC Home Journal Corp. I don't rightly know what happens to the
copyrights in that situation, but since Antic Publishing no longer
exists (or will no longer exist soon in the future) can it hold
copyrights? Either way, I don't think they'd much care.
Are there any lawyers out there?

Howdy, James! Haven't spoken to you in a while...

--
---
bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated by
that llama?" "Well, of course I did, you fool..."

4786. 850 R1-R4 port pinouts needed

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-21 00:35:57 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Nov20193557@wookumz.gnu.ai.mit.edu>
Source record: 113282

Hello...I have just acquired a used 850 interface without a manual.
So, I need pinouts for the R: ports. I remember vaguely that each
port has slightly different pinouts and features, so a listing for
each would be nice. A pinout for the parallel printer port would be
appreciated but I don't really need it right now.

Mail replies are preferred but followups are OK as well.

Thanks in advance,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

4787. Anyone want the SIO2PC source code?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-21 01:50:41 UTC
From: fontana@cis.ohio-state.edu
Message-ID: <1991Nov21.015041.3239@cis.ohio-state.edu>
Source record: 113283

Hi all,

I happen to have the SIO2PC assembly language source code in an easily
mailable form at the moment- it is the latest version, 2.12.
If you want a copy, send mail.

Mark

--
Mark Fontana 24 fps: the speed of life | "Out of all the arts, the cinema is
OSU, Computer and Information Science | the most important." --V.I. Lenin

4788. 800XL DIN Pinout Info ?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-21 15:06:34 UTC
From: marshall@hplsla.hp.com
Message-ID: <6420001@hplsla.hp.com>
Source record: 113291

Hi all.

I have been using my 800XL on an old TV for some time now. Last weekend, I bought an Amdek (sp?) color monitor for $15. It works great! I would like to connect it to my 800XL.

Here is my problem. I don't have the pinout of the DIN jack on the 800XL so I don't know the pins for the audio and the video!

Could someone please help me find that information? I am nervous about just connecting wires up and moving them until something works.

Thank you in advance for your help!


```
_____________________________________________________________________________
| |
| Marshall Lollis Mail Stop: 40 Column: UR9 |
| Hewlett-Packard Company AT&T: (206) 335-2153 Telnet: 335-2153 |
| Lake Stevens Instrument Division UUCP: hplabs!hplsla!marshall |
| 8600 Soper Hill Road HPDESK: Marshall_Lollis@HPA100 |
| Everett, WA 98205-1298 DOMAIN: marshall@hplsla.lsid.hp.com |
|_____________________________________________________________________________|
```

4789. st to 8-bit file transfers

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-21 16:27:50 UTC
From: LENNJM@PURCCVM.BITNET
Message-ID: <91325.112750LENNJM@PURCCVM.BITNET>
Source record: 113286

I've been trying to transfer some 8-bit files that were downloaded
to a 520ST back to my 800XL. I've tried over the phone with using
SX212 express on the 8-bit end and Uniterm on the ST end. I tried both
CRC and CHKSUM X-Modem protocols.
Since that was unsuccessful, I tried using a null modem between the
two computers. This was also unsuccessful.
Could someone post the correct method for transferring files from
the ST to the 8-bit.
On the 8-bit end I have an SX212, SX212 express, and Amodem 7.4
On the ST end, I have available a Volksmodem 520, Uniterm, ST-Talk,
and XYZ.

Thanks

Jody M. Lenn

lennjm@mentor.cc.purdue.edu

4790. Re: Where Are We Going?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-21 18:01:31 UTC
From: dill@ux1.cso.uiuc.edu
Message-ID: <1991Nov21.180131.14852@ux1.cso.uiuc.edu>
Source record: 113287

bboychuk@sdcc13.ucsd.edu (The Fightin' Llama) writes:

>copyrights? Either way, I don't think they'd much care.
> Are there any lawyers out there?

Really, I do not think I would face a moral delima if I was confronted with the possibility of copying a program that ANTIC has copyrighted. Ok, so, in the pure sense of the law it's illegal. But let's be realistic here. You are not distributing it for money. They are not losing any money. No one loses.

Right now, I have no problem what-so-ever copying any 8bit games. 99.99999% of the games I will copy are no longer even sold. Again, no one loses.

Not to start this thread again, but copying of video games is so rampant because Software Companies do not follow basic economic principles when making their games. They over-price the shit out of them. $50-$500 - give me a break ... Then they figure out how many pirated copies there are and say "Look! we have lost 44 billion dollars, because there are 500,000,000 pirated copies of our programs out..." This whole notion (the same one record companies use) is a crock of shit. 90% of those pirated copies would not exist if people had to pay for them. I used to pirate a myriad of atari software (we would always get games before they hit the shelf..) and 90% I wouldn't pay $1.50 for. However, if the software was priced resonably, I would be more than happy to pay the cost to get the docs and related material...

Anyway, on ANTIC software, if anyone has any qualms about copying ANTIC software, they are really uptight...

consider driving 57 in
--
[Steve Dillinger :: ramoth.cso.uiuc.edu : There is no pain you are]
[University of Illinois at Urbana/Champaign : receding...]

4791. Re: Where Are We Going?

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-21 22:59:38 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <1991Nov21.225938.29236@usenet.ins.cwru.edu>
Source record: 113295

In a previous article, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) says:

>If you really like the Atari 8 bit platform but are looking for a more
>powerful processor or more memory that can be addressed DIRECTLY, instead
>of like the 130XE banks, there is the Turbo816 from Dataque.

{...}

>screamer. It would run as fast as a 22mHz ST or 286 machine.

Ah, isn't this a little exaggerated? I can't see an 8Mhz 65816
outrunning an 8Mhz 68000, let alone running almost three times faster!
Don't forget, the 68000 has a sixteen bit bus and thirty-two bit registers
and the '816 has an eight bit bus and sixteen bit registers. The only
case I can see where the 816 would outrun a 22Mhz ST would be using Antic
character modes (the ST must bit block the text, but with a BLiTTER, the
ST is a little faster)

--
Doug Wokoun / / |
(aa384@cleveland.Freenet.Edu) [o]-[o] |
||| L (((STe))) |
Atari / | \ S I G ___/ |

4792. Re: 850 R1-R4 port pinouts needed

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-22 01:02:16 UTC
From: whoffman@jato.jpl.nasa.gov
Message-ID: <1991Nov22.010216.8729@jato.jpl.nasa.gov>
Source record: 113297

This was requested by someone on the net and so I thought I would
post it. For me, sometimes it is easier to retrieve the electronic
version of documentation rather than hunt in the garage. :-)

Ok, here goes...

There are four ports on the 850 for serial communications.
Looking at the ports, the 9-pin ports are numbered below:

```
5 4 3 2 1
9 8 7 6
```

The pin assignments are as followed:

```
Port 1: Maximum featured port
Pin 1 -- Data Terminal Ready (DTR, Ready Out)
Pin 2 -- Carrier Detect (CD, In)
Pin 3 -- Send Data (Out)
Pin 4 -- Receive Data (In)
Pin 5 -- Signal Ground
Pin 6 -- Data Set Ready (DSR, Ready In)
Pin 7 -- Request to Send (RTS, Out)
Pin 8 -- Clear to Send (CTS, In)
Pin 9 -- N/C
```

```
Ports 2 & 3: Limited port (no CD, RTS, or CTS)
Same as Port 1 except Pins 2,7,8,9 are N/C
```

```
Port 4 : RS/232 and 20 mA Current Loop
Pin 1 -- DTR *always ON (+10V)
Pin 2 -- N/C
Pin 3 -- Send Data (Out)
Pin 4 -- Receive Data (In)
Pin 5 -- Signal Ground
Pin 6 -- N/C
Pin 7 -- RTS *always ON (+10V)
Pin 8 -- N/C
Pin 9 -- (-8V)
```

```
To use with 20 mA loop device:
1 - Send Data +
3 - Send Data -
7 - Receive Data +
9 - Receive Data -
```

The 15-pin printer port is defined below:

```
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9

Pin 1 - Data Strobe (active LOW)
Pin 2 - Data bit 0
Pin 3 - Data bit 1
Pin 4 - Data bit 2
Pin 5 - Data bit 3
Pin 6 - Data bit 4
Pin 7 - Data bit 5
Pin 8 - Data bit 6
Pin 9 - Data pins pull-up (+5V)
Pin 11 - Signal Ground
Pin 12 - Fault (active LOW)
Pin 13 - Busy
Pin 15 - Data bit 7

Note: *FAULT must be +5V for printer port to operate. If your printer
has nothing appropriate to connect to FAULT (such as +5 V or
some ONLINE-type signal), connect Pin 9 to Pin 12.

--------------------------

--
Walt Hoffman -- Jet Propulsion Laboratory
whoffman@jato.jpl.nasa.gov or elroy!jato!whoffman@csvax.caltech.edu
Galileo Orbiter Engineering Team -- Real-Time Analyst
"Jupiter...it's not just a destination, it's an adventure."
```

4793. The Cleveland Free-Net Atari SIG

Newsgroup: comp.sys.atari.8bit
Date: 1991-11-22 01:55:05 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1991Nov22.015505.19905@usenet.ins.cwru.edu>
Source record: 113296

As members of this group are discussing how to make due with the shrinking world of 8-bit Atari users, let me remind you of one resource that is GROWING!

The Cleveland Free-Net Atari SIG includes an 8-bit support area that features:

o Z*Magazine, the 8-bit Atari online magazine that Ron Kovacs continues to produce.
o The comp.sys.atari.8bit message base, in Digest format.
o Product reviews and summaries, whether original or reprinted from Z*Magazine, Current Notes, or c.s.a.8bit.
o Tips and Tricks by fellow 8-bit users.

The 8-bit support area is just a small portion of the Atari SIG, which supports the entire range of Atari computers and game systems. Features relevant to 8-bit users include:

o A Wanted/For Sale board.
o A Programmers forum, coordinated by a professional programmer.
o Z*Net and STReport.
o Organized access to the files available at the atari.archive.
o New product news.
o Atari Corp. news.

To reach the Cleveland Free-Net:

If you have Internet/telnet access, you may telnet to freenet-in-a.cwru.edu

Or with modem, dial 216-368-3888.

You may apply for an account once you're connected, or you may explore the system as a visitor. There is no charge to use the Free-Net!

Once connected, be sure to "go atari" or "go atari8".

Feel free to e-mail me with any questions or thoughts, or follow-up here.

See you on Free-Net!
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4794. Re: Info-Atari8

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-19 18:06:39 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1991Dec19.180639.4100@usenet.ins.cwru.edu>
Source record: 113208

In a previous article, jsd@wahoo.owlnet.rice.edu (Shawn Joel Dube) says:

>Can someone give me the EMail address of the person in charge of
>the Info-Atari8 newsletter?
>
>I would greatly appreciate it.
>
>--
>____
>
> Shawn Joel Dube "Better men than you and I have tried to disprove
> jsd@owlnet.rice.edu Ohm's Law. They're ALL gone now." -Massey, Elec 241
>____
>

It should still be

Info-Atari8-Request@naucse.cse.nau.edu
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

4795. Re: sx212/modem programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-19 18:42:26 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1991Dec19.184226.29952@usenet.ins.cwru.edu>
Source record: 113211

In a previous article, franho@max.u.washington.edu () says:

>
> I recently got an SX-212 modem for my Atari and was wondering if there
>are modem programs available that don't require an RS-232 interface (hookup
>to the Atari by the SIO port). I have an 850 interface for my Atari but my
>sister's Atari doesn't have one. I thought there were versions of Kermit
>and/or 850 Express! which could use the SX-212 via SIO port, but I haven't
>been able to find any. The ones at atari@atari.archive.umich.edu haven't
>worked - perhaps I'm using them wrong? Any help is appreciated.
>Thanks.
>Richard Ho v001gyzs@ubvms.cc.buffalo.edu
>/send
>quit
>

A couple people have already mentioned BobTerm. In addition to Bobterm,
I also run Kermit-65 and VT850 with the SX212 via SIO set-up. I
use the sx212a.arc handler from the atari.archive with both of them.
Omnicom also works, though I don't use it.

I never did get Express! to run on my system.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

4796. Re: DAMARK Modems

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-20 03:34:19 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91353.223419JJMCWILL@MTUS5.BITNET>
Source record: 113298

I remember just the other day looking through one of the Atari publications and seeing one with an ad that had the SX212 modem in it but I can't remember who, maybe San Jose or B&C but they were about $40 which wasn't that cheap unless you really need the SIO port instead of using the standard RS232 interface.

The item number for the modem in Damark was 181504. I ordered one on the 29th of October :) I traded it to a guy in my hometown for some other hardwar e though..

Jeff McWilliams

4797. ANTIC Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-20 16:16:44 UTC
From: Michael.Fitzpatrick@tdkt.kksys.com
Message-ID: <693266519.0@tdkt.kksys>
Source record: 113302

I am looking for Antic magazines Volume #1; issues 1,2, and 3. I am willing to pay a good price for those issues. Price is flexible and the better the issue the better the price.

* Origin: FlightLine BBS Mpls,MN SDNet DualStd (612)544-5118 (1:282/47.0)

4798. The Article You'll Never Read In CN

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-20 23:41:21 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9112202341.AA16805@smithkline.com>
Source record: 113212

I keep forgetting which nets accept plain unformatted ASCII text & which
ones require CR's at the end of each line. Seems some folks on some nets got
a garbled version of the article (it looked a little weird when it came back
to me on DECNET, but it was all there).
I don't have time to reformat the entire article. If someone wants to
download it with KERMIT, stick in all the CR's, then upload it to the Net
again, let me know & I'll try to email the ASCII file to you.
From my site I have access to INTERNET, BITNET, UUNET, & MILNET. If you
are on another Net I can't access & send me mail, I might rcv it OK but not
be able to answer you. This makes the sender grumpy & the receiver frustrated.

- BEN POEHLAND
poehland%phvax.dnet@smithkline.com

4799. Atari Interface Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-21 01:46:58 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1991Dec21.014658.16469@usenet.ins.cwru.edu>
Source record: 113206

Could someone post current subscription information for AIM?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

4800. GUMBY Upgrade...

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-21 09:04:31 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1991Dec21.090431.23768@usenet.ins.cwru.edu>
Source record: 113214

Could someone please direct me to a place where I can get ahold of the
Gumby Upgrade. [I saw the post of it in the net, but somone said it contained
several errors]

Thanks,
BRiT
--
Welcome to my UnderWaterWorld!
Life is a tale told by idiots. . .
I think I'll procrastinate tomorrow. . .
Rebel on the Run: People to do and things to see. . .

4801. ANTIC Upgrade...

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-21 09:04:44 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1991Dec21.090444.23931@usenet.ins.cwru.edu>
Source record: 113210

Can anyone post or send me a copy of the DOUBLE ANTIC Upgrade?

Thanks.
BRiT
--
Welcome to my UnderWaterWorld!
Life is a tale told by idiots. . .
I think I'll procrastinate tomorrow. . .
Rebel on the Run: People to do and things to see. . .

4802. Re: Digest on CIS

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-21 09:04:58 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1991Dec21.090458.24100@usenet.ins.cwru.edu>
Source record: 113213

In a previous article, 71450.1050@CompuServe.COM (Lawrence Estep) says:

>This is just a note to let everyone out there know that the Info-Atari8 Digest
>is now available in the Atari 8-bit Forum on CompuServe. They are uploaded
>to the forum as they come out, and they are generating alot of discussion
>and interest from the users online.
>
>-Lawrence Estep

I think this is an extremely important step, and I'm glad to hear it being done.

Just as we try to combine the various hard-copy publications covering the 8-bit Atari into a single publication dedicated to our machines, I believe it is also very desireable to unite the various online groups as well. People on Usenet, CompuServe, GEnie, Delphi (I'd like to include the Cleveland Free-Net among these) need to be aware of one another. I'd like to see someone volunteer to cross-post this Usenet message base, in Info-Atari8 Digest format, to each of the other services, as Lawrence does to CIS and I do to Free-Net.

Mind you, I've never been on any of the pay-services, but might it be possible to create "Digests" for each online group? Ideally, I can imagine a single posting to, say, GEnie, that would within a short period of time reach all the other groups as well.

Does this seem remotely feasible?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
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4803. MIDI INTERFACES

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-22 05:50:33 UTC
From: CSALO@MIAMIU.BITNET
Message-ID: <91356.005033CSALO@MIAMIU.BITNET>
Source record: 113300

I HAVE A FRIEND WHO IS INTO MUSIC, KEYBOARDS, ETC. HE ALSO HAS A
130XE SYSTEM. DOES ANYONE KNOW IF THERE ARE ANY MIDI INTERFACES
FOR ATARI 8BITS AND IF THERE IS SOFTWARE AVAILABLE?

THANKS DAVE SALO

4804. Boot Disk to loadable file program?

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-23 00:18:16 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1991Dec23.001817.868@merrimack.edu>
Source record: 113299

I've been trying to install Visicalc on to my hard drive without any luck.
Does anyone know if there is a program that will allow you to take a boot
disk and convert it into a RUNnable file.

If so I would really appreciate the info.

thanks,
--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345

4805. Re: An electronic 8-bit magazine?

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-23 07:39:58 UTC
From: mwjester@wsuiar.wsu.ukans.edu
Message-ID: <1991Dec23.013958.33@wsuiar.wsu.ukans.edu>
Source record: 113303

In article <1991Dec19.025737.3540@fsg.com>,
reynolds@fsg.com (Brian Reynolds) writes:
> [...stuff regarding publication of electronic magazine for 8 bits...]
>
> I also don't think there would be that much trouble with
> PostScript. If you are on a machine that gets Usenet (and if you are
> reading this chances are that you are on Usenet), chances are that it
> is a Unix machine. Most of the Unix vendors now assume that the
> default printer understands PostScript. [...]

Careful about those assumptions! Lots of us are on machines running VMS,
and I'm not sure what you mean by "Most of the Unix vendors", but the
only things assumed by the Unix systems I work on (Ultrix, SysV) about
the default printer is that it understands ASCII (except for troff output,
which wants a phototypesetter I've never seen mentioned outside of troff
documentation). If it's decided to go with Postscript, I would like to
encourage production of a dumb-ASCII version as well - but if you are
going to do printer graphics, my guess would be that Epson graphics would
be available to a greater percentage of the 8-bit community.

If someone is taking a tally, put me down as a subscriber to an 8-bit
publication; I got a lot of use out of my Antic and Analog subscriptions
while they lasted.

> --
> Brian Reynolds "... a drone from sector 7G."
> Fusion Systems Group
> reynolds@fsg.com -or- ...!uupsi!fsg!reynolds

Max Jester - grad student now down to short-timer
I'm not a programmer, but I play one at work - Aahz(the other Dan Bernstein)
mwjester@wsuiar.wsu.ukans.edu
My Atari 800 turned 10 this year

4806. WAACE Review/8-Bit Publication

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-23 16:03:05 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9112231603.AA20310@smithkline.com>
Source record: 113301

Hello Colin,
If you'd like to use my article in 8:16, be my guest! CN sure as hell isn't going to print it! If you didn't get it all, let me know, I'll be glad to send it to you on a disk via snailmail. BTW, the version I uploaded to IA8 was the 3rd revision, much sanitized with names, etc. removed, but it made no difference to CN. (There is only so far I will go to stifle the FACTS, then I draw a line.)
Once again I reject Brian's argument that electronic media can substitute for print media. If that were true, networks would have put magazines out of business long ago. Like Brian, I am encouraged that the discussions in this forum are being cross-posted to GEnie & CIS, that does help broaden our distribution somewhat. But the fact remains that all of us modem phreaks- regardless of which net(s) wer'e on, constitute only a minority of the community probably no more than 20%. I am myself a member of perhaps the largest 8bit UG in the US (OHAUG), which has only one member on this Net & no one on the commercial nets that I know of. ANTIC/ANALOG tied together all elements of the community- users, publishers, vendors, & developers- that reached the vast hinterlands where electronic media either doesn't exist or isn't popular, a common forum to which all members of the community no matter how isolated, could relate. With the decline of print media the fringes of the community have been cut off, there is increasing isolation/fractionation, we are dying the slow death of attrition. The faithful who still inhabit these networks may constitute perhaps the largest piece of what was once a large & viable community. But don't make the myopic mistake of assuming the entire community, or even the bulk of it, is on the nets. All of us are just one chunk among many pieces of a fragmented society.
Colin expressed concern whether AIM would be our best bet. I must reluctantly agree that such concern is probably legitimate. Yet, when I considered the 3 main possibilities (PSAN, AIM, CN), AIM still seems to offer the most promise. PSAN is too local & with a sub base of only 800 does not have the resources. CN has a larger circulation (4200) but its Publisher is entirely preoccupied with the ST/TT market & has lost touch with the 8bitters. I see CN metamorphasizing into strictly a ST/TT mag, with increasing emphasis on the "TT" part (the inevitable consequence of its having a major columnist who develops TT products & writes about it in the magazine, etc.). Plus, a big disadvantage of both PSAN & CN is that they are not in the mainstream channels of magazine distribution. I also briefly considered the British publications (Page 6 & 8:16), but aside from distribution problems arising from several thousand miles of ocean separating the continents, the British mags have a parochial flavor that might not appeal to all segments of the highly diverse US market. (I personally enjoy 8:16 & New Atari User, but their circulation in the US is rather thin.)
So what does AIM have to offer? For starters, an 8bit monthly disk.
Then there was Bill Rayl's statement to me at the WAACE show, expressing his

support for us as long as we want it & continue to demonstrate it with purchases of disks/magazines. Third- & perhaps most important- AIM is sold on magazine stands in various bookstores, in shopping malls & other public avenues of mainstream exposure. A UG in Colorado picked up a new 8bit member who had acquired an 8bit & went looking for a magazine to tell him how to work it. The only thing he could find was AIM (from a mall bookstore). He looked up the UG list in the back og the mag, found there was one in the local area, gave the UG president a call, & bingo the 8bit community had a new member. THAT COULD NOT HAVE HAPPENED WITH ANY OTHER MAGAZINE, NOR COULD IT HAVE HAPPENED WITH ONLY AN ELECTRONIC NETWORK. It is true that AIM does have an ST bias, but it was my hope to neutralize that by splitting off 8bits into a separate mag whose editorial content would be in the hands of the 8bit user community. In other words, AIM would manage, print & distribute the mag, but editors selected from the 8bit community would determine its content.
I do not believe there is sufficient critical mass to start a new 8bit mag from scratch. AIM has name-recognition, a new publication would not. Just reaching all those isolated people to tell them of a new enterprise is a daunting task, but selling them I think would be impossible. The collapse of ANTIC/ANALOG left a residue of bitterness & suspicion that I think only AIM could pierce. I know CN could never do it. It was a source of almost constant frustration to me that no matter how hard I tried or how many 8bit articles got printed, the 8bit community still regarded CN with suspicion as an 8bit mag. What few subscriptions I did garner were the result of individual responses to me personally rather than support for CN asa a whole. But an independent publication supported by the resources of AIM & basically published by the 8bit community itself is an idea that lends itself to the broadest possible base of support.

- BEN POEHLAND
Always The Alchemist
Still 8Bit Editor of Current Notes til the end of the year

****

4807. Re: An electronic 8-bit magazine?

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-23 20:08:50 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <52008@cup.portal.com>
Source record: 113304

Personally, I would have to oppose the use of PostScript for darn near anything anybody would care to send (or make available to) me. I have a damned difficult time getting PostScript output printed, although I can do it if I must. I first have to download to one or another of the systems I use at home (usually my Amiga or my Atari 800xl), then re-upload to the VAX at work, then DECnet to another VAX which has a Mac connected to it, then TCP/IP to that Mac, then tweak around with some sector-editor-type utilities on the Mac, then pull the result into Cricket-Graph (the ONE utility I've found capable of treating a raw PostScript "text" file as such, and damn lucky we happened to have it), THEN finally send it to the AppleTalk-networked LaserWriter and hope that Apple's version of PostScript is compatible with the author's (in about 50% of the cases I've handled, it ISN'T), the page-layout settings are reasonable for the LaserWriter (in about 50% of the cases it ISN'T -- I get things like 4" top margins and 4" of lost bottom-of-page text), etc. etc. etc. And this is the ONLY way I can even HOPE to print PostScript output, and relies on a lot of steps and machines that are frequently inaccessible, inoperative, and unavailable and are ALWAYS going to be SOMEONE ELSE's. Believe me, PostScript is only convenient if you've got a path from e.g. this network to a PostScript printer, and THAT can be very difficult indeed.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4808. Re: An electronic 8-bit magazine?

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-23 20:11:37 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <52009@cup.portal.com>
Source record: 113205

It sounds like Jeff McWilliams has at least as difficult a time as I do, printing (or trying to print) PostScript. I also neglected to mention that although The Portal System is a Unix (well, SunOS) -based host, its user interface does NOT offer "print" capability AT ALL, and even if it did, is located about 3,000 miles from me. Printouts would be a bit difficult to pick up even if I could generate them.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4809. Re: sx212/modem programs

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-23 23:51:01 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1991Dec23.235101.21069@usenet.ins.cwru.edu>
Source record: 113209

In a previous article, franho@max.u.washington.edu () says:

>
> I recently got an SX-212 modem for my Atari and was wondering if there
>are modem programs available that don't require an RS-232 interface (hookup
>to the Atari by the SIO port). I have an 850 interface for my Atari but my
>sister's Atari doesn't have one. I thought there were versions of Kermit
>and/or 850 Express! which could use the SX-212 via SIO port, but I haven't
>been able to find any. The ones at atari@atari.archive.umich.edu haven't
>worked - perhaps I'm using them wrong? Any help is appreciated.
>Thanks.
>Richard Ho v001gyzs@ubvms.cc.buffalo.edu
>/send
>quit
>
As was mentoned in another follow-up, Bobterm supports the SX212. It also
hs a driver that can be used with other programs--especially Kermit. In
fact, that's what I am using now! Kermit comes with a "No Driver" version.
Append this on to a copy of the Bobterm driver (making the driver load first)
and Kermit will work with the SX212.

Kev
--
Kevin White INET: ar630@cleveland.Freenet.Edu
"This is non, non non, NON heinous!"
-- Bill, Bill and Ted's Bogus Journey

4810. Re: An electronic 8-bit magazine?

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-24 04:51:17 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1991Dec24.045117.1703@ra.msstate.edu>
Source record: 113216

In article <1991Dec16.233212.878@fsg.com> reynolds@fsg.com (Brian Reynolds) writes:
>
> An electronically distributed magazine can have diagrams and
>pictures. Just format the magazine as PostScript. Quanta (a Science
>Fiction magazine) and several other magazines are already distributed
>over the InterNet. Several issues of Quanta have included artwork on
>the cover or in the body of the magazine. The only problem with this
>is that you have to have a PostScript printer available to print the
>magazine. I don't really consider this to be a problem because it
>would actually improve the quality and look of the magazine. If you
>don't have a PostScript printer available you could always get your
>friend with a Mac or IBM, or a copy center that does resumes, to print
>it for you.
>
> As far as advertising in an electronic formum goes, if there
>was sufficient advertising then there would be no trouble getting a
>printed magazine going. Advertising is what pays for a magazine.
>That's why the big magazines (like BYTE) dropped the 8bits (and later
>anything that wasn't IBM), because they could get 10 IBM
>advertisements for every Atari, Commodore, C/PM, Apple][, or (insert
>favorite "obsolete" computer) ad and they could charge more for the ad
>since these are "serious" computers. (These numbers have been made up
>for hand-waving, don't hold me to them.) Also considering that NSFnet
>is still a large part of the InterNet, you would not be able to
>distribute commercial material to a large segment of your subscribers.
>And for those sites that are not NSF funded you would still have to
>insure that the material was not routed through a NSF funded site
>during its distribution.
>
> By the way, if this magazine does get off the ground (either
>electronically or as a printed publication), count me in as a
>subscriber.
First of all count me in a a subscriber, but $25 a year, wooo...
lets get it lower than that!

Now as far as the postscript question...
Why sould we use something that presently has NO relevance to the
8bit world? Why not have a good ML programer create a medium of exchange
for only the Atari 8-bitters out here? Or create a POStcript like emulator
for the atari printer line? I know it's possible because Don't they have
a KERMIT protocal program for our 8-bits? We'll just created our own standards
since Atari just decided to kick our asses out of their pocket books AND hair!
If we are going to Help keep the atari 8-bits alive we need to develop new
technological doodads for our machines, make the program base larger, and

create a reason for the people who are left to STAY with our favorite machines! Support is the ONLY reason IBM and Apple have done what they have done! As an example look at the Texas Instruments machines or the Radio Shack machines! We MUST KEEP LIFE in OUR MACHINES! The must be a way to create a standard for combining text and graphics if postscript has done it, right?
Come on Anything is possible if we put our minds together!

I still love these DAMN machines!
--John Zitterkopf
jdz1@ra.msstate.edu

4811. Re: WAACE Review/8-Bit Publication

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-24 17:09:47 UTC
From: jonc@status.gen.nz
Message-ID: <17VHDB3w164w@status.gen.nz>
Source record: 113207

poehland%phvax.dnet@SMITHKLINE.COM writes:

> Hello Colin,
> If you'd like to use my article in 8:16, be my guest! CN sure as hell
> isn't going to print it! If you didn't get it all, let me know, I'll be glad
> to send it to you on a disk via snailmail. BTW, the version I uploaded to IA

<------ Stuff deleted ----->

>
> - BEN POEHLAND
> Always The Alchemist
> Still 8Bit Editor of Current Notes til the end of the year
>
> **

Ben,

Send it to me in email or via Genie at J.CLARKE6 or Pres19 and I will post
it to Z*NET International if you like. It is time we had a bit more 8Bit
activity in there (what do you think?) ...

Xmas greetings From Z*NET Pacific, (Z*NET Down Under)

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or Jon_Clarke@kcbbs.gen.nz

4812. Re: WAACE Review/8-Bit Publication

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-24 18:47:29 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <52042@cup.portal.com>
Source record: 113215

Ben; do you work with Smith Kline? I used to work for Alza myself.
Rick Cortese

4813. More help for an 8bit mag

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-26 21:56:04 UTC
From: rene@dvorak.amd.com
Message-ID: <1991Dec26.215604.22425@dvorak.amd.com>
Source record: 113217

Well, it seems the time had come for all of us die-hard 8bitters to come to life and give what we can to help the progress of an 8bit magazine. All of you can count me in.

I will setup some postcards and leave them with a vendor in San Antonio. They will be addressed, stamped and ready to be filled out. Once done the vendor or customer can mail it. I will also ask the vendor if I can get his mailing list and send even more cards directly. All that is needed by me is the letter which will be sent and the form the postcard will take.

I'm not sure how big the mailing list is but everytime I go in the store I meet more people and find some that are buying an 8bit for the first time. We all need this magazine to succeed. We all know that it is not the lastest and greast technology but we must not think of it as a dead machine. There are still hundreds of programs and articles which can be written for our favorite machine.

All that is needed is our help. I'm not saying that we will single handedly bring the 8bit back to life and every new program out on the market will come our way. However, we can get the attention of those who haven't given up on us completely and can continue to reap the benefits of their labor.

Thanks......Rene'

--

L. Rene' Castro voice:(512)-462-6241
Advanced Micro Devices fax:(512)-462-5156
5204 E. Ben White email:rene@dvorak.amd.com

4814. OS9 for the Atari 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-26 23:35:12 UTC
From: reynolds@fsg.com
Message-ID: <1991Dec26.233512.1735@fsg.com>
Source record: 113218

While replying to one of the comments on my suggestion of the use of PostScript for an electronic magazine I had a thought. What do people think about a port of OS9 to the Atari 8bits? Has such a thing been done? You would lose compatibility with old software (at least until the next reboot), but you would be working on a supported OS with development tools that are currently available and be able to continue to use and expand your current hardware. I know there are people out there using OS9 on the Radi Shack CoCos (I don't remember which model, the one with the 6809). Does anyone here have any experience with OS9?

--
Brian Reynolds "... a drone from sector 7G."
Fusion Systems Group
reynolds@fsg.com -or- ...!uupsi!fsg!reynolds

4815. AtariWriter

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-27 00:39:03 UTC
From: phatch@neodata.uucp
Message-ID: <1991Dec27.003903.6811@neodata.uucp>
Source record: 113221

I am looking for an AtariWriter Cartridge for and 800XL system.
If you have one you'd like to sell or know of someone who does,
please let me know by email. Thank you.
3488

==========
Paul Hatch V:(303) 666-3488
...uunet!sparky!neodata!phatch
==========

4816. ComputerEyes

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-27 01:44:07 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1991Dec27.014407.2458@magnus.acs.ohio-state.edu>
Source record: 113219

Several years ago a product called "ComputerEyes" was marketed. It allowed
the user of an Atari 8-bit to digitize a picture from a VCR. Can
anyone tell me where I can get one of these?
I believe it would be possible to backup and restore a hard drive to a
VCR tape using ComputerEyes. The backup would be simple; the Atari would
enter one of the bit-mapped graphics modes, and start loading sectors into
screen RAM, all the while the VCR would be in RECORD mode, recording the
output from the monitor jack through the VCR's auxiliary input jack.
Checksums and redundancy could be included in the refined program; pauses
would be included between screens full of data, to allow the computer
time to digitize the data and write it to disk during a restore.
The ComputerEyes, of course, would be necessary for the restore.
I believe it would be possible to store vast amounts of 8-bit programs on
a VCR tape. If ComputerEyes, or a similar hardware add-on could be had
for a small cost, this could serve as an excellent distribution vehicle for
8-bit software: People could distribute VHS cassettes with thousands of
programs, and a printout showing where each program begins on the tape.
A special program could be used to selectively restore the program(s) to
floppy disk.
This scheme also has the advantage of not requiring ANY hardware to
backup the hard drive. The hardware would only be necessary for a restore.

Supporting the 8-bit:
A.C.E.C. BBS (614) 471-9209 3/12/24oo baud
Pandora BBS (614) 471-8559 3/12/24oo baud

4817. Wanted: IA8 Digest V91 #110

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-27 01:55:33 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1991Dec27.015533.5811@usenet.ins.cwru.edu>
Source record: 113220

I missed Info-Atari8 Digest V91 #110 somehow, so if you have it handy I
would appreciate if you sent it my way. Thanks.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

4818. Wanted - Docs for Atari 800 Assembler/Editor Cart

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-27 03:50:16 UTC
From: sean%asylum.utah.edu@cs.utah.edu
Message-ID: <1991Dec26.205016.15717@hellgate.utah.edu>
Source record: 113222

My Atari 800 Assembler/Editor cartridge manual got lost in the shuffle when I moved. Does anyone know where I can find Atari or 3rd-party docs for it?

-Sean.

4819. History of Atari

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-27 04:16:13 UTC
From: trag@pnet01.cts.com
Message-ID: <1991Dec27.041613.9166@crash.cts.com>
Source record: 113223

I'm back for help again (thanks for all who responded to my request for input on joysticks; e-mail will be following shortly).

I'm writing a story on the history of Atari for San Diego's ComputorEdge magazine; deadline is 12-29. I'm strong on the 400/800, but fuzzy on other areas. Was the 2600 video game machine Atari's first home market product? And I know you can get a 2600 adapter for the 5200, but am lost completely about the 7200.

Also, what differentiated the XE/XLs from the 400/800? How much compatibility was there? Are any still manufactured?

Thanks much for all our help.

Happy Holidays,

Jim

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
ARPA: crash!pnet01!trag@nosc.mil
INET: trag@pnet01.cts.com

4820. Re: Wanted - Docs for Atari 800 Assembler/Editor Cart

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-27 14:05:08 UTC
From: Michael.Fitzpatrick@tdkt.kksys.com
Message-ID: <693844417.0@tdkt.kksys>
Source record: 113224

The manual is quiet large and could be expensive to copy and ship. If you are able to find it elsewhere do so if not I'll see what can be done for you without breaking copyright laws.

* Origin: FlightLine BBS Mpls,MN SDNet DualStd (612)544-5118 (1:282/47.0)

4821. Used Books & Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-27 14:09:55 UTC
From: Michael.Fitzpatrick@tdkt.kksys.com
Message-ID: <693844417.1@tdkt.kksys>
Source record: 113225

Does anyone know of an outlet that sells old manuals, books, or magazines; especially for the Atari 8-bit?
I am looking to find ANTIC magazine(s) Volume 1; issues 1,2, and 3. If there is a dealer or you know of one please respond with a name and address or phone #. Thanks.

* Origin: FlightLine BBS Mpls,MN SDNet DualStd (612)544-5118 (1:282/47.0)

4822. WAACE Review (Reformatted)

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-27 16:48:16 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9112271648.AA24412@smithkline.com>
Source record: 113226

From: INET::"kimes@iwcs.att.com" 26-DEC-1991 11:11:51.99
To: phvax::iwcs!att!poehland
CC:
Subj: CN article

Ben,

You asked for a copy of your article with the proper LF/CR characters
in it. Here it is (even formatted it for you).

Kit Kimes; AT&T Bell Labs; Naperville,IL; ...att!iwcs!kimes (kimes@iwcs.att.com)

==========

The_8-Bit_Alchemist
December 1991

Ben Poehland

Vibratae-Uncles and 8-Bit Pariahs:
Auguries of A Lost Soul At the WAACE Fest

Hartley's "Vibratae-Uncles"

It takes a long time to become an Alchemist. A good millenium, at least.
Following apprenticeships to Avicenna and Averrhoes, I went to England to
spend a century with Merlin and round out my alchemical education under the
tutelage of Thomas Hartley. These were all weird dudes, but Hartley was
the weirdest. Kept telling me to stop thinking and listen to my bones.

Bones, he believed, contained antenna-like organs capable of detecting
odd-wavelength signals the other senses don't perceive. He called them
"vibratae-uncles" (VY-brady). The brain finds it stressful to decipher
these signals, as their interpretation is best accomplished while the other
physical senses are in some manner inhibited. Bone signals manifest as a
vague sense of disquietude throughout the body, an uncomfortable feeling
that something in an otherwise familiar environment is amiss. Things don't
fit, meanings are obscured, connections are missed, reactions are obtuse,
and Weirdness is the order of the day.

Via a metaphysical process involving temporary disconnection of the brain
from the senses and reconnecting it directly to the vibratae-uncles,
Hartley preached it was possible to "tune in" directly to your environment
and discern what's really going on. He said I had the best set of
vibratae-uncles he ever saw but gave me a mediocre grade in interpretation
because I was lazy and kept ignoring the signals. I still regard these
stupid uncle-things as something of a curse. They bug the dickens out of
me and don't go away until I finally sit down and sift the signals. It's

only been during the past century or so that I discovered writing as my way of tuning in to my vibratae-uncles. Which accounts for the difficulty I'm experiencing in recounting my attendance at the recent WAACE Fest.

Ignoring the Bones

I came away from last year's WAACE Fest feeling downright ebullient and had every reason to think this year would be even better. Over the past year I've met perhaps a hundred people whom I knew only as signatures on paper, account names on networks, or voices on the phone. The prospect of getting together with those folks, to assign real faces to the names, was very stimulating. Then too, to renew old acquaintances from last year, not to mention hobnobbing with the crew at Current Notes. Plus I had stuff to trade in the swap room along with a laundry list of goodies I wanted to buy.

I planned my trip in advance, taking advantage of lessons learned the previous year. This year's Fest was a week later than last year's, which meant it would be well-nigh impossible for me to meet our Publisher's deadline for 8-bit material in the November issue. In the last week of September I hunkered down to bang out "Squeezing the Beauty Queen" plus assemble the other 8-bit articles for November; the whole mess was delivered to Joe on GEnie by Oct. 7. I should have felt relaxed with that obligation satisfied, but instead I felt queasy.

At work, the week prior to the Fest was stressful, culminating in a marathon meeting (where I made several presentations to various corporate bigwigs) the day before I left for WAACE. All that week, the queasiness grew. But I was busy each evening packing up stuff to take to the Fest and planning my agenda. I had no time for vague forebodings and wrote it off to a combination of stress and guilt for not answering my magazine-related mail.

WAACE At Last

Last year the weather in Reston, Virginia was fabulous: a classic Indian Summer weekend. Not so this year; I started out from Pennsylvania in a cold, raw rain after fortifying myself with sinus pills. Driving was treacherous, with a slippery coating of wet autumn leaves on some roads. To numb my annoyance at the dirty weather I listened to the Senate's "Judge Thomas Sexual Harassment Hearings" all the way to Virginia. Five hours later I arrived at the hotel suitably numbed but still annoyed. The weather in Virginia was no better than it was in Pennsylvania. Then there was a snafu at check-in that left me ready to chew iron nails.

I started feeling a little better when I saw WAACE holding pre-registration for early arrivals and was able to get my registration squared away the night before the Fest officially opened. I don't think they did that last year. Whoever at WAACE was responsible for that deserves a hearty round of applause. Things improved even more when I encountered John Barnes who invited me to a WAACE-sponsored mixer later that evening. The door prize of the evening was when I ran into Ken Wickert and his wife, and Vern

Smith, of the Syracuse ACE, both of whom had recently contributed articles to Current Notes. The four of us enjoyed a pleasant dinner, after which I attended the WAACE mixer. The main topic of conversation there centered around the Judge Thomas/Anita Hill thing (ugh!). Joe Waters wandered in, looking like he'd had a long day. I apologized for not covering the Fest in the November issue but was relieved when he expressed gratitude for my getting my material in early. Fatigue finally set in, but not before I'd done serious damage to the WAACE booze budget.

I fell asleep that night in a haze of adrenalin-pumping anticipation and alcohol-induced anesthesia. I didn't sleep well. Several times I awoke with a vague sense something was awry. I figured it was just the excitement.

First Day

Following a quick breakfast I checked in at the Current Notes booth in the vendor room to say hello to Joe and Joyce and pick up my CN ID badge. The Fest hadn't officially opened then, and many vendors were still setting up. Consequently I missed seeing who-all was there. It was the first of many missed connections that weekend.

I headed upstairs to get my stuff to take to the swap room. On the elevator I saw Paul Plant who informed me the swap room was already full. I was dumfounded. How could that be? The Fest wasn't officially open yet! Some kind of foulup, I never got the details.

Undaunted, I retrieved my stuff and battled my way into the swap room. It was incredible. The Fest was barely 10 minutes old, and this room was a madhouse. Arms were flailing, hands clutching money and various trade goods waving about in such profusion you couldn't tell which arms belonged to which bodies. People dragging cartons out the door collided with those bringing stuff in. The background roar was tremendous; you had to shout to make yourself heard. The more people shouted, the louder the roar became. I left my stuff along a side wall and sought space on a table. I wasn't gone five seconds before the herd was clawing my cartons.

I decided to hawk my wares from the floor. I later discovered I wasn't supposed to do that. But this was survival. I drew considerable attention by setting up a demo of Super Video powered by a Squeezed Queen. People wanted to know how to fix their XL to make the display so clear. I not only sold the video monitors used in the demo, but in the process referred a number of people to the Current Notes booth with an admonition to buy Joe's back issues and take out a subscription. Many people came by just to shake my hand, see who this Alchemist guy really was, and thank me for keeping 8-bits alive in CN.

I never saw lunch. Late in the day my voice gave out; some kind soul fetched me a cup of water. Jon Mordosky of LVAUG came by and made off with a hundred pounds of AC line regulators. Another fellow wanted my autograph, but I declined, as that isn't my style. Jim Godfrey gave me some chip data and demo disks we had discussed some weeks earlier; I gave

him a sample of rare magnet-core memory as a souvenir. It went on all day like that without letup. I wore off layers of skin shaking hands with people. And making change.

When it was over I staggered into the lobby in a daze, encountering John Barnes who always seemed to be everywhere. I commented how astonished I was at the level of activity in the swap room being double or triple what it was last year. (Several times the fire marshals restricted access to the room.) His response seemed obtuse: "What that tells me is that the market has imploded upon itself". I wasn't sure which market he was referring to but was too tired to care.

The Banquet

I flopped out for awhile, then donned coat and tie for the WAACE banquet. I was glad to decompress in the company of my Syracuse ACE friends, Ken and Vern. These banquets tend to be somewhat dull affairs, and Dull was just what I wanted. It was not to be.

I won't regurgitate the sordid details of the scene of adolescent behavior occurring at one of the other tables that evening, which at times was sufficiently boisterous to disrupt private conversations at my own table. I can only hope the subsequent embarrassment suffered by the parties who attended the banquet with the goal of celebrating puerile rites of passage has chastened their outlook on standards of public conduct. Needless to say, my sense of discomfiture returned with a vengeance. The vibratae-uncles fairly screamed, "Man, you don't belong here!". It was all I could do to stifle the urge to bolt and run.

Joe Waters stood up and announced Dave Troy as the recipient of CN's Author of the Year Award, which took Dave "toadally " by surprise. He gathered himself together for a moment at the podium, fingering the award and muttering how surprised he was. Then Dave did a weird thing: he shot a glance at me and said, "I thought the award would go to Ben Poehland". I wasn't ready for that. The vibratae-uncles were screaming again. It was Number Six of The Ten Most Weird Moments Of My Life.

Later that evening there was another mixer. The party spilled out into the hallway, as the room had grown stuffy. There I encountered Joe Waters and began expressing some concerns about my column, the conflicting roles of editor and columnist. During the conversation I was distressed to discover how divergent from mine were Joe's views of what an editor should be. Joe had just dropped a bombshell: "Well, Current Notes probably doesn't need an 8-bit editor anyway" when our conversation was rudely interrupted by two rowdy drunks who demanded his attention in a discussion of Washington politics (Judge Thomas again). I hung around awhile hoping this would run out of steam so I could explore Joe's comment further. But I was no match for two guys running flat-out on high-octane ethanol. Eventually I drifted back to my room, wondering whether I really knew any of these people and what was I doing here. As I fell asleep, the vibratae-uncles were beating me to death.

Day Two

First thing Sunday morning I decided to check out the vendor area for awhile before heading back to the swap room. I'd spent so much time talking to people and trading stuff the day before I hadn't had time to make purchases. I stopped by the Toad booth and cut a deal with Jennifer for a few software trinkets. Dave Troy was running a demo of Palette Imaging's new ChromaCAD program and commented he thought it was pure genius. Then I talked to Chuck Leazott at the ICD booth. He had a few P:R:C's and other odds'n'ends, but pickings were poor.

And that was it. No Best Electronics. No Alpha Systems. No Advanced Technology Systems. No 8-bit offerings from L&Y. Nothing. Zip. I got queasy again. I wandered aimlessly through the vendor area, past ST booths bearing unfamiliar names. I was a lost soul, a stranger in a strange land. The bone signals rose to a crescendo, flooding my brain with a thought: this was why the swap room was overwhelmed the previous day. It couldn't have taken an 8-bit enthusiast more than a minute to realize the vendor area offered nothing of substance, so they all headed for the swap room. This was a segregated Fest, and I was in the wrong place. I sauntered back to the swap room in despair, to seek comfort among the other lost souls.

On the way, I ran into Bill and Pattie Rayle of Atari Interface Magazine who swept me along to the Atari Explorer booth to introduce me to John Jainschigg. John said Explorer would go to seven issues next year and promised to address the situation from last February when the list of 8-bit items still available from Atari was "inadvertently" omitted. A hollow promise, considering Atari is dumping the 8-bits. I saw no 8-bit articles in the issues of Explorer on display at the booth and wondered who this fellow was trying to kid. But Bill Rayle struck a warmer, more resonant chord when he declared AIM intended to support 8-bits as long as there was any response at all. Pattie chimed in to say they were shipping 8-bit monthly disks at a ratio of 50:100 compared to ST disks, which I thought a very credible figure.

In the swap room I sold a few more items, purchased a couple more trinkets, and briefly demo'ed Super Video and the Squeezed Queen again. I was greatly cheered to see Marv Seaman of Palette Imaging who dropped by to chat. He showed me shaded model printouts from ChromaCAD that looked great. But the vibratae-uncles detected a bewildered, almost bitter tone to his countenance. People thought him a dunce for writing such a fabulous program for a worthless computer. (So, I wasn't the only one having a strange weekend!) As he departed, I wondered cynically if he would change the name of his company to "Pariah Software". The swap room was dead by 4:00PM, so I packed up the remnants of my stuff and set out to see what remained of the Fest in its last hour. I never made it.

The Brodie Encounter

In the lobby I crossed paths with Bob Brodie who was leaving the Fest. We paused for a moment and eyed each other like two caged cats. Then he said, "You know, we haven't had much chance to talk...". "Oh, what the heck", I

muttered; "I wasn't gonna see much of this Fest anyway", and followed him to his room.

We began a chat which lasted the better part of an hour and ended down in the vendor area where men were disassembling the booths. Following a discussion that cleared up a number of sensitive personal issues, Bob brought me up to date on various circumstances surrounding the upcoming Chicago Fest. He confirmed Atari had auctioned off some 8-bit stuff over the summer but claimed it was mostly low-grade junk- 2600 game carts, acoustic modems, etc. Atari still had the "good stuff"- mostly software- well in hand.

I pressed him for information on the volume of this material. He indicated the space of a very large room, with an estimated weight on the order of perhaps several tons: a lot of stuff! How much would it cost Atari to ship that stuff- or a portion of it- to Chicago? A lot of money, according to Bob, more than Atari could afford to spend unless there were realistic prospects of selling it off.

And those prospects were poor. Despite drastic reductions in booth prices, as of the week of WAACE only four 8-bit developers/vendors had signed up for the Chicago Fest. [Note: as of the week of Nov. 7, this number had increased to nine.] I was appalled. Over the summer I had compiled the names of 56 8-bit vendors/developers at Bob's request for LCACE to use as an invitation list; I figured maybe 12 would sign up. Bob's frustration was evident as he sat there spinning out alternative ideas for Chicago; for awhile I wasn't sure if he was talking to me or babbling to himself. Maybe have the 8-bit developers hold "conferences" (like a series of scheduled demos), or sell off the inventory to local distributors like ATV or B&C and then turn the entire 8-bit area at Chicago into a giant swap room.

The thought of the Chicago show turning into another scene like I'd witnessed at WAACE was utterly demoralizing. I shared with Bob some frustrations I've experienced over the past year trying to get the developer/vendor community to advertise and more 8-bit users to subscribe to Current Notes. After exchanging notes in this vein at some length, it was apparent to both of us that our frustrations were mutual. Good lord, I thought, Now I'm agreeing with The Man From Atari. What planet IS this? The vibratae-uncles were having a field day.

The 8-bit vendor community has fallen below the critical mass required to hold it together as a cohesive entity. There are still vendors and developers, and some new products are being introduced. But their numbers are few and dwindling, fragments still glowing on the periphery of an explosion long grown cold. They haven't attempted to compensate or rejuvenate the market by means of more aggressive advertising or attendance at shows. Most bewildering is the laid-back attitude Bob and I have both encountered, wherein some vendors don't seem to care whether they sell product or not. In the end, we could only stare at each other and shrug. There was nothing left to say.

I made plans to dine that evening with Bill and Pattie Rayle of AIM. By this time I was feeling a desperate need to compare notes of my Fest experiences with others who shared my interests; implications for the future of the 8-bit community were looming ominous. That all went out the window when I showed up at the appointed hour and found we had been joined by a fourth party, Mike Vederman of Double Click Software, who fairly dominated the dinner conversation. Mike offered some interesting perspectives on software piracy and the recent anti-piracy ads by IAAD. But I had my own agenda for that evening, and it didn't include software pirates or rave reviews of products for the ST. The growing sense of alarm I was beginning to feel for the future of the 8-bit went unexpressed that night. I returned from dinner greatly frustrated, feeling once again I had ended up someplace I didn't belong. The oblivion of sleep brought welcome relief from the incessant resonance of my bones.

Homeward-Bound Pariah

I checked out Monday morning after a brief exchange with John Barnes on the grim status of 8-bit representation at the Fest. On the way home the vibratae-uncles were finally at rest, leaving me in a somber, reflective mood.

I wondered why there wasn't more 8-bit support from within the ranks of WAACE itself. During 1990 there were a number of issues of CN bearing full-page ads for the NOVATARI 8-bit PD library, which was undergoing a thorough reorganization. But in 1991 that reorganization effort has run aground, and only one small ad for the PD library has appeared. That ad was placed at my request, and getting it approved by NOVATARI was about as much fun as a visit to the dentist. In the weeks before the Fest, several WAACE organizers asked me if I would do a demo or seminar or whatever to attract some 8-bit interest. Being at that time heavily engaged in production on the November issue of CN, I declined (though I ended up running impromptu demos in the swap room anyway). But the very fact that WAACE Fest organizers were turning to me- rather than to their own 8-bit contingent- for 8-bit support at the Fest was disturbing. Especially considering as how I'm an outsider as far as WAACE is concerned: I hold corresponding membership in the Syracuse ACE and am a member of OHAUG, but I'm not a WAACE member.

The issue of segregation hovered over everything. Last year 30% of the traffic in the vendor area was 8-bit. This year, maybe 2%. To be sure, the segregation that occurred at WAACE was a spontaneous event caused by the gross imbalance of ST vs 8-bit representation in the vendor area. But the Chicago Fest is planned to be segregated from the beginning. The origins of this are again economic, as half-price stripped-down booths were offered to the 8-bit developers as incentives to make an appearance.

This annoyed the ST vendors, so the 8-bit shindig is being moved to a separate area where the 8-bitters can congregate. In so doing, however, the community gets divided not just economically but socially as well: ST Brahmins rule the vendor area while 8-bit Pariahs are banished to a swap room, or conference, or whatever Bob Brodie chooses to call it. If the 8-bit vendors/developers allow themselves to be treated like second-class

citizens who won't pay their own way, so also must the market they serve be regarded with disdain. Of course, when they don't show up at all, it's just plain pathetic.

Trapped between the twin forces of dwindling vendor support and uncertainty over the future of 8-bit support in WAACE and Current Notes, this Alchemist-cum-Pariah is taking a long hard look at the future.

Postscript

On November 3, 1991, my home was damaged by fire (faulty masonry in the chimney ignited studs inside a wall). Not only did I escape the blaze unharmed, I fought it with a garden hose before the fire department arrived and managed to save most of the structure. I was extremely lucky. Damage to my personal possessions was minor, and none of my computer equipment was damaged. Even so, preliminary estimates of the repair bill are in the range of $30,000. My insurance company is treating me well, and I'm confident the homeostasis of my existence will eventually be restored.

On November 4, I contacted Joyce Waters to let CN know I would be unable to fulfill my commitments as 8-bit Editor of the magazine after the December issue. I wish to make it clear that my resignation is due solely to the change in my personal circumstances wrought by the fire, and not by any events prior to Nov. 3. I have no idea when The Alchemist will again grace these pages, if at all.

All the projects/manuscripts I had in the works are indefinitely suspended, my plans to attend the Chicago Fest are cancelled. I'm presently laboring under great difficulty to get out the 8-bit material for this issue. Demolition/reconstruction is scheduled to commence about the middle of November, after which time I'll only answer the most critical postal mail. I'll try to maintain a presence on INTERNET and GEnie as long as possible.

I wish to thank the many people who sent cards, letters, and E-mail expressing their concern and support. I can't answer these personally, but I take great comfort knowing there are so many people out there rooting for me. I'm also grateful for the many kind offers of assistance, though fortunately I really don't need any. Except for someone to take over as 8-bit Editor... .

Insofar as this will likely be my last article for a very long time, I'll leave you with the thoughts that are uppermost in my mind. Beginning 1992 the Atari 8-bit community will be a community of orphans, shunned by the very company that spawned the machines we still cherish. If we are to survive as a viable entity, we need to grow up and stand independent of Atari Corporation and the ST/TT community. We need our own forum- something to replace ANTIC- that will serve as a primary channel for the 8-bit community to focus its user/developer/vendor resources free of the intimidating influence of the ST market. Our vendor community needs to abandon its laid-back attitudes and pursue the market more aggressively, with print media advertising, distribution of product catalogs, and appearances at shows. Our programming community needs to shuck off its

tired old venue of videogames and cutesey utilities and produce a wide range of novel user-oriented applications software such as the Commodore/Apple communities enjoy. It is the serious users who will keep our machine alive, and programs written for the narcissistic pleasure of other programmers just won't cut it any more. Heed now these last words of The Alchemist, that we may save ourselves from oblivion.

Good-bye everyone, and God Bless.

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4823. Epson Laser Printer

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-27 16:51:43 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9112271651.AA24416@smithkline.com>
Source record: 113227

Epson is advertising a new bottom-of-the-line laser (below the EPL 7000) called the "Action" laser. Presumably Centronics-compatible, etc. Sells on the street for ca. $600, tho I belive list price is $895 or so.

Anyway, I was wndering, has anyone out there ever tried hooking up ANY kind of laser directly to an 8-bit? I mean like, if you were already using an Epson 24-pin printer successfully with your 8bit (say, an LQ-500), if you just substituted this laser for the dot-matrix would it work OK?

I got this urge to do laser-printing with my XL, if it will indeed work & I won't blow up something.

I think next year the price will go even lower. <drool, drool>

- BEN POEHLAND
Always The Alchemist
8-Bit Editor of Current Notes for 4 more days.....

****

4824. PinOuts Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-27 17:40:51 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1991Dec27.174051.15121@usenet.ins.cwru.edu>
Source record: 113228

If anyone has the pinouts of 256k and/or 1 Meg Sims/Static Rams, could you please post them up. Also, if anyone has pinouts for 256K Drams, please post those as well.

Thanks,
BRiT
--
Welcome to my UnderWaterWorld!
Life is a tale told by idiots. . .
I think I'll procrastinate tomorrow. . .
Rebel on the Run: People to do and things to see. . .

4825. Re: History of Atari

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-27 21:59:20 UTC
From: clf3678@ultb.rit.edu
Message-ID: <1991Dec27.215920.11387@isc.rit.edu>
Source record: 113229

In article <1991Dec27.041613.9166@crash.cts.com>, trag@pnet01.cts.com (Jim Trageser) writes:
>
> I'm writing a story on the history of Atari for San Diego's ComputorEdge
> magazine; deadline is 12-29. I'm strong on the 400/800, but fuzzy on other
> areas. Was the 2600 video game machine Atari's first home market product? And
> I know you can get a 2600 adapter for the 5200, but am lost completely about
> the 7200.
>
> Also, what differentiated the XE/XLs from the 400/800? How much compatibility
> was there? Are any still manufactured?
>
> Thanks much for all our help.
>

The Atari 2600 was not Atari's first home video game system. They had at least 3 machines before the 2600, but all of them were variations on PONG. Also, they did not have cartridges, but had their game programs built in. The 2600, which came out in 1977 or so, was the first video game system with interchangable game programs. As I'm sure you remember, it was a VERY popular game machine, and still remains in production today. The Atari 5200 came about in late 1981 or early 1982. It was basically an Atari 400 computer with only cosmetic differences. However, it suffered from poor joysticks. It did have an optional accessory to let you plug in 2600 cartridges, as well as an optional trackball controller unit. The machine did feature a numeric keypad on the controller, as well as a pause button. The Atari 7800 came out around 1984, when the market was collapsing. Designed by General Consumer Electronics for Atari, it was like a "turbo 2600". Not only could it play all 2600 games, but also had extended graphics and sound for 7800-specific games. It used joysticks identical to the 2600, but which had 2 different buttons on it. It was shelved during the transition from Warner to the Tramiel family, and was reintroduced around 1986. It is still manufactured today, with new games still coming out for it. Technologically,it is superior to the Nintendo and the Sega Master System, but suffered from poor timing and the lack of advertising that all Tramiel-introduced Atari products.

As for the difference between the 400/800 and the XL/XE systems, The XL/XE have a built-in BASIC (the 400/800 had a cart), slightly different keyboard, and added features in BASIC. The XL/XE also have a parallel bus interface and a HELP key, which the 400/800 did not have. The 800 was the only computer with TWO cartridge ports.

Hope this helps!

_____
__\ Chris Freemesser, RIT Comp.Eng.Tech. Dimension's End BBS /__
___\ BITNET: clf3678@ritvax (716)436-3078 /___
____\ Usenet: clf3678@ultb.rit.edu 1200/2400 baud, 130MB /____
_____\ GEnie: C.FREEMESSER STark BBS software /_____

4826. Re: OS9 for the Atari 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-27 22:26:44 UTC
From: bill@mwca.UUCP
Message-ID: <1946@mwca.UUCP>
Source record: 113245

In article <1991Dec26.233512.1735@fsg.com> reynolds@fsg.com (Brian Reynolds) writes:

~> While replying to one of the comments on my suggestion of the
~>use of PostScript for an electronic magazine I had a thought. What do
~>people think about a port of OS9 to the Atari 8bits? Has such a thing
~>been done?

I'm a sales manager with Microware Systems, the creators of OS-9. While I applaud your suggestion, I'm afraid I can't be too optimistic about your idea. OS-9 was originally written for the 6809, and is currently supported on the 68000 family. While theoretically it would be possible for someone to buy full source code for OS-9/6809 and port it to the 6502, it would be a _very_ complex task, since the 6809 and the 6502 bear little resemblance to one another. One would then have to recompile the various development tools, and make a 6502-specific compiler/assembler.

I'm not sure the 8-bit is lacking for a decent OS (it's not multitasking, but realistically that isn't a great need). It has extensible device driver support and a reasonable choice of languages. Perhaps all that is needed is a first-class C compiler/debugger combination.

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

4827. 8-Bit Publication

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-28 00:32:06 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9112280032.AA24707@smithkline.com>
Source record: 113230

Rene Castro's generous offer to distribute postcards thru a vendor in
San Antonio for the write-in campaign was a fine example of the kind of spirit
we are looking for to get our ball rolling. However, at the moment some rather
heavy decision-making is going on, & until some philosophies get sorted out I
recommend we all hold our enthusiasm in check until we hear something from Jeff
McWilliams. He's on vacation right now but promised to get back to me- or to
the Net- when he gets back, sometime the first week of January. (I myself will
be on vacation the whole first week of January, but I'll check the Net at least
once every 2 days.) I hope Jeff will have good news for us, let's keep our
fingers crossed. The write-in campaign was his idea, we really should wait
for him to tell us the details. It's also important that the effort be under
the direction/coordination of a single individual. If we all get impatient
& go off half-cocked doing our own thing, it will be chaos.
I'm sure there's a lot of folks out there chafing at the bit, itching to
help or do whatever someone may ask of them (myself included!). But it's
important for us to get ourselves headed in the proper direction in terms of
what policies will be regarding relationships to other components of our
community besides just the users. There are some potential conflicts here,
which Jeff is struggling to iron out. Much as I'm itching to get going with
the write-in campaign, I'm content to cool my heels for a week or so & give
Jeff some breathing space.
It's the least we can do for the guy, he has accepted a tough challenge.

- BEN
POEHLAND
Always The Alchemist
Still 8-Bit Editor of Current Notes for 4 more days....

****

4828. ComputerEyes

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-28 01:04:07 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9112280104.AA24718@smithkline.com>
Source record: 113231

Frank Seipel's idea to use CompterEyes (C-E) to back up memory on a VCR was interesting.
I paid (ulp!) $129 for C-E, never played with it much. But, like all my toys, I took it apart.
The hardware is a first-class RIPOFF. The circuit board holds I think 5 chips: a TTL gate or 2, a couple op-amps, a 555 timer, plus a few pots & a transistor or 2. Actual value of electronic hardware: $15. It was my intention to reverse-engineer the thing, figure out how it worked. It wouldn't be too difficult. *Sigh*, one of those many projects I wuz gonna do when I got a round tuit.
Question: What's a round tuit?
Answer: I dunno, do they have square ones?

Anyway, if someone did that, you could make the hardware yourself for next to nothing, if all you wanted was just to use it backing up a HD. Of course, someone would still have to write the software. Software is always the hard part.

- BEN POEHLAND
Always The Alchemist
Still 8-Bit Editor of Current Notes for 4 more days...

****

4829. Rtime8 still WANTED!

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-29 00:25:00 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <DoXoDB4w163w@unixland.natick.ma.us>
Source record: 113232

Well, here goes nothing...
Ive hooked up my hard drive here to my 800xl and MIO.
Everything is great and Im impressed to have 40 megs over here.
Anyways Im going to run a BBS with this, and Im planning to order
PRO or buy an existing node from a local sysop (in the works).
The big hangup is that I will definitely need an Rtime8 for tis
software package, as when it acesses the disk, it loses the time for the
entire duration its accessing..
Whew!
Anyways, Ive exausted all local options (and ICD) for trying to find this
thing...
So im turning the problem over to the net.
Does anyone have an rtime8 for sale?
Does anyone know what dealer I could contact for this item..
And also IM even willing at this point to buy a few broken ones if that is
what it takes to make a working unit.
Anyone with answers.. Write me AT THIS ADDRESS ONLY!
Craigr@athena.mit.edu
Delphi: ASGARDIAN
Responses to this unixland address dont get to me, as I havent paid for a
mailbox here. So mail me at Athena.

-Craig

4830. Re: Wanted - Docs for Atari 800 Assembler/Editor Cart

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-30 03:43:38 UTC
From: person@plains.NoDak.edu
Message-ID: <13999@plains.NoDak.edu>
Source record: 113233

Hmm.. Bac k when I bout my ass/ed cart the errata sheet was thicker
than the manual. I wonder if I still have the docs...
--
Brett G. Person
North Dakota State University
uunet!plains!person | person@plains.bitnet | person@plains.nodak.edu

4831. * Spelunker Cheat wanted

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-30 05:45:12 UTC
From: meg5184@hertz.njit.edu
Message-ID: <1991Dec30.054512.29346@njitgw.njit.edu>
Source record: 113234

Howdy,
Many years ago, I got a cheat from a local BBS that told you how
to change one byte on the Spelunker disk which would allow the user to
have unlimited lives. Since then I've lost the cheat disk (still have
the original) and the instructions on how to do it. If I remember
correctly, it was changing an '07' to an '00' somewhere. No I will NOT
do every instance of it! Can anyone tell me what this is????

==
"We seek peaceful coexistance!" | Mike
"Yeah, and monkeys will fly outa my butt!" | meg5184@hertz.njit.edu
==
Wayne's World: The Next Generation...NOT!
==

4832. Hey, I'm curious!!! Please reply..

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-30 06:31:19 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1991Dec30.063119.14766@ra.msstate.edu>
Source record: 113235

I'm really curious!

Hi, all you 8-bitters out there! I was just curious
about who was left out here, so I decided to ask you in a
vote form. So please answer the questions below.

Offical Atari 8-bit Voting Form
Please answer the following questions by place only ONE
'X' per question unless other wise specified over the blank
provided '_'. Cut this document if possible on the dotted
lines and EMAIL it to me at the address give below! Thanks...

1. What machine are you currently using to access this
newsgroup? MARK only ONE.

_ Atari 8-bit
_ Atari ST
_ IBM PC/XT/AT/386/486
_ Amgia
_ MAC
_ Other

2. How do you use your 8-bit? MARK the closest response once.

_ All the time for most of your computing needs
_ Programing
_ Hacking
_ Game Playing
_ Rarely
_ Collecting dust by disuse
_ Other: _____

3. Which Atari Systems to you have in working order? Mark all
that apply. {hope I got them all}

_ Atari 400
_ Atari 800
_ Atari 800 XL
_ Atari 600 XL
_ Atari 1200XL
_ Atari 130 XE
_ Others I might have missed: _____

4. How do you feel about an Electronic 8-bit Magazine? Mark
Only one.
_ For
_ Undecide/Don't care

_ Against Why?
_ Because it's Electronic
_ Other: _____

_____END of poll_____

Thanks,
I'll post the results in this newsgroup sometime after
the first of the year. Remember cut out the voting ticket and
E-Mail it to me.

--John Zitterkopf
jdz1@ra.msstate.edu

4833. Atari items for sale or ?

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-30 17:38:31 UTC
From: ehs@src.dec.com
Message-ID: <1991Dec30.093831.19408@src.dec.com>
Source record: 113241

Several years ago, I turned my 800 into a fairly reasonable 6502
development platform. I subsequently moved on to other things and packed
the Atari away. Somewhat later, I reconverted it to a stock 800 for
compatibility with commercial game cartridges.

Although I have fond memories of the Atari, it's pretty clear that I'm
never going to get back to it. Now I need the space, and I'm wondering if
there's still any use for the items below. I'm primarily interested in
finding someone who will put them to good use. I don't follow the
used Atari market at all, but I'd like to get back any packing and
shipping costs plus a little for my trouble. If something interests you,
make me an offer. I will also trade for 68xx or 68xxx family chips.

The 800 itself and the game cartridges are probably going to a nephew, but
I'd consider including them if that's necessary to make an interesting
package.

Except as noted, everything worked when put into storage and includes the
original documentation, but none of it has been checked recently.

Peripherals

Atari 850, with power supply and modem cable
Centurian "Limited Edition" Disk Drive with power supply
FLAKEY and intermittent -- probably a loose connection somewhere
I think this has the electronics from the final rev of the 810,
repackaged with a Tandon drive in a nice metal case
No documentation.

Upgrades

65C02 (CMOS 6502 replacement)
Newell Fast Chip (improved floating point ROM)
OMNIMON and OMNIVIEW, installed on a spare ROM card
Mosaic 32K RAM card
AXLON RAMPower 128 card (128K bank switched memory/RAM disk)

Documentation

Atari Hardware Manual (CO16555)
De Re Atari
SAMS Atari 800 schematics/pictorial
Mapping the Atari (Chadwick, first edition)
Assembly Language Programming for the Atari Computers (Chasin)

Programming Cartridges

ACTION!
MAC/65
Atari Logo
Atari Pilot
Atari Assembler/Editor
Monkey Wrench

Disk Software

From the collection once sold by Antic,

VT-10-Squared
Chameleon
Extended DDT
Sherlock 1050

from David Young,

SpeedScript 80 (for use with OMNIVIEW)

from Signal Computer Consultants, Ltd.,

Train Dispatcher (simulates CTC train dispatching)

plus an uncataloged grab-bag of terminal emulation, disk utility and ham radio software -- some PD, some purchased and some my own, most written in MAC/65 or ACTION! and documented only by the source code.

If interested in some or all of this, please reply to me directly -- I don't have time to read this group regularly.

Ed Satterthwaite
DEC Systems Research Center, Palo Alto, CA
Internet: ehs@src.dec.com
UUCP: {...}!decwrl!ehs

4834. Re: ICD Products

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-30 19:55:33 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1991Dec30.195533.20770@infoserver.th-darmstadt.de>
Source record: 113236

In article <1991Dec12.165822.25063@usenet.ins.cwru.edu> aa384@cleveland.Freenet.Edu (Doug Wokoun) writes:
>
>>On a weird tangent to the ICD-source-code topic... It IS possible to extract
>>the files from the SDX "CAR:" device... but I'm not at liberty to tell you
>>HOW. :-)
>
> Why not, page 5-3 of the SDX manual says:
>
> 'An alternate way to copy a file would be
> TYPE fname >>dest'
> Just wait til you try to disassemble it, though. You'll find it
>difficult to feed to relocatable files into any disassembler. When I
>asked ICD for documentation on how to write relocatable files, they said:
>"The routines are all in the SDX cartridge, just disassemble the main
>bank of 8K!" Sure, no problem, I'll do it this evening as a matter of
>fact!

Well (taking this marvelous opportunity) disassembly of SDX drivers is just
a smidgen easier by using DISASM65 from the NASM cross-development package
I advertised recently here and which I have now uploaded to atari.archive.
There is also a new version for NASTY there, which contains a 'safer' version
of the old driver.

NASM as been said before contains, assembler, linker librarian, detokenizer
and utilities like a mac65 detokenizer and a disassembler (for boot sectors
too).
NASM is portable and works under TOS, MSDOS UNIX and apparently AMIGA.

Frohes Neues Jahr
Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"

4835. Amigas

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-30 20:22:00 UTC
From: cpw8034@venus.tamu.edu
Message-ID: <30DEC199115221471@venus.tamu.edu>
Source record: 113237

If anyone is interested, I have a 3Mb Amiga for sale... I have the latest upgraded graphic coprocessors and 1.3 OS. Two 3 1/2" 880K drives and plenty of software. Leave mail if interested.

Al

4836. Re: ComputerEyes

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-31 00:31:49 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1991Dec31.003149.23011@infoserver.th-darmstadt.de>
Source record: 113238

In article <1991Dec27.014407.2458@magnus.acs.ohio-state.edu>
fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:
> Several years ago a product called "ComputerEyes" was marketed. It allowed
>the user of an Atari 8-bit to digitize a picture from a VCR. Can
>anyone tell me where I can get one of these?
> I believe it would be possible to backup and restore a hard drive to a
>VCR tape using ComputerEyes. The backup would be simple; the Atari would
>enter one of the bit-mapped graphics modes, and start loading sectors into
>screen RAM, all the while the VCR would be in RECORD mode, recording the
>output from the monitor jack through the VCR's auxiliary input jack.
>Checksums and redundancy could be included in the refined program; pauses
In the "refined" program ?
You'd need some HEAVY redundancy and error correction for this scheme to
work at all. It should be obvious (even to someone non-technically oriented),
that putting something on videotape is an *extremely* lossy operation in a
data sense. You experience it every time you tape some TV-broadcast.

I'd guess something akin to bar codes might possibly be useable. Or maybe
Graphics with GCR software (har har).

take it lightly

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"

4837. Need others to place Vote on Other BBS's!!!+Results

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-31 05:28:56 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1991Dec31.052856.11789@ra.msstate.edu>
Source record: 113240

Can someone else place My message #2372 on another bbs so others can vote too?
I know it'll cost money but hey not that much! Here are the current Values:^)
15 votes talli! ! 1 Mine

Offical Atari 8-bit Voting Form
Please answer the following questions by place only ONE
'X' per question unless other wise specified over the blank
provided '_'. Cut this document if possible on the dotted
lines and EMAIL it to me at the address give below! Thanks...

1. What machine are you currently using to access this
newsgroup? MARK only ONE.

04 Atari 8-bit
0 Atari ST
3 IBM PC/XT/AT/386/486
1 Amgia
1 MAC
7 Other: 3 Sun WorkStations

2. How do you use your 8-bit? MARK the closest response once.

4 All the time for most of your computing needs
1 Programing
2 Hacking
4 Game Playing
3 Rarely
4 Collecting dust by disuse
1 Other: _Running 2 BBs's_

3. Which Atari Systems to you have in working order? Mark all
that apply. {hope I got them all}

5 Atari 400
6 Atari 800
8 Atari 800 XL
1 Atari 600 XL
1 Atari 1200XL
4 Atari 130 XE
0 Others I might have missed: must have got them all :^}

4. How do you feel about an Electronic 8-bit Magazine? Mark
Only one.
12 For
1 Undecide/Don't care
1 Against Why?

1 Because it's Electronic
_ Other: _____

_____END of poll_____

E-mail me your results if you do do it! Thanks!
jdz1@ra.msstate.edu

4838. I/O via the Joystick Ports on the 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-31 05:56:29 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1991Dec31.055629.9506@usenet.ins.cwru.edu>
Source record: 113239

I dug up some old info on how to do I/O through the joystick ports on the 400 and 800 computer. I wrote a program to turn each of the 16 pins on and off.

If anyone want's a copy, let me know. I can only give you an ASCII listing, my 800 has a busted DD cable! (ouch)

Are there any other programs that take advantage of this?

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@george.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

4839. Colors of Atari

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-31 10:30:06 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1991Dec31.103006.27412@sactoh0.sac.ca.us>
Source record: 113244
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Here's a bit of Atari trivia...

A few months ago, I met a Micheal Groh, Dealer Sales Coordinator, and we exchanged business cards. I noticed that his card was multicolored, in contrast to Sig Hartman's (purple logos), and other Atari employees I've met (blue logos).

"ATARI" is spelled out in letters of different colors, and remembering that the colors refer to the different lines of products that Atari sells. So, in order, here are the "Colors of Atari" and the products they represent.

A blue ST computers
T green TT computers
A orange Video games (??) Lynx
R red XE computers
I purple IBM compatibles

Well, I'm guessing on the orange part of it. But I noticed that Lynx logos are orange. Could the Jaguar logo also be orange? Notice that the logos on the Portfolio are purple.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

4840. Re: ComputerEyes

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-31 15:29:51 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <52242@cup.portal.com>
Source record: 113243

I was also going to point out the "extremely lossy" nature of the proposed scheme for backing up an Atari 8-bit computer onto VHS tape. Note, however, that I target only the particular proposed METHOD of transferring data from computer to tape and back again. Videotape IS INDEED a very high-density storage medium; you could probably put every Atari 8-bit program ever created onto one or two 8mm video cassettes that would fit easily in the palm of your hand. At the present time, however, there appears to be no way to interface an 8mm video data drive (they exist and are used on high-end workstations and the like) to the Atari 8-bit -- unless Bob Puff and the folks at CSS are heading in that direction with the Black Box? Chris Freemesser, would you care to comment? Failing that, someone mentioned a week or two ago that the "next generation Atari dream system," designed-and-built by "we the users" rather than Atari, might include SCSI -- and THAT would allow interfacing to an 8mm video data drive. (This is feasible; I'm told there are third-party peripherals for the <spit on ground> C=64 to drive SCSI devices. The only thing is, most of the people around ME (who are not Atari fans like us) would point out that it'd be somewhat ridiculous to put a (rather expensive) multi-gigabyte-capacity tape drive on an 8-bit 64Kbyte computer... (It might make more sense, but not a LOT more, for those of you with expanded-memory systems -- how many programs or data files are there for the Atari 8-bit that are large enough to justify using such a huge-capacity storage device?) The other problem with 8mm tape storage, in practice, is that "repositioning" doesn't appear to work well. On the computers at my workplace, this causes failure of 8mm tape operations a fairly large percentage (let's say 5%) of the time... I don't think I'd spend my money on an 8mm drive JUST for my Atari, even if it did become feasible/practical.

On a related note, though, what are we all planning to do when our Atari-compatible disk drives, cassette (well...) drives, JOYSTICKS, etc. etc. finally wear out? I'd LIKE to continue using my Atari for the rest of my life, and I expect (knock wood) that to be another 50 or 60 years...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4841. Re: I/O via the Joystick Ports on the 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-31 16:13:57 UTC
From: matthewr@cpqhou.uucp
Message-ID: <1991Dec31.161357.15560@cpqhou.uucp>
Source record: 113242

Has anyone attempted to interface a PC style mouse to an Atari Joystick port? Would anyone have a serial handler that might be useful?

Also, I was wondering about graphical user interfaces on 8-bits. Are there any available for the Atari? I remember seeing adds for GEOS for Commie 64's. I believe they had plans to produce an Atari 8-bit version as well.

Although the overhead involved in supporting a GUI on a 48k Atari 800 would be a problem, I think it is possible. And I imagine it would be "easy" on a 130XE.

It should be possible to write some cool (not to mention, useful) programs on top of a GUI.

MATT

4842. an 8-bit GUI? (was Re: I/O via the Joystick Ports on the 400/800)

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-31 19:22:23 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1991Dec31.192223.8045@exu.ericsson.se>
Source record: 113246

Matthew Rajmaniak writes:
>
>Also, I was wondering about graphical user interfaces on 8-bits. Are
>there any available for the Atari? I remember seeing adds for GEOS for
>Commie 64's. I believe they had plans to produce an Atari 8-bit version
>as well.
>
>Although the overhead involved in supporting a GUI on a 48k Atari 800
>would be a problem, I think it is possible. And I imagine it would be
>"easy" on a 130XE.

IMO, GUIs are a mistake for the 8-bits. Well, maybe some sort of nice little inteface would be fine, but not the typical mouse-driven, overlapping-windows-ridden, pseudo-multitasking mess available for every other system under (and including) the sun. Every GUI I've used has been awkward, bloated, loaded with bugs, and just not very fun to use. But everyone wants to have one, just because everyone else does, and now they have become standard. There have got to be simpler alternatives to the Xerox-style interface.

One thing to keep in mind amid the talk of reanimating the 8-bit computers via a magazine: it is a grave mistake to try to chase after the PC, Mac, etc.; you will never catch up, nor do you want to. Let those machines wallow in their own complexity.

--
James Hague
exuhag@exu.ericsson.se

4843. Re: I/O via the Joystick Ports on the 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-31 19:32:56 UTC
From: michael@dime.cs.umass.edu
Message-ID: <41235@dime.cs.umass.edu>
Source record: 113247

In article <1991Dec31.161357.15560@cpqhou.uucp> matthewr@cpqhou.UUCP (Matthew Rajmaniak) writes:
>Has anyone attempted to interface a PC style mouse to an Atari Joystick
>port? Would anyone have a serial handler that might be useful?

I don't know about using PC mice, but I do know that an ST mouse can be used by 8-bit programs written specifically to use one. There was an article about it in an old Analog Computing magazine, and I believe it came with a simple demo program.

The old Missile Command cartridge also had a track-ball mode which could be used with an ST mouse. I tried it, and in my opinion, it's much more fun than in joystick mode.

In both cases above, the mouse was plugged into the joystick port, not into an rs232 port.

Michael

4844. Re: an 8-bit GUI? (was Re: I/O via the Joystick Ports on the 400/800)

Newsgroup: comp.sys.atari.8bit
Date: 1991-12-31 20:57:32 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1991Dec31.205732.29859@ra.msstate.edu>
Source record: 113248

In article <1991Dec31.192223.8045@exu.ericsson.se> exuhag@exu.ericsson.se (James Hague) writes:
>Matthew Rajmaniak writes:
>>
>>Also, I was wondering about graphical user interfaces on 8-bits. Are
[deleted stuff]
>
>One thing to keep in mind amid the talk of reanimating the 8-bit
>computers via a magazine: it is a grave mistake to try to chase after
>the PC, Mac, etc.; you will never catch up, nor do you want to. Let
>those machines wallow in their own complexity.
>
>--
>James Hague
>exuhag@exu.ericsson.se

First, I agree with you, some what! A GUI like windows is just too bulky for my tastes. I like to keep thing simple. I have MS-Windows 3.0 and I don't really see any use for it! Dos suits me just fine!

Second, No one is expecting to even get close to the newer machines {IBMs}. I think I speak of most of us when I say that Our intension of a 8-bit mag. is to KEEP the 8-bits alive! Atari kick our _asses_ out and almost no one supports us now. We need this shot to keep the 8-bits from becoming history!

Thanks for your time!
jdz1@ra.msstate.edu